Usenet Newsgroup Archive: comp.sys.atari.8bit

2002

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Date span: 2002-01-01 through 2002-12-31

Source text: comp.sys.atari.8bit.txt

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Messages included in this PDF: 7,792

Message records with no readable body available in the source text: 2

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 11:30:59 UTC
From: Roy G Biv <erasmus@Atascii.Island>
Message-ID: <Pine.GSO.4.33.0201010600190.16668-100000@shell1>
Source record: 32270

On Sun, 30 Dec 2001 at 13:07:34 GMT, "Frank Rachel" (frank-rachel
at home dot com) scribbled:
->I can easily rename, but just curious, what DOS's wouldn't recognize
->the "_". The ATR's are used by emulators, which typically exist for
->modern OS's..

In the heyday of the 8-bits, back when people were using real hardware (not emulation), I don't think any red-blooded Atarian would've used any punctuation symbols in filenames -- even if some offbeat or relatively unusual Atari 8-bit Dos program would've supported it. That's because ADOS 2.0 (i.e., Atari Company's Dos) and its main compatibles (including ADOS 2.5) didn't support punctuation marks in filenames. Using punctuation in filenames would've made such files incompatible with the overwhelming majority of other Atari 8-bitters as well as almost all of their software and programming and all the situations in which Atari programs and files were used, including BBSes.

Doing so now sounds like a recipe for disaster. But by all means, go ahead and do it! The way most people learn is by experience, and you'll enjoy the experience and all the extra time and effort at some point in the future when some Atari program you're running by emulation refuses to recognize illegal filenames and you're forced to fix dozens or hundreds of filenames by some roundabout method! That'll be fun, for sure! <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

2. name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 14:39:03 UTC
From: Jay <jay.bellNOSPAM@btinternet.com>
Message-ID: <a0shm7$9na$1@knossos.btinternet.com>
Source record: 32271

ok a game for a atari 8 bit - can't remember very much about it, but it was a kind of fly around thing, with a simple green/blue sky/ground thing, and wireframe graphics for buildings. can't remember what the object of the game was either!

any help would be appreciated!

tia
jay.b

3. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 14:43:22 UTC
From: Jerry Cornelius <jcorn@yahoo.com>
Message-ID: <eWjY7.274103$bs2.52934230@news02.optonline.net>
Source record: 32272

"Roy G Biv" <erasmus@Atascii.Island> wrote in message
news:Pine.GSO.4.33.0201010600190.16668-100000@shell1...
> On Sun, 30 Dec 2001 at 13:07:34 GMT, "Frank Rachel" (frank-rachel
> at home dot com) scribbled:
> ->I can easily rename, but just curious, what DOS's wouldn't recognize
> ->the "_". The ATR's are used by emulators, which typically exist for
> ->modern OS's..
>
> Doing so now sounds like a recipe for disaster. But by all means,
> go ahead and do it! The way most people learn is by experience, and
> you'll enjoy the experience and all the extra time and effort at some
> point in the future when some Atari program you're running by emula-
> ation refuses to recognize illegal filenames and you're forced to fix
> dozens or hundreds of filenames by some roundabout method! That'll
> be fun, for sure! <grin>

Which is all well and good except for the minor fact that nobody was talking
about renaming Atari DOS files, but rather the filenames of the ATR images
that contain Atari files.

I could be a bit behind the times, but I don't know of any Atari 8-bit
program that uses ATR images. DCM files, on the other hand, would cause
some problems.

4. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 15:56:56 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <qvm33uc2jt9ikg104onhc4q7utqr3odicm@4ax.com>
Source record: 32273

On Sun, 30 Dec 2001 00:13:47 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

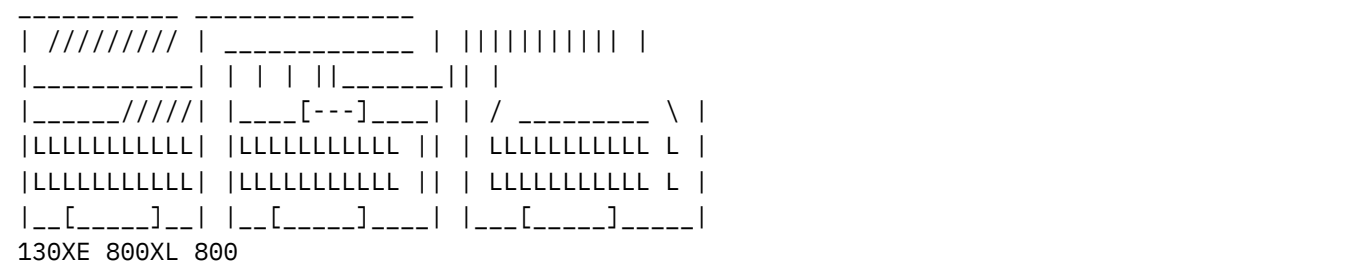
>How do you run the Timekeeper Demo?
>I boot the disk and I just get dos with lots of files, I do see a w.bat file
>but what do I type to run it?
>
Where did you get timekeeper from please?

I looked on both the mentioned sites and can't see it

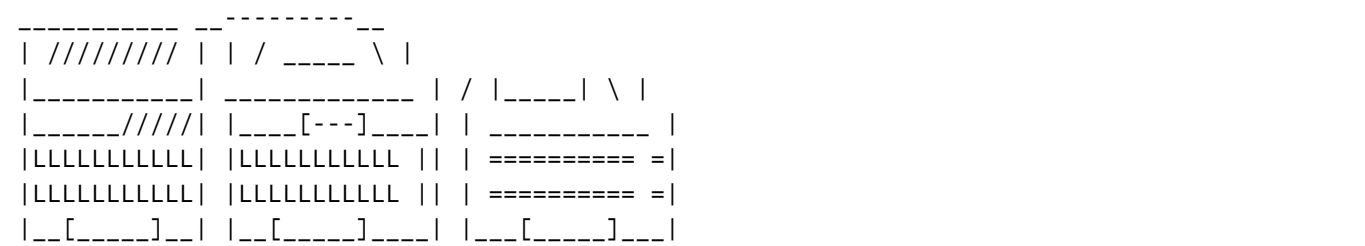
5. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 16:08:57 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_1009901328@rtfm.mit.edu>
Source record: 32274
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

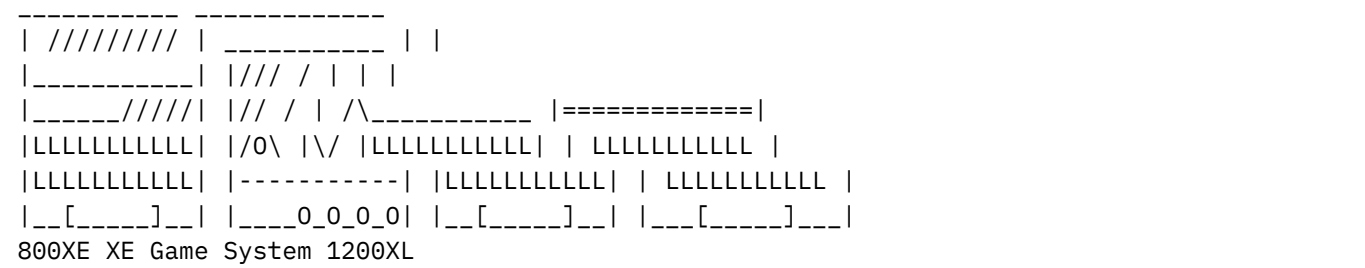
```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: December 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List
```



```
130XE 800XL 800
```



```
65XE 600XL 400
```



```
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no
guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible!
Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

****
For other 8-bit Atari related FAQs
(vendors/developers, new users, emulators, BBS's, hardware mod's, disk images)
please follow the links contained in:

http://www.faqs.org/faqs/atari-8-bit/welcome/

which is also posted to news:comp.sys.atari.8bit every 7 days.
****

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

Based in Silicon Valley in the U.S.A., the company known as Atari produced a line of home computers from 1979 to 1992 often referred to collectively as the "Atari 8-bits," the "8-bit Ataris," the "400/800/XL/XE series," etc.

The computers included the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

These machines competed in the marketplace with the likes of the Commodore 64 series, the Apple II series, the Texas Instruments TI99/4A, and the Radio Shack Color Computer. Of these, the 8-bit Atari is most similar to the Commodore 64.

The 8-bit Atari computers do not use the same cartridges or floppy disks as any other Atari platforms, such as the 2600 Video Computer System (VCS), the 5200 SuperSystem, the 7800 ProSystem, or the ST/TT/Falcon computers. All of these but the 5200, however, do share the same joystick/controller hardware port.

The 5200 SuperSystem is actually nearly identical to the 8-bit computers internally, yet cartridges for the 5200 and the 8-bit computers cannot be exchanged, primarly due to the physically different cartridge ports.

Here are some of the performance specifications of the 8-bit Atari computers:

(Some of the rest of this section by Bill Kendrick)

CPU: 6502 (MOS Technology)
CPU CLOCK SPEED:
NTSC machines: 1.7897725 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
59.94 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

GRAPHICS MODES:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2

```
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSILE GRAPHICS: (byte height and OR corrections from Piotr Fusik)
Four 8-bit wide, 120 or 240 byte high single color players, and four 2-bit wide, 120 or 240 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to OR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the

keyclick can be disabled.

Subject: 1.2) What is the Atari 400?

Released along with the 800 in 1979, the 400 was the low-end model of the two. The only 8-bit Atari with a membrane keyboard rather than a full-stroke keyboard. One of the few 8-bit Ataris lacking a composite monitor port. Originally released with just 8K RAM, but most were sold with 16K RAM. There was also a factory-authorized 48K upgrade available through dealers.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 400 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 1982 Atari catalog calls the 400 "The Basic Computer".

The 400 was discontinued in 1983.

During development the 400 was known internally as "Candy."

Subject: 1.3) What is the Atari 800?

Released along with the 400 in 1979, the 800 was the high-end model of the two. The 800 is the only 8-bit Atari with a Right Cartridge slot, in addition to the Left Cartridge slot as present on all 8-bit Ataris. Originally released with just 8K RAM, many were sold with 16K, later on 48K was standard.

The 800 is also the only 8-bit Atari with a four-slot modular design, where the first slot holds the CX801 (CX801-P for PAL machines) 10K ROM module, and the other three slots hold combinations of CX852 8K or CX853 16K RAM modules.

Only the 400 and 800 8-bit Atari models have four controller (joystick) ports.

Early 800 units include the CTIA chip; later units include the GTIA chip, also present in all later 8-bit Ataris.

The 800 was discontinued in 1983.

During development the 800 was known internally as "Colleen."

Subject: 1.4) What is the Atari 1200XL?

Released as a big brother to the 400/800 in 1982, the 1200XL now uses Atari's slightly customized 6502C microprocessor, and includes a full 64K RAM. The 1200XL was the first 8-bit Atari with just 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, 4 LEDs, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's

speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

The 1200XL was the biggest single step forward in development of the 8-bit Atari platform, but the corresponding software compatability problems hurt its popularity.

The 1200XL lacks separate chroma video signal, and also lacks the +5 Volts power on pin 10 of the SIO port.

The 1200XL was discontinued in 1983.

Subject: 1.5) What is the Atari 600XL?

Released in 1983 as a replacement for the 400, the 600XL is the low-end version of the 800XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 600XL has 16K RAM.

The 600XL can be expanded from 16K to 64K with the Atari 1064 Memory Module.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The North American/NTSC 600XL does not include a composite monitor port;
The European/PAL 600XL includes the monitor port, but this lacks the chroma video signal.

The 600XL was discontinued in 1985.

Subject: 1.6) What is the Atari 800XL?

Released in 1983 as a replacement for the 800 and 1200XL, the 800XL is the high-end version of the 600XL. The 600XL/800XL include most of the features of the 1200XL minus the Function keys and the demo program. But both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing fast parallel access to the heart of the computer. The 800XL contains 64K RAM.

Normally boots with Atari BASIC (Revision B) enabled;
Hold down [Option] on startup to boot without BASIC.

The 800XL lacks separate chroma video signal.

There was a late version of the 800XL in Europe, called 800XLF. The 800XLF includes a redesigned motherboard (a la the XE computers) and contains FREDDIE for memory management and has chroma output. BASIC is Revision C.

Though Atari never disclosed sales figures, the 800XL was likely the most-sold of all 8-bit Atari computer models.

The 800XL was discontinued in 1985.

Subject: 1.7) What is the Atari 65XE?

Released in 1985 as a replacement for the 600XL, the 65XE is the low-end version of the 130XE. The 65XE is nearly identical to the 800XL in features, minus the PBI. European 65XE's include the ECI port, present only on the 130XE in North America. All XE computers also include the FREDDIE memory management chip.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 65XE was discontinued in 1992.

Subject: 1.8) What is the Atari 130XE?

Released in 1985 as a replacement for the 800XL, the 130XE is the high-end version of the 65XE. The 130XE offers 128K RAM, plus the FREDDIE memory management chip, supporting the unique (but rarely used) ability for the 6502 and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of a fast parallel port.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

The 130XE was discontinued in 1992.

Subject: 1.9) What is the Atari 800XE?

Unseen and unknown in North America, the 800XE was sold in eastern Europe. The 800XE is identical in features to the European version of the 65XE (which was sold in western Europe). The 800XE could also be described as a 64K version of the 130XE.

Normally boots with Atari BASIC (Revision C) enabled;
Hold down [Option] on startup to boot without BASIC.

Jindrich Kubec writes, "The problematic Chinese 800XEs with GTIA problems were manufactured in 1992."

The 800XE was discontinued in 1992.

Subject: 1.10) What is the Atari XE Game System?

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in

Missile Command game (hold down Select at startup), while offering 64K RAM
and full compatibility with the 65XE. It was packaged with the Light Gun,
and the Flight Simulator II and Bug Hunt cartridges.

James Bradford offers:
With the keyboard connected and no cart, basic boots, with out a
keyboard connected and no cart, the built in game runs.
There is only 1 32K ROM in the XEGS, it has the OS, BASIC (Rev C) and
Missile Command on it.

The XE Game System was discontinued in 1992.

Subject: 1.11) What are the 6502, ANTIC, CTIA/GTIA, POKEY, and FREDDIE chips?

Some of the following text was written by Chris Crawford and appears in De
Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. See: http://www.atariarchives.org/APX/showinfo.php?cat=90008

The internal layout of the Atari 8-bit computer is very different from other
systems. It of course has a microprocessor (a 6502), RAM, ROM, and a PIA.
However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA,
and POKEY. These chips were designed by Atari engineers primarily to take
much of the burden of housekeeping off of the 6502, thereby freeing the 6502
to concentrate on computations. While they were at it, they designed a great
deal of power into these chips. Each of these chips is almost as big (in terms
of silicon area) as a 6502, so the three of them together provide a tremendous
amount of power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

6502 Central Processing Unit (CPU)
====
While the 400/800 models contain a generic 6502B CPU (a faster version of the
original 6502A microprocessor), all of the XL/XE models contain Atari's
customized 6502C chip.

On the Atari, there are two microprocessors, ANTIC and the 6502. To allow
them to coexist, ANTIC must shut off the 6502, a process called DMA. The
6502B supports DMA, but in Atari's implementation, it required 4 chips. The
6502C has an extra line called HALT. It is controlled by ANTIC which uses it
whenever it needs the data/address bus. The HALT line is on pin 35 of the
Atari 6502C and must be pulled high for the chip to work.

ANTIC
=====
ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these
instructions into a real-time stream of simple instructions to GTIA.

CTIA/GTIA
=========
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television Interface Adapter") is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

Early 400/800 models included CTIA, later 400/800 models and all later 8-bit Ataris included GTIA.

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Clay Halliwell provides this tidbit:
A bit of trivia: CTIA 400/800s artifact in blue/green, GTIA 400/800s artifact in green/blue, and all XL/XEs artifact in red/blue.

Jerry Jessop explains why French Ataris produce fewer colors:
I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible.

POKEY
=====
POKEY (means "POT and KEY" as in the paddles and keyboard) is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

FREDDIE
=======
The 65XE/130XE/800XE/XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to James Bradford, "FREDDIE is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory.

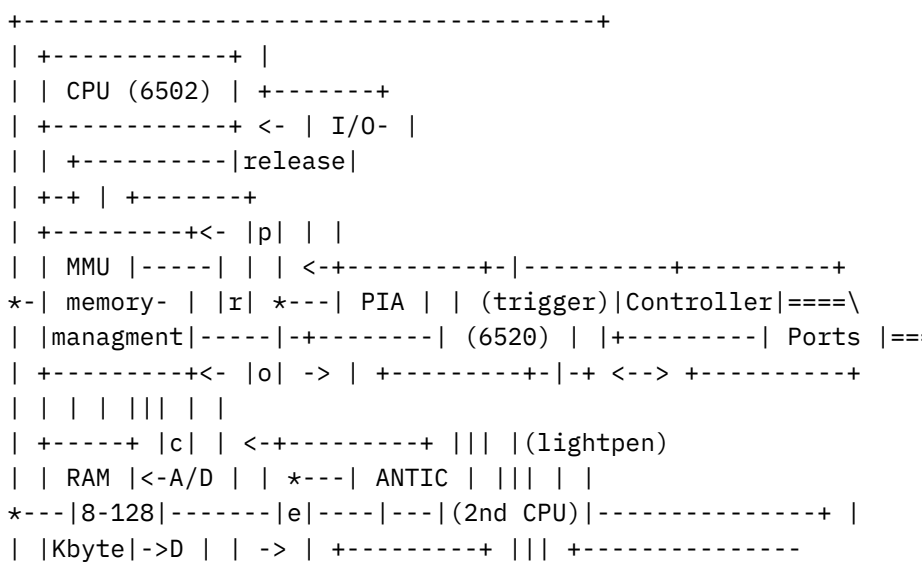
FREDDIE also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDIE but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDIE, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDIE for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDIE does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDIE) and an extra 8 RAM chips."

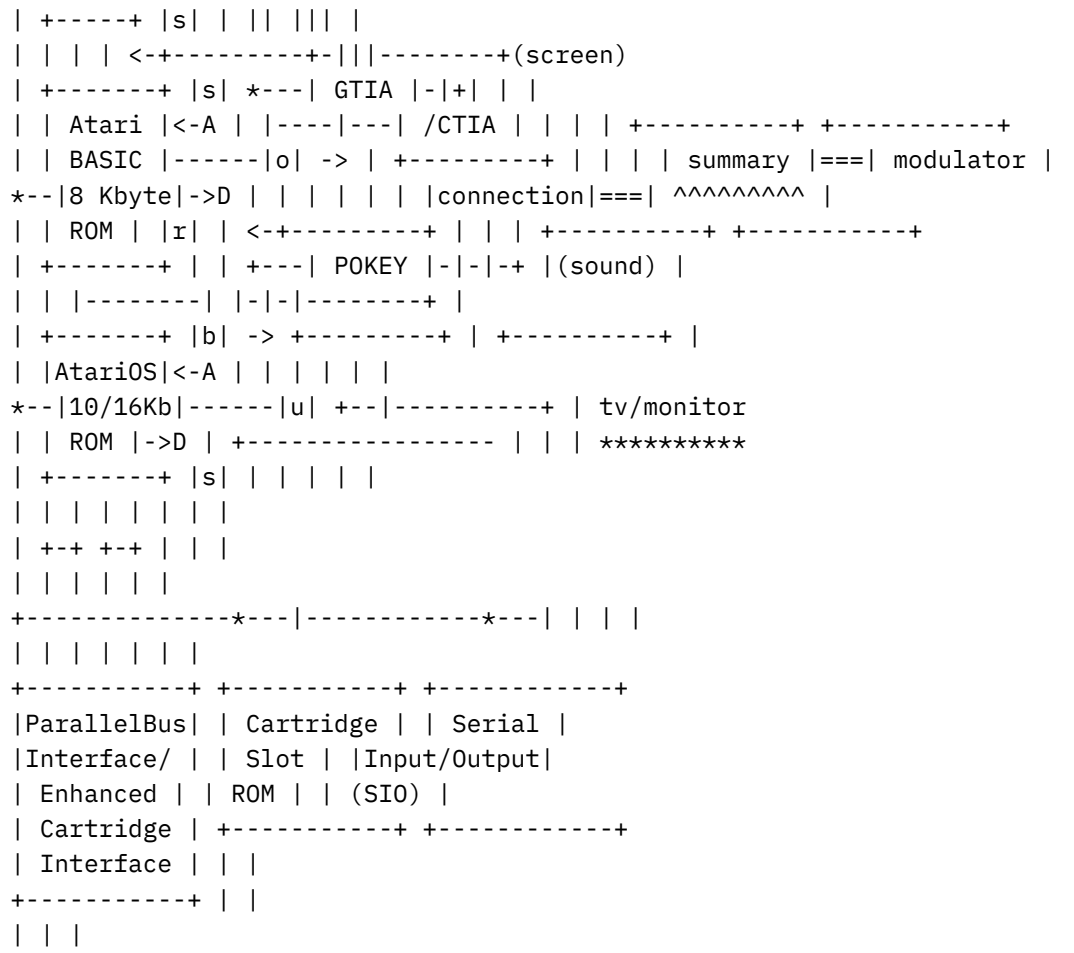
And more recently James Bradford has written:
FREDDIE is just a memory decoder and timer. It replaces several chips in the 800XL. The small chip near FREDDIE does all the bank selection. CO25953. One line from FREDDIE, Ras (or is it cas?) goes to this chip, Halt and the bank /processor select lines go into this same chip and ras (cas?) comes out. A pin for each bank. If I remember correctly, refresh also goes into this small chip. It would be quite easy to make an 800XL work just like a 130XE with this chip since Ras (Cas?) is required by ALL dynamic RAM.

======
Technical data and schematics for the ANTIC, GTIA, and POKEY chips are available on Curt Vendel's web site, thanks to permission from Hasbro's Atari Interactive Division's release of this data. See:
http://www.atari-history.com/articles.html

Subject: 1.12) What is the internal layout of the 8-bit Atari?

ASCII art by Thomas Havemeister.





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800: 8K, 16K or 48K standard
600XL:16K standard
1200XL/800XL/65XE/800XE/XEGS: 64K standard
130XE:128K standard
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502B, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE/European 65XE only
* Some late XE's use a 68B21 for PIA; PIA is 6520/6520A on all others

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan), Jerry Jessop, Scott Emmons

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager

Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

Subject: 1.13) What issues surround NTSC vs PAL versions of the 8-bit Atari?

Contributors to this section:
Wayne Booth, Graham Thornton, Brent Buescher Jr., Thomas Richter

Some quick definitions first:

NTSC standard: Abbreviation for "National Television Standards Committee"
TV signal standard used in North America, Central America, a number of South American countries, and some Asian countries, including Japan.
525 lines per frame
60 half-frames per second (interlaced) = 60 Hz
Complete frame refreshed 30 times per second

PAL: Acronym for "phase alternation by line"
TV signal standard used in the United Kingdom, much of the rest of western Europe, several South American countries, some Middle East and Asian countries, several African countries, Australia, New Zealand, and other Pacific island countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

PAL-M: A modified version of PAL, used in Brazil.

SECAM: Acronym for "systeme electronique couleur avec memoire"
TV signal standard used in France, eastern European countries, the former USSR, and some African countries.
625 lines per frame
50 half-frames per second (interlaced) = 50 Hz
Complete frame refreshed 25 times per second.

Now then, how do the differences among 8-bit Atari computers designed for the different world television signal standards affect users trying to use software written elsewhere in the world?

The 50Hz vertical refresh frequency of PAL machines translates into more vertical blank interrupt (VBI) time for demos and other computation-intensive graphics software, when compared to the time available for VBIs on NTSC machines with the faster 60Hz refresh frequency. So PAL demos and games that

won't work on NTSC machines are usually returning from a VBI too late. Some also attempt to use more vertical resolution ("longer" display lists) than an NTSC display can handle.

Note that the reverse is also true. Software using VBIs will run more slowly on a PAL Atari than on an NTSC Atari.

Replacing the NTSC ANTIC chip in an NTSC Atari with a PAL ANTIC changes the screen refresh rate to 50Hz, allowing most of the PAL-only European software to run on a North American NTSC Atari. However, make sure your display device can support a 50Hz PAL signal first! North American Atari users can also obtain and use real European PAL Atari machines, with the same caveat concerning the display device.

Bottom line:
Software written for NTSC machines (North America) will always work on PAL machines (Europe), but software designed on PAL machines won't necessarily work on NTSC machines.

Thomas Richter mentions another NTSC vs PAL issue:
Another point is that the popular pseudo-colors used in the ANTIC-F (Graphics 8) mode are not colorful at all when displayed on a PAL TV, because of differences in the color encoding for the TV. The schematics of the XL computers include however a hack how to change the PAL version to the NTSC version (the PAL versions include two crystals, one with 5/4th of the frequency of the other. One is used for the system clock, the other for the color clock), but I never dared to apply it.

Subject: 1.14) What are the pinouts for the various ports on the Atari?

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
CX22 trackball meanings from Steve
Wallace:
1. (Joystick) Forward Input X Direction
2. (Joystick) Back Input X Motion
3. (Joystick) Left Input Y Direction
4. (Joystick) Right Input Y Motion
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Serial I/O (SIO) Port (all machines):
2 12
o o o o o o
o o o o o o o
1 13
1. Clock Input 8. Motor Control

2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready (not on 1200XL)
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Monitor Jack (all but 400, N. American 600XL, XE Game System, SECAM systems):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Monitor Jack, SECAM systems: (thanks Jer Sobola)
V

5 1
3
4 2

6
1 +12V DC 5mA max
2 Audio 1 output
3 Audio 2 output
4 Video output
5 GND
6 +5V 100mA max
Amplitude Audio 2 is about 6 times closer than Audio 1

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

Enhanced Cartridge Interface (ECI) (130XE, 800XE and European 65XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Keyboard Port (XE Game System only):
1 8
o o o o o o o o
o o o o o o o
9 15
1. KR2 Keyboard Response 8. K2 Keyboard Scan
2. K3 Keyboard Scan 9. Ground
3. K4 Keyboard Scan 10. Not Connected
4. K5 Keyboard Scan 11. Ground
5. KR1 Keybaord Response 12. Not Connected
6. K0 Keyboard Scan 13. Trigger 2
7. K1 Keyboard Scan 14. 5 VDC
15. 5 VDC

Subject: 2.1) What video display devices can I use with my Atari?

Most 8-bit Atari computers put out video signals in two places:

1) Radio-Frequency (RF) signal: VHF Channel 2 or 3, selectable via a switch on the computer.

Accessories needed:
a) RF Cable. (RF=radio frequency--video and audio signals in the same line)
On the 400/800 models, the RF Cable does not detach from the computer.
The output end of the cable is an RCA male connector.

b) TV Switch Box. Includes an RCA female connector for RF signal input from the Atari, input connector(s) for your TV attenna and/or cable TV company, and 75- and/or 300-ohm VHF output connector(s) for connection to the VHF input on the television. (Radio Shack carries a suitable TV Switch Box.)

2) A proprietary 5-pin DIN Monitor Jack, which includes two video signals:
a) Composite video.
b) Y/C Video, also known as S-Video:
separate composite luminance (Y) and chrominance (C) signals.

Exceptions among the computer models:
-the 400 and North American 600XL lack the Monitor Jack.
-the XE Game System includes an RCA-style jack in place of the Monitor Jack, providing a plain composite video signal only.
-the Monitor Jack on the 600XL, 800XL and 1200XL lacks the separate chrominance signal. (But it exists internally, and can be restored to the monitor jack via hardware modification.)

The pinout for the Atari Monitor Jack is in the pinouts sections of this FAQ list.

The typical Atari Monitor Cable includes the male 5-pin DIN connector on one end, and two RCA male connectors on the other end. One of the RCA connectors will carry the monophonic sound signal, and the other will carry the composite video signal. Color composite monitors were common in the mid-80's, but these days many televisions have an RCA female composite video input connector which

works fine with the Atari.

You may find an Atari Monitor Cable where the video signal carried on the second RCA connector is not the composite video signal, but the composite luminance signal. These cables are for use with monochrome composite video monitors.

The ideal Atari Monitor Cable includes 3 RCA male connectors on the output end, carrying the sound signal, the composite luminance signal, and the composite chrominance signal. Only the best composite monitors include separate chrominance and luminance inputs. Commodore produced many fine monitors of this type, popular with Atari users.

Lonnie McClure provides this information on suitable Commodore monitors:
1701, 1702, 1802, CM-141, 1080, 2002, 1902, 1902A*, 1084**, 1084S**

* The 1902A used a DIN connector for chroma/luma, which makes cabling a bit more of a problem. The composite and audio connectors are standard RCA jacks, however.

** The 1084 and 1084S had more than one version. Some used the a DIN connector for chroma/luma connections, like the 1902A, while some used standard RCA jacks.

The 1902 and 1902A are very different in appearance. The original 1902 shares the same slightly rounded front case design as the 1080 and 2002, while the 1902A is has a rather square case design, and was manufactured by Magnavox (as were some of the 1084 and 1084S versions).

The separate composite chrominance and luminance signals that the Atari puts out comprise what the world has since come to call Y/C video or S-video. S-video connectors are normally Mini4. It is possible to build a cable, or purchase several adapters, that can allow you to utilize the separate Y/C signals generated by the Atari with a television (or other display device) that provides a standard S-video Mini4 input jack. This is the ultimate display option for the 8-bit Atari.

Adapters also exist that will take in composite video or s-video, and output a conversion of the signal as a standard VGA video signal. With such a device, the 8-bit Atari can be used with a standard PC VGA monitor.
One such adapter is the Cheese Video Box, from TV One, http://www.tvone.com/
An earlier popular device was the JAM!! from AIMS Lab.

Subject: 3.1) What are the Atari 410, 1010, and XC12 Program Recorders?

The Atari Program Recorders provide storage and retrieval of programs and data on cassette tape. In addition to the digital track that stores computer data, a second audio track is provided to play music or voice as the program runs.

Data transmission rate: 600 bits per second.
Data storate capacity: 100,000 bytes per 60-minute cassette.

Track configuration: 4 track, 2 channel (digital data and audio track)

410 Program Recorder
- early Japan version had a carrying handle
- most versions made in Hong Kong
- 410a--Taiwan version
- permanent SIO cable - must end SIO daisy chain
- power - plugs directly into wall

1010 Program Recorder
- Chelco version has Stop/Eject, then Pause buttons
- Sanyo version has Pause, then Stop/Eject buttons
- two SIO ports

XC11 Program Recorder
XC12 Program Recorder
XCA12 Program Recorder -in same case as XC12...Poland
CA12 Program Recorder -in same case as XC12...Poland
image: http://romualdl.multimania.com/images/atari/ca12.jpg
XL12 Program Recorder -XC12 w/slight changed design. Czech/Slovak/Poland
XC13 Program Recorder -XC12 which was "T2000 ready". Czech/Slovak/Poland

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Subject: 3.2) How do I run a program from cassette?

To run an Atari BASIC program from cassette:

1. Place the cassette in the recorder.
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position where the program is located.
3. Boot the computer to the Atari BASIC READY prompt.
4. There are several possibilities for the next step, depending on how the program was saved, and whether you want to run the program or just load it into RAM. Enter one of the following four commands:
a. CLOAD loads programs saved with CSAVE
b. LOAD "C:" loads programs saved with SAVE "C:"
c. ENTER "C:" loads programs saved with LIST "C:"
d. RUN "C:" loads&runs programs saved with SAVE "C:"

] Relative efficiency of the three cassette tape recording techniques:
] CSAVE/CLOAD - most efficient - fastest saves/loads - tokenized files
] SAVE "C:"/LOAD "C:" - middle efficiency - middle speed - tokenized files
] LIST "C:"/ENTER "C:" - least efficient - slowest - straight ATASCII

5. The computer will "beep" as a signal for you to press PLAY on the recorder.
6. Press the RETURN key on the computer keyboard, and the program will load into the computer.
7. Press STOP on the recorder when loading has finished.
8. Unless you entered RUN "C:" above, now enter the command: RUN

To run an Atari BASIC or machine language program from cassette upon startup:

1. Place the cassette in the recorder
2. Press REWIND of FORWARD, if necessary, to bring the tape to the position
where the program is located.
3. Turn on the computer while holding down the START key.
But if your computer has Atari BASIC built-in and you're running a machine
language program, hold down both the START key and the OPTION key.
4. The computer will "beep" as a signal for you to press PLAY on the recorder.
5. Let go of the START/OPTION button(s).
6. Press the RETURN key on the computer keyboard, and the program will load
into the computer.
7. Press STOP on the recorder when loading is complete and the program is
running.

Subject: 3.3) What are the Atari 810, 1050, and XF551 Disk Drives?

The Atari Disk Drives provide storage and retrieval of programs
and data on 5.25" floppy disks.

==> Atari 810 --- a 5.25" floppy disk drive
The least common denominator for the Atari. Single-Sided, Single-Density:
FM 40 tracks x 18 sectors/track x 128 byte/sector = 90K capacity
19.2Kbps transfer rate. 288RPM.
The 810 includes a 6507 microprocessor.
Shipped with DOS I (very early) or DOS II Version 2.0S
earlier MPI version- push button door opening for disk access
later Tandon version- lift door, like a garage door disk access
two SIO ports
accessories from Atari:
CX8100 Atari 810 Blank Diskettes (5 per box)
CX8111 Atari 810 Formatted Diskettes II (5 per box)
CX8202 Atari 810/815 Blank Diskettes (5 per box, certified for double density)

Third-party upgrades for the 810:
810 Archiver -- copy many copy-protected programs
Happy 810 -- Happy Backup, Warp Speed 52Kbps, 18 sector buffer
810 Fast Chip by Binary 10%-40% faster
810 Turbo by Neanderthal Computer Things (NCT) -- double-density
see: http://www.qnet.com/~dons/810T.html

==> Atari 1050 --- a 5.25" floppy disk drive
Same as the 810, plus Dual-Density capability:
Single-Sided, Single-Density, 810 compatible
Single-Sided, Dual-Density, otherwise known as "Enhanced Density" because it
is not true double-density:
MFM 40 tracks x 26 sectors/track x 128 bytes/sector = 128K capacity
19.2Kbps transfer rate. 288RPM
The 1050 includes a 6507 microprocessor.
Shipped with DOS II v2.0S, DOS III, or DOS 2.5
DIP switches: Black & white left: Drive 1
Black right, white left: Drive 2
Black left, white right: Drive 3

Black & white right: Drive 4
Third-party upgrades for the 1050:
ICD US Doubler SS SD/ED/DD UltraSpeed (US) 54Kbps, sector skewing
Happy 1050 SS SD/ED/DD Warp Speed 52Kbps, 36 sector buffer,
Happy Backup. also read/write 180K 5.25" MS-DOS floppies
CSS Super Archiver SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
CSS Super Archiver II SS SD/ED/DD UltraSpeed 54Kbps (US Doubler clone)
Cheer-Up 1050 SS SD/ED/DD Warp Speed 52Kbps (Happy clone)
Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone)
Super Speedy 1050 SS SD/ED/DD Warp Speed 55-57Kbps (Happy clone),w/180K RAM
SuperMax 1050 SS SD/ED/DD UltraSpeed 52Kbps (US Doubler clone)
Lazer 1050 SS SD/ED/DD Warp Speed and UltraSpeed 54Kbps

Rich Mier professes:
You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

==> Atari XF551 --- a 5.25" floppy disk drive
Single-Sided, Single-Density, 810 compatible
Single-Sided, Enhanced-Density, 1050 compatible
Single-Sided, Double-Density:
MFM 80 tracks x 18 sectors/track x 256 bytes/sector = 360K capacity
Writes "backwards" to the second side of the disk, rendering it incompatible with existing third-party 180K formats on the reverse side of the disk.
High speed 38400 bps burst mode usable only with SpartaDOS X, SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2.
Rotaton rate: 300RPM.
Shipped with DOS 2.5 or DOS XE.
DIP switches: Both dips down: Drive 1
Left down, right up: Drive 2
Left up, Right down: Drive 3
Left and Right up: Drive 4
Chinon-built XF551-cannot read/write/format backside if no timing hole
Mitsumi-built XF551--can read/write backside if to timing hole, if formatted
Third-party upgrades for the XF551:
CSS XF Single Drive Upgrade--3.5", 720K floppy drive replacement
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFsingdrup.htm

CSS XF Dual Drive Upgrade--add 3.5" drive w/o losing the 5.25" drive
also read 720K 3.5" MS-DOS disks
see http://www.nleaudio.com/css/products/XFdualdrup.htm
CSS XF551 Enhancer--overcomes sensor for index hole, create flippy disks
see http://www.nleaudio.com/css/products/XF551enh.htm
CSS XF Update--replace drive OS, adds UltraSpeed
see http://www.nleaudio.com/css/products/XFupdate.htm

Subject: 3.4) What other floppy disk drives can I use with my Atari?

Major contributors to this section: Glenn M. Saunders, Tomasz M. Tatar,
James Bradford, Konrad M. Kokoszkiewicz, Don Schoengarth, Andreas Magenheimer

SS=Single-Sided SD=Single-Density, 90K/disk side
DS=Double-Sided ED=Enhanced-Density, 128K/disk side
DD=Double-Density, 180K/disk side

Printer port=has a standard Centronics printer port,+ maybe a print buffer
Master=includes drive controller, can add additional,non-Atari-specific drives

Top transfer rate=19.2Kbps unless stated otherwise

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only

L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681
Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave

Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

Subject: 3.5) What kinds of 5.25" floppy disks can I use with my Atari drives?

Russ Gilbert writes:
If you're talking standard computer store, you can't use those 5 1/4" disks. I mean you can't use high density disks. They must be double density to use with the 1050. Almost all double density 5 1/4" disks have a hub ring, high density disks don't have the hub ring.

RHamiIton5 elaborates: (5/12/01)
The Atari 8 drives do not have write heads and circuity which can handle the type of oxide coating used on the high density floppy media; they cannot write reliably to them. The hub ring has just become a sort of marker to distinguish the high density from the standard double density diskettes.

Way back in your apple days of '79-'82, most disks were hubless and only the really premium brands offered hubs to prevent slippage and out of round problems; you could even buy little kits for adding you own hub rings.

When the home computer swell really hit around '83 and price wars began, hub rings became common on good disks and eventually became standard down to include most generic bargain diskettes.

The introduction of high density 5.25's required a different coercivity (= magnetizability) to get more bits in a smaller space and suitable electronics to do it. These disks were produced hubless; was it a differentiating label or just unnecessary because of stronger mylar construction? Anyone?

Subject: 3.6) How can I use a hard drive with my 8-bit Atari?

Atari never produced hard drives for the 8-bit Atari, but a variety of options have been produced over the years. No common DOS version was written with drives the size of hard drives in mind, and very few 8-bit Atari users have owned hard drives for the Atari. Yet, if you're serious about it, a hard drive can make a tremendous addition to your system!

A couple of these options are hard drives designed specifically for the 8-bit Atari computers; the rest are interfaces designed to let you attach an industry standard SASI, SCSI, or IDE type hard drive. Customized software (OS, DOS) is often involved as well.

Larry White contributed to some of these descriptions.

==> Corvus hard drive (10 megabytes)
Attaches via joystick ports 3 & 4 on the Atari 800 only.

See: http://www.atari-history.com/corvus.html

==> K-Products/Supra controller board and SupraDrive (10 MB)
Some limitations on drive type and size and total number of drives in sys.
Attaches via PBI, or ECI with adapter.
See: http://www.atarimagazines.com/v5n6/Supradrivefor8Bit.html
Maybe still available from Bob Klaas?

==> BTL Hard Disk System
BTL 2001 Connector for 600XL/800XL PBI
BTL 2002 Connector for 130XE/800XE/European 65XE ECI
BTL 2004 SASI Hard Disk Adapter
See: http://www.atarimagazines.com/v5n12/BTLHardDisk.html

==> Multi I/O (MIO) interface, by ICD. Includes:
- Parallel printer interface
- Serial interface, for modem or serial printer. will handle 19.2Kbps
- 256K or 1 MB RAM, for RAMdisk or printer spooler
- SASI/SCSI interface, supports up to 8 controllers.
Limited to drives with 256-byte sectors.
Attaches via PBI, or ECI with adapter.

==> CSS Black Box interface
RS-232 Serial Modem Port (19.2Kbps) w/ hardware flow control,
Parallel Printer Port,SASI/SCSI Hard Disk Port, Operating System Enhancements,
optional 64K printer buffer. Supports drives with 512-byte sectors.
PBI/ECI device. Available: http://www.nleaudio.com/css/products/black.htm

==> SmartIDE project by Bob Woolley
Uses 256 of the normal 512 byte sectors. Point-to-point wiring project.
http://www.redshift.com/~cdyson/smartide-1.html

==> IDE Hard Drive Interface 1.0
By Konrad M. Kokoszkiewicz and Jacek Zuk
PBI device. Logical sector length: 256 or 512 bytes
Availability???

==> Fine Tooned Engineering (FTe) Multi I/O II (MIO II) interface
An IDE interface. Several exist, but it was never really released

==> msc-IDE Controller
created by Steve Birmanns and Matthias Belitz
* real device for the parallel-port (PBI/ECI) of the Atari XL/XE
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* software partially supports CD-ROM and ZIP drives.
Sold out.
http://www.birmanns.de/atari/

==> Gary Morton's BadSector"A" Project
Wants to connect his IDE drive to the SIO bus.
http://www.alma.demon.co.uk/Atari/AtariProjects.html

==> MyIDE interface and software by Mr Atari, Sijmen Schouten
Point-to-point wiring project. Different units for 800 and XL, including a
cartridge version for the XL.
http://www.atari.myweb.nl/hardware.htm

==> SIO2IDE, by Marek Mikolajewski
Available as a PCB or finished unit. 800 or XE/XE.
Limited to SIO speeds, but with no disk latency (as with APE/SIO2PC)
http://www.atari.cuprum.com.pl/sio2ide.htm

==> Nathan Hartwell's IDE projects
http://www.magelair.com/

Subject: 4.1) What are the Atari 820, 822, and 825 Printers?

The following printers were produced by Atari and styled to match the 400/800
computers.

Atari 820 Printer:
- 40-column impact printer
- 5x7 dot matrix
- 40 characters per line, upper & lower case alpha
- horizontal and vertical alphanumeric characters
- 6507 microprocessor, 6532 RAM I/O chip, 2K ROM
- 40 characters per second
- uses Standard Roll Paper/adding machine paper

Atari 822 Thermal Printer:
- 37 characters per second
- 10 characters per inch
- 40 characters per line, upper/lower case and point graphics
- 5x7 dot matrix

Atari 825 80-Column Printer (= Centronics 737)
- 3 character sets:
monospaced 7x8 dot matrix at 10 characters per inch
monospaced condensed at 16.7 cpi
proportionately spaced Nx9 dot matrix at avg of 14 cpi (N=6..18)
- all characters can be elongated (printer double width)
- characters per line: 80 at 10 cpi; 132 at 16.7 cpi
- speed: 50 cps at 10 cpi; 83 cps at 16.7 cpi; 79 cps avg. proportional
- print buffer: 1200 dot columns
- paper: roll, fanfold, or cut sheets
- requires Atari 850 Interface Module or equivalent

Subject: 4.2) What are the Atari 1020, 1025, 1027, and 1029 Printers?

The following printers were produced by Atari and styled to match the XL series computers.

Atari 1020 Color Printer:
- 4-color graphics: (black, red, blue, green). optional 8-pen rainbow package
- alphanumberics and X,Y plotting capability
- 10 cps (40-column mode)
- 20, 40 and 80-column modes
- horizontal and vertical alphanumerics, English and International chr sets
- water soluble ink pen technology
- 4-pen barrel print head
- microprocessor
- paper: standard roll paper (40 column width)
- AtariGraphics cassette software included

Frank McKenney writes: The printer/plotter mechanism for the Atari 1020 is (I believe) the same one used in the Tandy/Radio Shack CGP series and the Commodore 1520(?), and was made by a company named ALPS.

Atari 1025 80-Column Printer: (= Okidata ML80)
- 40 cps (80-column 10 cpi mode)
- 5 cpi expanded (40 col), 10 cpi (80 col), 16.7 cpi condensed (132-col)
- 5x7 character dot matrix
- buffer: 132 chrs at 16.7 cpi, 80 chrs at 10 cpi
- paper: roll,fanfold,single sheets. optional:roll paper holder, tractor feed

Atari 1027 Letter Quality Printer: (= Mann-Tally Riteman LQ.)
- fully formed characters, prestige elite 12)
- 12 characters per inch (80 columns)
- 20 characters per second
- single sheets or roll paper

Atari 1029 Programmable Printer (by Seikosha)
- 7-pin dot matrix, same as Commodore MPS-801
- Released for Europe only

Subject: 4.3) What are the Atari XMM801 and XDM121 Printers?

The following printers were produced by Atari and styled to match the XE series computers.

Atari XMM801 Printer:
- 80 columns, dot matrix
- friction feed or pin feed
- pica 10 cpi, double width pica 5 cpi, elite 12 cpi,double width elite 6 cpi, condensed 16.5 cpi, double width condensed 8.25 cpi
- Ribbon: Commodore 1526 and the Mannesman-Tally Spirit 80

Atari XDM121 Printer:
- 80 column, daisy wheel--letter quality
- underlining, subscripts, superscripts
- friction feed paper
- Ribbon: Silver Reed CF130, Olivetti ET201,ET221,Nu-Kote NK136

Subject: 4.4) What other printers can I use with my Atari?

This section, when written, should include information about:

- Non Atari brand printers that can be attached directly via SIO.
- Attaching parallel/serials printers via the Atari 850 Interface or equivalent
- Attaching parallel printers via the Atai XEP80 Interface
- Using modern inkjet printers with the Atari
- Using modern laser printers with the Atari

Contributions eagerly invited!

Subject: 5.1) What are the Atari 830, 835, 1030, XM301, and SX212 Modems?

A MODulator/DEModulator translates digital information from your computer into
acoustic tones that can be sent and received via standard telephone lines.

Atari 830 Acoustic Modem: (= Novation 'CAT')
- a stand-alone, acoustically coupled, frequency shift keying (FSK) modem
- up to 300 bits per second
- Bell 103/113 modem compatible
- requires Atari 850 Interface Module or equivalent

Atari 835 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible

Atari 1030 Direct Connect Modem:
- 300 bps
- Bell 103/113 modem compatible
- built-in ModemLink software.
- 2 SIO ports

Atari XM301 Modem:
- direct-connect
- 300 bps
- Bell 103/113 modem compatible
- with XE Term disk software
- permanent SIO cable, must be at end of SIO chain
- draws its power from the computer via SIO

Atari SX212 Modem:
- SIO & DB25 RS232 serial ports, must be at end of SIO chain
- 1200 baud
- Bell 103/113/212A modem compatible
- rarely with SX-Express! disk software.

Subject: 5.2) What should I know about modems and the Atari?

Thanks to Bob Puff and Clay Halliwell for helping me with this section.
But I'm still not real confident about the accuracy here. I'd love for
anyone to help me fix up this section!

There are three types of modem protocols: modulation protocols, error
correction protocols, and compression protocols. The international
standards for these protocols are laid down by the branch of the United
Nations known as the ITU-TSS (formerly the CCITT). ITU standards are
known by their "V-Dot" names. They're only names, don't try to apply
any meaning to the names.

Modulation protocol standards, the major ones
(bits per second)
300 bps - V.21 (103J is used instead in the USA)
1200 bps - V.22 (212A is used instead in the USA)
2400 bps - V.22bis
9600 bps - V.32
14.4 Kbps - V.32bis
28.8 Kbps - V.34

Error Correction standard:
V.42 - requires either software or hardware flow control

Compression standard:
V.42bis - requires V.42, and hardware flow control.

If your modem is capable of V.42bis compression, set your communications
software to enable hardware flow control. If your terminal interface
allows you to set the terminal<->modem (DTE) and modem<->modem (DCE)
baud rates separately, you should set the DTE rate to the maximum
allowed. If the DTE and DCE cannot be set separately, set the terminal
baud rate at four times the maximum actual data rate of your modem
(V.42bis achieves a compression ratio of up to 4:1). Examples: If a
V.22bis/V.42bis modem is used, set the terminal for 9600 baud. If a
V.32/V.42bis modem is used, set the terminal for 38400 baud. If a
V.32bis/V.42bis modem is used, set the terminal for 57600 baud.

Let's define a "high-speed" modem as a modem capable of V.42bis compression.
(Some 2400 bps modems, and all modems faster than that)

Using high-speed modems on the Atari

Unless you're using a CSS Black Box or a patched MIO, the 8-bit Atari
RS232 interfaces do not support hardware flow control. (I have heard
that the P:R: Connection does too, but it can't be controlled in
software.) So we must send the modem a command to tell the modem not to
use it. Using a Hayes-compatible modem, the modem command AT &K4 will
enable software flow control, and disable hardware flow control. AT &K0
will disable all flow control.

The MIO patch, HyperSpeed by Len Spencer, is available at:
http://members.aol.com/lenspencer/atari8.htm

Question. Why does my modem report V.42bis is used even when my terminal it set for the same speed as my modem?

Cause the modem will do what you tell it. You've configged it to talk at the highest speed, using LAP/M, and compression. Even if you connect modem to modem at 14.4k, you can be talking to the modem at 300 baud, and it will still use everything. You'll undoubtedly drop bytes, but hey...

Question. Why does V.42bis compression appear to function after I have sent the modem the AT &K4 or AT &K0 commands? And knowing the Atari doesn't support hardware flow control?

Compression doesn't have to have flow control to work. Same as above - its just an added step that the data goes through. Note that if the modem's input buffer is small, you can overrun it easily if you send it data faster than it can digest and send. That's why you -really should- be using flow control with compression... But it's not a necessity.

Question. Why does V.42 error correction appear to work even when I have disabled flow control with the AT &K0 command?

Question. Why don't I have problems performing binary downloads when I have software flow control enabled? (flow control characters could appear in data stream accidentally)

Depends on the protocol. Zmodem accounts for spurious XON/XOFFs. Xmodem and Ymodem don't. Also, you are able to digest the data as fast as the modem is giving it to you, hence no flow control is happening. I suspect it would be a different case if you were uploading using a streaming protocol like Ymodem G.

More tips, from Clay Halliwell:
On 11 Feb 1996, Marc G. Frank said:

> I'm having problems getting a modem attached to my Atari 850 to
> communicate at 9600 baud. When I set my communications program to 2400
> baud, everything works fine. However, when I set it to 9600 baud, the
> modem echoes my characters but doesn't act on them. That is, at 2400,

The problem with the 850 is that some of them (like mine) don't produce a PERFECT 9600 baud signal. As a result modems can't train on it, and while they will echo characters back, for some nitpicky reason they won't pick up on the "AT" attention code.

The solution is to do all your dialing at 2400 baud, but set the S37 register to force the modem to try to connect at 9600. Then switch your Atari to 9600 after connecting.

Jon Melbo responded to me in 1997:

>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a

>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most atari serial interfaces or at least R: handler software does not support hardware (CTS/RTS) handshaking (selected on the modem via &K3 which is also a default). Anyway, that's why the &K4 setting helps a lot.

Glenn Saunders responded to other writing of Jon's, 4/5/97:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

An explanation of XON/XOFF from Eric Sokolowsky, 4/11/97:

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using

such a device as the Black Box.

to which Robert Ely responded:

Just a quick addition. If you are using a modem at 9600bps or faster,
don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O
and BlackBox, use it for all it's worth. If you are on an 850 or
P:R:Connection, you won't be able to deal with it and probably won't be
going at or above 9600bps anyway.

Subject: 6.1) What is the Atari 850 Interface Module?

Atari 850 Interface Module:
- early design all metal (black) case
- most in plastic beige case
- four 9-pin serial EIA RS232C ports
- One 15-pin 8-bit parallel Centronics-type port
- programmable baud rate on any port, including:
75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bps;
baudot speeds of 60, 66, 75, 100 words per minute
- uses standard ASCII. Baudot support for radio-teletype (RTTY).

850 R1: Serial port DB9P:
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

850 R2: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

850 R3: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground

7. RTS
8. -8 Volts

850 R4: Serial port DB9P:
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

850 P: Parallel port DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

Subject: 6.2) What is the Atari XEP80 Interface Module?

This text written by Thomas Raukamp.

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit

parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by Stan Lackey
MAE and its previous standalone editor ED

XEP80 P: Parallel port:
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 6.3) What accessories did Atari produce for their 8-bit computers?

This should be a complete list of Atari "CX" accessories, two or three digit numbers, marketed for use with the 8-bit computers.

CX30-04 Paddle Controller Pair
CX40-04 Joystick Controller Pair
CX40 Single Joystick Controller
CX41 Joystick Repair Kit
CX22 Trak-Ball
CX23 Kid's Controller
CX24 Pro-Line Joystick
CX42 Remote Control Wireless Joysticks
CX50 Keyboard Controller Pair
CX70 Light Pen (beige; the original Atari light pen)
CX75 Light Pen (+ Atarigraphics cartridge)
CX77 Touch Tablet (+ AtariArtist cartridge)
CX78 Joypad (shipped with the 7800 in Europe)

CX80 Trak-Ball
CX81 I/O Data Cord (5 ft)
CX82 Monitor Cable (Black and White Monitor)
CX85 Numerical Keypad (+ software Handler on diskette)
CX86 Printer Cable (included with 825 Printer)
CX87 Interface/Modem Cable (included with 830 Acoustic Modem)
CX88 Interface/Terminal Cable (null modem)
CX89 Monitor Cable (Color Monitor)
CX418 The Home Manager Kit (Personal Financial Management, Home Filing Manager
-or- Family Finances, The Home Filing Manager)
CX419 The Bookkeeper Kit/Atari Accountant (The Bookkeeper disk, CX85 keypad)
CX481 The Entertainer (Star Raiders, (Missile Command or Pac-Man), 2 joysticks)
CX482 The Educator (410, BASIC cart., States & Capitals cassette)
CX483 The Programmer (BASIC, BASIC Ref. Manual, BASIC Self-Teaching Guide)
CX484 The Communicator (850, 830, TeleLink I cart.)
CX488 The Communicator II (835, TeleLink II cart.)
????? The Arcade Champ (Pac-Man, Qix, 2 joysticks, cartridge storage case)
????? The BASIC Tutor I (Inside Atari BASIC book,Invitation to Programming 2&3)
CX852 8K RAM Memory Module (for 800 computer)
CX853 16K RAM Memory Module (for 800 computer)
XG-1 Light Gun (+ Bug Hunt cart.)

Subject: 6.4) What "vaporware" computers/peripherals were never released?

For definitive information on unreleased Atari products, see:

Atari Historical Society, http://www.atari-history.com/ (Curt Vendel)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
600 early 600XL, all black case, joyports on the left, missing PBI
800XL brown prototype
800XLD low-cost 1450XLD,no modem&speech,include disk drive controller&FREDDIE
800XLCR Cost Reduced, with CGIA chip ("Keri"), which is a combined GTIA&ANTIC
900XLF early name for 65XE
1250XLD Earlier name for the 1450XLD
1400XL brown prototype
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" drives (controller not included)
1450XLD 1400XL plus 5.25" floppy drive (Epson SD521 360K disk drives)
1600XL Amiga/Amiga-like.Now appears that 1850XLD was the model name for this
1650XLD to use 1450XLD case and 1200XL keyboard
1850XLD "Mickey" Atari clone of the Amiga Lorraine
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D. some were produced!
1027 PLUS -daisy-wheel, 80 columns
1053 -looks like a 1050, but supports DS/DD 360K format
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -"SweetPea" Z-80 CPU, 64K RAM, CP/M 2.2, 80 col display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor (Goldstar)
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -XE Thermal Color Printer

Subject: 6.5) What are the power requirements for my Atari components?

Thanks to Matthias Belitz for the European
data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output).
The power (in voltamps or watts) and current (in amperes) specifications
of the original equipment as presented here should be regarded as
minimum values. Higher-than-specified power and current capacities are
entirely usable, and often preferable because such supplies run cooler
and last longer.

Direct Current (DC):
Power (in watts) = current (in amps) * voltage (in volts)

Alternating Current (AC):
Apparent Power (in voltamps) = current (in amps) * voltage (in volts)
Effective/True Power (in watts) = current (in amps) * voltage (in volts)
* (cosine of the angle of lag)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195/CO17539 transformer:
1030
9 V AC 4.5 VA (500 mA) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748/CA016804 transformer:
400,800,822,850,1010,1200XL,810
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:

400,800,822,850,1010,1200XL,810,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
20 V AC 6.6 VA (330 mA) Atari#CO60479/CA060535 transformer:
835
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
600XL,65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982/CA024814 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353/CA014034/CO10472/CX261 adapter:
XEP80,SX212,2600 (center positive)
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220/240 V AC, 50 Hz
==========
9 V AC 4.5 VA (0.5 A) Atari#CO61516/34 transformer (UK):
1010
9.3 V AC 15.44 VA (1,66 A) (Atari# not printed), FW 6799 transformer:
400,800,822,850,1010,1200XL
9 V AC 27 VA (3.0 A) Atari#CO60592-34 transformer (UK):
400,800,822,850,1010,1200XL,810,1020,1050,XF551

5 V DC 1.8 A (9.0 W) Atari#CO61763-107 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-34 adapter (UK):
600XL,800XL,65XE,130XE,800XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61763-11 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
8.5 V DC Atari#CO61605 adapter:
600XL,800XL,65XE,130XE,800XE,XE Game System

These draw their power from the SIO +5 V:
XM301 (60 mA),XC11,XC12,ICD P:R:Connection,Wizztronics MidiMax,RVerter

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

OTHER:
The ICD Multi I/O (MIO), all versions, can use both AC and DC supplies, BUT:
stick to voltages of at least 6.2-7.2 V.
Rana 1000: 9 VAC & 3.4 AMPS

Subject: 7.1) What versions of the Atari Operating System (OS) are there?

Most of this section by permission from:
http://www.student.kun.nl/f.offenga/atari.htm

Atari 8-bit Operating Systems
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Version 3.3, 6/27/1999.
By Freddy Offenga (mailto:F.Offenga@student.kun.nl)

400/800 10kB OS roms
~~~~~~~~~~~~~~~~~~~~

Rev.	TV	Date	CRC-32	Part Nr(s)
A	NTSC	(?)	(?)	(?)
A	PAL	(?)	0x72b3fed4	CO15199, CO15299, CO12399B
B	NTSC	(?)	0x0e86d61d	CO12499B, CO14599B, 12399B
B	PAL	(?)	(?)	(?)

XL/XE 16kB OS roms
~~~~~~~~~~~~~~~~~~

Rev.	System	Date	CRC-32	Part Nr(s)
10	1200XL	10/26/1982	0xc5c11546	CO60616A, CO60617A
11	1200XL	12/23/1982	(?)	CO60616B, CO60617B
1	600XL	03/11/1983	0x643bcc98	CO62024
2	XL/XE	05/10/1983	0x1f9cd270	CO61598B
3	800XE	03/01/1985	0x29f133f7	C300717
4	XEGS	05/07/1987	0x1eaf4002	C101687

(?) This information is missing. If someone can supply this info,
please write me an e-mail.

NOTES:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).
The 1200XL contains two ROMs for the OS (8k each), XL/XE's use a single
16k ROM and the 16k XEGS OS is stored in a 32k ROM (together with 8k
BASIC and 8k for Missile Command).

Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and

rev.A is mentioned in the rev.B source code.
400/800 rev.A PAL All info found in two Atari 400's and Atari 800
ROM module CX801.P
400/800 rev.B NTSC Information from a ROM dump and the rev.B source
listing. The part numbers were listed in the
catalog from 'Best Electronics'. According to
'Mapping the Atari' rev.B ROMs have a 'B' at the
end of the part number, therefore I figure these
part numbers are from rev.B.
400/800 rev.B PAL Could exist, since the NTSC version exists and
there's some conditional PAL/NTSC assembly in
the rev.B source code
1200XL rev.10 PAL/NTSC All info found in an Atari 1200XL. The XL/XE
rev.2 source code refers to it as rev.10.
'Best Electronics' calls it rev.A.
1200XL rev.11 PAL/NTSC Refered to rev.11 by the XL/XE source code.
'Best Electronics' calls it rev.B.
XL/XE rev.1 All info found in an Atari 600XL
XL/XE rev.2 All info found in an Atari 800XL
XL/XE rev.3 All info found in an 800XE
XL/XE rev.4 All info found in an Atari XE Game System

O.S. Authors and dates
~~~~~~~~~~~~~~~~~~~~~
The following info is from the Atari XL/XE rev.2 source code.

Revision A (400/800)
D.Crane / A.Miller / L.Kaplan / R.Whitehead

Revision B (400/800)
Fix several problems.
M.Mahar / R.S.Scheiman

Revision 10 (1200XL)
Support 1200XL, add new features.
H.Stewart / L.Winner / R.S.Scheiman /
Y.M.Chen / M.W.Colburn 10/26/82

Revision 11 (1200XL)
Fix several problems.
R.S.Scheiman 12/23/82

Revision 1 (600XL/800XL)
Support PBI and on-board BASIC.
R.S.Scheiman / R.K.Nordin / Y.M.Chen 03/11/83

Revision 2 (600XL/800XL)
Fix several problems.
R.S.Scheiman 05/10/83
Bring closer to coding standard (object unchanged)
R.K.Nordin 11/01/83
~~~~~~~~~~~~~~~~~~~~~

Vapour-ware
~~~~~~~~~~~
The following OS roms originate from rare Atari 8-bit systems.
Since I don't own any of these (unfortunately), I don't have much
information about these roms. Who can help me?

I've got two 16K rom dumps from the 1450XLD. Both ID's are rev.3.
The first dated 3/23/1984 comes from the 'Pooldisk Too' CD-ROM
(filename: 1540os3.v0) and the second dated 6/21/1984 was send to
me by Nir Dary (filename: os1450.128). Main differences between
these two are in the first 3K ($C000 - $CBFF).

The XL/XE OS rev.3B is from an Atari from Arabia. It's probably based
on rev.3. There are changes in the fonts (Arab characters) and several
patches in the code. More info at:
http://www.savetz.com/vintagecomputers/arabic65xe/

Rev. Found in Size CRC-32 Date
~~~~ ~~~~~~~~ ~~~~~ ~~~~~~~~~~ ~~~~~~~~~~
3 1450XLD 16kB 0x0d477aa1 3/23/1984
3 1450XLD 16kB 0xd425a9cf 6/21/1984
3B 65XE 16kB 0xf0a236d3 7/21/1984

References
~~~~~~~~~~
- The modified september Atari 400/800 computer operating system
listing, revision B, (c)1982 Atari.
- The Atari O.S. source code rev.2, (c)1984 Atari.
- Atari XL addendum Atari home computer system operating system
manual: supplement to Atari 400/800 technical reference notes.
- Best Electronics, catalog of Atari 8-bit parts.
- Mapping the Atari, revised edition, Ian Chadwick, Compute! books
publication, 1985.

Credits
~~~~~~~
Special thanks to Nir Dary for the rev.2 source code, rom dumps and
the 1200XL. It's in good hands.

~~~~~~
More info on what is maybe either the 1985 or 1987 XL/XE OS versions listed
above. From ST*ZMAGAZINE #36, Sept. 1, 1989 (as reprinted in PSAN Nov 89):
by Mark Elliot, Innovative Concepts
The following changes have been incorporated in the 130XE computer.

The O.S. has minor changes like:
A) The MEMORY TEST (from SELF TESTS) tests the extra 64K now! (in 4 squares)
B) Also, the MEMORY TEST checks the first 48K over TWICE as fast as before!
C) The KEYBOARD TEST has the F1-F4 keys missing on top. (function keys),
although the code that interprets them is probably there (like XEGS).
D) Also, it types out "COPYRIGHT 1985 ATARI" at the keyboard test, when all
tests are done. (compared to COPYRIGHT 1983 ATARI, before)
E) And, the O.S. chip itself, is on a 27256 EPROM, but only half of it is
~~~~~~

used! (comprared to the original, which was on a 16K x 8 ROM, 27128 comp.
~~~~~~
james adds (3/8/01):
Your faq, regarding OS Rev A, states:
Origins of ROM information
~~~~~~~~~~~~~~~~~~~~~~~~~~
400/800 rev.A NTSC Could exist, since the PAL version exists and
rev.A is mentioned in the rev.B source code.

Did exist! My parents bought me an Atari 400 w/ 410 back in 1981 for
entertainment when I was badly injured in a motorcycle accident. A
year or so later I paid good money ($40 USD or so?) to have the OS A
upgraded to OS B.

Subject: 7.2) What is the ATASCII character set?

ASCII is an acronym for the American Standard Code for Information
Interchange. Pronounced ask-ee, ASCII is a code for representing English
characters as numbers, with each letter assigned a number from 0 to 127. For
example, the ASCII code for uppercase M is 77. Most computers use ASCII codes
to represent text, which makes it possible to transfer data from one computer
to another.

The 8-bit Atari computers use a modified version of the ASCII character set
called Atari ASCII, or ATASCII.

David Moeser produced this nice translation table.
Piotr Fusik corrected the description of Atari character 5.

ASCII TRANSLATION TABLE -- IBM & ATARI 8-BIT (ATASCII)
==

SECTION ONE: CONTROL CHARACTERS
===============================

DECIMAL ATARI IBM <----> ATARI ASCII
-HEX NAME KEY GRAPHICS CHARACTER FUNCTION
======= ==== === ====================== ========
0 00 NUL ^, none heart Null
1 01 SOH ^A smiley |- Start of header
2 02 STX ^B [smiley] right | Start of text
3 03 ETX ^C heart (9:00) End of last text
4 04 EOT ^D diamond -| End of transmission
5 05 ENQ ^E club (9:30) Enquiry
6 06 ACK ^F spade / Acknowledge (handshake)
7 07 BEL ^G rain dot \ Bell
8 08 BS ^H doorbell L triangle Backspace
9 09 HT ^I o low-R-sq. Horizontal tab
10 0A LF ^J [doorbell] R triangle Line feed
11 0B VT ^K Mars hi-R-sq. Vertical tab
12 0C FF ^L Venus hi-L-sq. Form feed

13 0D CR ^M note high bar Carriage return
14 0E SO ^N 2 notes low bar Shift out
15 0F SI ^O sun low-L-sq. Shift in
16 10 DLE ^P R pennant club Data link escape (break)
17 11 DC1 ^Q L pennant (3:30) Device #1 (P:)
18 12 DC2 ^R V arrows -- Device #2
19 13 DC3 ^S !! cross Device #3 (deselects P:)
20 14 DC4 ^T paragraph cloudy Device #4 (stop)
21 15 NAK ^U section low block Negative acknowl. (error)
22 16 SYN ^V short - left | Synchronous idle
23 17 ETB ^W base-V-arrs.low T End of block
24 18 CAN ^X up arrow hi perp. Cancel memory (in buffer)
25 19 EM ^Y DN arrow left half End medium (tape drive)
26 1A SUB ^Z R arrow (3:00) Substitute
27 1B ESC EE L arrow escape Escape
28 1C FS E^- (3:00) up arrow File separator
29 1D GS E^= ice needles DN arrow Group separator
30 1E RS E^+ up triangle L arrow Record separator
31 1F US E^* DN triangle R arrow Unit separator
32 20 SPC bar space space Space

SECTION TWO: SPECIAL CHARACTERS
==============================
127 7F DEL ETB home plate R pennant Deleted
155 9B EOL RETURN box, etc. Atascii end of line
(only at end of paragraphs or last column for data)
13,10 EOL ENTER ^M^J IBM end of line
(at end of every 80-column screen line)
13 EOL ENTER ^M (or ^M and null) Unix end of line

KEY TO ABBREVIATIONS:
====================
^ = control key L = left hi = upper
S = shift key R = right low = lower
E = escape key UP = points up [ ] = inverse
BS = backspace DN = points down V = vertical
TB = tab key sq = square perp = perpendicular
(time) = position of hands on a clockface

Where possible, descriptions of graphics characters are taken
from standard symbols used in mathematics, weather, astronomy, etc.
Note: Different computer platforms, operating systems, programs,
printers, etc. will produce different graphics characters.

SECTION THREE: KEYBOARD CHARACTERS
=================================

DECIMAL IBM ATARI DECIMAL IBM ATARI
-HEX KEY CHAR. KEY CHAR. -HEX KEY CHAR. KEY CHAR.
======= === ==== === ==== ======= === ==== === ====
32 20 bar space bar space 80 50 P P P P
33 21 S1 ! S1 ! 81 51 Q Q Q Q

```
34 22 S' " S2 " 82 52 R R R R
35 23 S3 # S3 # 83 53 S S S S
36 24 S4 $ S4 $ 84 54 T T T T
37 25 S5 % S5 % 85 55 U U U U
38 26 S7 & S6 & 86 56 V V V V
39 27 ' ' S7 ' 87 57 W W W W
40 28 S9 ( S9 ( 88 58 X X X X
41 29 S0 ) S0 ) 89 59 Y Y Y Y
42 2A S8 * * * 90 5A Z Z Z Z
43 2B S= + + + 91 5B [ [ S, [
44 2C , , , , 92 5C \ \ S+ \
45 2D - - - - 93 5D ] ] S. ]
46 2E . . . . 94 5E S6 ^ S* ^
47 2F / / / / 95 5F S- _ S- _
48 30 0 0 0 0 96 60 ` ` ^. `
49 31 1 1 1 1 97 61 a a a a
50 32 2 2 2 2 98 62 b b b b
51 33 3 3 3 3 99 63 c c c c
52 34 4 4 4 4 100 64 d d d d
53 35 5 5 5 5 101 65 e e e e
54 36 6 6 6 6 102 66 f f f f
55 37 7 7 7 7 103 67 g g g g
56 38 8 8 8 8 104 68 h h h h
57 39 9 9 9 9 105 69 i i i i
58 3A S; : S; : 106 6A j j j j
59 3B ; ; ; ; 107 6B k k k k
60 3C S, < < < 108 6C l l l l
61 3D = = = = 109 6D m m m m
62 3E S. > > > 110 6E n n n n
63 3F S/ ? S/ ? 111 6F o o o o
64 40 S2 @ S8 @ 112 70 p p p p
65 41 A A A A 113 71 q q q q
66 42 B B B B 114 72 r r r r
67 43 C C C C 115 73 s s s s
68 44 D D D D 116 74 t t t t
69 45 E E E E 117 75 u u u u
70 46 F F F F 118 76 v v v v
71 47 G G G G 119 77 w w w w
72 48 H H H H 120 78 x x x x
73 49 I I I I 121 79 y y y y
74 4A J J J J 122 7A z z z z
75 4B K K K K 123 7B S[ { ^; spade
76 4C L L L L 124 7C S\ | S= |
77 4D M M M M 125 7D S] } E^< left-turn
78 4E N N N N 126 7E S` ~ EBS L pennant
79 4F O O O O 127 7F none house ETB R pennant
```

Subject: 7.3) What versions of Atari BASIC are there?

There were three versions of Atari BASIC produced: A, B, and C.

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga adds:
You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

On versions A, B, and C, Greg Miller writes:

"Rev A had a number of bugs, not just the commonly
described crash bug. Rev B fixed most (maybe all, I don't remember) of
these, but in the process, they added a new bug. You see, the crashes
were caused by a bug in one of OSS's memory move routines. When the bug
was fixed, the fix mistakenly applied to a routine that actually worked
in Rev A, causing the new lockup problem.

Rev C differs in only a few bytes. AFAIK, the only change was to remove
the alteration made to the routine that was broken by Rev B.

You can get more details from the annotated source listing published by
Compute! books. Bill Wilkinson described many of the problems in detail.
He also talked about it in his column in Compute! magazine."

Wally Lang adds:

--- Warner's Atari issued Rev B in two formats:
(1) As a built-in Basic on 600XL and 800XL computers.
(2) As a special request order item for 400/800 and 1200XL computers.

--- Tramiel's Atari issued Rev C in both formats for XE series computers and
ALL previous Atari 8-Bit Computers.

Subject: 7.4) What are Atari DOS I, DOS II v2.0S, DOS III, DOS 2.5, and DOS XE?

Here are short descriptions of the various Disk Operating Systems (DOS)
versions produced by Atari for use with their 8-bit computers.

The original Atari DOS shipped with all 810 disk drives from 1979-1981. It
consists of a single file, DOS.SYS, which is loaded into memory from disk on
startup.
At the top of the menu screen it reads:
~~~~~~~~~~~~~~~~~~~~

DISK OPERATING SYSTEM 9/24/79
COPYRIGHT 1979 ATARI
Unless you are a collector, you probably have no reason to work with DOS I.
The DOS I disk is labeled: Atari 810 Master Diskette (CX8101).

DOS II Version 2.0S was shipped with all 810 disk drives, and early 1050 disk drives, from 1981-1983. It consists of two files:
DOS.SYS is loaded into memory from disk on startup
DUP.SYS, which contains the DOS menu, is loaded only when needed.
MEM.SAV can be employed to preserve the contents of memory to disk when DUP.SYS is loaded, so that the data can be restored to memory when exiting from the DOS menu. DOS 2.0S supports Atari's proprietary single-sided, single density 90K 5.25" floppy disk format only. DOS 2.0S represents the lowest common denominator of Atari DOS versions--you can be assured than any Atari disk drive for the 8-bit Atari can work with disks formatted with DOS 2.0S.
The DOS 2.0S disk is labeled: Atari 810 Master Diskette II (CX8104).

DOS II Version 2.0D was shipped with the rare Atari 815 Dual Disk Drive.
This is the double density version of DOS 2.0S.
The DOS 2.0D disk is labeled: Atari 815 Master Diskette (CX8201).

DOS III shipped with 1050 disk drives from 1983-1985. It was created in part to take advantage of the 1050's Dual-Density capability, by employing a single-sided, enhanced-density 128K 5.25" floppy disk drive format. Atari called this format "dual-density," but the Atari community quickly came to refer to this format as "enhanced-density" to better differentiate it from widely available 3rd-party truly double density disk drives and supporting versions of DOS. DOS III uses a disk format incompatible with DOS 2.0S. It included a utility to convert files from DOS 2.0S to DOS III, but not back again. It used disk space less efficiently than DOS 2.0S. For these reasons and others, DOS III was not widely accepted by the Atari community, and like DOS I is not generally used except for curiosity's sake.

DOS 2.5 shipped with 1050 disk drives and early XF551 disk drives from 1985-1988. DOS 2.5 represented Atari's relenting to the masses, returning to DOS 2.0S compatability. DOS 2.5 very closely resembles DOS 2.0S, with just a few features added. It supports both DOS 2.0S single-density 90K formats, as well as an enhanced density 128K format for use with the 1050 disk drive. DOS 2.5 also includes a RAMdisk utility for use with the 128K 130XE computer, a utility to convert files from DOS III disks back to DOS 2.5, and other disk utilities. DOS 2.5 is just about as universal among Atari users as DOS 2.0S.

DOS XE shipped with XF551 disk drives from 1988-1992. Like DOS III, DOS XE introduced a whole new format for Atari floppy disks; but unlike DOS III, DOS XE also preserved general compatability with DOS 2.0S/2.5. DOS XE supports the full capabilities of the double-sided, double density 360K per 5.25" floppy disk XF551 disk drive, including that drive's high-speed burst mode. DOS XE also fully supports the 90K SS/SD capability of the 810 disk drive, the 128K SS/ED capability of the 1050 disk drive, the 180K SS/DD capability of most 3rd-party disk drives for the Atari, and a RAMdisk for use with the 130XE. Date-stamping of files is supported. DOS XE requires an XL or XE computer; it is not compatable with the 400/800 computer models. Even though

DOS XE was critically well-received, and represented a substantial jump in capabilities over DOS 2.5, its arrival came so late in the crouded realm of Atari and 3rd-party DOS versions that it never achieved much acceptance among real users, and is now relegated to the same status as DOS I and DOS III before it. Before its release, DOS XE was widely known as "ADOS."

Subject: 7.5) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available. MyDOS 4.53/3 was released by David R. Eichel on 12/31/89.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g and 3.2gx are disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!. SpartaDOS 3.3c is produced on a 16K ROM cartridge from Video 61.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2g)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Another popular, powerful DOS is BW-DOS, freeware by Jiri Bernasek.
(it is pronounced "Bay Vay Dos")

Carolyn Hoglin adds:
I didn't see TOP-DOS mentioned anywhere. This superior DOS was written by R. K. Bennett of Eclipse Software in Sunnyvale, CA. It was based on Atari DOS, but with many, many more features. It fully supports my double-density, double-sided Astra drives, automatically sensing the proper density and sidedness of both drives 1 and 2. (MYDOS only seemed to do that on drive 1.) Also supported are large ramdisks for Axlon, Mosaic, etc. The latest version was TOP-DOS 1.5+, which came with an excellent manual explaining how to use its powerful capabilities.

Any other versions of DOS all 8-bit Atari users should be aware of??
- SuperDOS 5.1
- BiboDOS 5.x

Subject: 7.6) How do I modify Atari DOS to support more than two drives?

Russ Gilbert writes:

DOS 2 type DOSes default to two drives.
Boot DOS and BASIC.
? PEEK(1802)
if it is 3 then you only recognize two drives.
To get the 3rd drive, poke 1802,7. Then go to dup.sys (type DOS)
and write system files. Next time you boot that DOS, you'll recognize
3 drives.
If you want four drives, poke 1802,15.

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

Contributors: Andreas Magenheimer (5/12/01), Mathy van Nisselroy (5/12/01)

- Diamond GOS version 1 (PD disk version), version 2 (cart), version 3 (cart); plus some applications (painter program, text program, etc.); Diamond GOS has been made freeware by the author Alan Reeve;

- G.O.S., the Graphic operating system by Total Control systems; two different versions are avaiable (I call them GOS 1 and GOS 2) and they are PD;

- G.O.E., the Graphic Operating Environment also by Total Control Systems (this one merely works under Sparta DOS, not with Bewe-DOS and not at all with DOS 2.x); so far I have found 3 different versions (GOE 1,2,3) with some applications (graphic/painting program, etc.); PD;

- S.A.M., the Screen Aided Management (unfortunately it has the same name as SAM, the software aided mouth) from PPP/Germany. It is avaiable in two different versions: a) the type-in listing from Atari magazin and/or the Lazy finger disks (which are PD!) or b) the commercial version 2.0 which has many add-ons and can still be bought from Dean Garaghty/UK or PD-World-Versand/Germany; This GUI merely works correct under DOS 2.5 and Medium/dual density, however...

- BOSS-XL, the XL-Desktop from Mirko Sobe; written in Turbo-Basic; freeware; http://www.atarixle.de/

- BOSS-XE, the XE-Desktop from Mirko Sobe; written in Turbo-Basic;freeware, http://www.atarixle.de/

- BOSS-X the newest desktop version from Mirko Sobe, needs an 128k+ Computer (128k or more memory), supports MyDOS up to 16MB and MyDOS subdirs...; still written in Turbo-Basic; many applications and drivers; freeware; http://www.atarixle.de/

- XL-TOS a small and "cheap" GUI version from Atari magazin (i.e. a type-in listing; the basic file, which consists of many data lines creates a short object code file); unfortunately this GUI only looks good, it loads almost nothing... PD;

- ST-TOS a small basic program, that looks like a GUI; it can merely load Basic files and do a few DOS commands, like lock, unlock, delete and such... (PD)

- Basic desktop, a GUI written in Basic just as a sample, what can be done with an 8-bit computer; this one loads basic and text files (maybe also ML files); PD;

- DCS, the desktop construction set from Tom Hunt; there are 3 different versions avaiable, a) for DOS 2.5, b) for MyDOS andc) for Sparta-DOS; I have tested the Sparta DOS version, which worked with batchfiles and could easily load some ML files, text files and basic files (which were already on the DCS disk); it also works with high densities and/or hard disk partitions up to 16MB and supports subdirs of course; hmm, freeware or shareware ?!?

- ATOS - GUI by Tom Hunt/Closer To Home. http://cth.dtdns.net/atos/

- there are a lot more GUI programs, however many of them are written in Basic or Turbo Basic and are very restricted; most of them merely look like a GUI but need to much memory for everyday use. Thats why most users still prefer those DOS or Gamedos (Gameloader, Multiloader, etc.) programs...

Subject: 8.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

Ice-T XE v2.72 (128K XL/XE) or Ice-T 800 v1.1 (48K)
shareware by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.72) or No (1.1)
Backscroll buffer: Yes--8 screens (2.72) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.72) or No (1.1)
Summary: Outstanding flicker-free high-speed VT100 emulation.Recommended!
http://www.cs.huji.ac.il/~itayc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; best for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Only option combining VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Only option for VT100 emulation on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

Subject: 8.2) What BBS software can be used on the Atari?

Contributors to this section: Winston Smith, Steven Sturza, Chad Hendrickson,
Don Fanning.

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
The AMIS BBS was written in BASIC by people from the
Michigan Atari Computer Enthusiasts. It included designs for a ring-detector.

You needed a sector editor and had to allocate message space by hand, hex byte by hex byte.

Steven Sturza adds:
The AMIS BBS was written by people from the Michigan Atari Computer Enthusiasts.

o TODAMIS 1.0, for 1030/XM301, Copyright (C) 1986 Trent Dudley
Don Fanning writes:
TODAMIS was a spin off of AMIS written by Trent Dudley (of AMODEM fame).

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed in BASIC and was somewhat crashy. I think that this is the great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer writes:
FoReM BBS derived from an early AMIS. When multiple message areas were added the name was extended to FoReM 26M. Then, When OSS released BASIC XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most of the Assembler routines (where is he now?).

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE cartridge in order to run. It is in the public domain and can import and export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported features such as intra-line editors. Unfortunately, the coding of the ABBCS was really poor. You could practically blow on your keyboard and crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston, Massachusetts, USA, area. I'm not sure whether his BBS for the Atari 8-bit has been placed into the public domain or not. This BBS was the first to support a RAMdisk, which Paul Swanson called a "V:" device for "virtual disk". This BBS was written in Atari BASIC and required a joystick hardware "dongle" device. This was notable as being one of the first Atari 8-BIT BBSes that could actually go for a week without having to be rebooted. Pointers to the message base were kept in an Atari "very long string" (for which Atari BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o BBS Express! Professional -- a product of Video 61, www.atarisales.com
http://cth.dtdns.net/pro/pro1.html

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o OASIS IV -- a product of ???

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a shareware product of Shadow Software.

Subject: 8.3) What programming languages are available for the Atari?

Contributors: Freddy Offenga, Kevin Savetz.
Based upon a file located at http://www.student.kun.nl/f.offenga/atari.htm

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include:
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Freddy Offenga, mailto: F.Offenga@student.kun.nl
==========

There are quite a lot! To get some structure in this section it's
divided into the following categories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

The following format is used:

- Language title (medium)
version, year : version, year
author/company : author/company
available..... : where/how to get it
package..... : programs, documentation
features..... : main features
Description.

The question marks (?) indicate that more information is
required about that topic.

Definitions:
umich University of Michigan Atari archive

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- A bunch of manuals
- Some copy-pasted lines from the Atari 8-bit newsgroup

a) ASSEMBLER

- 130XE+ Makro Assembler (disk)
version, year : 2.2, 1992
author/company : Torsten Karwoth
available..... : freeware, ?
package..... : assembler, editor, menu, monitor,
batch enhancement, linker/packer
features..... : macros

Two pass 6502 assembler with integrated menu, editor
and monitor shell. Needs extra RAM banks. Source
format is derived from Atmas Makroassembler.

- A65 (disk)
version, year : ?, 1989
author/company : Charles Marslett, WORDMARK Systems
available..... : freeware, ?
package....... : assembler, manual
features...... : source include
Two pass 6502 assembler. Source format is based on the
Atari Macro Assembler. Assembler source included.

- Alfasm, Turbo-Assembler/16 (disk)
version, year : 1.0, 1990
author/company : Jeff Williams, DataQue Software
available..... : ?
package....... : assembler, docs
features...... : source include
Two pass 6502/65816 assembler.

- Atari Assembler/Editor (cart)
version, year : ?, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : -
Two pass 6502 assembler with integrated editor/monitor

- Atari Macro Assembler (disk)
version, year : 1.0C, 1981
author/company : Atari
available..... : ?
package....... : assembler, editor, debugger, manual
features...... : macros, source include
Two pass 6502 assembler.

- Atmas Makroassembler (disk)
version, year : 2, 1985
author/company : Peter Finzel, Hofacker
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros
Two pass 6502 assembler with integrated editor/monitor.

- Bibo Assembler (disk)
version, year : ?, 1986
author/company : Compy-shop
available..... : ?
package....... : assembler, editor, monitor
features...... : source include, data include
Two pass 6502/65c02 assembler with integrated editor/

monitor.

- Datasm/65 assembler (disk)
version, year : 2.0, 1981
author/company : DataSoft Inc.
available..... : ?
package....... : assembler, editor, menu, manual
features...... : -
Two pass 6502 assembler.

- EASMD (disk)
version, year : 1.0, 1981
author/company : OSS
available..... : ?
package....... : assembler, editor, monitor
features...... : ?
Two pass 6502 assembler with integrated editor/monitor.

- Fast Assembler (disk)
version, year : 1.5, 1995
author/company : MMMG Soft
available..... : ?
package....... : assembler, editor, disassembler
features...... : ?

- Kasm65 (disk)
version, year : 2.41, 1994
author/company : Ken Siders
available..... : shareware, umich
package....... : assembler, editor, linker, docs
features...... : macros, relocation, source include,
conditional assembly
Two pass 6502 assembler. Relocatable object files are
compatible with ra65. Source format is derived from
the Atari Macro Assembler.

- MAC/65 Macro Assembler (disk|cart)
version, year : 2.00, 1982
author/company : Stephen D. Lawrow, OSS
available..... : ?
package....... : assembler, editor, monitor, manual
features...... : macros, source include
Two pass 6502 assembler with integrated editor/monitor.
Mac/65 is a direct descendant of the Atari Assembler/
Editor (via EASMD).

- MAE (disk)
version, year : .96, 1996
author/company : John Harris
available..... : umich
package....... : assembler, menu, editor, monitor, docs
features...... : macros, source include, data include,

conditional assembly
Two pass 6502/65816 assembler with integrated editor/
monitor. Extra RAM supported.

- NASM65 (disk)
version, year : ?, 1992
author/company : Nat!
available..... : ?
package..... : assembler, linker, librarian
features..... : macros, relocation, source include
One pass 6502 portable cross assembler (initially for
the ST). Highly compatible with MAC/65.

- PC-65 (disk)
version, year : 1.0 beta, 1996
author/company : Jan Feenstra & Freddy Offenga
available..... : mailto: F.Offenga@student.kun.nl
package..... : assembler
features..... : macros, source include, data include,
boundary directive
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.

- Quick Assembler (disk)
version, year : 1.0, 1990?
author/company : JBW, Avalon?
available..... : ?
package..... : assembler, editor, menu, debugger
features..... : source include
Two pass 6502 cross assembler with integrated editor.
Very user friendly menu environment.

- Ra65 (disk)
version, year : 1.0, 1989
author/company : John R. Dunning
available..... : public domain, umich
package..... : assembler, linker, librarian
part of cc65 (c-compiler)
features..... : ?

- Synassembler (disk|cart)
version, year : ?, 1982
author/company : Steve Hales, Synapse Soft
available..... : ?
package..... : assembler, editor, monitor, manual
features..... : source include
Two pass 6502 assembler.

- ST-65 (disk)
version, year : ?, 1991
author/company : A. Stauffenberg, F. Offenga
available..... : mailto: F.Offenga@student.kun.nl

package..... : assembler, menu shell, manual
features..... : macros, conditional assembly,
source include, data include,
boundary directive
Two pass 6502/65c02 cross assembler for the Atari ST
written in 68000 assembly. As far as I know this is
the first assembler with the boundary directive.

- X-Assembler
version, year : 2.4, 2001
author/company : Piotr Fusik
available..... : freeware, mailto: fox@scene.pl
package..... : assembler, docs
features..... : conditional assembly, source include,
binary include, pseudo commands,
pseudo addressing modes
Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

b) BASIC

- A BASIC Compiler (?)
version, year : 1.03, ?
author/company : Monarch Data Systems
available..... : ?
package..... : BASIC compiler
features..... : ?

- Advan BASIC (disk)
version, year : ?, ?
author/company : Advan Language Designs
available..... : ?
package..... : BASIC compiler
features..... : ?

- Atari 800 Basic (disk)
version, year : 1.0, 1981
author/company : Microsoft
available..... : ?
package..... : ?
features..... : ?

- Atari BASIC (cart)
version, year : Rev.C, 1983
author/company : Atari
available..... : standard ROM in Atari XL/XE
package..... : BASIC interpreter, manual
features..... : pretty plain BASIC implementation

- Atari Microsoft BASIC II (cart)
version, year : ?, 1991
author/company : Atari

available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC A+ (disk)
version, year : 3.05, 1981
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XL (cart)
version, year : ?, ?
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- BASIC XE (cart)
version, year : ?, 1985
author/company : OSS
available..... : ?
package....... : BASIC interpreter
features...... : ?

- Turbo Basic XL (disk)
version, year : 1.5, 1985
author/company : Frank Ostrowski, Happy Computer
available..... : ?
package....... : BASIC interpreter, compiler (V1.1)
features...... : ?
Published in the German magazine "Happy Computer".

c) C

- ACE C (disk)
version, year : ?
author/company : John Palevich & Ralph Walden
available..... : ?
package....... : ?
features...... : ?
This is a newer version of 'Deep Blue C'.

- C/65 (?)
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
Probably derived from Dr.Dobbs "Small C". Compiles to 6502
code which emulates the 8080 instruction set.

- C65 (?)
version, year : ?
author/company : Keith Ledbetter
available..... : ?
package....... : ?
features...... : good macro assembler
This compiler does not support structs.

- CC65 (disk)
version, year : 1989
author/company : John R. Dunning
available..... : www.cc65.org
package....... : compiler, linker, assembler, librarian
features...... : ?
Public domain compiler. Also used as cross compiler.
Relocatable object linkage files, and the most thorough
K&R C for the 8-bit. Comes with an relocatable assembler.

- CC8 (disk)
version, year : 2.3
author/company : John Palevich & Steve Kennedy
available..... : ?
package....... : Compiler
features...... : ?
ACE C with more "real" C support (e.g. arrays of pointers
to structs). Requires ACE C runtime libs and linker.

- Deep Blue C (disk)
version, year : 1.2, 1982
author/company : John Palevich, APX
available..... : http://www.atariarchives.org/APX/showinfo.php?cat=20166
Source code "Deep Blue Secrets" downloadable at
http://www.atariarchives.org/APX/showinfo.php?cat=20179
package....... : Compiler, Linker
features...... : ?
Deep Blue C was originally an independent product, but it
then became available from APX. It converts C to pseudo-
code and then interprets the pseudo code (8080 instruction
set emulation).
Drawn from Ron Cain's public domain C-compiler (Small-C).

- DVC C (disk)
version, year : 1.05, 1985
author/company : Ralph E. Walden
available..... : ?
package....... : Editor, Compiler, Optimizer, Linker
features...... : Quite user friendly program
The compiler generates special object files (.CCC)
which can be optimized and linked. The package uses a
special DOS called DVC DOS which contains runtime stuff.

- LightSpeed C (disk)
version, year : 1.08, 1986

author/company : Clearstar Softechnology
available..... : ?
package....... : Compiler, Optimizer, Linker
features...... : ?
Runs under CLI DOS's and MENU DOS's.

- Tiny-C
version, year : ?
author/company : OSS
available..... : ?
package....... : ?
features...... : ?
First sold C compiler by OSS. This compiler was used to
compile itself! First true language "bootstrap" on any
8-bit machine (it was also available for Apple and CP/M
machines). Derived from Dr.Dobbs "Small C". Compiles to
6502 code which emulates the 8080 instruction set.

d) PASCAL

- Atari Pascal (disk)
version, year : 1.0, 1982
author/company : APX
available..... : APX-20102
Information at http://www.atariarchives.org/APX/showinfo.php?cat=20102
package....... : ?
features...... : ?
Needs two drives.

- Draper Pascal (disk)
version, year : 2.1, 1989
author/company : Norm Draper
available..... : ?
package....... : ?
features...... : ?

- Kyan Pascal (disk)
version, year : 1985,1987
author/company : Kyan Software
available..... : ?
package....... : editor, compiler, linker, macro-assembler
and manual
features...... : ?
versions: 1)64K XL/XE version supports 130XE RAMdisk 2)400/800 version

e) LISP

- INTER-LISP/65 (disk)
version, year : 2.1, 1981
author/company : Special Software Systems, DataSoft
available..... : ?
package....... : ?

features..... : ?

f) FORTH

- ValForth (?)
version, year : ?
author/company : Valpar International
available..... : ?
package..... : ?
features..... : ?

- Extended fig-Forth (disk)
version, year : version 2.0 is dated 1/15/1982. An earlier version
(exact version number not known) is dated 11/10/1981
author/company : Patrick Mullarky, APX
available..... : APX-20029
http://www.atariarchives.org/APX/showinfo.php?cat=20029
package..... : ?
features..... : ?

- fig-Forth (disk)
version, year : 1.4s
author/company : ?
available..... : ?
package..... : ?
features..... : ?

- fun-Forth (disk)
version, year : ?
author/company : Joel Gluck, APX
available..... : APX-20146
http://www.atariarchives.org/APX/showinfo.php?cat=20146
package..... : ?
features..... : ?

- Grafik-FORTH
version, year : ?
author/company : ?
available..... : ?
package..... : ?
features..... : ?

- QS Forth (?)
version, year : ?
author/company : Quality Software
available..... : ?
package..... : ?
features..... : ?

g) PILOT

- Atari PILOT (cart)
version, year : 1980

author/company : Atari
available..... : ?
package....... : ?
features...... : ?

h) LOGO

- Atari LOGO (cart)
version, year : 1983
author/company : LCSI, Atari
available..... : ?
package....... : ?
features...... : ?

i) All the rest

- Action! (cart)
version, year : 1983
author/company : OSS
available..... : ?
package....... : compiler, editor, monitor and library
features...... : fast compiler which generates good code
Needs cartridge for runtime procedures. A PD runtime
library is also available.
All variables are static, so recursive routine calls
are not possible. No floating point type (though a
PD library should make this possible). No arrays of
objects (arrays of POINTERS to objects are possible).

- Quick (disk)
version, year : 2.0, 1990
author/company : Raindorf Soft
available..... : ?
package....... : ?
features...... : ?
This is the "poor man's Action!". Same restrictions as
Action! apply also to Quick. Further restrictions are:
only simple assignment expressions, no records and no
pointers.

- Test Computer Language (disk)
version, year : 2.2, 1985-1990
author/company : D.Firth
available..... : public domain, ?
package....... : compiler and editor
features...... : ?

- Extended WSFN (WSFN = Which Stands For Nothing)
version, year : ?
author/company : Harry Stewart, APX
available..... : APX-20026
package....... : ?

features..... : ?
Info at http://www.atariarchives.org/APX/showinfo.php?cat=20026

Subject: 8.4) What cartridges were released for the Right Slot of the 800?

Contributors: Gene, Larry White, others

Austin Franklin Austin 80 Console Software
Eastern House KISS
Eastern House Monkey Wrench
Eastern House Monkey Wrench II
Geminisoft/Sar-An Magic Dump
Geminisoft Magic Dump II
Radical Systems Cartridge Maker (eprom burner)
Block (first right cart/first "backup" program hardware device)
R-Time 8 ICD (battery-backed clock, for left or right cart slots)

Subject: 8.5) What games support 4 or more simultaneous players?

contributors to this section:
Jeff M Lodoen, Vidar \"Hawk\" Olavesen, Pat Mulvey,
Steven E. Posey (Party Quiz controllers description), Andreas Magenheimer

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor,
Thorn EMI Soccer, Major League Hockey

The following support 8 players on the 400/800 or 4 on the other computer
models, using the 2 controllers-per-port CX30 Paddle controllers:

Super Breakout, Worms?

The following supports 4 players on all machines, using special 4-button keypad
controllers linked together with RJ-11 jacks (standard phone jacks) to a box
with 2 joystick port connectors.

Party Quiz by Suncom

Andreas Magenheimer contributes the following:
- Networking 1-8 players/computers games:
Dataque once (1989-1992) developed a Network game+cable which lets you
connect 1-8 A8 computers together. The cable (octagon or so) could be
selfmade or bought. The game avaiable was Maze of Agdagon (shareware
from the Agda Group/Dataque). Maze of Agdagon worked on all 8Bit Ataris
with a minimum of 48k RAM. In 1999/2000 Bewesoft discovered this and
developed the game Multidash which is network-compatible to the previous
game, i.e. it can use the same network cable. But, because of its
interlaced grapic mode Multidash will only run on XL/XE computers.
Therfore Jiri included a good Gr. 8 picture how to built an easy network

cable for 2 players/computers (using a SIO cable as a nullmodem cable!)
and an -not so easy - network cable for 2-8 players/computers. The game
and its text+picture was released as freeware; it can be found on the
internet or the abbuc magazine...

in short: networking games with 1-8 players: a) Maze of Agdagon
b) Multidash

- more multi-joystick games:
MULTIJOY device by Radek Sterba (Raster), supports 8 joysticks attached to
one controller port.
Two games by Raster supporting this device: Cervi, Multris.
http://www.infos.cz/raster/atari

Subject: 8.6) What programs run only on the 400 and 800 models, and why?

The following are reported as incompatable with models other than the original
Atari 400/800. Most probably do work on XL/XE's if you use a translator to
run the original 400/800 OS on your XL/XE.

Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase First Star Software / Parker
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Demon Attack Imagic
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Galahad And The Holy Grail APX
(Downloadable from http://www.atariarchives.org/APX/showinfo.php?cat=20132)
Go Hayden
Gorf Roklan
Jawbreaker II
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari prototype
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.

Lunar Leeper
Mario Bros. ('83) Atari
Maze Epyx
MicroMaestro Chalkboard Inc.
Monkey Wrench
Monster Maze Epyx
Ms. Pac-Man Atari [some problems
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Jr. Atari prototype
Picnic Paranoia Synapse
Pool 1.5 IDSI
Pool 400 IDSI
Protector II Synapse
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Super Pac-Man Atari prototype

Konrad M.Kokoszkiewicz writes:

XL/XE software won't work on 400/800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 8.7) What programs make use of the Light Gun or a light pen?

Bertrand M. (LEXX) writes:

Bug Hunt, Barnyard Blaster, Crossbow, Crimebuster, Operation Blood, Operation Blood II - Special Forces (not completely sure about that one), Light Gun Blaster (PD), Gangsterville (Italian game written in BASIC), maybe a couple more...

James Bradford mentions:
"On the 400, the light gun /pen will only work in joystick port 4." This renders much light gun and light pen software unusable on the 400.

Andreas Magenheimer adds:
all Lightgun games can be used with a lightpen (which is not as accurate as a Lightgun however). And: all lightpen games can be used with lightgun. thus add:
- Atari Graphics (Atari) Lightpen graphic software
- 5 Matrix or Matrix 5, a PD game...

- Alien Invaders (DGS) a Space Invaders clone from the brits...
- Bembelwo (Thorsten Butschke) a sort of golf/minesweeper game, written
in Quick and PD!
- Sharp Shooter (Mat*Rat) a PD game from Analog, also avaiable on cart
from Video 61/Lance Ringquist
- Lightgun Shooter (ABBUC mag.) a simple shooter game, at least PD!
- Flyshot (or Flyshoot) a Turbo Basic game (PD) from ZONG, the KE Soft mag.

More:
Geisterschloss by KE Soft, 1992

Subject: 8.8) What programs have a track ball mode or support a mouse?

Contributors: Andreas Magenheimer, Mirko Sobe

Title Keystroke Required
------------- --------------------
Missile Command (Atari) CTRL-T
Slime (Synapse) [T]
Shanghai (Activision) choose controller type: ST mouse !
(plug it into port 2; if you do not
have one, you have to reboot!!)
Bombdown (Roemer of Uno) choose between Joystick, Amiga
mouse, ST mouse or CX85 numeric
keypad (use port 2 for any mice)
Minesweeper (PPP/PD-World Versand) use an ST mouse in port 2
The Brundles (KE-Soft/Kaisersoft) use an ST mouse in port 2
The Brundles Editor (KE-Soft, PD) use an ST mouse in port 2
Geisterschloss/Ghost Castle (KE-Soft, PD) choose Lightgun (port 1) or ST
mouse (port 2)
10-12 games from ZONG magazine ST mouse games !! (they use port 2
(KE SOFT, now PD) and a driver
called KEMAUS.COM)
Multi-Mouse manager (PD/shareware) drivers for mice, TB, etc.
Unriagh I (german PD adventure) has drivers for ST mouse+Joystick
(stick=port 1, mouse=port2)
Unriagh II (german PD adventure) has drivers for ST mouse+joystick
(stick=port 1, mouse=port 2)
little Calculator (AMC-Verlag, PD) uses mouse only (port 2)
big UPN calculator (PD) uses ST mouse, TB, Touch tab. and
joystick; (there are different COM
files, rename the one you wish to
use to *.EXE; all drivers use port
1 - if I remember correctly)
Operation Blood (ANG/Mirage) press mouse fire or Select to start
in ST mouse mode (port 2)
Operation Blood 2 / Special Forces press mouse fire or Select to start
(ANG/Mirage) in ST mouse mode
Sprint XL (ABBUC Jahresgabe 1992) uses an ST mouse in port 2
M.O.S. (ABBUC magazine) uses an ST mouse in port 2

Multi-(Tasking-)Operating-System,
Diamond GOS (Reeve software) Version 1.0 (disk), 2.0 & 3.0
(cart.)
support an ST mouse in port 2
S.A.M. (Power per Post) german GUI, supports an ST mouse in
port 2
G.O.E. (TCS) supports an ST mouse in port 1
BOSS-X (MS-Software, Mirko Sobe) supports ST-Mouse in Port 2

RE: Missile Command, Andreas writes:
there are many different versions avaible... I know the old Atari 800
cart version, which works correct with Joystick and Trakball, but not at
all with a mouse. The newer XL version works with Mouse, trackball and
Joystick, also the newest (built-in) XEGS version of MC. But, there is
also a tape version (and maybe a disk version) of MC avaiable. I am not
sure if this tape version behaves like the old 800 version or like the
newer XL and XE/XEGS versions...

And about mice, Andreas adds:
Maybe you did not know, there is a little difference between Trackball
and ST-mouse. Although MC works with both input devices does not mean,
they are the same. they are not !! Connect the TB to an ST computer and
you see: it does not work at all !! You have to do a small conversion to
convert the TB to an ST mouse. (Plans are avaiable from ABBUC, germany).
maybe somebody already did this with Harvey`s TB (and to make things
worse: the old Atari 800 version does not support a mouse; so if the TB
has been converted to a mouse this MC version will not work with it!).

Subject: 8.9) What programs have a paddle(s) or Koala Pad mode?

Andreas Magenheimer contributes:

- Super Breakout (Atari) breakout clone
- Live Wire (Analog) tempest clone
- Live wire 2 (Analog) tempest clone
- Planetary Defense (Analog)
- Pong (Antic) Pong clone
- Pong (Analog) Pong clone
- Super Ball (Compy Shop Magazin) Breakout clone
- Arkanoid (Taito/Imagic) Breakout clone
- Koala/Micro-Illustrator (Island graphics/Koala Ware) graphics program
- Chiseler (Antic or Analog) a breakout clone
- Slime (Synapse) a slimy shooter...
- Chicken (Synapse) catch the chicken eggs...
- many more dozens of Pong and Breakout clones
(forgot their names, maybe someone can help here!)
- many more programs (which I do not remember right now!)

Subject: 8.10) What programs have a CX85 mode?

Andreas Magenheimer writes:

- Multi mouse Management (PD)
- UPN calculator (PD)
- the Bookkeeper (published by ???)
- Bombdown (Roemer of Uno)
- many games from KE-Soft and Powersoft
(forgot their names, help needed!)

Subject 8.11) What programs have a Touch tablet mode?

Andreas Magenheimer writes:

- Atari Artist (Atari) graphics program
- Pixel Artist Deluxe 1.3 (PD) graphics program
- The Brundles (KE-Soft) Lemmings clone
- many more (which I do not remember right now!)

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: superarc.arc - both Super Un-Arc & Super Arc
suprarc2.arc - Super Arc
supunarc.com - Super Un-Arc
supunarc.uue - Super Un-Arc

location: http://www.umich.edu/~archive/atari/8bit/Archivers/Arc/

Subject: 9.3) What are the .DCM, .ATR, .XFD, .SCP, and .DI disk image formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Image format invented by Bob Puff, for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.
DCM specs at: http://home.planet.nl/~ernest/diskcomm.zip

ATR - Image format invented by Nick Kennedy, for his SIO2PC project.
Used with most 8-bit Atari emulators running on other computer platforms.

XFD - Image format invented by Emulators Inc, for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used with ST Xformer and PC Xformer emulators.

PRO - Image format invented by Steven Tucker, for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

SCP - SpartaDOS SCOPY image file.

DI - Image format invented by Kolja Koischwitz & Christian Kruger for their
800XL DJ emulator for the Atari ST.

One tool for converting among all of these disk image formats is:
Acvt v1.06 by Jindrich Kubec
Latest version can be found at http://www.asw.cz/~kubecj

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

On 10/5/01 Ron Hamilton wrote:
> Originally .COM files used the file start load address as the execution
> point; they were normally called by their name typed at the command
> processor prompt. Often these were external components of the file
> management system or similar utilities and expected to find data in
> predetermined buffers and code or pointers present from a specific DOS
> version.
>
> .EXE files used the Atari DOS 2.0 convention of appending a load segment
> containing the execution address to be placed into $2E0-1 or $2E2-3.
> Usually these were complete applications and were rarely DOS specific.

>
> .BIN files in their simplest form were just binary RAM images of data or
> code; they were not intended to execute immediately after the load.
> Multiple load stages were possible, but typically no INIT or RUN address
> was included.

Subject: 9.5) How can I make my commercial boot disk (tape, cart) into a load file or disk image?

Russ Gilbert writes:

The disk image part is a matter of taking a copyable boot disk and making an atr, xfd, dcm or other disk image type file out of it, usually for use with an emulator. Before emulators, the Bob Puff .dcm format was used to store/archive/retrieve boot disk images.

Almost all commercial software for the A8 is/was copy protected. For boot disks, this usually involved a large number of special formatting that couldn't be copied using ordinary sector copiers. Usually the boot process involved checking to see if a certain sector error occurred, then proceeding. If the error did not occur, the disk was a copy and would not work.

For carts, usually the method of protection was to write to the cart area of memory and see if the value changed. If the value changed, the cart program was in RAM, not ROM and would fail to operate.

For tapes, again a fair number of schemes were used. Some varied the speed at which the tape loaded. I'm not familiar with tape protection schemes.

With all software media (cart, tape, disk), there may be program encryption, which must be decrypted before the program can run. This to make more difficult disassembly of the program.

There were/are a number of products to defeat copy protection/allow copying of protected software for the A8. The most common way to defeat copy protection was to disassemble the software and revise sections of code so that the copy protection was defeated. A software with defeated copy protection is called a 'cracked' software. The basic procedure is to understand how cart/tape/disk software initializes, loads and runs. Usually make a file out of the software and 'follow the code', starting with loading of the program, to decryption to the actual running of the program. Today, it is unnecessary to copy original commercial A8 software because it has already been defeated

and may be found at a few ftp sites. (Note umich archive has no commercial/non-shareware software.)

Besides 'cracking' software, there were/are hardware devices to copy commercial protected software. The Happy 1050 and the Archiver, and probably other modifications to the 810, or 1050 allowed 'bit image' copying and reproduction of the special formatting that copy protected disks had. Using these archiving disk drives, a copy of the original disk, including all special formatting and the original code is copied, thus making a copy protected copy, not cracked, just like the original.

For carts, copying could involve cracking or again there were/are products to reproduce the cart and simulate a ROM. Or the cart might be copied and burned on the correct type of eprom, to make a plug in cart. 'The Impersonator', the 'Pill' are two cart copy schemes copy the cart to a file, then don't change the code, but use a 'dummy cart' to fool the software into thinking there is a ROM present.

Basic tools for copying, then cracking, carts and disks are a sector editor and disassembler. Carts are usually most easily dumped using a special OS, like Omnimon, to interrupt the cart and dump memory to disk. There are a few pd cart copiers that have the user plug the cart in when the program is running, I don't believe these pd cart copiers are very good or very wise to use.

So, the basic answer to 'how do I make a copy of my copy protected commercial software' is don't bother. Find it on the net.

There is one exception, in that this 'solution' involves a minimum of effort and is relatively safe. I refer to 'Chipmunk' and 'Black Patch' software to make cracked boot disk copy of commercial disks. HOWEVER, even if you use these two commercial archival tools, be sure you write protect your originals, and be careful not to accidentally write to the original disk.

Finally, I'll mention a very modern (I mean 1997) product. The APE Pro system, by Steven Tucker, in the registered version of this shareware allows making disk images called 'Pro' images. APE (Atari Peripheral Emulator) requires a cable, called the SIO2PC cable, that connects the A8 13 pin serial port to a serial port on the IBM PC clone. To make 'Pro' images, a special adapter cable is needed, not just the 'standard' SIO2PC cable. The 'Pro' image can 'capture' the copy protection of an original commercial disk. The 'Pro' image can then be loaded into an A8 using the APE registered version software, thus backing up your original

disk software. Note the 'Pro' image will only be of use to
person(s) owning registered APE software and 'Pro' adapter
cable.

Subject: 9.6) How can I convert my commercial boot tape into a cassette
image file?

Ernest R. Schreurs writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Subject: 10.1) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

Ataridsk V1.2 (c) 95-12-09 by HiassofT (Matthias Reichl)
http://www.horus.com/~hias/atari/

MyUTIL and the XF551 - tips from JTKIRK:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from Hans Breitenlohner:

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)

Konrad Kokoszkiewicz answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Apparently 2.07 is buggy.
Anadisk 2.06 is available at: http://ch.twi.tudelft.nl/~sidney/atari/

Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to Preston Crow:
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first

portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 10.2) How do I transfer files using a null modem cable?

This section by Russ Gilbert.

Q: How do I connect two cmputers using a null modem cable?

A: You need a term program and RS 232 ports on both
computers. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 baud, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25 pin
port. 25 pin #2 goes to Atari #4 (XMT to RCV), 25 pin
#3 goes to #3 on Atari (RCV to XMT) and #5 of 850 goes
to #7 of 25 pin (GND to GND).

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
to the left 1 to 13 then #14 is under #1 and left again
so that #25 is under #13.

Most term programs allow a null connection, without a
carrier detect. Notably, 'Express 850' does not. I have
only used 'Procomm 2.4.3' (the last shareware version of
Procomm) on the PC and Bob Term on the Atari, but other
term programs may work.

To check your null modem connection, start both PC and
Atari term programs, set baud to 2400 or 4800 on both
computers. No parity, 8 data bits, 1 stop bit on the PC.
Be sure to use the correct COM port on the PC. Go to
'terminal' mode and you should now be able to type on
either computer and see it on the other screen. To
accomplish a file transfer, use Y-modem probably from
Bob Term, rather than X-modem. X-modem will often append
bytes to a file transfer, an undesirable event. There is
also a very nice Z-modem recieve program for the Atari,
called AtarZmodem by Larry Black for the Atari.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors
(Radio Shack) some three or more conductor cable. Using
the two DB25 female connectors allows unplugging your
modems and plugging in the null modem cable into the two
modem cables. This also avoids the confusion of

variations in the computer ports. Most computers connect into the modem end via a standard RS232 DB25 connection. With this both ends 25 pin cable, you would cross pins 2 and 3 and connect the #7s together to make a null modem cable.

The SIO port on the Atari cannot be used directly. An 850, P:R: connection, MIO, Black Box or similar device that provides an RS232 port must be used.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

For higher speed connections, above 4800 or 9600, you need the flow control lines and Atari term software that has flow control built in. You also need an MIO or Black Box, which uses the PBI (parallel bus). A high speed cable would need not only XMT, RCV, and GND, but also flow control lines. I suggest a commercial null modem from computer store to ensure correct lines. A null modem is a small adapter with the correct lines already crossed. I don't know how to correctly connect the CTS, RTS, DTR, DSR, CRX lines for a high speed null modem. With a null modem, you just plug it into the 25 pin connectors of the two modem cables you might already have connected to your Atari and PC or Mac. You may need a straight thru 25 pin gender changer also.

Following is in this FAQ elsewhere, but I summarize here: (Figure out or look for pin numbers on the ports.) Note that these are pin assignments, and NOT null modem connections with the XMT, RCV crossed and GND straight thru.

Atari 8-bit PC AT 25 PC AT 9 pin
---
1. DTR 20 4*
2. CRX 8 1*
3. XMT 2 3
4. RCV 3 2*
5. GND 7 5
6. DSR 6 6
7. RTS 4 7
8. CTS 5 8

9. No connect? shield RI
22 RI

Note: * above indicates the difference between an AT 9 pin
and a Atari 8-bit 9 pin cable connector. eg. If you check
continuity from pin 3 of 25 pin end and it goes to pin
4 of nine pin end, you have an Atari serial cable. If pin
3 of 25 pin goes to pin 2 of 9 pin end, you have a PC
serial cable.
(updated 3/1/99)
(DTE = Data Terminal Equipment ie. your computer.
DCE = Data Communications Equipment ie. your modem.)

Subject: 10.3) What is SIO2PC?

From the SIO2PC home page, written by Nick Kennedy:

SIO2PC is a hardware & software package interfacing the 8-bit Atari to PC
compatible computers.

The original idea was to have the PC emulate Atari disk drives so Atari
programs could be stored on the PC's hard (or floppy) drives. It turned out to
be quite successful. About 95% of my work was in the software, but a hardware
device to convert logic levels was also necessary. This device is now commonly
referred to as an SIO2PC cable.

Features:

Emulates 1 to 4 Atari disk drives

Store your Atari files on PC hard or floppy drives

Boot from the PC, real drive not needed to start-up

No software or drivers required for the Atari;
no conflicts: use your favorite DOS

Twice as fast as an Atari 810 drive and more reliable

Co-exists with real drives in the Atari daisy chain

Compatible down to the hardware level: use sector copiers, etc.

Print-Thru captures Atari print-out and routes to PC's printer

Convert Atari files to PC files and vice versa

1050-2-PC version connects PC directly to Atari disk drive

Nick Kennedy
http://www.cswnet.com/~nkennedy/

Another source for building SIO2PC cables is Clarence Dyson's page at
http://www.redshift.com/~cdyson/atari.html

Subject: 10.4) What is the Atari Peripheral Emulator (APE)?

David A. Paterson writes:

"Steven J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit."

The APE ProSystem goes even further. The ProSystem has two components:

- The program PROSYS.EXE is used to create the protected and unprotected disk images which are then used by APE.

- The ProSystem hardware is a device designed to allow direct connection of a stock 1050 disk drive directly to a PC for use by the PROSYS.EXE software.

APE home page: http://www.atarimax.com/

Subject: 11.1) How did Atari get its name?

Graham Thornton types:

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are theirs, not mine.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it

alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

Subject: 11.2) What is the History of Atari?

Here is a very condensed history of Atari, centered around their 8-bit computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27. Atari created the first coin-operated arcade video game with the introduction of Pong. The video game industry was launched and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), later known as the 2600, giving birth to home video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using the 6502 microprocessor.

ATARI BASIC: (according to Atari BASIC Sourcebook)
Paul Laughton and Kathleen O'Brien - Most of Atari Basic
Paul Krasno - Helped with Trnscendental routines
Bill Wilkinson - Designed Floating Point Scheme
Bob Shepardson - Modified IMP-16 Assembler to accept special syntax tables
Paul invented
Mike Peters - Key punching and operating

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

This extremely long URL leads to Atari's patent for the 8-bit Atari computer:
(thanks Rick Cortese)
http://164.195.100.11/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&p=2&u=/netahtml/search-bool.html&r=94&f=G&l=50&co1=AND&d=pall&s1=atari.ASNM.&OS=AN/atari&RS=AN/atari

All Atari computers are tested at the factory by a master computer called the Atari Sentinel System.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(
Atari Games Corporation is also formed from the former coin-op division and markets coin-operated games under the Atari Games brand.

Atari Games inherits Atari copyrights/trademarks/patents for use in the coin-operated arcade video game market only.

Atari Games was acquired by Midway Games on March 29, 1996.

January 2000: Atari Games is renamed Midway Games West, and games produced by the group will sport the Midway Games brand. The last coin-op game with the Atari Games logo: San Francisco Rush 2049, released in 1999.

June 22, 2001: Midway Games announces it is exiting the coin-operated arcade video game market; its game development efforts will now be focused on games for home game platforms.
)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system.

1992
Atari (US) officially dropped all remaining support of their 8-bit computer line on January 1, 1992. (Some 800XE's were still being manufactured in China in 1992.)

1996
On July 31, 1996, Atari Corp. became a JTS subsidiary. JTS Corp., with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer markets.

1998
On February 23, 1998, JTS sold its Atari Division to HIACXI Corp., a wholly-owned subsidiary of Hasbro Interactive, Inc., which is a subsidiary of Hasbro, Inc., for $5 million in cash.

(JTS filed for Chapter 11 Bankruptcy Protection on December 11, 1998, and then converted it to Chapter 7 on February 28, 1999)

Hasbro Interactive produced games for several platforms, including PCs
running MS-Windows. Some of Hasbro's games, including several re-makes of
classic Atari titles, were marketed under the Atari label. The Atari
Interactive brand was termed "a Hasbro Affiliate."

Games produced by Atari under Hasbro ownership included:
Atari Arcade Hits 1 & 2, Breakout, Centipede, Frogger, Glover,
H.E.D.Z. - Head Extreme Destruction Zone, Missile Command, Nerf ArenaBlast,
Pong, Q*Bert, The Next Tetris, Atari Greatest Hits

2001
On January 29, 2001 Infogrames Entertainment announced completion of its
acquisition of Hasbro Interactive from Hasbro. The purchase included the Atari
titles and intellectual properties.

TODAY
Atari is a brand of Infogrames.

Infogrames, Inc. develops video games for all consoles (Sony, Nintendo and
Microsoft), PCs, and Macintosh systems. Infogrames' catalogue of more than
1,000 titles includes award-winning franchises such as Alone In The Dark(TM),
Civilization(TM), Deer Hunter(R), Driver(TM), Roller Coaster Tycoon(R), Test
Drive(R), and Unreal(R), and key licenses including Survivor(TM), Warner Bros.
Looney Tunes(TM), Nickelodeon's Blue's Clues(TM), Dragon Ball Z, Mission
Impossible(R), Harley-Davidson(R), Major League Baseball(R), and the National
Football League(R), among many others. The Company's Humongous Entertainment
and MacSoft labels are leaders in children's entertainment software and
Macintosh entertainment software, respectively.

Infogrames, Inc. is a majority-owned subsidiary of France-based Infogrames
Entertainment SA (IESA), a global publisher and distributor of
video games for all platforms, as well as interactive digital television,
mobile smart devices (WAP, HDML) and in-flight entertainment systems. In 2001,
IESA acquired Infogrames Interactive, Inc. (formerly Hasbro Interactive),
including its line of software based on well-known licenses such as
Monopoly(R),
Jeopardy(R), Tonka(R), and Atari(R).

Corporate web home: http://www.infogrames.com/

The Atari website: http://www.atari.com/

Current Atari releases: (11/01)
The Next Tetris (PC CD-ROM)
Atari Anniversary Edition (Sega Dreamcast, PC CD-ROM)
Splashdown (Sony PlayStation2) http://www.gosplashdown.com/
MXrider (Sony PlayStation2) http://www.atari.com/mxrider/
Transworld Surf (Microsoft XBox) http://www.transworldgames.com/surf/

==========
End of atari-8-bit/faq
==========

6. Mercenary (Was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 16:43:17 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <eAIY7.2687$O5.6990@nntpserver.swip.net>
Source record: 32275

Jay <jay.bellNOSPAM@btinternet.com> skrev i
diskussionsgruppsmeddelandet:a0shm7$9na$1@knossos.btinternet.com...
> ok a game for a atari 8 bit - can't remember very
> much about it, but it was a kind of fly around thing,
> with a simple green/blue sky/ground thing, and
> wireframe graphics for buildings. can't remember
> what the object of the game was either!
>
> any help would be appreciated!

It sounds like "Mercenary".

Click on this link to read more about the
Mercenary game I come to think of.

http://www.zzap64.co.uk/zzap11/mercenary.html

The link is about the Commodore version, but the
screenshots look a lot like the Atari version I
remember.

Anders

7. SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 17:49:02 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0047a086@fmlynet.org>
Source record: 32286

FamilyNet Newsgate

Re: SpartaDOS experts

> From: "John McCulloch" <mcculloch@accesstoledo.com>
> I've evaluated many versions of MyDOS and what each one can't do until it's
> made me nauseous and the winner is: spartados. I'm going to use that until
> I find out what it can't do that I need. I've got a question: what's the

The answer is easy. The one thing that MyDOS and Atari DOS have that SpartaDOS doesn't have are physical "next sector" links in the file structure as a linked list. If you scramble part of the disk, you can "walk the sector links" recovering as much of the file system as is recoverable. SpartaDOS use the VTOC "sector map" system. If anything should affect the VTOC, all of the files on the disk are lost unless the disk is either 1.) a virginal "write one time only" file protected image with all sectors of a file contiguous to one another (i.e. the file has never been updated), 2.) a snapshot and link map of the VTOC was taken as a precaution... there is some SpartaDOS tool that allows you to make a link map for crash recovery, but I forget what the name of it is, because in those two case the sequence or sectors is known.

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

8. SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 17:59:43 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <jOmY7.303756$C8.22318400@bin4.nnrp.aus1.giganews.com>
Source record: 32276

I've evaluated many versions of MyDOS and what each one can't do until it's made me nauseous and the winner is: spartados. I'm going to use that until I find out what it can't do that I need. I've got a question: what's the syntax for RD and RDBASIC? I want to specify D9 but no matter what I do, it tells me "no disk specified" or something equally bad. If I've got a 256K 800XL with RamboXL in it, which should I be using?

Thanks,
John

9. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 18:10:18 UTC
From: Frank Rachel <frank-rachel@home.com>
Message-ID: <eYmY7.310177$ez.44211026@news1.rdc1.nj.home.com>
Source record: 32277

I think we're talking about different things here. The Atari never sees the ATR image filename. It doesn't matter what the image is named. The Emulator has to be able to understand the ATR filename. It then mounts that as an Atari disk drive, and only shows the contents, which will be the original names as the atari expects.

The only thing I can see what you said having an impact on was if someone was going to run a BBS on an atari, and put up the ATR images for download.

"Roy G Biv" <erasmus@Atascii.Island> wrote in message
news:Pine.GSO.4.33.0201010600190.16668-100000@shell1...
> On Sun, 30 Dec 2001 at 13:07:34 GMT, "Frank Rachel" (frank-rachel
> at home dot com) scribbled:
> ->I can easily rename, but just curious, what DOS's wouldn't recognize
> ->the "_". The ATR's are used by emulators, which typically exist for
> ->modern OS's..
>
> In the heyday of the 8-bits, back when people were using real
> hardware (not emulation), I don't think any red-blooded Atarian
> would've used any punctuation symbols in filenames -- even if some
> offbeat or relatively unusual Atari 8-bit Dos program would've sup-
> ported it. That's because ADOS 2.0 (i.e., Atari Company's Dos) and
> its main compatibles (including ADOS 2.5) didn't support punctuation
> marks in filenames. Using punctuation in filenames would've made
> such files incompatible with the overwhelming majority of other Atari
> 8-bitters as well as almost all of their software and programming
> and all the situations in which Atari programs and files were used,
> including BBSes.
>
> Doing so now sounds like a recipe for disaster. But by all means,
> go ahead and do it! The way most people learn is by experience, and
> you'll enjoy the experience and all the extra time and effort at some
> point in the future when some Atari program you're running by emula-
> ation refuses to recognize illegal filenames and you're forced to fix
> dozens or hundreds of filenames by some roundabout method! That'll
> be fun, for sure! <grin>
> --
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
>
>

>

10. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 20:22:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <JToY7.5902$%C1.593040@newsread1.prod.itd.earthlink.net>
Source record: 32279

A relatively easy, if time consuming, procedure for DiskTool or DiskMend...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Roy G Biv" <erasmus@Atascii.Island> wrote in message
news:Pine.GSO.4.33.0201010600190.16668-100000@shell1...
> On Sun, 30 Dec 2001 at 13:07:34 GMT, "Frank Rachel" (frank-rachel
> at home dot com) scribbled:
> ->I can easily rename, but just curious, what DOS's wouldn't recognize
> ->the "_". The ATR's are used by emulators, which typically exist for
> ->modern OS's..
>
> In the heyday of the 8-bits, back when people were using real
> hardware (not emulation), I don't think any red-blooded Atarian
> would've used any punctuation symbols in filenames -- even if some
> offbeat or relatively unusual Atari 8-bit Dos program would've sup-
> ported it. That's because ADOS 2.0 (i.e., Atari Company's Dos) and
> its main compatibles (including ADOS 2.5) didn't support punctuation
> marks in filenames. Using punctuation in filenames would've made
> such files incompatible with the overwhelming majority of other Atari
> 8-bitters as well as almost all of their software and programming
> and all the situations in which Atari programs and files were used,
> including BBSes.
>
> Doing so now sounds like a recipe for disaster. But by all means,
> go ahead and do it! The way most people learn is by experience, and
> you'll enjoy the experience and all the extra time and effort at some
> point in the future when some Atari program you're running by emula-
> ation refuses to recognize illegal filenames and you're forced to fix
> dozens or hundreds of filenames by some roundabout method! That'll
> be fun, for sure! <grin>

11. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 22:09:57 UTC
From: daclmi@netscape.net
Message-ID: <3c3232c9.1175931@news.CIS.DFN.DE>
Source record: 32280

On Tue, 01 Jan 2002 14:43:22 GMT, "Jerry Cornelius" <jcorn@yahoo.com>
wrote:

>Which is all well and good except for the minor fact that nobody was talking
>about renaming Atari DOS files, but rather the filenames of the ATR images
>that contain Atari files.

Perhaps one would want to download an ATR to his Atari then write it
to an actual floppy disk. A file is a file. An ATR image is a file.

>I could be a bit behind the times, but I don't know of any Atari 8-bit
>program that uses ATR images. DCM files, on the other hand, would cause
>some problems.

Ken Siders' great XFormer of course! It also handles DCM files.

12. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 23:41:37 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a0thid$5nq$1@slb3.atl.mindspring.net>
Source record: 32281

Hi John,

For sparta 3.2g at least the syntax is just

RDBASIC Dn:

replacing the n with the drive number you want. D9: works for me.

-Dan

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:jOmY7.303756$C8.22318400@bin4.nnrp.aus1.giganews.com...
> I've evaluated many versions of MyDOS and what each one can't do until
it's
> made me nauseous and the winner is: spartados. I'm going to use that
until
> I find out what it can't do that I need. I've got a question: what's the
> syntax for RD and RDBASIC? I want to specify D9 but no matter what I do,
it
> tells me "no disk specified" or something equally bad. If I've got a 256K
> 800XL with RamboXL in it, which should I be using?
>
> Thanks,
> John
>
>
>

13. Does anyone have a copy of disk based Mac65 V 1.00 or 1.02 they can share ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-01 23:58:48 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c324ced.31686953@news.atl.bellsouth.net>
Source record: 32282

The FTE version is 4.2 that is available on several site. thanks

ron

14. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 00:44:28 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <1CsY7.7490$58.602889@zwoll1.home.nl>
Source record: 32283

John McCulloch wrote

: I find out what it can't do that I need. I've got a question: what's the
: syntax for RD and RDBASIC? I want to specify D9 but no matter what I do, it
: tells me "no disk specified" or something equally bad. If I've got a 256K
: 800XL with RamboXL in it, which should I be using?

I would suggest you to use RamJet in stead of "RD.COM". It's coded by John K. Picken and is a very fast ramdisk-driver for Sparta-Dos and is very configurable. See my url at the bottom and go to "downloads -> Sparta-Dos External"

Note that earlier versions of Sparta-Dos don't support a "D9:" device. You need 3.2G or up for that..

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic message"
"That's nothing. If you play it forward, it installs Windows XP"...

15. Re: It has begun.. ATR Conversion.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 00:50:27 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <BHsY7.7559$58.605462@zwoll1.home.nl>
Source record: 32284

Frank Rachel wrote

: Are you referring to Atari DOS's? If so I don't think it matters because the
: images get loaded by the atari emulator (or by ape if you're going that
: route).

It DOES matter, since there are utils to convert ATR's on an Atari 8-bit...

: > I think more than one DOS has trouble with it, at least with respect
: > to file-names. Not so sure about disk-names. IIRC Bewe DOS will not
: > handle file-names with underline marks.

Bewe-Dos can deal with underscore's afaik. DOS 2.5 can't, like TurboDOS. Not
sure about MyDos...

: > I don't have my actual Atari 800 here. Is there a way to type the
: > underline character on an actual Atari?

Shift+minus key (right next to "P")

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

16. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 00:55:52 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <GMsY7.7622$58.607231@zwoll1.home.nl>
Source record: 32285

Frank Rachel wrote

: I think we're talking about different things here. The Atari never sees the
: ATR image filename. It doesn't matter what the image is named.

I think I mentioned this before, but you can convert/extract an ATR-image
directly on 8-bit Atari, so it DOES matter...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

17. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 01:16:01 UTC
From: Paul Coudrai <nospam@foryou.com>
Message-ID: <oln43u00haagnigh2cn77s9pcfh3ti699p@4ax.com>
Source record: 32162

The Atari800win PLus 3.0 beta is right now in the official
page...tester guy.

On Sun, 23 Dec 2001 21:17:37 +0000, Paul Irvine
<mclane.dellosDELETE-THIS@btinternet.com> wrote:

>On Sat, 22 Dec 2001 18:24:21 +0100, "Daniel Koï¿½miï¿½ski" <dely@scene.pl>
>wrote:
>
>>> As a beta person I didn't want to see un-official versions leaked or
>>> we risk Tomek etc not bothering because he thinks he can't trust us
>>> beta folk :-)
>>
>>Ehhh
>>
>>dely
>>
>Check the Help file, I'm a beta tester..
>
>Normally beta versions don't get leaked or spread before they are
>final (any emulator). Nice to see Tomek made this one public as an
>Xmas present.

18. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 02:09:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c326bc7$0$37104$1dc6e903@news.corecomm.net>
Source record: 32287

Hello, John, Dan, Fox-1.
Uhm My little doc on spartados didn't correctly set the ramdisk.
This is because I never use a ramdisk. So RD D9: or RDBASIC D9:
should work for those two ramdisks, or get the one by John Picken.
Sorry John.
Or, if RD D9: doesn't work, RD D8: should work.
Russg

19. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 03:38:55 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <jhvY7.424498$uB.40184115@bin3.nnrp.aus1.giganews.com>
Source record: 32288

Ah yes, the one thing I forgot is to put a ":" on the end. Live and learn.
My gut feel is to use RDBASIC over RD but I will try and find John Picken's
version.

Thanks to all,
John

"Russ Gilbert" <russg@en.com> wrote in message
news:3c326bc7$0$37104$1dc6e903@news.corecomm.net...
> Hello, John, Dan, Fox-1.
> Uhm My little doc on spartados didn't correctly set the ramdisk.
> This is because I never use a ramdisk. So RD D9: or RDBASIC D9:
> should work for those two ramdisks, or get the one by John Picken.
> Sorry John.
> Or, if RD D9: doesn't work, RD D8: should work.
> Russg
>
>
>

20. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 04:47:17 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <phwY7.3722$TI3.31462@typhoon.sonic.net>
Source record: 32289

mathu8559 <mathu@indigo.ie> wrote:
: Hi,
: I have seen a lot of demo's on the 800xl, but which is the best
: one??.What do you think?

Drunken Chessboard... Joyride by HardSoft... DrunkTank... can't think
of more off the top of my head, but these three are some of the coolest. :)

-bill!

21. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 05:07:49 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <FAwY7.251098$Ga5.44969040@typhoon.tampabay.rr.com>
Source record: 32290

There's also the outstanding PSI ramdisk
It workd perfect with just about every memory upgrade to 2 megs.

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:jhvY7.424498$uB.40184115@bin3.nnrp.aus1.giganews.com...
> Ah yes, the one thing I forgot is to put a ":" on the end. Live and
learn.
> My gut feel is to use RDBASIC over RD but I will try and find John
Picken's
> version.
>
> Thanks to all,
> John
>
> "Russ Gilbert" <russg@en.com> wrote in message
> news:3c326bc7$0$37104$1dc6e903@news.corecomm.net...
> > Hello, John, Dan, Fox-1.
> > Uhm My little doc on spartados didn't correctly set the ramdisk.
> > This is because I never use a ramdisk. So RD D9: or RDBASIC D9:
> > should work for those two ramdisks, or get the one by John Picken.
> > Sorry John.
> > Or, if RD D9: doesn't work, RD D8: should work.
> > Russg
> >
> >
> >
>
>
>

22. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 09:03:57 UTC
From: Shangrila <spamtrap@heypete.com>
Message-ID: <12AY7.19414$L4.1986668@news2.calgary.shaw.ca>
Source record: 32291

You can use donback.arc
Which was originally programmed by me <G>
(and with help from Dave Hall)
I don't have all my old atari disks, just the emulators these days but atari archive and other
places still have it. I've seen it around.
It'll make that snapshot of your sparta directory so you don't have to worry about it.
Just like everything else tho, using a snapshot from a year on a crashed disk from
yesterday more than likely ain't gonna work =)

Donald

"Winston Smith" <Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote in message news:0047a086@fmlynet.org...
> FamilyNet Newsgate
>
> Re: SpartaDOS experts
>
> > From: "John McCulloch" <mcculloch@accesstoledo.com>
> > I've evaluated many versions of MyDOS and what each one can't do until it's
> > made me nauseous and the winner is: spartados. I'm going to use that until
> > I find out what it can't do that I need. I've got a question: what's the
>
> The answer is easy. The one thing that MyDOS and Atari DOS have that
> SpartaDOS doesn't have are physical "next sector" links in the file structure
> as a linked list. If you scramble part of the disk, you can "walk the sector
> links" recovering as much of the file system as is recoverable. SpartaDOS
> use the VTOC "sector map" system. If anything should affect the VTOC, all of
> the files on the disk are lost unless the disk is either 1.) a virginal
> "write one time only" file protected image with all sectors of a file
> contiguous to one another (i.e. the file has never been updated), 2.) a
> snapshot and link map of the VTOC was taken as a precaution... there is some
> SpartaDOS tool that allows you to make a link map for crash recovery, but I
> forget what the name of it is, because in those two case the sequence or
> sectors is known.

>
> Posted at telnet://vested-tyme.org
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

23. I need HELP with 130XE sound!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 10:30:33 UTC
From: me@kagfr.net
Message-ID: <3c32deff.49814665@proxy.news.easynews.com>
Source record: 32292

Recently I bought an ATARI 130XE in original box with all the cables and manuals from Ebay for $90.00! The buyer claimed it was new never been used, and he tested it and it works. I took it overseas. Then I checked the system for the first time in the Middle East. I used a multi-system TV. First I used the RF cable, but it did not work both the Picture and the Sound are BAD. Then I used the AV. Now the Picture is very clear, but the sound is crappy with a huge noise. In order to use it I need to lower the volume of my TV to the lowest level possible, and use the system without the sound. I'm wondering if someone knows what the hell is happening????

Regards,

24. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 11:59:54 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1009972771@rtfm.mit.edu>
Source record: 32293
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 10, 2001

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System.

comp.sys.atari.8bit was born around 1986-87 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st. The
Atari computers themselves have been around since 1979.

There is no charter for comp.sys.atari.8bit. (newsgroup pre-dates the custom)

comp.sys.atari.8bit is not moderated.

DO NOT POST BINARIES in comp.sys.atari.8bit, use the binaries groups instead.

OTHER USENET NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated by emulators-request@qualcomm.com
comp.sys.atari.advocacy
comp.sys.atari.announce Mod.by Kevin Savetz,Archive http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
```

http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ (David A. Paterson)
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Accessing the Internet by Email FAQ (Gerald E. Boyd)
http://www.faqs.org/faqs/internet-services/access-via-email/

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

25. Re: Does anyone have a copy of disk based Mac65 V 1.00 or 1.02 they can share ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 13:29:11 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <0nv53uceblgoe5oe8n1o6c1595lnvect9g@4ax.com>
Source record: 32294

On Tue, 01 Jan 2002 23:58:48 GMT, ronfucci@bellsouth.net wrote:

>The FTE version is 4.2 that is available on several site. thanks
>
>ron

I have 2.00 and 4.2

26. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 13:37:54 UTC
From: ebaiz@skyenet.net
Message-ID: <S2EY7.72$g17.46968@newsfeed.slurp.net>
Source record: 32295

```
On 1 Jan 2002 14:39:03 +, "Jay" wrote:
>ok a game for a atari 8 bit - can't remember very much about it, but it was
>a kind of fly around thing, with a simple green/blue sky/ground thing, and
>wireframe graphics for buildings. can't remember what the object of the game
>was either!
>
>any help would be appreciated!

Sounds like Flight Simulator by Sublogic....

Edward S. Baiz Jr.
(Gamer)
-----------------------------------------------------
HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
-----------------------------------------------------
```

27. Re: I need HELP with 130XE sound!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 13:37:56 UTC
From: ebaiz@skyenet.net
Message-ID: <U2EY7.73$g17.47241@newsfeed.slurp.net>
Source record: 32296

On 2 Jan 2002 10:30:33 G, me@kagfr.net wrote:
>Recently I bought an ATARI 130XE in original box with all the cables
>and manuals from Ebay for $90.00! The buyer claimed it was new never
>been used, and he tested it and it works. I took it overseas. Then I
>checked the system for the first time in the Middle East. I used a
>multi-system TV. First I used the RF cable, but it did not work both
>the Picture and the Sound are BAD. Then I used the AV. Now the Picture
>is very clear, but the sound is crappy with a huge noise. In order to
>use it I need to lower the volume of my TV to the lowest level
>possible, and use the system without the sound. I'm wondering if
>someone knows what the hell is happening????

Sounds like a compatibility problem to me. I would get a Commodore
monitor cable and use that instead....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

28. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 13:45:34 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <2aEY7.3362$Y01.204389@news01.chello.no>
Source record: 32147

```
Mercenary ?

"Edward S. Baiz Jr." <ebaiz@skyenet.net> skrev i melding
news:S2EY7.72$g17.46968@newsfeed.slurp.net...
> On 1 Jan 2002 14:39:03 +, "Jay" wrote:
> >ok a game for a atari 8 bit - can't remember very much about it, but it
was
> >a kind of fly around thing, with a simple green/blue sky/ground thing,
and
> >wireframe graphics for buildings. can't remember what the object of the
game
> >was either!
> >
> >any help would be appreciated!
>
> Sounds like Flight Simulator by Sublogic....
>
>
> Edward S. Baiz Jr.
> (Gamer)
> -----------------------------------------------------
> HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
> -----------------------------------------------------
>
>
```

29. latest and greatest OS ROM file for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 13:59:56 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a0v3qs$4f0$1@goliath.news.is-europe.net>
Source record: 32148

Hello,

does anybody know where I can get the 130XE ROM file which has the memory test for all the RAM built in? It seems that the last 130XE's that were shipped had that ROM.

thanks!
Chris

30. 1050 Turbo from Bernhard Engl

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 14:04:17 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a0v431$4he$1@goliath.news.is-europe.net>
Source record: 32149

Hello,

does anybody know where I can get files for the 1050 Turbo that was sold in the old times by Berhard Engl? I think it is a ROM for the 1050 as well as some hardware docs. Does he still sell it? (Probably not ...) Are the files available somewhere?

thanks a lot!
cheers
Chris

31. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 17:11:43 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0201020911.5f2cff98@posting.google.com>
Source record: 32150

XF551? That's a good point, I'll try it and post the results here...
Jerry

32. AWin800 monitor syntax?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 17:17:52 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0201020917.3c839263@posting.google.com>
Source record: 32151

Can anyone familiar with this monitor tell me the syntax for using the SET command? I've tried various combinations of SET PC $XXXX but receive an error message (I realise I'm probably just doing something stupid here...)

Also, is it possible to single step a program from within the monitor?

Tahnks, Jerry

33. Re: latest and greatest OS ROM file for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 18:32:35 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7nIY7.2705128$2n1.83628425@Flipper>
Source record: 32152

What you're looking for is XL/XE OS Rom Rev.3.

Look here:
http://members.chello.nl/taf.offenga/atari.htm

Freddy.

"Christopher Lang" <christopher.lang@plus.cablesurf.de> schreef in bericht
news:a0v3qs$4f0$1@goliath.news.is-europe.net...
> Hello,
>
> does anybody know where I can get the 130XE ROM file which has the memory
> test for all the RAM built in? It seems that the last 130XE's that were
> shipped had that ROM.
>
> thanks!
> Chris
>
>
>

34. Re: latest and greatest OS ROM file for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 20:45:59 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a0vrk7$h4o$1@goliath.news.is-europe.net>
Source record: 32153

```
Freddy,
thanks!
I just burned the EPROM and really - it now tests the extended RAM!
cool stuff!
Chris

"Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
news:7nIY7.2705128$2n1.83628425@Flipper...
>
> What you're looking for is XL/XE OS Rom Rev.3.
>
> Look here:
> http://members.chello.nl/taf.offenga/atari.htm
>
> Freddy.
>
> "Christopher Lang" <christopher.lang@plus.cablesurf.de> schreef in bericht
> news:a0v3qs$4f0$1@goliath.news.is-europe.net...
> > Hello,
> >
> > does anybody know where I can get the 130XE ROM file which has the
memory
> > test for all the RAM built in? It seems that the last 130XE's that were
> > shipped had that ROM.
> >
> > thanks!
> > Chris
> >
> >
> >
>
>
```

35. FS: 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 22:00:36 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <k33omaCEM4M8Ewuy@lovecraft.demon.co.uk>
Source record: 32154

```
Very clean and original 800XL system, with 1050 drive, 1010 tape deck,
hundreds of disks and a few tapes - no longer have time to play it.

ï¿½45 inc. shipping in UK, can accept PayPal (preferred, in fact!).

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4- ) )-,_. ,\ ( `'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'\_)Morticia
```

36. Re: AWin800 monitor syntax?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 22:12:41 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <qb173ug44r0ngd3jgruv9b9ual0008lhtf@4ax.com>
Source record: 32155

On 2 Jan 2002 09:17:52 -0800, jerry_glenwright@hotmail.com (Jerry)
wrote:

>Can anyone familiar with this monitor tell me the syntax for using the
>SET command? I've tried various combinations of SET PC $XXXX but
>receive an error message (I realise I'm probably just doing something
>stupid here...)
>
>Also, is it possible to single step a program from within the monitor?
>
>Tahnks, Jerry

I might be wrong but I don't think it works (SET that is)

And no step from within the Monitor..

If you use the Omnimon Rom in place of the XL rom then it's inbuilt
monitor will allow stepping and setting of PC etc etc..

37. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-02 22:14:03 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <ug173uosa1i25jju61ut0tlhdplhe2n4qh@4ax.com>
Source record: 32156

On Wed, 02 Jan 2002 13:45:34 GMT, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>Mercenary ?
>
Almost certainly..

38. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 00:22:58 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <SnNY7.17278$58.1255125@zwoll1.home.nl>
Source record: 32157

John McCulloch wrote

: Ah yes, the one thing I forgot is to put a ":" on the end. Live and learn.
: My gut feel is to use RDBASIC over RD but I will try and find John Picken's
: version.

RDBASIC creates a ramdisk at the place were the BASIC ROM is loaded. In this
case you can't use BASIC anymore.

: "Russ Gilbert" <russg@en.com> wrote in message
: news:3c326bc7$0$37104$1dc6e903@news.corecomm.net...
: > Hello, John, Dan, Fox-1.
: > Uhm My little doc on spartados didn't correctly set the ramdisk.
: > This is because I never use a ramdisk. So RD D9: or RDBASIC D9:
: > should work for those two ramdisks, or get the one by John Picken.

Another thing is, the newer versions of Sparta-Dos support an extra set of
internal commands. Usually one uses the "RD" as an external command, but in
those newer version "RD" is also an internal command (remove-dir) so you have
to:

rename RD.COM to RM.COM
or
type the full name of RD.COM (in stead of just "RD")

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

39. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 00:25:25 UTC
From: luc <xLucienEn@hotmail.com>
Message-ID: <3c33a4f7$1@news.microsoft.com>
Source record: 32159
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

He is (or was) working on a new game pretty recently (utilizing the hi-color mode).
I think it was pretty impressive. If it will eventually come out I guess we'll find out
sooner or later.

"Milan Poll" <mpolle@spamsux.planet.spamsux.nl> wrote in message news:9vqtoqlvs1@reader08.wxs.nl...
>
> "Carl Forhan" <nospam@newsranger.com> schreef in bericht
> news:G36U7.4471$XC5.5093@www.newsranger.com...
>
> > Not true, Duranik is still definitely around...
>
> yeah, Bjoern told me, I couldn't find any website related to them.
>
> > we just need to convince them to
> > actually finish a game for the Lynx or Jag. ;-)
>
> Okay, any suggestions? :^)
>
>
>
>
>

40. Boot Factory BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 03:54:56 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <kCQY7.5578$ym.3517@nwrddc01.gnilink.net>
Source record: 32158

My BBS is finally back up after replacing a power supply. The URL is:

telnet://cabell.tzo.com

Also, I am experimenting with a new dynamic dns server (thanks tom), so this one may work tonight anyway:

telnet://cabell.dtdns.net

41. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 05:37:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u37reao5r16939@corp.supernews.com>
Source record: 32160

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:SnNY7.17278$58.1255125@zwoll1.home.nl...
>
> John McCulloch wrote
>
> : Ah yes, the one thing I forgot is to put a ":" on the end. Live and
learn.
> : My gut feel is to use RDBASIC over RD but I will try and find John
Picken's
> : version.
>
> RDBASIC creates a ramdisk at the place were the BASIC ROM is loaded. In
this
> case you can't use BASIC anymore.

I think RDBASIC would actually work with BASIC. It would only use the 8k
under the BASIC ROM so you ended up with something like a 14 sector ramdisk.
Only advantage was if you had a stock 800 XL or maybe a 65XE.

42. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 07:02:44 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <WdTY7.6727$Li.381976@news02.tsnz.net>
Source record: 32161

Thanks Jerry,
That crack worked a treat.

:-)

Holmes

"Jerry" <jerry_glenwright@hotmail.com> wrote in message
news:2be33b6b.0201020911.5f2cff98@posting.google.com...
> XF551? That's a good point, I'll try it and post the results here...
> Jerry

43. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 10:13:20 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <djb83u8g9d9tp9vgsapa93kt7c8v2ucqbe@4ax.com>
Source record: 32163

On Tue, 01 Jan 2002 22:16:01 -0300, Paul Coudrai <nospam@foryou.com>
wrote:

>The Atari800win PLus 3.0 beta is right now in the official
>page...tester guy.

Yes but at the time the page was down because of server problems hence
I asked the question.

Sorted out long ago now :-)

44. Re: Mercenary (Was: name that game)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 11:38:41 UTC
From: Jay <jay.bellNOSPAM@btinternet.com>
Message-ID: <a11fs0$5k1$1@knossos.btinternet.com>
Source record: 32193

yup, i checked the link and that's the one!

cheers
jay.b

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:eAlY7.2687$O5.6990@nntpserver.swip.net...
>
> Jay <jay.bellNOSPAM@btinternet.com> skrev i
> diskussionsgruppsmeddelandet:a0shm7$9na$1@knossos.btinternet.com...
> > ok a game for a atari 8 bit - can't remember very
> > much about it, but it was a kind of fly around thing,
> > with a simple green/blue sky/ground thing, and
> > wireframe graphics for buildings. can't remember
> > what the object of the game was either!
> >
> > any help would be appreciated!
>
> It sounds like "Mercenary".
>
> Click on this link to read more about the
> Mercenary game I come to think of.
>
> http://www.zzap64.co.uk/zzap11/mercenary.html
>
> The link is about the Commodore version, but the
> screenshots look a lot like the Atari version I
> remember.
>
> Anders
>
>
>
>

45. Re: Atari800Win PLus 3.0Beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 12:09:57 UTC
From: Pigu&#65533;a <pigula_shpoon@interia.pl>
Message-ID: <a11hmbavk1@news.tpi.pl>
Source record: 32164

"Daniel Ko&#65533;mi&#65533;ski" <dely@scene.pl> wrote in message
news:a00f4ecni1@news.tpi.pl...
> ... is out :) check www.atari.pl
>
> dely
>
> ps. Merry Christmas to all Atarians :]
>
>
:))

46. The Alternative Party -- Only a few days to go

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 17:13:51 UTC
From: Kristoffer Lawson <setok@fishpool.com>
Message-ID: <a123gf$9qc$2@tron.sci.fi>
Source record: 32165
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Just a week notice that there's only about a week until one of the most
important Atari scene events this year. The Alternative Party covers
everything from Vics to SGIs, from Amigas to Ataris. The weirder and rarer
the better. A three-day event with live performances by Tero Mï¿½yrï¿½nen, Happo,
CnCd, No I Ain't, Pnmf!, Analogia & Telamurska -- ambient to hard industrial.
In addition there will be DJs, plus some of the usual things you can expect at
a computer party: competitions, cool groups etc.

The party takes place in Gloria, Helsinki, Finland from January the 11th to
the 13th. More information about compos, artists and the alternative
scene in general see http://www.altparty.org/, or contact me.

The Alternative Party -- We stand for everything you don't

--
Kristoffer Lawson | Setok / Aggression | Main Alternative Party organiser

47. Re: Atari 800 w/ accesories

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 18:07:03 UTC
From: Mario <rma3@qwest.net>
Message-ID: <v51Z7.54$kA3.81035@news.uswest.net>
Source record: 32166

Have you looked on Ebay?

Also, you should check out this site... www.myatari.com

Mario

48. Poszukuje softu do ma�ego Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 18:15:46 UTC
From: Pigu�a <pigula_shpoon@interia.pl>
Message-ID: <a1271c$3aa$1@news.tpi.pl>
Source record: 32167

Hej'a
Je�eli posiadasz jaki� software do ma�ego Atari ch�tnie sie z Tob�
powymieniam mailowa� na adres:
pigula_shpoon@interia.pl

49. Poszukuje Softu do ma�ego Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 18:17:01 UTC
From: Pigu�a <pigula_shpoon@interia.pl>
Message-ID: <a1273n$40i$1@news.tpi.pl>
Source record: 32168

Heja je�eli posiadasz jakie� oprogramowanie do ma�ego
Atari i interesuje Ci wymiana drog elektroniczn, pocztow itp.. to
uderzaj na maila :

pigula_shpoon@interia.pl

50. Re: Where do I get roms for 8 bit cartridges?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 18:25:48 UTC
From: Mario <rma3@qwest.net>
Message-ID: <Qm1Z7.61$kA3.85370@news.uswest.net>
Source record: 32169

You can find just about *ALL* you want at the following site...

ftp://ftp.spudster.org/pub/Atari/

Have Fun!
Mario

51. Re: Poszukuje Softu do ma&#65533;ego Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 19:14:50 UTC
From: Paul Irvine <mclane.dellosDELETE-THIS@btinternet.com>
Message-ID: <8cb93u0s9v8e020t6plj0rcic4jpk0m48i@4ax.com>
Source record: 32170

On Thu, 3 Jan 2002 19:17:01 +0100, "Piguï¿½a" <pigula_shpoon@interia.pl>
wrote:

>Heja jeï¿½eli posiadasz jakieï¿½ oprogramowanie do maï¿½ego
>Atari i interesuje Ciï¿½ wymiana drogï¿½ elektronicznï¿½, pocztowï¿½ itp.. to
>uderzaj na maila :
>
>pigula_shpoon@interia.pl
>
Er..International group?

52. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 22:49:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <me5Z7.1106$zw3.269212@newsread1.prod.itd.earthlink.net>
Source record: 32171

SD 1.x and 2.x only supported drive designators through 4 and 8
respectively; the syntax was "RDBASIC Dn:" or "RD130 Dn:" SD 3.x included
D9: and used the more general "RD Dn:". SDX uses the "DEVICE specify"
command with several .SYS files to configure its environment and defaults
the ramdisk to D9.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:jOmY7.303756$C8.22318400@bin4.nnrp.aus1.giganews.com...
> I've evaluated many versions of MyDOS and what each one can't do until
it's
> made me nauseous and the winner is: spartados. I'm going to use that
until
> I find out what it can't do that I need. I've got a question: what's the
> syntax for RD and RDBASIC? I want to specify D9 but no matter what I do,
it
> tells me "no disk specified" or something equally bad. If I've got a 256K
> 800XL with RamboXL in it, which should I be using?
>
> Thanks,
> John

53. Re: Action, Mac/65 Toolkits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:05:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Ps5Z7.1140$zw3.273059@newsread1.prod.itd.earthlink.net>
Source record: 32172

Nothing yet for action, but the Mac is here:

http://www.powow.com/oldatarian/dls/mc65tlkt.zip

it is the original on a DOSXL disk.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0112292027.4ec50fba@posting.google.com...
> Ron,
>
> did you ever find these in your inheritance ? tks
>
> ron
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<08SQ7.42660$WC1.4212723@newsread2.prod.itd.earthlink.net>...
> > I just inherited a large box of old A8 hardware and software and believe
at
> > least one of those might be in the mix. Will see what I can do...
> >
> > --
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
> > http://www.atariland.com/members/oldatarian
> >
> > <ronfucci@bellsouth.net> wrote in message
> > news:3c0ecd73.12215546@news.atl.bellsouth.net...
> > > Does anyone have a copy as an .ATR to share ? I have the Version 1.00
> > > Mac/65 Toolkit Manual I could scan, but do not have the disks. tks

54. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:10:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Jx5Z7.1160$zw3.274461@newsread1.prod.itd.earthlink.net>
Source record: 32173

Darek did the XFormer; Ken produced the AtrUtil image manager. My copy of
Ver 1.13 reports an error attempting to load a .DCM file. Do some versions
actually do that?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c3232c9.1175931@news.CIS.DFN.DE...
> On Tue, 01 Jan 2002 14:43:22 GMT, "Jerry Cornelius" <jcorn@yahoo.com>
> wrote:
>
> >Which is all well and good except for the minor fact that nobody was
talking
> >about renaming Atari DOS files, but rather the filenames of the ATR
images
> >that contain Atari files.
>
> Perhaps one would want to download an ATR to his Atari then write it
> to an actual floppy disk. A file is a file. An ATR image is a file.
>
> >I could be a bit behind the times, but I don't know of any Atari 8-bit
> >program that uses ATR images. DCM files, on the other hand, would cause
> >some problems.
>
> Ken Siders' great XFormer of course! It also handles DCM files.

55. Re: Poszukuje softu do małego Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:18:52 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3C34E6DC.4D94CC66@atari.pl>
Source record: 32174

```
"Piguďż˝a" napisaďż˝:
>
> Hej'a
> Jeďż˝eli posiadasz jakiďż˝ software do maďż˝ego Atari chďż˝tnie sie z Tobďż˝
> powymieniam mailowaďż˝ na adres:
> pigula_shpoon@interia.pl

zajzyj na Atari Area:
http://atariarea.nostalgia.pl/
albo pisz na:
news:pl.comp.sys.atari

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

-----------------------------------------------------
F030: FPU/40, DSP/50, 16MB STRAM, CAC - SVGA/SM124
SCSI: HD 1GB, CDROM x6, IDE: HD 3GB, CDRW Teac W58e
1040STe: 4MB; 1040 STfm: 1MB; 520 STm: 4MB - TV/SM124
2x 65XE; 2x 800XL: SIO2ST, XC12 - TV
Ibanez 595, handmade fretless bass,
oldschool acoustic bass, Hartke 1415
-----------------------------------------------------
```

56. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:21:39 UTC
From: Jim Klein <jim.klein@worldnet.att.net>
Message-ID: <7I5Z7.213071$WW.12420531@bgtnsc05-news.ops.worldnet.att.net>
Source record: 32176

Anybody now have an FSii.atr to share?

57. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:40:19 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <DZ5Z7.335996$C8.24659067@bin4.nnrp.aus1.giganews.com>
Source record: 32177

I see MegaXE and Hyperspeed ramdisk programs. Which do you recommend for an
800XL with RamboXL 256K (XE compatibable)?

Thanks,
John
"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:1CsY7.7490$58.602889@zwoll1.home.nl...
>
> John McCulloch wrote
>
> : I find out what it can't do that I need. I've got a question: what's
the
> : syntax for RD and RDBASIC? I want to specify D9 but no matter what I
do, it
> : tells me "no disk specified" or something equally bad. If I've got a
256K
> : 800XL with RamboXL in it, which should I be using?
>
> I would suggest you to use RamJet in stead of "RD.COM". It's coded by
John K.
> Picken and is a very fast ramdisk-driver for Sparta-Dos and is very
> configurable. See my url at the bottom and go to "downloads -> Sparta-Dos
> External"
>
> Note that earlier versions of Sparta-Dos don't support a "D9:" device.
You
> need 3.2G or up for that..
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "I hear that if you play the Windows XP CD backwards, you get a satanic
> message"
> "That's nothing. If you play it forward, it installs Windows XP"...
>
>
>
>

58. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-03 23:43:48 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B85A56E4.1C2C%design3d@2-scale.com>
Source record: 32178

CES DEMO 1985 is the best demo i have come across for the Atari 8-bit systems. It shows a shaded robot marching on a 3D-like walkway and a 3D shaded spaceships with smooth scrolling starfield in the background.

Another one is a rotating Atari logo (with flying colors) and then flying swan fly by. Of course, the Bouncing balls is a classic for the Ataris.

I think this CES demo uses the GTIA graphics (graphic 9) capability.

Keeping this newsgroup alive, anybody else ever seen a nice demo for the Atari?

Mike

(got Atari VCS in 198....1)
(Atari 400 in 1982.....)
(Atari 800XL in 1984...)
(Atari ST in 1995...)
(SGI Crimson in 1992)
(Mac Powerbook in 1996)
(Octane/SSI in 2001)
(now I am into retrocomputing with Atari 8-bit, hee hee)

59. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 00:52:14 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <jV6Z7.25874$58.1974741@zwoll1.home.nl>
Source record: 32180

John McCulloch wrote

: I see MegaXE and Hyperspeed ramdisk programs. Which do you recommend for an
: 800XL with RamboXL 256K (XE compatibable)?

First, a Rambo is not fully XE compatible, but not an issue in this case...

The programs don't differ that much. Hyperspeed is slighty faster when using the less-featured-but-faster set-up. It also has external CMD's included for SysOps who run a Pro!-BBS, but I guess you don't need them. I'm using Hyperspeed on my standard 130XE and my 320XE for years now without a problem, so I would go for that one, but you may download both since MegaXE has more DOC's included.

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic message"
"That's nothing. If you play it forward, it installs Windows XP"...

60. Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 00:52:32 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <k17Z7.336862$C8.24714238@bin4.nnrp.aus1.giganews.com>
Source record: 32179

Happy New Year Everyone:

I'm using SpartaDOS now and as some of you know have been working on a ramdisk and other things. With internal 800XL basic everything works fine, even using RD.COM D9:. When I put my MAC/65 cart in, no go. If I use OPTION to lock out basic, there's still no MAC/65 as I'm told "no cartridge" when I use "CAR". I know the cart works as I used it in MyDOS. Is there something else I'm missing? I don't think it's the RD since SpartaDOS locks up on bootup and never gets there. I can only get it going by RESET and then BASIC shows up instead of the cartridge. Is spartados not compatable with the supercartridges? My gut feel is that it is since so many people use MAC/65 and spartados from what I see on the ng.

Here's what I have: an 800XL with 256K RamboXL; SpartaDOS x33a; The standard Mac/65 cartridge. Any ideas? My real goal is MAC/65 not BASIC, but one really needs BASIC to work too.

Thanks,
John

61. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 00:55:31 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <IY6Z7.25887$58.1975360@zwoll1.home.nl>
Source record: 32181

Rick Cortese

: > RDBASIC creates a ramdisk at the place were the BASIC ROM is loaded.

: I think RDBASIC would actually work with BASIC. It would only use the 8k
: under the BASIC ROM so you ended up with something like a 14 sector ramdisk.

You could be right. Never really used anything else then an expanded Atari.
I also never use the standard Sparta-Dos Ramdisk thingies since those are very
slow.

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

62. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 00:57:54 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <A_6Z7.25899$58.1975759@zwoll1.home.nl>
Source record: 32182

Ron Hamilton wrote

: SD 1.x and 2.x only supported drive designators through 4 and 8
: respectively; the syntax was "RDBASIC Dn:" or "RD130 Dn:" SD 3.x included
: D9:

Only 3.2G(x) and up support "D9:". 3.2C and 3.2C don't. Not sure about
3.2f...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

63. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 01:08:15 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <h87Z7.25942$58.1977668@zwoll1.home.nl>
Source record: 32183

John McCulloch wrote

: Happy New Year Everyone:

Same you (and everyone else of course)

: ramdisk and other things. With internal 800XL basic everything works fine,
: even using RD.COM D9:. When I put my MAC/65 cart in, no go. If I use
: OPTION to lock out basic, there's still no MAC/65 as I'm told "no cartridge"
: when I use "CAR".

Did you try "BASIC ON" first before "CAR" also?

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

64. Atari Font

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 01:23:56 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C35042C.A4897530@asw.cz>
Source record: 32184

Hi,

I'm looking for the font which atari used for 'Atari' sign on the
packaging. I'm sure I've seen it but I can't find it.

Jindroush (kubecj@asw.cz)

65. Re: Atari Font

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 01:40:53 UTC
From: Daniel Ko&#65533;mi&#65533;ski <dely@scene.pl>
Message-ID: <a131ks$96i$1@news.tpi.pl>
Source record: 32185

> I'm looking for the font which atari used for 'Atari' sign on the
> packaging. I'm sure I've seen it but I can't find it.

maybe this --> http://www.czcionki.com/zip/atariansystem.zip

dely

66. Re: Looking for WD1772 chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 01:41:58 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a138s9$o35g0$4@ID-15679.news.dfncis.de>
Source record: 32187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> Definitely - except for the very cheap mechanical design and
>missing track-0 detector.

> It seems there was an older version of the 1541 without the PLA,
>with discrete logic instead - I never had one of these.

That's the one I had - actually several - they were much better made than the later ones ISTR (the same can be said for the C64 itself too).

TTFN - Pete.

67. Re: Poszukuje softu do ma�ego Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 02:09:12 UTC
From: Pigu�a <pigula_shpoon@interia.pl>
Message-ID: <a132p0$j4p$1@news.tpi.pl>
Source record: 32186

Ten stuff ju� mam :((((((

68. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 04:37:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c353194$0$37098$1dc6e903@news.corecomm.net>
Source record: 32188

(can't get mac65 working with spdos 3.3a)
I suspected it was 3.3a. But I set up a real Atari and checked.
It is 3.3a. Use 3.2g. It is the latest 'real' Atari ftedos. 3.3a is for
emulators. It is also sold or something by Video 61.
3.2g works with the cart.
I looked at 'Thuderdome' sysop fox site, where he has the ramdisks.
He is here and suggests the hyper one. I didn't try that, but the
RM.COM that comes with the mega one worked fine for me and
my Newell 256k. Probably any of J. Picken's will be better ramdisks
than the RD.COM that comes with f32g or x32g whichever it is.
I'm not sure which one RM.COM is, there's RM66 and RM67 and RM.
I also put in my little doc that RUN $E457 causes warmstart. Of course
it is RUN $E477.
Once you get going with SpartaDOS, I think you'll like it.
I have the SPX cart, but all the high speed stuff messes up my disks
with real disk drives and I seldom use it.
Rambling on Russg

69. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 05:10:40 UTC
From: daclmi@netscape.net
Message-ID: <3c353852.684128@news.CIS.DFN.DE>
Source record: 32189

On Thu, 03 Jan 2002 23:10:33 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>Darek did the XFormer; Ken produced the AtrUtil image manager. My copy of
>Ver 1.13 reports an error attempting to load a .DCM file. Do some versions
>actually do that?

Oops, I meant DiskFormer, not XFormer. Yes, I think DiskFormer handles
DCM files. You should be able to find the most recent of any of Ken's
programs at his page, below.

http://home.columbus.rr.com/ksiders/atari.htm

70. Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 05:52:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3542ef$0$35621$1dc6e903@news.corecomm.net>
Source record: 32190

```
1/4/02
An FTeDOS 3.2g Reference
Russ Gilbert

SpartaDOS was originally by ICD. The rights to it were
obtained by FTe (Fine Tooned Engineering). FTe released
version 3.2g as 'registerware'. Mike Hohman, owner of FTe
would send a manual for a $20 registration, he said. FTe
has disappeared. FTeDOS 3.2g is freely distributable.
FTeDOS is SpartaDOS updated.

In making this document, I realize that some FTeDOS
commands are revised from SpartaDOS 3.2d. I've revised
some commands, there may be some I missed.

FTeDOS has internal and external commands. When you boot
FTeDOS, it has some commands available which do not require
further loading of memory and will not interfere with
whatever you have in memory. These are the internal
commands. External commands will overwrite what is in
memory, so you will need to save your work if you use an
external command. The COPY command is internal but will
wipe out program memory.

FTeDOS supports subdirectories, which are specified with a
'>'. FTeDOS supports time and date, will write current time
and date to the directory structure. You need to set the
TIME and DATE when you boot up, or use a R-TIME8 cartridge
to automatically set time.

FTeDOS 3.2G will not work in emulators, you need X33A or
X33B for use in emulators.

Any binary load file in current path named with a .COM
extension will load and run by just typing the filename
with or without the .COM extension. Running .EXE or
.BAT files require specifying the extension. Note that
you have to put the period at the end of a file that
has no extension.

FTeDOS is compatible with DOS 2/2.5 MyDOS for reading,
writing, loading or erasing files on those DOSes. Do not
try to read/write/load/erase FTeDOS files from the DOS 2
style DOSes. FTeDOS doesn't support MyDOS subdirectories.

INTERNAL COMMANDS:
```

DIR- displays files on present drive in FTeDOS format.
Supports sub-dir paths and wildcards (* and ?).
DIRS- displays filenames in DOS 2.5 format.
?DIR- displays the current path.
(CWD)- Old change directory command
CD- change the current path to a sub-directory.
eg. CD D3:GAMES
CD D3:GAMES>ARCADE
CD < (go up one directory)
note: the command line doesn't show the current
path. You have to use the ?DIR command.
(CREDIR/DELDIR)- SpartaDOS versions Create and Delete
sub-directory.
RD - Remove directory. You have to rename the ramdisk
RD.COM to something like RAMD.COM
MD - Delete an empty directory
Dx: - Set default drive. eg. D3:
CAR- leaves the command prompt and runs the cartridge.
The DOS command from BASIC will return to command
prompt.
BASIC ON, OFF- Turn internal BASIC on or off.
COPY - eg. COPY D1:*.* D3:GAMES>*.* Can be used to view
a file, but don't COPY to S:, copy to E: instead.
Use CNTRL-1 to stop scrolling.
ERASE - erase the file specified. Supports wildcards, so
be careful!
RENAME - rename a file. eg. RENAME PROG1.COM PROG2.COM
PROTECT - write protect a file.
UNPROTECT - unprotect a file.
LOCK - write protect a disk.
UNLOCK - unprotect a disk.
KEY ON, KEY OFF - turn keyboard buffer on, off. It is best to
turn KEY OFF for many binary load programs.
RUN - will execute memory at location specified. Location
must be in hex, eg. RUN E477 does a warm start.
RUN is an external command for some versions of FTeDOS.
LOAD - Loads a binary file, but doesn't run it.
SAVE - Saves an area of memory to a file.
eg. SAVE D1:MYFILE A000 BFFF
VERIFY ON, OFF - turn write verify on or off.
BOOT - write boot sectors to boot the file specified.
usually used to make a bootable disk of FTeDOS.
After you copy FTeDOS to a disk, you must do the
BOOT command to make the DOS boot.
eg. BOOT D1:X32G.DOS.
TIME - set the time.
DATE - set the date.

EXTERNAL COMMANDS: Any executable program is an external
command. A few come on the FTeDOS disk.

MDUMP - display area of memory in hex. eg. MDUMP A000.
DUMP - display a file in hex. eg. DUMP D1:FILE.EXT
XINIT - Format a disk, FTeDOS.
UNERASE - Will recover an ERASEd file if possible.
TREE - display directory tree, starting in the current directory.
AINIT - Format a disk, DOS 2/2.5. Be careful, it doesn't
ask you twice if you want to format the drive.
TDLINE - puts a time/date line at top of screen.
note: CTHTDL is a replacement TDLINE that
is Y2K correct.
RDBASIC - make RAMDISK XL/XE. eg. RDBASIC D8:, makes a
small ramdisk under built in BASIC.
RAMD - make ramdisk on extended memory machine. FTeDOS can
probably use any RAMDISK program you use. John
Picken's RM.COM and RM66/67.COM (free) and
PSI ramdisks are some.
eg. RAMD D8: (must RENAME RD.COM to RAMD.COM)
CHVOL - change volume name of a disk. eg CHVOL D1:NEWNAME
CHTD - change time/date stamp of a file. eg. CHTD
FILE.EXT sets the t/d stamp to present t/d.
SCOPY - sector copy from one drive to another. Will
abort if there is a sector error. SCOPY isn't
used much, Disk Communicator is used instead
(DCOMM32.COM.)
eg. SCOPY D1: D2:
SCOPY D1: D2:FILENAME.SCP
SCOPY D2:FILENAME.SCP D3:
HDINIT and HDFMTPH - These are hard drive formatting
programs. FTeDOS supports up
to 16 meg hard drives.
BATCH FILES:
A text file can be made to do any FTeDOS commands or
run any external binary file. Just make the text
file with the correct syntax on each line.
STARTUP.BAT is searched for on the boot drive and
executed at boot time if found. You can run a batch
file from the command line by typing its name.
eg. KEY OFF
D1:RAMD.COM D8:
COPY D3:*.* D8:
CTHTDL
CAR
Above will turn off the keyboard buffer, then establish
a ramdisk on an extended memory machine, copy all files
in the root directory of D3: to D8:, turn on the CTHTDL
time/date line, and run the cartridge.

russg@en.com

71. Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 08:57:40 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <K2.N5.OH2BHNDzlaaHtWb.NR@aqu.bekkoame.ne.jp>
Source record: 32191

Happy new year, everyone! :)

I've opened the year with applying long-overdue supervideo mod to my trusty 130XE. The mod itself went well (woohoo!), yet I couldn't help but notice somewhat vacated area at the bottom-left of the motherboard (Rev.B). I'm pretty sure this mobo was vanilla. Does anyone know what Atari was up to? Just curious.

FWIW there are traces for: 3 transistors (Q4-6), 2 IC's (U21,35), ~20 resistors and such, and one ~1cm*1cm square thingy designated Y2 (a crystal?).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

72. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 09:55:47 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <GqfwhgLjwXN8EwSC@lovecraft.demon.co.uk>
Source record: 32192

In article <K2.N5.OH2BHNDzlaaHtWb.NR@aqu.bekkoame.ne.jp>, Hidehiko Ogata
<hog@aqu.bekkoame.ne.jp> writes
>Happy new year, everyone! :)
>
>I've opened the year with applying long-overdue supervideo mod to my
>trusty 130XE. The mod itself went well (woohoo!), yet I couldn't help
>but notice somewhat vacated area at the bottom-left of the motherboard
>(Rev.B). I'm pretty sure this mobo was vanilla. Does anyone know what
>Atari was up to? Just curious.
>
>FWIW there are traces for: 3 transistors (Q4-6), 2 IC's (U21,35),
>~20 resistors and such, and one ~1cm*1cm square thingy designated Y2
>(a crystal?).

Wow... you've got a rare one there.

I think you'll find those spaces on the board were designed to
accommodate the XEM sound chip. A number of boards were produced with
this in mind, but as the story goes, the chip was never debugged. The
Tramiels being the Tramiels, they used the XEM boards in production
machines to avoid completely wasting the investment in prototype boards.

Or it could just be additional spaces for RAM in case the kind used was
unavailable and a smaller variety had to be used ;)

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

73. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 13:35:07 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B85B19BA.1C33%design3d@2-scale.com>
Source record: 32194

in article S2EY7.72$g17.46968@newsfeed.slurp.net, Edward S. Baiz Jr. at ebaiz@skyenet.net wrote on 1/2/02 8:37 AM:

> On 1 Jan 2002 14:39:03 +, "Jay" wrote:
>> ok a game for a atari 8 bit - can't remember very much about it, but it was
>> a kind of fly around thing, with a simple green/blue sky/ground thing, and
>> wireframe graphics for buildings. can't remember what the object of the game
>> was either!
>>
>> any help would be appreciated!

Or maybe BlueMax 2000?

Mike

74. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 14:42:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <KbjZ7.3660$Y01.236042@news01.chello.no>
Source record: 32195

```
> Or maybe BlueMax 2000?
>
> Mike

Not likely, he said wireframe graphics. Still think it's Mercenary!
```

75. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 17:46:45 UTC
From: Video61@webtv.net
Message-ID: <3236-3C35EA85-5@storefull-177.iap.bryant.webtv.net>
Source record: 32047

hi russg,
actually what we sell is spartados 3.3c it was contracted for, and
specifically written for pro bbs which we own.
we do have the raw source code, that when we compile it will compile in
all three 3.3 modes, a, b, and finally c.
if you have something in mind for any of these version, please let me
know. i am open to any suggestions,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

76. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 17:49:43 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u3bqln9b8r7ce2@corp.supernews.com>
Source record: 32196

"Hidehiko Ogata" <hog@aqu.bekkoame.ne.jp> wrote in message
news:K2.N5.OH2BHNDzlaaHtWb.NR@aqu.bekkoame.ne.jp...
<snip>
> FWIW there are traces for: 3 transistors (Q4-6), 2 IC's (U21,35),
> ~20 resistors and such, and one ~1cm*1cm square thingy designated Y2
> (a crystal?).

Lots of mother boards were set up such that they could be made either for
the American or European standards. The only differences were the different
crystals and glue chips to get the right frequencies and timing.

77. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 18:20:54 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <u1WK2qWGKfN8EwWS@lovecraft.demon.co.uk>
Source record: 32048

In article <u3bqln9b8r7ce2@corp.supernews.com>, Rick Cortese
<ricortes@netmagic.net> writes
>Lots of mother boards were set up such that they could be made either for
>the American or European standards. The only differences were the different
>crystals and glue chips to get the right frequencies and timing.

I still think my initial explanation was more fun :P

Richard
--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

78. Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 19:01:49 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <004816f0@fmlynet.org>
Source record: 32055

FamilyNet Newsgate

Re: Another SpartaDOS doc (FTeDOS)

> From: "Russ Gilbert" <russg@en.com>
> 1/4/02
> ...Running .EXE or
> .BAT files require specifying the extension.

When did this happen? I always thought that you ran a SpartaDOS batch file by preceding it with a minus and foregoing the extension, e.g. in order to run the batch file "HELLO.BAT" you would type "-HELLO" (of course it has been a while, and I normally use MyDOS because I can mix in ATARI DOS and single density 810 drives into my floppy mix).

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

79. Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 22:49:20 UTC
From: james.moulder@clear.net.nz
Message-ID: <6d77fe70.0201041449.26b7444b@posting.google.com>
Source record: 32049

Does anyone know how to get a 1200XL machine working on a PAL TV.

80. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 22:54:37 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <NoqZ7.18933$Yf.1201769@bin3.nnrp.aus1.giganews.com>
Source record: 32050

Yup, that was it, x32g works fine. I hope all of the external commands are compatible with the ones I had with x33a.

Thanks much! Keep on rambling!
John

"Russ Gilbert" <russg@en.com> wrote in message
news:3c353194$0$37098$1dc6e903@news.corecomm.net...
> (can't get mac65 working with spdos 3.3a)
> I suspected it was 3.3a. But I set up a real Atari and checked.
> It is 3.3a. Use 3.2g. It is the latest 'real' Atari ftedos. 3.3a is for
> emulators. It is also sold or something by Video 61.
> 3.2g works with the cart.
> I looked at 'Thuderdome' sysop fox site, where he has the ramdisks.
> He is here and suggests the hyper one. I didn't try that, but the
> RM.COM that comes with the mega one worked fine for me and
> my Newell 256k. Probably any of J. Picken's will be better ramdisks
> than the RD.COM that comes with f32g or x32g whichever it is.
> I'm not sure which one RM.COM is, there's RM66 and RM67 and RM.
> I also put in my little doc that RUN $E457 causes warmstart. Of course
> it is RUN $E477.
> Once you get going with SpartaDOS, I think you'll like it.
> I have the SPX cart, but all the high speed stuff messes up my disks
> with real disk drives and I seldom use it.
> Rambling on Russg
>
>
>

81. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 23:35:42 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <i%qZ7.6025$TI3.42807@typhoon.sonic.net>
Source record: 32051

James Moulder <james.moulder@clear.net.nz> wrote:
: Does anyone know how to get a 1200XL machine working on a PAL TV.

You'll probably need to get a PAL version ANTIC chip.

I've done PAL on an NTSC Commodore monitor. It works well - all I need
to do is adjust the Vhold.

-bill!

82. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-04 23:37:45 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <d1rZ7.6026$TI3.42807@typhoon.sonic.net>
Source record: 32052

Mike Stepansky <design3d@2-scale.com> wrote:
: CES DEMO 1985 is the best demo i have come across for the Atari 8-bit
: systems.

You haven't seen many, have you? Joyride is a nice two-disk-long
demo with lots of parts, awesome music, and very cool effects
(hardware and software)

: It shows a shaded robot marching on a 3D-like walkway and a 3D
: shaded spaceships with smooth scrolling starfield in the background.

: Another one is a rotating Atari logo (with flying colors) and then flying
: swan fly by. Of course, the Bouncing balls is a classic for the Ataris.

: I think this CES demo uses the GTIA graphics (graphic 9) capability.

Yes, the robot and space ship ones are GR.9 mode.

The rotating Fuji is 160x192 (GR.15) mode with well-design DLIs to
adjust the color palette down the screen.

(The spinning "ATARI" and "130XE" logos are GR.8 of course, and the
swan is a set of PMGs)

-bill!

83. Re: Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 01:26:55 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <zDsZ7.5423$wa.275557@bin6.nnrp.aus1.giganews.com>
Source record: 32053

When I try to copy a file to E: it tells me "File exists". This tells me that it checks the device for an existing file and probably gets some kind of error and assumes that the file exists already. Of course, in E: no files really exist. Do you know why this is? I'm now using x32g with an 800XL with 256K.

Thanks,
John

84. Re: ATR filenames (was: It has begun...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 01:30:43 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7HsZ7.3977$Vz3.534668@newsread2.prod.itd.earthlink.net>
Source record: 32054

Ver 1.13 of AtrUtil is the latest mentioned on Ken's page; has anyone had
success using it to open a DisCommed file?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c353852.684128@news.CIS.DFN.DE...
> Oops, I meant DiskFormer, not XFormer. Yes, I think DiskFormer handles
> DCM files. You should be able to find the most recent of any of Ken's
> programs at his page, below.
>
> http://home.columbus.rr.com/ksiders/atari.htm

85. Do Atari 815 Drives ever show up for sale?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 03:04:02 UTC
From: james.moulder@clear.net.nz
Message-ID: <6d77fe70.0201041904.a8beb71@posting.google.com>
Source record: 32056

Always wanted some of the mnore unusual stuff, just wondered if they ever show up. Also 1400 and 1450XL/D's?

James

86. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 03:23:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c367195$0$37110$1dc6e903@news.corecomm.net>
Source record: 32057

(external commands of x33a work with x32g)
Yes, I don't know of any that won't work, if works in 3.3a.
There are lots of programs won't work in MyDOS for SpDOS.
Regards,
Russg

87. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 03:24:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3671fa$0$37105$1dc6e903@news.corecomm.net>
Source record: 32058

Hello, Lance.
I remembered something about Video 61 and FTe/SpDOS 3.3a,b,c.
I can't think of any suggestions. We have found that the Mac65
cart won't work with 3.3a.
Regards,
Russg

88. Re: Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 03:29:47 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <LquZ7.275326$Ga5.49511996@typhoon.tampabay.rr.com>
Source record: 32059

With newer versions of Sparta dos use the TYPE command.. type fn.ext it
will then display the file on the screen.

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:zDsZ7.5423$wa.275557@bin6.nnrp.aus1.giganews.com...
> When I try to copy a file to E: it tells me "File exists". This tells me
> that it checks the device for an existing file and probably gets some kind
> of error and assumes that the file exists already. Of course, in E: no
> files really exist. Do you know why this is? I'm now using x32g with an
> 800XL with 256K.
>
> Thanks,
> John
>
>
>
>

89. 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 03:47:25 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <hHuZ7.275525$Ga5.49521821@typhoon.tampabay.rr.com>
Source record: 32060

How many users here have a 512k rambo? or a 320k XL?

I have about 4 XL here that I upgraded to 512k, the upgrade was posted on BBS's years ago and V.1 didnt work but the author released an update that worked perfect. While browsing the Atari upgrade site I cound not find this upgrade doc.. Im going to hunt threw my disk's for it (1000+) not an easy task.

Also anyone here with a 320k XL? is so do you have the docs for the mod? I have a few stocked XL here just waiting an upgrade. I picked up an XL a few years ago that had a 320k upgrade but for some reason stoped working and I must fix it.

Atari8Man

90. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 05:48:36 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <UswZ7.521$t45.399@nwrddc01.gnilink.net>
Source record: 32061

I have 2 256k Rambo 800xl's but not a 512k. I didn't know they existed.

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:hHuZ7.275525$Ga5.49521821@typhoon.tampabay.rr.com...
> How many users here have a 512k rambo? or a 320k XL?
>
> I have about 4 XL here that I upgraded to 512k, the upgrade was posted on
> BBS's years ago and V.1 didnt work but the author released an update that
> worked perfect. While browsing the Atari upgrade site I cound not find
> this upgrade doc.. Im going to hunt threw my disk's for it (1000+) not an
> easy task.
>
> Also anyone here with a 320k XL? is so do you have the docs for the mod?
> I have a few stocked XL here just waiting an upgrade. I picked up an
XL
> a few years ago that had a 320k upgrade but for some reason stoped working
> and I must fix it.
>
> Atari8Man
>
>

91. Re: Do Atari 815 Drives ever show up for sale?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 05:52:33 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u3d517qq5tnq5a@corp.supernews.com>
Source record: 32062

"James Moulder" <james.moulder@clear.net.nz> wrote in message
news:6d77fe70.0201041904.a8beb71@posting.google.com...
> Always wanted some of the mnore unusual stuff, just wondered if they
> ever show up. Also 1400 and 1450XL/D's?

1400 rarely, 1450s even more rarely. I do have an official disk labeled
something like "DOS II for the 815 Drive" and there are 815 in existance,
but they are very rare.

What some of the rares consist; advanced prototypes from the Atari
warehouse, preliminary production tests, models sent to developers, that
kind of stuff.

When Atari had its warehouse sale, I think I saw a total of three 1450XL
prototypes and a few other odd pieces like an 600 XL looking thing labeled
"Patty". The is the extent and the nature of it. Bob Brodie, an Atari
employee at the time, grabbed one of the 1450s for a keeper and loaned it to
Bob Wooley for a SLCC meeting.

92. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 06:20:12 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <wWwZ7.266608$oj3.47808001@typhoon.tampabay.rr.com>
Source record: 32063

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:UswZ7.521$t45.399@nwrddc01.gnilink.net...
> I have 2 256k Rambo 800xl's but not a 512k. I didn't know they existed.

Yeah there more compatible with the XE computer than just a stocked rambo,
what 256k upgrades are in your system? are they ICD's Rambo or another type.
after doing the mode you no longer have to wait 10 seconds to reboot. The
ICD 256k and the CB pd upgrade is what you need for the next step to 512k,
the Wiztronics 256k has a problem.

Atari8Man

93. Re: Do Atari 815 Drives ever show up for sale?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 07:27:24 UTC
From: "James M. Alexander" <james-m-alexander@rogers.com>
Message-ID: <3C36AA7F.F7508CF3@rogers.com>
Source record: 32064

I've also seen a few (and yes RARE) 1400xl and 1450xld. last time was in
1992 at an atari show in toronto. Rumour (and a very unlikely since the
source was a known troublemaker) there was a number of 815's in the
toronto area. However I haven't personally seen one there are a few
lurking about the US. Best electronics has a few in their collection
(but not for sale that I've ever seen).

James Moulder wrote:

> Always wanted some of the mnore unusual stuff, just wondered if they
> ever show up. Also 1400 and 1450XL/D's?
>
> James

94. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 09:29:28 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <I2.w1.SH2dHz5VnQauHNb.NR@aqu.bekkoame.ne.jp>
Source record: 32066

Rick Cortese wrote:

> Lots of mother boards were set up such that they could be made either
> for the American or European standards. The only differences were the
> different crystals and glue chips to get the right frequencies and
> timing.

Seems most likely, now that you mentioned it. The parts count looks
a *little* excessive (isn't there some overlap between NTSC/PAL
components?), but that's bad-ol' Atari I suppose 8). Thanks for
clearing that up.
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

95. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 09:29:29 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <o2.02.SH2dHKlVnQaNOPb.NR@aqu.bekkoame.ne.jp>
Source record: 32065

Richard Kilpatrick wrote:

> I still think my initial explanation was more fun :P

Definitely ;). But alas, Cortese-san's seems more likely, as the
2 missing IC's are of smaller and thinner variety (video buffer?)...
too small for a full-fledged new sound chip, I'd say.

Could you elaborate a bit on the XEM sound chip BTW? It's a news
to me.
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

96. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 12:54:22 UTC
From: llpwhite@cs.com
Message-ID: <20020105075422.26440.00002768@mb-ca.news.cs.com>
Source record: 32067

Late model XE's were also set up to be either 65XE or 130XE. These all had 4 X 64 chips. Several other chips are also missing on these. I have one of these "critters"as a 65XE, which also has the enhanced cart port (PBI).
Larry

97. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 14:40:28 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <wfEZ7.771$IP.465@nwrddc02.gnilink.net>
Source record: 32068

Mine are stock Rambos from ICD.

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:wWwZ7.266608$oj3.47808001@typhoon.tampabay.rr.com...
>
>
> "CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:UswZ7.521$t45.399@nwrddc01.gnilink.net...
> > I have 2 256k Rambo 800xl's but not a 512k. I didn't know they existed.
>
>
> Yeah there more compatible with the XE computer than just a stocked rambo,
> what 256k upgrades are in your system? are they ICD's Rambo or another
type.
> after doing the mode you no longer have to wait 10 seconds to reboot.
The
> ICD 256k and the CB pd upgrade is what you need for the next step to 512k,
> the Wiztronics 256k has a problem.
>
> Atari8Man
>
>

98. Re: Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 14:44:19 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <7jEZ7.656$t45.551@nwrddc01.gnilink.net>
Source record: 32069

You are correct. Prefix the bat file with a minus (-) and drop the ext.

-Hello

"Winston Smith" <Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote in message
news:004816f0@fmlynet.org...
> FamilyNet Newsgate
>
> Re: Another SpartaDOS doc (FTeDOS)
>
> > From: "Russ Gilbert" <russg@en.com>
> > 1/4/02
> > ...Running .EXE or
> > .BAT files require specifying the extension.
>
> When did this happen? I always thought that you ran a SpartaDOS
batch
> file by preceding it with a minus and foregoing the extension, e.g. in
order
> to run the batch file "HELLO.BAT" you would type "-HELLO" (of course it
has
> been a while, and I normally use MyDOS because I can mix in ATARI DOS and
> single density 810 drives into my floppy mix).
>
> Posted at telnet://vested-tyme.org
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

99. Boot Factory

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 14:48:29 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <1nEZ7.773$IP.580@nwrddc02.gnilink.net>
Source record: 32070

I have changed by DNS service and thus my URL for the Boot Factory BBS.

From now on the BBS will be accessible via the following URL:

telnet://bfbbs.dtdns.net

Update your links ... both of you! B^)

100. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 15:02:22 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a174g3$62s$1@slb5.atl.mindspring.net>
Source record: 32071

Is there instructions somewhere... or would someone be kind enough to post them here... regarding how to install a PAL Antic on top of the NTSC Antic with a switch so they can be selected before booting?

Thanks!
-Dan

101. help wanted hacking hardware (1200XL!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 15:16:34 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1756qvug1@nntp9.atl.mindspring.net>
Source record: 32072

I've done a few simple mods in the past to my 1200XL (Supervideo for example), and now I've started on the wild and Woolley PBI upgrade. I've gotten somewhere around halfway through and everything works great... I have an XE 16 OS and internal basic rev C.

I'm not sure what to do when he says to solder pin 2 of HC08 to +5v, and then again later on when he lists the connection points for the 50-pin flat cable -- several are to gnd. Where on the 1200XL board is a good spot for +5v and gnd? My first thought was to use my mutimeter to find the closest +5v pad and use it, but I'm not sure if there are problems with this approach. I know that the wide strip around the board is ground, but its a little far away sometimes for convenience. Any hardware hackers out there have any advice? Anybody else out there completed this mod successfully?

Thanks!
-Dan

102. New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 15:30:03 UTC
From: usenet-20020105@hias.horus.com
Message-ID: <slrna3e6oo.11p.usenet-20020105@camel.hias.horus.com>
Source record: 32073

Hi!

I have uploaded a new tool to my homepage:

The basic purpose of WriteAtr is to dump a double density (180k)
ATR-image to a 5.25" floppy disk in your PC, so that you can then put it
in your Atari floppy drive and boot off it.

WriteAtr also supports the other direction: put a double density Atari
floppy disk in your 5.25" PC disk drive and let WriteAtr convert it into
an ATR-image.

However, there are several limitations to WriteAtr:

- First of all: double density.

(Note: double density means 720 sectors/256 bytes per sector disks)
Since standard PC floppy controllers cannot access 128 bytes per
sector Atari disks (eg single density/90k, enhanced density/130k),
you need a true double density capable floppy drive on your Atari
(for example a 1050 equipped with an US-Doubler/Happy/Speedy/Turbo
modification).

The most important restriction to WriteAtr is, that it cannot be
used with single/enhanced density ATRs and floppys, only with double
density.

- WriteAtr can only be used in plain DOS.

Since WriteAtr has to reprogram the floppy controller, and therefore
needs direct access to the hardware, it will _not_ run inside a
Windows DOS-box!

Now that you have read so far, I will reward you with the URL :-)

http://www.horus.com/~hias/atari/writeatr-09beta.zip

Please note that WriteAtr is still beta! A detailed instruction on how
to use WriteAtr is included in the zip-file (writeatr.doc).

It would be great if you could send me some feedback if WriteAtr works
for you (indeed, even more interesting are the cases where WriteAtr does
not work for you, so that I can fix it :)

so long & thanks for every response,

Hias

103. Re: help wanted hacking hardware (1200XL!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 15:53:29 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a177c1vju1@nntp9.atl.mindspring.net>
Source record: 32074

```
note this upgrade is at:
http://www.atari-history.com/PBI1200.TXT
```

104. Re: Another SpartaDOS doc (FTeDOS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 16:27:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c372979$0$37109$1dc6e903@news.corecomm.net>
Source record: 32075

(run .bat file by preceding with a '-')
I forgot that. Thanks, time to revise again.
Russg

105. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 16:53:09 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u3eboom8677pa7@corp.supernews.com>
Source record: 32076

"Hidehiko Ogata" <hog@aqu.bekkoame.ne.jp> wrote in message
news:l2.w1.SH2dHz5VnQauHNb.NR@aqu.bekkoame.ne.jp...
> Rick Cortese wrote:
>
> > Lots of mother boards were set up such that they could be made either
> > for the American or European standards. The only differences were the
> > different crystals and glue chips to get the right frequencies and
> > timing.
>
> Seems most likely, now that you mentioned it. The parts count looks
> a *little* excessive (isn't there some overlap between NTSC/PAL
> components?), but that's bad-ol' Atari I suppose 8). Thanks for
> clearing that up.

It has been a long time since I looked at the schematic, but I think the problem was in the crystals available to derive the frequencies. The 3.79 mHz crystal used in the American version is a pretty straight forward design that feeds into the GTIA chip where all the timing signals for everything from the system clock to the video sync signals are derived. Actually the timing is just a bit off, supposed to be 60 Hz sync for VBI, actually comes out to 59.something.

I can't remember the crystal used in the European models, maybe someone with one can chime in. The extra parts were get derive their 50 Hz VBI and sync signals while still having a system clock that was close to the US market computers.

106. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 17:51:44 UTC
From: irata@nextra.at
Message-ID: <3c373db0@e-post.inode.at>
Source record: 32077

```
Hi Hias!
Good to hear from you!
I've always used AtariDsk - great program.

Now I wonder why WriteAtr should not work in a DOS-Box, since AtariDsk does?
(I didn't try yet)
And why didn't you enhance AtariDsk instead creating a new program ... ?

Menus are nicer than command-driven programs ;-)

regards
rudi

Matthias Reichl <usenet-20020105@hias.horus.com> schrieb in im Newsbeitrag:
slrna3e6oo.11p.usenet-20020105@camel.hias.horus.com...
> Hi!
>
> I have uploaded a new tool to my homepage:
>
> The basic purpose of WriteAtr is to dump a double density (180k)
> ATR-image to a 5.25" floppy disk in your PC, so that you can then put it
> in your Atari floppy drive and boot off it.
>
> WriteAtr also supports the other direction: put a double density Atari
> floppy disk in your 5.25" PC disk drive and let WriteAtr convert it into
> an ATR-image.
>
> However, there are several limitations to WriteAtr:
>
> - First of all: double density.
>
> (Note: double density means 720 sectors/256 bytes per sector disks)
> Since standard PC floppy controllers cannot access 128 bytes per
> sector Atari disks (eg single density/90k, enhanced density/130k),
> you need a true double density capable floppy drive on your Atari
> (for example a 1050 equipped with an US-Doubler/Happy/Speedy/Turbo
> modification).
>
> The most important restriction to WriteAtr is, that it cannot be
> used with single/enhanced density ATRs and floppys, only with double
> density.
>
> - WriteAtr can only be used in plain DOS.
>
> Since WriteAtr has to reprogram the floppy controller, and therefore
```

> needs direct access to the hardware, it will _not_ run inside a
> Windows DOS-box!
>
> Now that you have read so far, I will reward you with the URL :-)
>
> http://www.horus.com/~hias/atari/writeatr-09beta.zip
>
> Please note that WriteAtr is still beta! A detailed instruction on how
> to use WriteAtr is included in the zip-file (writeatr.doc).
>
> It would be great if you could send me some feedback if WriteAtr works
> for you (indeed, even more interesting are the cases where WriteAtr does
> not work for you, so that I can fix it :)
>
> so long & thanks for every response,
>
> Hias

107. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 17:57:21 UTC
From: irata@nextra.at
Message-ID: <3c373f00$1@e-post.inode.at>
Source record: 32079

I use a monitor-to-scart-cable (using the fbas-signal I think).
Works nice for my NTSC-Atari800 (and for my PAL-800XL).
I'm sure it would also work on a multisync-monitor.

But my TV is multinorm and can handle NTSC, otherwise it's black&white (but fine).

James Moulder <james.moulder@clear.net.nz> schrieb in im Newsbeitrag: 6d77fe70.0201041449.26b7444b@posting.google.com...
> Does anyone know how to get a 1200XL machine working on a PAL TV.

108. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 17:57:31 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2ife3uc8nruov1ohuv5p5v97g5gaj2n5s5@4ax.com>
Source record: 32078

On Sat, 05 Jan 2002 15:30:03 GMT, usenet-20020105@hias.horus.com (Matthias Reichl) wrote:

>Hi!
>
>I have uploaded a new tool to my homepage:
>
>The basic purpose of WriteAtr is to dump a double density (180k)
>ATR-image to a 5.25" floppy disk in your PC, so that you can then put it
>in your Atari floppy drive and boot off it.
>
>WriteAtr also supports the other direction: put a double density Atari
>floppy disk in your 5.25" PC disk drive and let WriteAtr convert it into
>an ATR-image.
>
>However, there are several limitations to WriteAtr:
>
>- First of all: double density.
>
> (Note: double density means 720 sectors/256 bytes per sector disks)
> Since standard PC floppy controllers cannot access 128 bytes per
> sector Atari disks (eg single density/90k, enhanced density/130k),
> you need a true double density capable floppy drive on your Atari
> (for example a 1050 equipped with an US-Doubler/Happy/Speedy/Turbo
> modification).
>
> The most important restriction to WriteAtr is, that it cannot be
> used with single/enhanced density ATRs and floppys, only with double
> density.
>
>- WriteAtr can only be used in plain DOS.
>
> Since WriteAtr has to reprogram the floppy controller, and therefore
> needs direct access to the hardware, it will _not_ run inside a
> Windows DOS-box!
>
>Now that you have read so far, I will reward you with the URL :-)
>
>http://www.horus.com/~hias/atari/writeatr-09beta.zip
>
>Please note that WriteAtr is still beta! A detailed instruction on how
>to use WriteAtr is included in the zip-file (writeatr.doc).
>
>It would be great if you could send me some feedback if WriteAtr works

>for you (indeed, even more interesting are the cases where WriteAtr does
>not work for you, so that I can fix it :)
>
>so long & thanks for every response,
>
>Hias

Hmmm... Could it be extended to r/w 360K disks/ATRs? (in XF551 DS/DD format,
I mean...)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

109. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 18:26:27 UTC
From: Video61@webtv.net
Message-ID: <5779-3C374553-149@storefull-171.iap.bryant.webtv.net>
Source record: 32080

hi russg,
what i am hinting about is for someone to help with coding. what i
would love to try and do is convert 3.3 to a sparta 3.3x dos.
it might be a pipe dream, but i can always dream right?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

110. Re: help wanted hacking hardware (1200XL!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 18:54:12 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3d70owrvv.fsf@europa.pienet>
Source record: 32081

>
> I'm not sure what to do when he says to solder pin 2 of HC08 to +5v, and
> then again later on when he lists the connection points for the 50-pin flat
> cable -- several are to gnd. Where on the 1200XL board is a good spot for
> +5v and gnd? My first thought was to use my mutimeter to find the closest
> +5v pad and use it, but I'm not sure if there are problems with this
> approach. I know that the wide strip around the board is ground, but its a
> little far away sometimes for convenience. Any hardware hackers out there
> have any advice? Anybody else out there completed this mod successfully?

The multimeter approach is not highly desirable because there may be components in between whatever point you're measuring and +5 which due to circumstances, aren't offering significant resistance. This applies when testing with the board powered as well.

On TTL integrated circuits, +5 is <usually> the upper right pin and ground the lower left; this is looking down on the top of the chip with the notch pointing away from you. Naturally, this isn't always the case, I'd suggest downloading a datasheet or two.

For the HC08, if you already have connections to the ic's +5 and ground (pins 14 and 7, respectively), you can certainly use those.

For the PBI, ground connections can be to the ground plane as you've observed. However, it might be easier to find the PBI pinout and hook up to existing ground/+5 connections; it is very likely several such connections exist. From online docs, pins 1, 10, 19, 29, 30, 32, 42, 45 and 50 are ground. Only 600XL's appear to supply +5 on a couple pins, so you might have to pick up +5 elsewhere.

Generally speaking, when hooking stuff to the PBI, keep leads short- this is a high impedance interface with lots of bus lines running in parallel, which contributes to making it very susceptable to interference.

Gregm

111. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 19:33:04 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C3754F0.43412D96@asw.cz>
Source record: 32001

Rick Cortese wrote:
> It has been a long time since I looked at the schematic, but I think the
> problem was in the crystals available to derive the frequencies. The 3.79
> mHz crystal used in the American version is a pretty straight forward design
> that feeds into the GTIA chip where all the timing signals for everything
> from the system clock to the video sync signals are derived. Actually the
> timing is just a bit off, supposed to be 60 Hz sync for VBI, actually comes
> out to 59.something.

I believe NTSC should be 59.94 (1000*60/1001). I think it is in NTSC
specs.

> I can't remember the crystal used in the European models, maybe someone with
> one can chime in. The extra parts were get derive their 50 Hz VBI and sync
> signals while still having a system clock that was close to the US market
> computers.

The 50 Hz VBI is not derived by 'external circuitry' but by PAL Antic
chip. Extra parts probably only synchronize the two crystals??? I've got
schematics on my page, you can check.

The other crystal is for PAL color burst C016801.

List of used crystals (from my hardware pages):
CO15510 3,546894 PAL base clock (XL)
CO61090 3,579545 NTSC base clock (XL)
CO70034 14,187576 PAL base clock (divide by 4 or 8) (XE)
CO70032 14,31818 NTSC base clock (divide by 4 or 8) (XE)
CO70024 probably same as above

CO16801 4,433618 PAL tv signal clock (PAL color burst)

I have 800 XL schematics, which also mention what is different between
PAL x NTSC models.

It's (PAL over NTSC):
1) Different GTIA & ANTIC
2) Different main crystal
3) Added second crystal for color burst and something around that
(schematics mention 7474 and few discretes)
4) Different RF modulator

It results in (PAL over NTSC):
1) Better picture (PAL is better, also no artifacting)
2) Different colors (PAL GTIA has one color missing)
3) Different sound (POKEY is dividing main freq, which is different)
4) Slower execution (slower clock, less frequent VBIs)

5) Bigger screen and more time in interrupts.

Bye,
Jindroush (kubecj@asw.cz)
jindroush.atari.org - Home of Atari Cartridge Dumping Project.

112. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 20:17:27 UTC
From: usenet-20020105@hias.horus.com
Message-ID: <slrna3el0i.1de.usenet-20020105@camel.hias.horus.com>
Source record: 32082

On Sat, 05 Jan 2002 12:57:31 -0500, machf wrote:
> Hmmm... Could it be extended to r/w 360K disks/ATRs? (in XF551 DS/DD
> format, I mean...)

Sure, should be no problem!

The only slight problem is, that I don't have a XF551 at home, and thus
it's a bit hard to test.

Another thing I don't quite recall is the sector arrangement used by the
XF551. IIRC sectors 1-720 were located on side 1 in the tracks 0-39,
and sectors 721-1440 were locaded on side 2. The thing I don't know is
if the tracks were reversed on side 2 or not... (i.e. if you first read
sector 720, and then read sector 721, does the XF551 do a full seek from
track 39 back to track 0 and switch to side 2, or does it stay on track
39 and simply switches to side 2?)

If someone could shed a bit light onto this problem, I could implement
double-side support and then upload an (untested) version to my
homepage.

so long,

Hias

113. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 20:17:28 UTC
From: usenet-20020105@hias.horus.com
Message-ID: <slrna3enjv.1de.usenet-20020105@camel.hias.horus.com>
Source record: 32083

Hi!

On Sat, 5 Jan 2002 18:51:44 +0100, irata@nextra.at wrote:
> Hi Hias!
> Good to hear from you!
> I've always used AtariDsk - great program.

Thanx a lot, I'm glad to hear that!

> Now I wonder why WriteAtr should not work in a DOS-Box, since AtariDsk does?
> (I didn't try yet)

Hmmm... strange. I have to admit I've only used AtariDsk (and WriteAtr)
in plain MSDOS-Mode. The last time I tried to use AtariDsk from a
dos-shell within Windows was several years ago (IIRC with Win95) and it
didn't work for me.
But if AtariDsk worked for you, WriteAtr should work, too, because it
shares the disk-access code with AtariDsk. Nevertheless, I'll check it
again.

> And why didn't you enhance AtariDsk instead creating a new program ... ?

Good idea (actually, I've already thought of that - see below).
Maybe, when I have some spare time again, I'll merge the code into a
single tool.

The main reason for the separate program was that WriteAtr started as a
very-quick-and-extremely-dirty hack approx. one year ago. During the
last days I dug it out again, cleaned up the code , added a lot of
sanity checks (and the code to create ATR-images), and finally decided
to release it.

> Menus are nicer than command-driven programs ;-)

Sure. But adding menus to WriteAtr (or integrating it into AtariDsk)
would have meant that I had to understand the code for the menu system
that I wrote 10 years ago - an awful nightmare :-)

so long,

Hias

114. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-05 22:51:17 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0201051750270.7205-100000@moose.erie.net>
Source record: 32084

What are the differences between Spartados 3.3a, b and c?

On Sat, 5 Jan 2002, Lance Ringquist wrote:

> hi russg,
> what i am hinting about is for someone to help with coding. what i
> would love to try and do is convert 3.3 to a sparta 3.3x dos.
> it might be a pipe dream, but i can always dream right?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>
>

115. Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 01:21:17 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <hENZ7.363936$C8.26488051@bin4.nnrp.aus1.giganews.com>
Source record: 32085

Ebay is getting a little sparse on Atari stuff and there's some things I need. Although I can read 6502 assembler, I'm a little, no a lot, rusty on the instruction set and have nothing on the memory map (which is really the more important info anyway). Also, I'd like to get a hold of the MAC/65 toolkit and the SpartaDOS toolkit (x32g if it matters). So here's what I think I need:

Books like Mapping the Atari and/or DeReAtari.
The MAC/65 toolkit on ATR or disk.
The spartados toolkit with docs if there are any.

Can anyone tell me where I might get the books and if either or both toolkits are available anywhere and if they are still licensed? I downloaded an ATR for MAC/65 toolkit but it was blank. I also downloaded the spartados toolkit as an .arc. The DISKCOMM I had doesn't work (just get a few lines of header and the rest of the screen is junk), and I'm not even sure it would turn and .arc into a useable disk if I had a version that did work.

Any ideas?
Thanks,
John

116. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 01:21:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c37a6a3$0$35623$1dc6e903@news.corecomm.net>
Source record: 32086

Hiya, Lance.
Making 3.3x into a cart, like SpX, I think you're talking about.
I realize 3.3c is a cart, but not an ideal one, I guess.
You've got the person that can do things like that (Tom Hunt.)
Or rather that 3.3c comes on cart from Video 61, I think.
Beyond my abilities, sorry.
The whole history of Sparta/FTe updates and authors was discussed
several months back. I kinda got lost. A name that wasn't mentioned
in that discussion, that I recalled later, was Steve Carden. Apparently
there was some friction about it.
I don't think anyone has a good history of versions of Sparta on web.
I noticed one site where the person had modified Sparta for use
with PAL machines.
I've spent the last couple days catching up on FTe DOS (3.2f 3.2g).
I hadn't realized 3.2f had a Y2K correct TDLINE. Tom Hunt
made one that is on my site now, because I didn't realize there
already was one.
Rambling Russg

117. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 01:28:14 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <YCNZ7.40169$58.3101428@zwoll1.home.nl>
Source record: 32087

Sage wrote

: What are the differences between Spartados 3.3a, b and c?

3.3a = no floppy highspeed routines

3.3b = US Doubler highspeed routines

3.3c = 3.3b on a cartridge

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

118. Any Telnet BBS up?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 02:08:45 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <NkOZ7.286682$Ga5.50112496@typhoon.tampabay.rr.com>
Source record: 32088

Any Atari telnet bbs up and running?
Please post the link

Thanks

119. Re: Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 04:33:26 UTC
From: Robert Shaw <bobbyshaw@aol.com>
Message-ID: <3C37D396.7070805@aol.com>
Source record: 32089

I have a copy of the Mapping the Atari book. I am right now in the
process of cataloging all my old Atari stuff and will, in the few weeks,
start selling it off on Ebay. If you want me to let you know, I will
e-mail you when I list the book. Here is a web site I've been working
on to list all my stuff. I'm still testing everything, so the
"conditions" columns are not complete, and I still have to take a lot of
pictures:

http://www.mindspring.com/~robe294/atari_sale.htm

(I'm going to start the books off at a $1.00 openning bid).

Robert Shaw
bobbyshaw@aol.com

John McCulloch wrote:

> Ebay is getting a little sparse on Atari stuff and there's some things I
> need. Although I can read 6502 assembler, I'm a little, no a lot, rusty on
> the instruction set and have nothing on the memory map (which is really the
> more important info anyway). Also, I'd like to get a hold of the MAC/65
> toolkit and the SpartaDOS toolkit (x32g if it matters). So here's what I
> think I need:
>
> Books like Mapping the Atari and/or DeReAtari.
> The MAC/65 toolkit on ATR or disk.
> The spartados toolkit with docs if there are any.
>
> Can anyone tell me where I might get the books and if either or both
> toolkits are available anywhere and if they are still licensed? I
> downloaded an ATR for MAC/65 toolkit but it was blank. I also downloaded
> the spartados toolkit as an .arc. The DISKCOMM I had doesn't work (just get
> a few lines of header and the rest of the screen is junk), and I'm not even
> sure it would turn and .arc into a useable disk if I had a version that did
> work.
>
> Any ideas?
> Thanks,
> John

120. Re: Any Telnet BBS up?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 05:09:33 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <h_QZ7.1212$IP.94@nwrddc02.gnilink.net>
Source record: 32090

telnet://bfbbs.dtdns.net

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:NkOZ7.286682$Ga5.50112496@typhoon.tampabay.rr.com...
> Any Atari telnet bbs up and running?
> Please post the link
>
> Thanks
>
>

121. Re: I need HELP with 130XE sound!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 06:51:52 UTC
From: me@kagfr.net
Message-ID: <3c388e69.1177796@proxy.news.easynews.com>
Source record: 32091

On Wed, 02 Jan 2002 13:37:56 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 2 Jan 2002 10:30:33 G, me@kagfr.net wrote:
>>Recently I bought an ATARI 130XE in original box with all the cables
>>and manuals from Ebay for $90.00! The buyer claimed it was new never
>>been used, and he tested it and it works. I took it overseas. Then I
>>checked the system for the first time in the Middle East. I used a
>>multi-system TV. First I used the RF cable, but it did not work both
>>the Picture and the Sound are BAD. Then I used the AV. Now the Picture
>>is very clear, but the sound is crappy with a huge noise. In order to
>>use it I need to lower the volume of my TV to the lowest level
>>possible, and use the system without the sound. I'm wondering if
>>someone knows what the hell is happening????
>
>Sounds like a compatibility problem to me. I would get a Commodore
>monitor cable and use that instead....
>
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
> Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
>---
>
>

What is so special about the commodore cable?

122. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 10:17:46 UTC
From: usenet-20020106@hias.horus.com
Message-ID: <slrna3g8bd.12l.usenet-20020106@camel.hias.horus.com>
Source record: 32092

On Sat, 05 Jan 2002 20:17:27 GMT, Matthias Reichl wrote:
> Another thing I don't quite recall is the sector arrangement used by the
> XF551. IIRC sectors 1-720 were located on side 1 in the tracks 0-39,
> and sectors 721-1440 were locaded on side 2. The thing I don't know is
> if the tracks were reversed on side 2 or not...

I've just found it in the FAQ:
Side 2 is written in reverse track order[1].

Be prepared for another beta version later this day!

so long,

Hias

[1] Yes, I think Atari had a strange kind of humor, especially
when inventing new 'compatible' formats :)

123. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 11:14:42 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <j2.y1.TH2nIsL8l7bSo4c.NR@aqu.bekkoame.ne.jp>
Source record: 32093

LLpwhite wrote:

> Late model XE's were also set up to be either 65XE or 130XE. These all
> had 4 X 64 chips. Several other chips are also missing on these.

Thanks for a quite interesting tidbit :). Yet my 130XE is pretty old
(bought it circa '85), so I guess this wouldn't be the case with mine.
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

124. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 11:14:43 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <m2.52.TH2ylsN8I7bKrzb.NR@aqu.bekkoame.ne.jp>
Source record: 32094

Rick Cortese wrote:

> The extra parts were get derive their 50 Hz VBI
> and sync signals while still having a system clock that was close to
> the US market computers.

I guess you're right; what still strikes me as odd is that the 800XL
mobo seems to have a similar facility in far fewer components (just a
small section in the video circuit, ~10 parts in total IIRC... and I'm
too lazy to open it up again just now *^_^*). Hmmmm...
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

125. Really Hacking a 1200XL!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 13:45:25 UTC
From: llpwhite@cs.com
Message-ID: <20020106084525.26487.00002725@mb-ca.news.cs.com>
Source record: 32095

I've never owned a 1200 XL, but there are quite a few folks who have raved about the keyboards. But then there is the downside - OS, no built-in basic, no PBI, arguably the worst video ever produced by Atari. Of course, there are hacks to fix these things, and plenty of "real estate" in that case. Has anyone ever seen a 1200XL using an 800XL Motherboard? Certainly would require case surgery, but probably the biggest question would be if the keyboard connectors are the same (plug and play :-)
Larry

126. Re: name that game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 13:58:59 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <DKYZ7.4079$Y01.268272@news01.chello.no>
Source record: 32096

Wasn't this asked some days ago ? I still think it sounds like Mercenary

"Jay" <jay.bellNOSPAM@btinternet.com> skrev i melding
news:a0shm7$9na$1@knossos.btinternet.com...
> ok a game for a atari 8 bit - can't remember very much about it, but it
was
> a kind of fly around thing, with a simple green/blue sky/ground thing, and
> wireframe graphics for buildings. can't remember what the object of the
game
> was either!
>
> any help would be appreciated!
>
> tia
> jay.b
>
>

127. Re: Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 15:34:36 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a19qsj$cm8$1@goliath.news.is-europe.net>
Source record: 31997

look at http://www.runtime.demon.co.uk/Systems/Atari/Books/BookIndex.html
you will like it.

also http://www.atariarchives.org/mapping/ is quite nice.

cheers
Chris

"John McCulloch" <mcculloch@accesstoledo.com> schrieb im Newsbeitrag
news:hENZ7.363936$C8.26488051@bin4.nnrp.aus1.giganews.com...
> Ebay is getting a little sparse on Atari stuff and there's some things I
> need. Although I can read 6502 assembler, I'm a little, no a lot, rusty
on
> the instruction set and have nothing on the memory map (which is really
the
> more important info anyway). Also, I'd like to get a hold of the MAC/65
> toolkit and the SpartaDOS toolkit (x32g if it matters). So here's what I
> think I need:
>
> Books like Mapping the Atari and/or DeReAtari.
> The MAC/65 toolkit on ATR or disk.
> The spartados toolkit with docs if there are any.
>
> Can anyone tell me where I might get the books and if either or both
> toolkits are available anywhere and if they are still licensed? I
> downloaded an ATR for MAC/65 toolkit but it was blank. I also downloaded
> the spartados toolkit as an .arc. The DISKCOMM I had doesn't work (just
get
> a few lines of header and the rest of the screen is junk), and I'm not
even
> sure it would turn and .arc into a useable disk if I had a version that
did
> work.
>
> Any ideas?
> Thanks,
> John
>
>
>
>

128. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 19:44:23 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <HG1_7.47132$58.3708766@zwoll1.home.nl>
Source record: 31999

Russ Gilbert

: I don't think anyone has a good history of versions of Sparta on web.

I only have the most important on my site.

: I noticed one site where the person had modified Sparta for use
: with PAL machines.

It was a patch (changing bytes using a sector-editor) for SD 3.2c/3.2d, published by ABBUC magazin (Germany). It seems to work with about any version of Sparta-Dos.

I also have other "non-official" versions listed, like the ones patched by John Picken. Those relocate a buffer to RAM under the o.s. Results in more free RAM. (Not compatible with BASIC-XE)

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic message"
"That's nothing. If you play it forward, it installs Windows XP"...

129. ATR8000 & Gamelink

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 19:44:26 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C38A919.2C19433B@cswebmail.com>
Source record: 31998

I have started a place for Gamelink networking at
"www.a8maestro.com/gamelink/" with pics, software and link.

I restarted the work transcribing the ATR8000 SIG newsletters for
posting, not much yet, but 5 or so in a few days at
"www.a8maestro.com/atari/info/ballho.htm".

And there are a lot of changes and new things such as the info on using
other computers as A8 peripherals.

Rick D.

130. Uploaded WriteAtr V0.91 beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-06 20:22:48 UTC
From: usenet-20020106@hias.horus.com
Message-ID: <slrna3ha1m.12c.usenet-20020106@camel.hias.horus.com>
Source record: 32000

I've got several requests to support higher capacity disk drives, and
therefore decided to upload a new preliminary version of WriteAtr
(V0.91 beta) to my homepage.

The new version is designed to support the following formats:
- 360k DS/DD 5.25"
- 360k DS/DD 5.25", as used by the XF551 drive (reversed track order
on side 2)
- 720k DS/DD 3.5"
- 1.44M DS/HD 3.5"

Have a look at the documentation included in the ZIP-file for more
information.

Please note that I did not yet have the possibility to test the new
code with real Atari disk drives, since I do not own a XF551 and
currently don't have access to my 3.5" (HDI) drive. So, if possible,
test it yourself, and email/post your experiences! (So far, I
have only tested the code for 180k SS/DD 5.25" disks with my 1050 -
and it seems to work)

If you are having troubles with V0.91 beta, please use the older
version V0.9 beta.

You can download both versions from my homepage:
http://www.horus.com/~hias/atari/

so long,

Hias

131. BountyBob

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 01:43:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <u37_7.9178$Vz3.1076793@newsread2.prod.itd.earthlink.net>
Source record: 32002

Dan;
I was looking at the code for the XE version you patched; did I see a call
to open a cassette? If so, any idea why? There certainly seemed to be many,
many STAs to PortB; what discerned which to patch?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

132. Re: Any Telnet BBS up?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 04:22:51 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c392284$0$35624$1dc6e903@news.corecomm.net>
Source record: 32003

cth.dtdns.net

133. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 04:27:20 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c392391$0$35621$1dc6e903@news.corecomm.net>
Source record: 32004

OK (about history of SpartaDOS).
I was thinking you were John K. Picken.
I don't know why I thought that, something about Picken's programs
being on your site (Thunderdome). I thought Fox-1 was J. Picken.
Regards,
Russg

134. Re: BountyBob

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 04:42:36 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1b8q7$2ne$1@slb6.atl.mindspring.net>
Source record: 32005

don't know why the CASINI stuff is there... I think its some kind of boiler-plate type loader code that the crackers put in. Probably doesn't make much difference.

The real key was to find all the incorrect portb sta's, which look like this:

```
A9 8F LDA #$8F
8D 01 D3 STA $D301
```

actually there are a few bits that store $8E also. In either case, to not trigger a bank switch in the XE, one must set bits 4 & 5 of port B to be compatible with a stock 800XL, so for the code above, the $8F should be $BF. There were something like 4 or 6 bits of code like this in the whole thing.

-Dan

135. Re: Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 05:17:54 UTC
From: Jim Schmidt <skibo@fuse.net>
Message-ID: <3C392F82.DA492B47@fuse.net>
Source record: 32006

John,
http://www.atariarchives.org/mapping/ is Mapping the Atari.
http://www.dislerdesign.com/Atari/ is DeReAtari online . Good luck!
Jim

John McCulloch wrote:

> Ebay is getting a little sparse on Atari stuff and there's some things I
> need. Although I can read 6502 assembler, I'm a little, no a lot, rusty on
> the instruction set and have nothing on the memory map (which is really the
> more important info anyway). Also, I'd like to get a hold of the MAC/65
> toolkit and the SpartaDOS toolkit (x32g if it matters). So here's what I
> think I need:
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> Books like Mapping the Atari and/or DeReAtari.
> The MAC/65 toolkit on ATR or disk.
> The spartados toolkit with docs if there are any.
>
> Can anyone tell me where I might get the books and if either or both
> toolkits are available anywhere and if they are still licensed? I
> downloaded an ATR for MAC/65 toolkit but it was blank. I also downloaded
> the spartados toolkit as an .arc. The DISKCOMM I had doesn't work (just get
> a few lines of header and the rest of the screen is junk), and I'm not even
> sure it would turn and .arc into a useable disk if I had a version that did
> work.
>
> Any ideas?
> Thanks,
> John

136. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 05:36:35 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <j9ci3ukh2hk8vvesnpi0clo8ngsdq62fsk@4ax.com>
Source record: 32007

On Sun, 06 Jan 2002 10:17:46 GMT, usenet-20020106@hias.horus.com (Matthias Reichl) wrote:

>On Sat, 05 Jan 2002 20:17:27 GMT, Matthias Reichl wrote:
>> Another thing I don't quite recall is the sector arrangement used by the
>> XF551. IIRC sectors 1-720 were located on side 1 in the tracks 0-39,
>> and sectors 721-1440 were locaded on side 2. The thing I don't know is
>> if the tracks were reversed on side 2 or not...
>
>I've just found it in the FAQ:
>Side 2 is written in reverse track order[1].
>
>Be prepared for another beta version later this day!
>
>so long,
>
>Hias
>
>[1] Yes, I think Atari had a strange kind of humor, especially
> when inventing new 'compatible' formats :)

Regarding XF551 DS/DD disks...

Looks like you're reading the sectors in tracks (or some other kind of blocks), and the sectors within the block are in reverse order... (I'm refering to sectors 721-1440). Something like, instead of 721->729 they are written 729->721 or maybe instead of 721-738, 738->721 (more probably the latter). I'll email you some ATR images... (3 total)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

137. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 07:19:21 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <ZZb_7.34096$NC1.9486397@news1.elcjn1.sdca.home.com>
Source record: 32008

In article <hHuZ7.275525$Ga5.49521821@typhoon.tampabay.rr.com>,
KMFerrante@cfl.rr.com says...
>
>
>How many users here have a 512k rambo? or a 320k XL?

Which flavor expansion is this? Is this the one that used the 16K banks? I've got a 576K 800 XL but I no longer have the documentation.

>I picked up an XL a few years ago that had a 320k upgrade but for some
>reason stoped working and I must fix it.

Have you checked for a bad connection some where? My 576K looses about 256K every now and then and I have to make sure everything is seated and the solder connections are good.

138. Power supply question

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 07:38:40 UTC
From: bobbyshaw@aol.com
Message-ID: <20020107023840.11298.00000175@mb-fn.aol.com>
Source record: 32009

I am currently testing all my old Atari stuff for a near future sale (see link in sig line). I've looked at the FAQ for some power supply info, and have a question. The FAQ shows the following:

9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,822,850,1010,1200XL,810,1020,1050,XF551

Now, it appears that my one CO17495 power supply doesn't work. I hooked one of my several CO14319's to my 1050 drive in order to test my software, and it's been working fine. I see that the 2 power supplies deliver different power amounts, and that the 1050 isn't listed on the devices for the CO14319.

Am I causing (or already caused) any damage to the power supply or floppy drive?

Thanks,
Robert Shaw

--
Interested in vintage Atari 8-bit equipment? See what I'm auctioning soon:
http://www.mindspring.com/~robe294/atari_sale.htm

139. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 07:45:26 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <qmc_7.34155$NC1.9503845@news1.elcjn1.sdca.home.com>
Source record: 32010

In article <B85A56E4.1C2C%design3d@2-scale.com>, design3d@2-scale.com says...
>
Doesn't anybody remember Compyshop!? At a CompuFest 12 years ago a rabid
Apple][GS user even gave my poor little 832K Atari 800 XL that was running
that demo a compliment. (576K in the 800, 256 MIO). I had to share a table
with a commie. He walked off and didn't come back. 8-)

>CES DEMO 1985 is the best demo i have come across for the Atari 8-bit
>systems. It shows a shaded robot marching on a 3D-like walkway and a 3D
>shaded spaceships with smooth scrolling starfield in the background.

That one was pretty good.

>Another one is a rotating Atari logo (with flying colors) and then flying
>swan fly by. Of course, the Bouncing balls is a classic for the Ataris.

My wife hated those demos. 8-) I had the sound routed to a boom box and I'd
crank up the volume. (weren't the bouncing balls the Amiga demos?).

>
>(got Atari VCS in 198....1) Never used one of those.
>(Atari 400 in 1982.....) Same here.
>(Atari 800XL in 1984...) Same here.
>(Atari ST in 1995...) 1988
>(SGI Crimson in 1992) Jumped ship to the Amiga in '89
>(Mac Powerbook in 1996) Went clone in '95 when my Amiga was too costly
>(Octane/SSI in 2001) to keep running. Ghod, I miss her. 8-)

>(now I am into retrocomputing with Atari 8-bit, hee hee)

Same here. All this talk about Ataris make me want to set mine up again. Last
year I bought an Express cart off eBay and I just got my hands on an Atari
600 XL to replace one my kids tore apart years ago.

140. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 08:11:40 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <0Lc_7.34214$NC1.9514212@news1.elcjn1.sdca.home.com>
Source record: 32011

In article <o2.02.SH2dHKlVnQaNOPb.NR@aqu.bekkoame.ne.jp>,
hog@aqu.bekkoame.ne.jp says...
>
>
>Richard Kilpatrick wrote:
>

>Could you elaborate a bit on the XEM sound chip BTW? It's a news
>to me.
>--
That would be the Amy chip. Its been a while so I remember very few details.
I think this was being developd by Alan Kay and they never could get it to
work very well without eating up all the resources. They outsourced the work
and it disappeared into vaporland.

(Alan Kay is the guy who devleoped WIMP at PARC/Xerox).

141. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 08:21:53 UTC
From: nj_toothenbecker@hotmail.com
Message-ID: <BUc_7.34236$NC1.9514713@news1.elcjn1.sdca.home.com>
Source record: 32012

In article <t1vX7.3334$F01.156242@nnrp1.ptd.net>, scottith@ptd.net says...
>
>
>> The original 800 still wins with regard to cool points. =)
>
>Still the BEST keyboard I've ever used (of any system)
>
I've always liked the keyvoard on the 400s. With a couple ballpeen hammers I
could hit about 5 words a minute. I liked the one on the 800 XL the best.

142. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 12:20:49 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1c3r2jtd1@nets3.rz.RWTH-Aachen.DE>
Source record: 32013

Howdy motherboard observers

> I guess you're right; what still strikes me as odd is that the 800XL
> mobo seems to have a similar facility in far fewer components (just a
> small section in the video circuit, ~10 parts in total IIRC... and I'm
> too lazy to open it up again just now *^_^*). Hmmmm...

You mentioned U35 before. It probably was never used outside the Atari
research and development department. U35 was used when U34 was not CO25953
but a PAL16V8. For some reason the PAL16V8 needed a slightly different
(probably only shifted in time) HALT signal.

CU Mathy van Nisselroy

143. Re: Power supply question

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 13:07:36 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3pu4m8g2v.fsf@europa.pienet>
Source record: 32014

> Now, it appears that my one CO17495 power supply doesn't work. I hooked one of
> my several CO14319's to my 1050 drive in order to test my software, and it's
> been working fine. I see that the 2 power supplies deliver different power
> amounts, and that the 1050 isn't listed on the devices for the CO14319.
>
> Am I causing (or already caused) any damage to the power supply or floppy
> drive?

Its extremely unlikely anything is being damaged by the broken power supply. The different ratings refer to the rated output power of the transformer inside the power supply unit- functionally, the power supplies are identical. It is arguable that the higher rated unit is more suited for the computers, the lower for the floppy drives- but I think they're pretty much interchangable.

The old Atari supplies have a fuse in the unit that wears out over time. The transformer itself is probably just fine. One procedure we've used is to crack open the transformer case, replace the fuse, reassemble. I'd include the transformer in the lot with the understanding its disabled- its quite fixable and Atari stuff isn't so common that it should be thrown away...

Gregm

144. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 13:58:46 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B85F13C6.1CA7%design3d@2-scale.com>
Source record: 32015

in article d1rZ7.6026$TI3.42807@typhoon.sonic.net, William Kendrick at nbs@sonic.net wrote on 1/4/02 6:37 PM:

> You haven't seen many, have you? Joyride is a nice two-disk-long
> demo with lots of parts, awesome music, and very cool effects
> (hardware and software)

Where can I download that for my Atari 800xl? never heard of it.

When was it written? I will be surprised if it was written in the mid- or early-90s.

The only problem is that I don't have a modem for it to get Joyride. I probably would need APE/Prosystem to save it on a 1050 floppy disk from a PC to appreciate the demo on my 800xl.

Any other GREAT demos for the 8-bit?

Mike
2Scale Inc.
Toledo, OH

145. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 14:03:15 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B85F14D3.1CA8%design3d@2-scale.com>
Source record: 32016

in article BUc_7.34236$NC1.9514713@news1.elcjn1.sdca.home.com, Nearl J Toothenbecker at nj_toothenbecker@hotmail.com wrote on 1/7/02 3:21 AM:

> I've always liked the keyvoard on the 400s. With a couple ballpeen hammers I
> could hit about 5 words a minute. I liked the one on the 800 XL the best.
>

Yeah, I couldn't be able to type the Atari 400 too well, before deciding to get a better one, the Atari 800xl from Santa.

When I got that 800, I was surprised to find that my college roommate mentioned to me (back in 1983) about the Atari 1400xl (with built-in voice synthesizer) and the 1450XLD (with internal dual-disk drive, rare!!!!)

Mike

146. My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 14:12:24 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B85F16F8.1CA9%design3d@2-scale.com>
Source record: 32017

Does anyone know of a good website or FTP site that might have all/most of the games for the Atari-8bit?

Activision, Synapse, Atari's, oh boy, lots of companies these days....

HERO, Keystone Kapers, Kaboom, FlipFlop, OilWells, Mr.Robot are my all time favorites, to name a few here. Beside PacMan, etc.

I love Mr. Robot because I can redesigned the donkey-kong-like futuristic structures, obstacles in the game, so colorful and challenging and different all the time.

My _LAST_ game I ever got for the Atari 8-bit is the SpinDizzy, back in 1987, because it is the last game I trade with my roommate before I graduated college. Spin Dizzy is a variant of Marble Madness but it makes you dizzy because of maze complexity. Much better than the Mission Impossibility.

I would LOVE to know:

what are game titles AFTER 1987?

What would be the LAST game titles ever programmed (or sold) and what year?

I would be surprise if there are more game titles during the mid-1990's.

Mike

147. fa: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 15:07:54 UTC
From: bsg <bigsexygav@POOPyahoo.com>
Message-ID: <MQi_7.9613$qL3.1490889@news6-win.server.ntlworld.com>
Source record: 32018

Atari 1050 Disc Drive - Currently at £25
http://page.auctions.shopping.yahoo.com/uk/auction/59155695

Atari 800xl, XC12 Datasette and games - Currently at £4.99
http://page.auctions.shopping.yahoo.com/uk/auction/59155877

thanks for looking

regards

Gavin
www.xscomputers.co.uk
www.xshosting.co.uk

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

148. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 15:30:31 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a1cenk$2ufq$1@news.nextra.cz>
Source record: 32019

```
"Joyride" megademo by Hard Software, Hungary, 1995. For compy party held in
Orneta
Poland, August 1995. Two enhanced density (Atari 1050, 127K per side ...
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/joyride.txt
```

"Mike Stepansky" <design3d@2-scale.com> p&#65533;se v diskusn&#65533;m pr&#65533;spevku
news:B85F13C6.1CA7%design3d@2-scale.com...
> in article d1rZ7.6026$TI3.42807@typhoon.sonic.net, William Kendrick at
> nbs@sonic.net wrote on 1/4/02 6:37 PM:
>
> > You haven't seen many, have you? Joyride is a nice two-disk-long
> > demo with lots of parts, awesome music, and very cool effects
> > (hardware and software)
>
>
> Where can I download that for my Atari 800xl? never heard of it.
>
> When was it written? I will be surprised if it was written in the mid- or
> early-90s.
>
> The only problem is that I don't have a modem for it to get Joyride. I
> probably would need APE/Prosystem to save it on a 1050 floppy disk from a
PC
> to appreciate the demo on my 800xl.
>
> Any other GREAT demos for the 8-bit?
>
> Mike
> 2Scale Inc.
> Toledo, OH
>
>

Odchoz&#65533; zpr&#65533;va neobsahuje viry.
Zkontrolov&#65533;no antivirov&#65533;m syst&#65533;mem AVG (http://www.grisoft.cz).
Verze: 6.0.313 / Virov&#65533; b&#65533;ze: 174 - datum vyd&#65533;n&#65533;: 02.Jan.02

149. Re: Really Hacking a 1200XL!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 18:35:43 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <0hqj3ukmpuiaicq9uomd2boh9q32jrntui@4ax.com>
Source record: 32020

On 06 Jan 2002 13:45:25 GMT, llpwhite@cs.com (LLpwhite) wrote:

>
>I've never owned a 1200 XL, but there are quite a few folks who have raved
>about the keyboards. But then there is the downside - OS, no built-in basic, no
>PBI, arguably the worst video ever produced by Atari. Of course, there are
>hacks to fix these things, and plenty of "real estate" in that case. Has
>anyone ever seen a 1200XL using an 800XL Motherboard? Certainly would require
>case surgery, but probably the biggest question would be if the keyboard
>connectors are the same (plug and play :-)

I can tell you that the keyboard connectors are not the same. The
800XL connector is some kind of mylar connector, while the 1200XL has
a pin header type connector.

So you would have to do some soldering to get the 800XL keyboard into
a 1200XL I guess.

--
Shawn Jefferson

150. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 18:46:37 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <h2m_7.6872$TI3.53684@typhoon.sonic.net>
Source record: 32021

Dan Vernon <dan@bitsofthepast.com> wrote:
: Is there instructions somewhere... or would someone be kind enough to post
: them here... regarding how to install a PAL Antic on top of the NTSC Antic
: with a switch so they can be selected before booting?

I asked about that once. Bob Woolley told me it wasn't worth it ;)
(And that was Bob Woolley talking!)

-bill!
Bob! I want my 1200XL back, damnit! :)

151. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 18:54:40 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <Q9m_7.6875$TI3.53684@typhoon.sonic.net>
Source record: 32022

Mike Stepansky <design3d@2-scale.com> wrote:
: in article d1rZ7.6026$TI3.42807@typhoon.sonic.net, William Kendrick at
: nbs@sonic.net wrote on 1/4/02 6:37 PM:

:> You haven't seen many, have you? Joyride is a nice two-disk-long
:> demo with lots of parts, awesome music, and very cool effects
:> (hardware and software)

: Where can I download that for my Atari 800xl? never heard of it.

This appears to be Hard Software's website:

http://www.geocities.com/SiliconValley/Vista/6084/progs.html

You can also get it pretty much anywhere. :)

: When was it written? I will be surprised if it was written in the mid- or
: early-90s.

1995.

: The only problem is that I don't have a modem for it to get Joyride. I
: probably would need APE/Prosystem to save it on a 1050 floppy disk from a PC
: to appreciate the demo on my 800xl.

I simply used APE and an SIO2PC cable... no floppy drive involved. ;)

: Any other GREAT demos for the 8-bit?

Cool Emotion and Veronika, also by Hard Soft. Not quite as awesome as
Joyride, but still good.

-bill!

152. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 18:58:30 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a1cr4p$1je8$1@wrath.news.nacamar.de>
Source record: 32136

Who needs so much Memory? I've got a 320XE (256k Extra), this is more than enought. I use only 33% of my RAMDISK.

Mirko

"Nearl J Toothenbecker" <nj_toothenbecker@hotmail.com> schrieb im Newsbeitrag news:ZZb_7.34096$NC1.9486397@news1.elcjn1.sdca.home.com...
> In article <hHuZ7.275525$Ga5.49521821@typhoon.tampabay.rr.com>,
> KMFerrante@cfl.rr.com says...
> >
> >
> >How many users here have a 512k rambo? or a 320k XL?
>
> Which flavor expansion is this? Is this the one that used the 16K banks? I've
> got a 576K 800 XL but I no longer have the documentation.
>
> >I picked up an XL a few years ago that had a 320k upgrade but for some
> >reason stoped working and I must fix it.
>
> Have you checked for a bad connection some where? My 576K looses about 256K
> every now and then and I have to make sure everything is seated and the
> solder connections are good.
>

153. Re: Really Hacking a 1200XL!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 19:18:44 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c39f3de_3@news.iglou.com>
Source record: 32023

Shawn Jefferson wrote in message
<0hqj3ukmpuiaicq9uomd2boh9q32jrntui@4ax.com>...
>I can tell you that the keyboard connectors are not the same. The
>800XL connector is some kind of mylar connector, while the 1200XL has
>a pin header type connector.
>
>So you would have to do some soldering to get the 800XL keyboard into
>a 1200XL I guess.
>
The 1200XL keyboard has two chips, which are located on the main board of
most
other Ataris. I once wired a 1200XL keyboard onto a 400, but I no longer
have
the 400 or any written notes about how I did it.

154. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:16:04 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0204.C8CF25D8@mail.uni-mainz.de>
Source record: 32024

Well,
I had the My-Ide for some weeks - until I sold it.
It worked merely with My-DOS (My-IDe = MyDOS!) not with sparta or bewe dos.
It is limited to 8 drives or partitions, if you have the S.O.S. (selfmade-OS) all of these 8 drives can be booted, otherwise booting is limited to drive 1. Disadvantages:

- uses only 8bit/half of the parallel bus, thus half of your harddisk is wasted/unused (does not matter if you have a gigabyte harddrive, I know...)
- is slower than most other hard drive interfaces (black box, msc, etc.)
- works only under DOS 2 / MyDOS not sparta or other non-Dos-2
- is limited to 8 drives/partitions or even less if you still have and use real drives/ramdisks

Advantages:

- very very cheap !!! cheapest avaiable harddisk interface, I think;
- no copyright (also no warranty) and thus no flamewars with dealers, vendors or copyrightholders (especially after the dealers have disappeared); it is free usable for everyone...
- versions for 400/800 and XL/Xe computers avaiable...
- can use 16MB partitions and subdirs under MyDOS...

Thats all so far. Hope it was not to negative. Greetings, Andreas.

Shawn Jefferson schrieb:
>
> On Sun, 23 Dec 2001 14:38:25 GMT, ebaiz@skyenet.net (Edward S. Baiz
> Jr.) wrote:
>
> >>I just built the MyIDE interface (Thanks Sijmen)...WOW--having a hard disk on
> >>my 800xl ..REALLY COOL! Has anybody else built this??? What is your expirience
> >>with it?? Also I just got introduced to MYDOS, I figured it out enough to use
> >>it but where can i get the documents for it??
>
> How easy was it to build? Did you make the cartridge or internal
> version?
>
> Can you only use MyDOS with it? Will it work with SpartaDOS?
>
> Is it simple to copy disk images and then boot from those images? How
> many images can you put on the disk without disturbing your hard-drive
> DOS partitions?
>

> Thanks,
>
> --
> Shawn Jefferson

155. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:26:51 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A048B.8291D5B4@mail.uni-mainz.de>
Source record: 32025

Well,
both Sheol and Timekeeper are saved in a form, they will boot
automatically and load/copy all nescesarry stuff to Ramdisk. But here is
the problem: They merely support polish ramdisks, known as Toms 256k,
320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
meaning these two demos (and a few others, like Cogito from AIDS) will
not run on our western ataris. Sad but true, I have a so-called
compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
do not run on this RD. These demo guys should have been so nice, to
include a ramdisk setup-menu, like some other fellows did. Then everyone
would be able to enjoy these megademos. Ok, maybe someone is able to
patch these demos (the ramdisk / rambank bytes) or include a ramdisk
setup-menu, so they can be run on other computers / ramdisks also
?!?! -Andreas.

Kathleen Ferrante schrieb:
>
> How do you run the Timekeeper Demo?
> I boot the disk and I just get dos with lots of files, I do see a w.bat file
> but what do I type to run it?
>
> Thanks
>
> "Daniel Ko¼miñski" <dely@scene.pl> wrote in message
> news:a0f3mn$so1$1@news.tpi.pl...
> > > I have seen a lot of demo's on the 800xl, but which is the best
> > > one??.What do you think?
> >
> > 1. Sheol
> > 2. Asskicker
> > 3. Khaiet
> > 4. Timekeeper
> >
> > dely
> >
> >
> >

156. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:29:53 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0541.4DFADA23@mail.uni-mainz.de>
Source record: 32026

Well,
good but old. there are many newer demos with much better effects.
(for old demos, I still enjoy the XANTH demos, Video Blitz, Amiga Boink,
Shiny Bubbles and such). Try searching for polish demos from 1994-1999,
for example at atari-area... (where Dely is from). greetings, andreas.

Lance Ringquist schrieb:
>
> hi,
> back to life, and drunk tank, they are the best that i have seen.
> happy new years also to all,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

157. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:37:39 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0713.5F470440@mail.uni-mainz.de>
Source record: 32027

Well,
speaking of FSII, I have a delicate question: microsoft had to patch
their newest version of their flight Sim., so no-one had any longer the
chance to crash into sky-scrapers. Besides that they had to remove the
WTC towers (we all know why).

Now, in FSII there is a scenery disk New York (or is it already part of
the main game?) and as far as I know, you can fly around the Statue of
Liberty. Is it also possible to crash into a high building and
especially does the New York scenery of FSII include the skyline of New
york ?!?

Well, I won`t try to crash into something, but I do hope Bruce artwick
was smart enough not to include such a possibility into FSII...
-Andreas.

Jerry schrieb:
>
> Okay, here goes the flame invite!
>
> For a long time I've been trying to figure out the copy protection
> built into Flight Simulator II (not every waking minute mind you --
> I'm not that crazy, but you get the idea?). I *love* FSII and have
> bought many versions over the years for Atari 8bit, ST, Mac and PC as
> well as scenery.
>
> Why did I want to crack the program? Three reasons: because I wanted
> to make working backups of my precious 8bit disks, because (and this
> is the most important reason) I wanted to use FSII with Atari800Win
> and other emulators and because I wanted to boot FSII from my 8bit
> hard drive.
>
> The protected FSII allows only approximately 40 seconds of flight
> before blanking the screen and disabling the keyboard.
>
> But now I've located the code that does the dirty work! Here's how to
> unprotect your FSII...
>
> Make a backup copy with a sector copier (but ignoring bad sectors).
> Use a sector editor (I use Diskmaster) to locate sectors 206 and 207
> and NOP (that is insert hex value 1A in place of) the following bytes:
> 78, A9, 00, 8D and 0E at the end of sector 206 and D4, 20, 82, 1B, 4C,
> 75 and 40 at the start of sector 207.
>
> Write these sectors back to your copy disk. Now boot the game and

> enjoy as many hours as you like of flying! The method works equally
> well for disk images.
>
> Please notice that I haven't posted a cracked copy of the program
> anywhere. All I'm doing is telling you how to break potection of your
> *own* copy (though I don't suppose Bruce Artwick and co. could care
> less whether we post 8bit versions of FSII or not! He'd probably just
> be happy that we still wanted to use it...)
>
> I may write a little patch that locates the bytes and changes them
> automatically. If I do, I'll post it to the binaries group.
>
> Happy flying!
> Jerry

158. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:40:35 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A07C3.A8E49E68@mail.uni-mainz.de>
Source record: 32028

Well,
how do you fool some copy protected EA games (then known as ECA) ?!?
Write $EA into some special sectors, ha haha... -Andreas.

Paul Irvine schrieb:
>
> On Sun, 30 Dec 2001 10:44:27 -0500, "Russ Gilbert" <russg@en.com>
> wrote:
>
> >Uhm. $1A isn't a regular op code. NOP is $EA.
> >I don't know what 1A does.
> >Russg
> >
> Same...Still a NOP

159. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:50:41 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0A21.ED2A3371@mail.uni-mainz.de>
Source record: 32029

[snip]

Hello Michael,
maybe we can include some info about Atari programs that a) support xtra-ram (but still run on 48k or 64k machines) and b) absolutely need xtra-ram (and thus will not run on a 48k or 64k machine). I do not know where to include this info into your FAQ, but if you are interested, I can create a list with lots of programs I know, belonging to subject a or b. Think this could be of interest especially for those Atarians that have xtra-ram avaiable (or those who do not know what to use the xtra-ram for...) greetings, Andreas.

160. Q: Can I use an ST monitor on an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 20:54:33 UTC
From: D&D FAN! <>
Message-ID: <1j2k3us7dkpurfeq8u66i45ectgejp6d14@4ax.com>
Source record: 32030

I saw an ST monitor in a thrift store ages ago, but didn't think to
look at the connection. Thanks.

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

161. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 21:00:59 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0C8B.3B3849C6@mail.uni-mainz.de>
Source record: 32031

Well,
what most Atarians do not know, is that this is already the cracked or patched file version of the full XANTH CES 1985 demo. the full version was made especially for an Atari 130XE and used its Ramdisk (but not its Freddy chip, like Video Blitz does, argg!!). Thus you had a file of 580 sectors in length, including a) the walking robot, b) the fuji boink, c) the Swan, d) the spaceship and e) a scroller - all in one demo. since this full version was only visible on a 128k machine someone has patched it and created 3 separate file demos, nowadays known as the SWAN demo, the Robot/spaceship demo and the Fuji boink demo. But originally it was just one demo, thats why the swan demo part displays "130XE power" !! -Andreas.

Mike Stepansky schrieb:
>
> CES DEMO 1985 is the best demo i have come across for the Atari 8-bit
> systems. It shows a shaded robot marching on a 3D-like walkway and a 3D
> shaded spaceships with smooth scrolling starfield in the background.
>
> Another one is a rotating Atari logo (with flying colors) and then flying
> swan fly by. Of course, the Bouncing balls is a classic for the Ataris.
>
> I think this CES demo uses the GTIA graphics (graphic 9) capability.
>
> Keeping this newsgroup alive, anybody else ever seen a nice demo for the
> Atari?
>
> Mike
>
> (got Atari VCS in 198....1)
> (Atari 400 in 1982.....)
> (Atari 800XL in 1984...)
> (Atari ST in 1995...)
> (SGI Crimson in 1992)
> (Mac Powerbook in 1996)
> (Octane/SSI in 2001)
> (now I am into retrocomputing with Atari 8-bit, hee hee)

162. Re: Uploaded WriteAtr V0.91 beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 21:10:39 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A0ECF.F30D3556@mail.uni-mainz.de>
Source record: 32032

Well,
the XF can be upgraded to 3,5". You can then also use 720k - but I guess it still uses the reverse track order (not compatible with the HDI). But anyways, how many HDI`s are out there (approx. 50 items) compared to the thousands of XF drives ?!?
greets, Andreas.

Matthias Reichl schrieb:
>
> I've got several requests to support higher capacity disk drives, and
> therefore decided to upload a new preliminary version of WriteAtr
> (V0.91 beta) to my homepage.
>
> The new version is designed to support the following formats:
> - 360k DS/DD 5.25"
> - 360k DS/DD 5.25", as used by the XF551 drive (reversed track order
> on side 2)
> - 720k DS/DD 3.5"
> - 1.44M DS/HD 3.5"
>
> Have a look at the documentation included in the ZIP-file for more
> information.
>
> Please note that I did not yet have the possibility to test the new
> code with real Atari disk drives, since I do not own a XF551 and
> currently don't have access to my 3.5" (HDI) drive. So, if possible,
> test it yourself, and email/post your experiences! (So far, I
> have only tested the code for 180k SS/DD 5.25" disks with my 1050 -
> and it seems to work)
>
> If you are having troubles with V0.91 beta, please use the older
> version V0.9 beta.
>
> You can download both versions from my homepage:
> http://www.horus.com/~hias/atari/
>
> so long,
>
> Hias

163. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 21:15:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3A100C.368EC27@mail.uni-mainz.de>
Source record: 32033

Well,
you missed the goldrush, er, software-rush from Poland. They brought us
software from 1989-1997; even nowadays there are some cool programmers
left, so if we are lucky, we are going to see DOOM XL, Mr. Proper,
International Karate Plus and other titles soon. -Andreas.

Mike Stepansky schrieb:
>
> Does anyone know of a good website or FTP site that might have all/most of
> the games for the Atari-8bit?
>
> Activision, Synapse, Atari's, oh boy, lots of companies these days....
>
> HERO, Keystone Kapers, Kaboom, FlipFlop, OilWells, Mr.Robot are my all time
> favorites, to name a few here. Beside PacMan, etc.
>
> I love Mr. Robot because I can redesigned the donkey-kong-like futuristic
> structures, obstacles in the game, so colorful and challenging and different
> all the time.
>
> My _LAST_ game I ever got for the Atari 8-bit is the SpinDizzy, back in
> 1987, because it is the last game I trade with my roommate before I
> graduated college. Spin Dizzy is a variant of Marble Madness but it makes
> you dizzy because of maze complexity. Much better than the Mission
> Impossibility.
>
> I would LOVE to know:
>
> what are game titles AFTER 1987?
>
> What would be the LAST game titles ever programmed (or sold) and what year?
>
> I would be surprise if there are more game titles during the mid-1990's.
>
> Mike

164. Re: Can I use an ST monitor on an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 21:56:12 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u3k68mb4n9o47d@corp.supernews.com>
Source record: 32034

<D&D FAN!> wrote in message
news:1j2k3us7dkpurfeq8u66i45ectgejp6d14@4ax.com...
> I saw an ST monitor in a thrift store ages ago, but didn't think to
> look at the connection. Thanks.

None of them will work.

165. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 22:57:01 UTC
From: usenet-20020107@hias.horus.com
Message-ID: <slrna3k85b.146.usenet-20020107@camel.hias.horus.com>
Source record: 32035

Hi!

On Mon, 07 Jan 2002 00:36:35 -0500, machf wrote:
> Regarding XF551 DS/DD disks...
>
> Looks like you're reading the sectors in tracks (or some other kind of blocks),
> and the sectors within the block are in reverse order... (I'm refering to
> sectors 721-1440). Something like, instead of 721->729 they are written 729->721
> or maybe instead of 721-738, 738->721 (more probably the latter). I'll email
> you some ATR images... (3 total)

That's correct - I just verified it with the ATRs I got from you.

I hope I can implement a fix during this week - if I have the time
(today's my first day back at my job, after two weeks of holidays...)

so long,

Hias

166. Re: Uploaded WriteAtr V0.91 beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-07 22:57:02 UTC
From: usenet-20020107@hias.horus.com
Message-ID: <slrna3k9fu.146.usenet-20020107@camel.hias.horus.com>
Source record: 32036

Hi!
On Mon, 07 Jan 2002 22:10:39 +0100, Andreas Magenheimer wrote:

> Well, the XF can be upgraded to 3,5". You can then also use 720k - but
> I guess it still uses the reverse track order (not compatible with the
> HDI).

Sounds reasonable.

When the 360k XF551 mode works, supporting this format should be no
problem.

I assume, the XF551 stores 80 tracks of 18 sectors on each side of the
3.5" disk - correct?

> But anyways, how many HDI`s are out there (approx. 50 items) compared
> to the thousands of XF drives ?!?

Could well be :)

BTW: I've designed the core disk acess layer of WriteAtr to be as
flexible as possible. So supporting new formats is not a big problem.

The only problem I've got is that I don't know much about the various
sector to sector/track/head mappings used by the different drives. Since
I only own a 1050 and a HDI, it's quite difficult to reverse-engineer
and to test.

If someone provides me with information concerning the mapping of a
certain drive, I'd be glad to support it!

so long,

Hias

167. The F-S Macro Assembler 40/80

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:15:34 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c3a39d4.27647578@news.atl.bellsouth.net>
Source record: 32037

Does anyone have a copy of this assembler that is offered in the book
AGAPD on the http://www.atariarchives.org site ? tks

ron

168. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:20:51 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <UPq_7.58602$58.4281512@zwoll1.home.nl>
Source record: 32038

Mike Stepansky wrote

: Does anyone know of a good website or FTP site that might have all/most of
: the games for the Atari-8bit?

http://www.newbreedsoftware.com/xlsearch/

: I would LOVE to know:
:
: what are game titles AFTER 1987?

Too much to list...

: What would be the LAST game titles ever programmed (or sold) and what year?

What do you mean with that? You are talking like there are no new games in
development anymore. What about "Mr Proper". What about "Doom"?

: I would be surprise if there are more game titles during the mid-1990's.

Well, be suprised:

-Klatwa
-Miecze Valdgira 1
-Miecze Valdgira 2
-Nero
-Geometria
-Change
-Tusker
-Frank and Mark
-Jurassic Park I
-Extirpator (90's?)
-Jurassic Park II
-Dynakillers
-Geografia Polski
-Global War
-Hawk Moon
-The Jet Action
-Hans Kloss
-Gabi
-Kuadryk
-Muff
-Lemmings
-Brundles
-Czaszki Electra
-Spy Hunter
-Tekblast

-Fire Stone
-Rockman
-Defensor
-Around the Planet
-Streets
-Zbir
-Rycerz
-Spymaster
-Fred
-Shit
-Johnny the Ghost
-Scaremonger
-Oblitroid
-Humanoid
-Battle Ships
-Magia Krysztaly
-Krucjata
-Microx
-Thinker
-Deimos
-Whoops
-Whoops II
-Dagobar
-Thinx
-Syn Boga Wiatru
-Android
-T-34, the Battle
-Upior
-The Convicts
-Outris
-Knock
-Robal
-Duch
-Gallahad
-Barbarian
-Saper
-Aurum

Hmm, I think I'll stop now, however I've got many more laying around, like
Monstrum, Klax, the Warsaw Tetris, Tommies, Midnight,... no copies... all
ORIGINAL disks... o.k. I shut up now...

(p.s. I didn't even start listing utilities like music-composers, painters,
MOD-trackers and players etc...)

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

169. Re: Further Adventures in SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:24:53 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <zTq_7.58622$58.4282366@zwoll1.home.nl>
Source record: 32039

Russ Gilbert wrote

: OK (about history of SpartaDOS).
: I was thinking you were John K. Picken.

Nope.

: I don't know why I thought that, something about Picken's programs
: being on your site (Thunderdome). I thought Fox-1 was J. Picken.

Nope. Never even met him. A bit difficult as I live in the Netherlands while
he lives in the USA :-)
But he coded some very interesting things, like his ramdisk-drivers, and a
small hack for my BBS to increase harddisk I/O...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

170. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:44:48 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <94.53.VH2j8H1oD7bhnda.NR@aqu.bekkoame.ne.jp>
Source record: 32041

Nearl J Toothenbecker wrote:

> That would be the Amy chip. Its been a while so I remember very few details.
> I think this was being developd by Alan Kay and they never could get it to
> work very well without eating up all the resources. They outsourced the work
> and it disappeared into vaporland.

Fascinating! I've always wondered why Atari hadn't developed the 8-bit
line further - *SO* ahead in '79, then basically stood still. It's
good to see that there were some efforts to push the baby forward :).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

171. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:44:49 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <C4.F3.VH2u89eoD7b00ea.NR@aqu.bekkoame.ne.jp>
Source record: 32040

Mathy van Nisselroy wrote:

> You mentioned U35 before. It probably was never used outside the Atari
> research and development department. U35 was used when U34 was not
> CO25953 but a PAL16V8. For some reason the PAL16V8 needed a slightly
> different (probably only shifted in time) HALT signal.

Mmmmm, so 130XE Rev.B has a facility to accomodate variations in the
PAL video circuitry which was not going to be used in production
anyway, correct 8)?

I guess Kilpatrick-san was not far-off... only it was not the new
sound chip. Far less interesting, yet still fun :).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

172. Atari Printer (P:) emulation on the PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 00:56:34 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <6tr_7.389282$C8.28333345@bin4.nnrp.aus1.giganews.com>
Source record: 32042

Anyone know of a printer emulation on the PC that will work with WinXP and a SIO2PC cable like APE does? APE works very well for disk access, but the WinXP version I've been beta testing doesn't work so well for printing. I still need a way to print from the Atari and I don't have a dedicated printer or an interface to my 800XL to allow that.

I know this might be asking a lot but both Atari810 and APE for XP work great on WinXP for disk access. Atari810 doesn't do printer emulation at all, and APE for XP does try to support it, but it certainly falls short. I've sent my experience with printer emulation to Steven, but no reply yet. At first I thought the problem might be that the printer I was printing to was on a print server on my network, but the same problem exists in printing to a file on the PC. I've tried all kinds of time out variations and it still doesn't work well.

Any ideas?

Thanks,
John

173. Re: ATR8000 & Gamelink

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 01:43:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <39s_7.12438$zw3.1308062@newsread1.prod.itd.earthlink.net>
Source record: 32043

Thanks, Rick; good site. Had been looking for info on the ATR8000 as I still have hopes of resurrecting this old one.

Did you notice there is a reference to a 1987 Byte issue in the Jan '84 notes?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick D." <webrickd@cswebmail.com> wrote in message news:3C38A919.2C19433B@cswebmail.com...
> I have started a place for Gamelink networking at
> "www.a8maestro.com/gamelink/" with pics, software and link.
>
> I restarted the work transcribing the ATR8000 SIG newsletters for
> posting, not much yet, but 5 or so in a few days at
> "www.a8maestro.com/atari/info/ballho.htm".
>
> And there are a lot of changes and new things such as the info on using
> other computers as A8 peripherals.
>
> Rick D.
>
>
>

174. Re: BountyBob

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 02:25:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nMs_7.12310$Vz3.1345152@newsread2.prod.itd.earthlink.net>
Source record: 32044

Aha...

I also noticed a lot of Port B Control activity which does nothing on the
XL/XE series; is it possible to make it run on a 48K 800?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a1b8q7$2ne$1@slb6.atl.mindspring.net...
> don't know why the CASINI stuff is there... I think its some kind of
> boiler-plate type loader code that the crackers put in. Probably doesn't
> make much difference.
>
> The real key was to find all the incorrect portb sta's, which look like
> this:
>
> A9 8F LDA #$8F
> 8D 01 D3 STA $D301
>
> actually there are a few bits that store $8E also. In either case, to not
> trigger a bank switch in the XE, one must set bits 4 & 5 of port B to be
> compatible with a stock 800XL, so for the code above, the $8F should be
> $BF. There were something like 4 or 6 bits of code like this in the whole
> thing.
>
> -Dan
>
>

175. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 02:33:27 UTC
From: llpwhite@cs.com
Message-ID: <20020107213327.00163.00000349@mb-ms.news.cs.com>
Source record: 32045

Hi Andreas-

>It worked merely with My-DOS (My-IDe = MyDOS!)<
Gee whiz, that's too bad! ;-) (said the MyDos user of 17 or so years.)

> - uses only 8bit/half of the parallel bus, thus half of your harddisk is wasted/unused...<
In essence like the upgrade in Atari Classics?
i.e. 256 byte sectors?

Is this likely to work with a ZIP drive? That would take care of the 8 drive limit.

Decided last night to build one of these with an internal notebook drive, so your comments are timely for me -- Thanks!

Larry

176. Re: Which 8-bit Atari to get?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 03:33:31 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <fMt_7.5559$Ms.1791488128@newssvr30.news.prodigy.com>
Source record: 32046

OUCH! I've always been particular to the 800, I like its soft keystrokes and brickhouse case. I only use the XL for the demos the 800 can't handle.
Mo

Nearl J Toothenbecker wrote in message ...
>In article <t1vX7.3334$F01.156242@nnrp1.ptd.net>, scottith@ptd.net says...

>I've always liked the keyvoard on the 400s. With a couple ballpeen hammers
I
>could hit about 5 words a minute.

177. Re: BountyBob

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 06:17:30 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1e2o3nei1@slb7.atl.mindspring.net>
Source record: 32097

I don't think so... the orginal BBSB was a 40k bank-switching cart if I remember correctly... which doesn't give too much room to play with. Who knows... perhaps it could be done if screens were loaded dynamically in from disk or something, but this would be major surgery and understanding that code is hard going.

All other versions of BBSB that I've come across are PAL only. So far, I'm not sure if they will fail to play screen 6 also. You need a real Atari to employ the cheats since the emulators don't support holding down two keys at a time in the same way the real Ataris did. I've ordered a PAL antic from B&C and will pop it in the trusty 1200XL as soon as it arrives to try out those PAL versions.

-Dan

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:nMs_7.12310$Vz3.1345152@newsread2.prod.itd.earthlink.net...
> Aha...
>
> I also noticed a lot of Port B Control activity which does nothing on the
> XL/XE series; is it possible to make it run on a 48K 800?

178. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 08:38:24 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <4ey_7.285442$oj3.54381990@typhoon.tampabay.rr.com>
Source record: 32098

Not true, I run all the polish demos on my 8bit from the MIO hard drive,
Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
theres not 1 demo I cant run, all my 8bits have been upgraded with Antic pal
chip.. Where did you hear that the polish demos will not run on Ntsc
system?
If a user has only 256k then you cant run a program that need atlease 320k

Atari8Man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3C3A048B.8291D5B4@mail.uni-mainz.de...
Well,
both Sheol and Timekeeper are saved in a form, they will boot
automatically and load/copy all nescesarry stuff to Ramdisk. But here is
the problem: They merely support polish ramdisks, known as Toms 256k,
320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
meaning these two demos (and a few others, like Cogito from AIDS) will
not run on our western ataris. Sad but true, I have a so-called
compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
do not run on this RD. These demo guys should have been so nice, to
include a ramdisk setup-menu, like some other fellows did. Then everyone
would be able to enjoy these megademos. Ok, maybe someone is able to
patch these demos (the ramdisk / rambank bytes) or include a ramdisk
setup-menu, so they can be run on other computers / ramdisks also
?!?! -Andreas.

Kathleen Ferrante schrieb:
>
> How do you run the Timekeeper Demo?
> I boot the disk and I just get dos with lots of files, I do see a w.bat
file
> but what do I type to run it?
>
> Thanks
>
> "Daniel Ko�mi�ski" <dely@scene.pl> wrote in message
> news:a0f3mn$so1$1@news.tpi.pl...
> > > I have seen a lot of demo's on the 800xl, but which is the best
> > > one??.What do you think?
> >
> > 1. Sheol
> > 2. Asskicker
> > 3. Khaiet
> > 4. Timekeeper
> >

> > dely
> >
> >
> >

179. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 08:44:19 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <Djy_7.285474$oj3.54385179@typhoon.tampabay.rr.com>
Source record: 32099

Gee I never herd this either, here in the States back in the early 80's these demos where all released as binarys, and they where not programed at the same time, some came out in 84/85/86 I guess that later on they may have been put together as 1 demo but I never seen or herd of it? Do you still have it?

Atari8man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3C3A0C8B.3B3849C6@mail.uni-mainz.de...
> Well,
> what most Atarians do not know, is that this is already the cracked or
> patched file version of the full XANTH CES 1985 demo. the full version
> was made especially for an Atari 130XE and used its Ramdisk (but not its
> Freddy chip, like Video Blitz does, argg!!). Thus you had a file of 580
> sectors in length, including a) the walking robot, b) the fuji boink, c)
> the Swan, d) the spaceship and e) a scroller - all in one demo. since
> this full version was only visible on a 128k machine someone has patched
> it and created 3 separate file demos, nowadays known as the SWAN demo,
> the Robot/spaceship demo and the Fuji boink demo. But originally it was
> just one demo, thats why the swan demo part displays "130XE power"
> !! -Andreas.
>
>
>
> Mike Stepansky schrieb:
> >
> > CES DEMO 1985 is the best demo i have come across for the Atari 8-bit
> > systems. It shows a shaded robot marching on a 3D-like walkway and a 3D
> > shaded spaceships with smooth scrolling starfield in the background.
> >
> > Another one is a rotating Atari logo (with flying colors) and then
flying
> > swan fly by. Of course, the Bouncing balls is a classic for the Ataris.
> >
> > I think this CES demo uses the GTIA graphics (graphic 9) capability.
> >
> > Keeping this newsgroup alive, anybody else ever seen a nice demo for the
> > Atari?
> >
> > Mike
> >
> > (got Atari VCS in 198....1)
> > (Atari 400 in 1982.....)
> > (Atari 800XL in 1984...)

> > (Atari ST in 1995...)
> > (SGI Crimson in 1992)
> > (Mac Powerbook in 1996)
> > (Octane/SSI in 2001)
> > (now I am into retrocomputing with Atari 8-bit, hee hee)
>

180. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:30:50 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3AF48A.3780125B@mail.uni-mainz.de>
Source record: 32100

Well,
I did not say these demos won`t work on an NTSC system. They just have problems with most ramdisks. For instance I have a 320k XL computer (equipped with Compyshop Megaram 2 = 64k RAM plus 256k extra Ram; Rambanks: 23,27,2A,2F, 63,67,6A,6F, A3,A7,AA,AF, E3,E7,EA,EF;) and still they do not run on this machine. I also have 3 XE`s with 128k and 1 XEGS with 64k but thats not enogh RAM I know.

Most polish 320k demos do not run at all on this XL machine or they need to be setup via a ramdisk setup menu (like we find it in Khai-ET by AIDS or Impossible but Real by AIDS, or X-Demo by MadTeam and a few others). Unfortunately Sheol and Timekeeper do not have such a ramdisk setup menu... -Andreas.

P.S.: Compyshop ramdisks are the most common here in Germany, if not in whole Europe...

Kathleen Ferrante schrieb:
>
> Not true, I run all the polish demos on my 8bit from the MIO hard drive,
> Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> theres not 1 demo I cant run, all my 8bits have been upgraded with Antic pal
> chip.. Where did you hear that the polish demos will not run on Ntsc
> system?
> If a user has only 256k then you cant run a program that need atlease 320k
>
> Atari8Man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3A048B.8291D5B4@mail.uni-mainz.de...
> Well,
> both Sheol and Timekeeper are saved in a form, they will boot
> automatically and load/copy all nescesarry stuff to Ramdisk. But here is
> the problem: They merely support polish ramdisks, known as Toms 256k,
> 320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
> meaning these two demos (and a few others, like Cogito from AIDS) will
> not run on our western ataris. Sad but true, I have a so-called
> compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
> do not run on this RD. These demo guys should have been so nice, to
> include a ramdisk setup-menu, like some other fellows did. Then everyone
> would be able to enjoy these megademos. Ok, maybe someone is able to
> patch these demos (the ramdisk / rambank bytes) or include a ramdisk
> setup-menu, so they can be run on other computers / ramdisks also
> ?!?! -Andreas.
>

> Kathleen Ferrante schrieb:
> >
> > How do you run the Timekeeper Demo?
> > I boot the disk and I just get dos with lots of files, I do see a w.bat
> file
> > but what do I type to run it?
> >
> > Thanks
> >
> > "Daniel Ko¼miński" <dely@scene.pl> wrote in message
> > news:a0f3mn$so1$1@news.tpi.pl...
> > > > I have seen a lot of demo's on the 800xl, but which is the best
> > > > one??.What do you think?
> > >
> > > 1. Sheol
> > > 2. Asskicker
> > > 3. Khaiet
> > > 4. Timekeeper
> > >
> > > dely
> > >
> > >
> > >

181. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:35:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3AF58D.4F5880EF@mail.uni-mainz.de>
Source record: 32101

Well,
yes I still have this full version of the XANZH demo. I found it on the
Pooldisk Too by Bo and Ernest schreurs (somewhere in the subdir of an US
users library...). if interested I can send you a copy. but remember: it
has 580 sectors in lenght (plus DOS/DUP plus Ramdisdriver) and merely
works on a 128k machine... -Andreas.

P.S.: The full version of the XANTH demo was programmed in 1985, only
the patched XL binaries came out years later (and the Amiga Boink never
was a part of the XANTH CES Demo)...

Kathleen Ferrante schrieb:
>
> Gee I never herd this either, here in the States back in the early 80's
> these demos where all released as binarys, and they where not programed at
> the same time, some came out in 84/85/86 I guess that later on they may
> have been put together as 1 demo but I never seen or herd of it? Do you
> still have it?
>
> Atari8man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3A0C8B.3B3849C6@mail.uni-mainz.de...
> > Well,
> > what most Atarians do not know, is that this is already the cracked or
> > patched file version of the full XANTH CES 1985 demo. the full version
> > was made especially for an Atari 130XE and used its Ramdisk (but not its
> > Freddy chip, like Video Blitz does, argg!!). Thus you had a file of 580
> > sectors in length, including a) the walking robot, b) the fuji boink, c)
> > the Swan, d) the spaceship and e) a scroller - all in one demo. since
> > this full version was only visible on a 128k machine someone has patched
> > it and created 3 separate file demos, nowadays known as the SWAN demo,
> > the Robot/spaceship demo and the Fuji boink demo. But originally it was
> > just one demo, thats why the swan demo part displays "130XE power"
> > !! -Andreas.
> >
> >
> >
> > Mike Stepansky schrieb:
> > >
> > > CES DEMO 1985 is the best demo i have come across for the Atari 8-bit
> > > systems. It shows a shaded robot marching on a 3D-like walkway and a 3D
> > > shaded spaceships with smooth scrolling starfield in the background.
> > >
> > > Another one is a rotating Atari logo (with flying colors) and then

> flying
> > > swan fly by. Of course, the Bouncing balls is a classic for the Ataris.
> > >
> > > I think this CES demo uses the GTIA graphics (graphic 9) capability.
> > >
> > > Keeping this newsgroup alive, anybody else ever seen a nice demo for the
> > > Atari?
> > >
> > > Mike
> > >
> > > (got Atari VCS in 198....1)
> > > (Atari 400 in 1982.....)
> > > (Atari 800XL in 1984...)
> > > (Atari ST in 1995...)
> > > (SGI Crimson in 1992)
> > > (Mac Powerbook in 1996)
> > > (Octane/SSI in 2001)
> > > (now I am into retrocomputing with Atari 8-bit, hee hee)
> >

182. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:39:09 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3AF67D.BDC06530@mail.uni-mainz.de>
Source record: 32102

Well,
I do not know the harddisk upgrade of Atari Classics, but yes the My-Ide
is limited to 256 bytes sectors. Besides that, you can also use 128
bytes sectors (and waste a lot more harddisk space).
At the moment I do not know if My-Ide will work with a ZIP, JAZZ or
LS-120 drive. You have to find out yourself or ask Sijmen Schouten.
greetings, Andreas.

P.S.: Not too bad for me: I like MyDOS and don`t like Sparta...

LLpwhite schrieb:
>
> Hi Andreas-
>
> >It worked merely with My-DOS (My-IDe = MyDOS!)<
> Gee whiz, that's too bad! ;-) (said the MyDos user of 17 or so years.)
>
> > - uses only 8bit/half of the parallel bus, thus half of your harddisk is
> wasted/unused...<
> In essence like the upgrade in Atari Classics?
> i.e. 256 byte sectors?
>
> Is this likely to work with a ZIP drive? That would take care of the 8 drive
> limit.
>
> Decided last night to build one of these with an internal notebook drive, so
> your comments are timely for me -- Thanks!
>
> Larry

183. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:44:05 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B86061D4.1CC0%design3d@2-scale.com>
Source record: 32104

in article a0f3mn$so1$1@news.tpi.pl, Daniel Koï¿½miï¿½ski at dely@scene.pl wrote
on 12/27/01 7:14 AM:

>> I have seen a lot of demo's on the 800xl, but which is the best
>> one??.What do you think?
>
> 1. Sheol
> 2. Asskicker
> 3. Khaiet
> 4. Timekeeper
>
> dely
>
>

Is this true? A joke?

What is it like? (description needed)

Mike
Toledo, OH

184. Re: Uploaded WriteAtr V0.91 beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:44:56 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C3AF7D8.D63FD00C@mail.uni-mainz.de>
Source record: 32103

Matthias Reichl schrieb:

> I assume, the XF551 stores 80 tracks of 18 sectors on each side of the
> 3.5" disk - correct?

Afaik: YES.

> If someone provides me with information concerning the mapping of a
> certain drive, I'd be glad to support it!
> so long,
> Hias

Well, sorry I do not have such information. Hope you can implement WriteATR into Ataridsk some day, since I use this tool quite often and like its pulldown-menus very much... -Andreas.

185. Re: Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 13:52:26 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B86063CA.1CC1%design3d@2-scale.com>
Source record: 32105

Questions:

What is (or are) the ** LAST ** game(s) ever written or sold in the commercial sector and also in public domain in the USA?

I will be surprise if there are MORE after 1995 (ie. Joyride demos). I wonder if there are more games out there during the 90's for the 800xl/130XE.

I think the last ROM cartridge for 8-bit Atari's is probably on around 1987, right?

My last software SPIN DIZZY dated "Copyrighted 1987" is my latest game titles so far.

I am pretty sure there were more over in U.K. or in Germany during the mid-1980s. not sure of 1990s.

Mike

186. fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 15:48:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3b14ba$0$37103$1dc6e903@news.corecomm.net>
Source record: 32106

I've put what I hope is final FTeDOS 3.2 reference on my site.
Also, there's a new file viewer for Sparta/FteDOS.
http://www.en.com/users/russg
Here's the doc from the file viewer:
****
1/9/02
A File Viewer
Russ Gilbert
This file viewer is because the COPY FILE.EXT E: doesn't
work with FTeDOS X32G. 3.2g does this to prevent
overwriting a file, if the device/file will open 3.2g
reports 'file exists'. VIEW7 opens for read, it won't
overwrite a file. It is for Sparta/FTeDOS only because it is
command line. eg. VIEW STARTUP.BAT or VIEW D3:FILE.EXT. It
has an advantage over the COPY to E: because it doesn't do
the control characters like clear screen, beep, etc. It
just prints those characters. It also has the advantage
over TYPE of viewing any file, binary, ASCII, ATASCII. It
doesn't translate ASCII files. Like the COPY to E: command,
you have to use CNTRL-1 to stop the scrolling. Unlike the
COPY command, VIEW7 fits on page 6, so it doesn't overwrite
whatever you may be working on. Don't enter a filespec
longer than one line, it will crash the program. Also, a
silly filespec like C:FILE.EXT will try to open the cassette
(or K:, S: etc.). VIEW7 is just for me to keep track of
which version. Of course you can rename it.

russg@en.com

187. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 17:02:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C3B262F.E7B64E62@students.uni-mainz.de>
Source record: 32107

Well,
all of these demos come from eastern europe, Poland. They have great +
stunning 3D effects and cool fx, where everyone thought that they would
not only be impossible on the little atari, but one would need a giga Pc
with a mega grafic card and 3d accelerator. Now with these (and other)
demos from Poland everyone can see the real power of the little
A8... -Andreas.

P.S.: Download them at atari area (Poland) or look for some screenshots
at Satantronics homepage (Slovakia);

Mike Stepansky schrieb:
>
> in article a0f3mn$so1$1@news.tpi.pl, Daniel Ko¼miñski at dely@scene.pl wrote
> on 12/27/01 7:14 AM:
>
> >> I have seen a lot of demo's on the 800xl, but which is the best
> >> one??.What do you think?
> > >
> > > 1. Sheol
> > > 2. Asskicker
> > > 3. Khaiet
> > > 4. Timekeeper
> > >
> > > dely
> > >
> > >
>
> Is this true? A joke?
>
> What is it like? (description needed)
>
> Mike
> Toledo, OH

188. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 18:26:20 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a1gc8t$ql4rr$1@ID-15679.news.dfncis.de>
Source record: 32125

Hi,

> It is limited to 8 drives or partitions, if you have
>the S.O.S. (selfmade-OS)....

What's "SOS", where is it available - I've never come across it?

>....uses only 8bit/half of the parallel bus, thus half
>of your harddisk is wasted/unused (does not matter if
>you have a gigabyte harddrive....

From a hardware point of view this is patently untrue. Presumably MyIDE is operating the drive in 8-bit mode by setting the appropriate signal on the IDE bus? This affects only the INTERFACE between the computer and the drive, IE the IDE bus and NOT the drive (besides, all IDE drives store data in sectors as 8-bit bytes anyway).

If you're losing half of the drives' capacity then this is clearly a problem with the software driving it, rather than one with the interface.

TTFN - Pete.

189. Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 18:54:48 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0048bee0@fmlynet.org>
Source record: 32126

FamilyNet Newsgate

Re: Re: Best demo on the 8-bit

There are two demo's that I have never seen or heard, but know only by reputation. One is the visual "swan" demo. The other is the audio demo "passion". These two demos were never uploaded to BBSes in my area.

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

190. Name that game...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 18:57:00 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0048bee1@fmlynet.org>
Source record: 32128

FamilyNet Newsgate

Re: Re: Name that game...

The last two games that I know of for sale in the United States were called "Black Lamp" and "Ninja Fighter". I have no idea who made them or what they did. (I think it was some sort of English company?)

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

191. fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 19:01:18 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0048bee2@fmlynet.org>
Source record: 32127

FamilyNet Newsgate

Re: fte 3.2 doc and a new file viewer

SpartaDOS will, indeed, let you copy a file to the E: device, but the command uses a different syntax. I believe that you place a comma between the two parameters, or use a greater-than sign, or something. I would experiment with "junk" file first. Try something like "COPY FILE.EXT,E:" or "COPY FILE.EXT,,E:" or "COPY FILE.EXT>E:" ... Hmm... it has been a while. I wish that I could remember....

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

192. Uploaded WriteAtr V0.91 beta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 19:09:29 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0048bee3@fmlynet.org>
Source record: 32129

FamilyNet Newsgate

Re: Re: Uploaded WriteAtr V0.91 beta

> > I assume, the XF551 stores 80 tracks of 18 sectors on each side of the
> > 3.5" disk - correct?
> >
> Afaik: YES.
> > If someone provides me with information concerning the mapping of a
> > certain drive, I'd be glad to support it!

My ATARI XF551 is a 5 and 1/4 drive.
As far as I know, it is a Mitsumi (?) drive with a short, inverted ribbon cable. There is a one page spec. sheet listed as an appendix in the back of my DOS 2.5 manual. I'll post it if you want it, but as far as I know it is a generic clone drive except for the ATARI controller board in it. The 3.5" drive was an upgrade kit that others sold for it (like the US doubler chip to make a double density, single sided drive out of the ATARI density-and-a-half drives...).

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

193. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 20:24:12 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <7alm3u87gomu857671hoprstchehjfcc1v@4ax.com>
Source record: 32108

On Tue, 8 Jan 2002 10:48:12 -0500, "Russ Gilbert" <russg@en.com> wrote:

>I've put what I hope is final FTeDOS 3.2 reference on my site.
>Also, there's a new file viewer for Sparta/FteDOS.
>http://www.en.com/users/russg
>Here's the doc from the file viewer:
>*********
>1/9/02
> A File Viewer
> Russ Gilbert
>This file viewer is because the COPY FILE.EXT E: doesn't
>work with FTeDOS X32G. 3.2g does this to prevent

BTW, nobody tried copying to S: instead?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

194. Atari 1050 Disk Drive+Doubler Chip+50 Disks FS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 21:01:11 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <r6J_7.1349$3A5.210155@news1.cableinet.net>
Source record: 32109

```
Ebay auction # 1318926809 - Check it out
```

195. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 21:56:13 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3b6afe$0$37099$1dc6e903@news.corecomm.net>
Source record: 32110

(would COPY FILE.EXT S: work with SpDOS 3.2g)
Nope that wouldn't work either. If the file/device opens, then
'file exists' message is displayed.
Russg

196. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:41:02 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B860DFAE.1CE8%design3d@2-scale.com>
Source record: 32111

in article 3z4Y7.3439$%C1.384874@newsread1.prod.itd.earthlink.net, Ron Hamilton at oldatarian@atariland.com wrote on 12/31/01 4:14 PM:

>
> There was also a 'Rainbow' for both Mac and PC that I have never tried as I
> prefer the real 800 and an occasional XL.
>
> --
> -Ron

Really!?

Where would I find 'Rainbow', an Atari 8bit emulator for the Mac?

As a starting point for me, I just ftp'ed a sample file FlipFlop.zip and it got unzipped as "flipflop.atr" on a PowerMac. Now I need an emulator for my Mac to be able to read it and run it.

Also is it possible to connect or find SIO-2-Mac connector?

I need a FAQ site that will answer those kind of questions and also giving me an idea of like:

How do I convert those .ATR file to an .EXE form - so that way I can transfer the .EXE (whatever it is called in Atari world) to a floppy disk on a 1050 drive??

Mike

197. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:45:59 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <HEK_7.287508$oj3.55157666@typhoon.tampabay.rr.com>
Source record: 32116

Hi!
I have all my XL upgraded to either 512 or 1Meg 1088k, my XE are 320k to 576k. I have a lot of 8bit here cause it took 3 of them just to run my multi-line BBS years ago and plus I have many backup system in the event of a unit going bad. All my 8bits are Rambo compatible but always wanted to build the Compyshop ramdisk but could never find any info on it. The only demo I cant run on any of my machines is Hal94 side b, It wants that Compyshop ramdisk, however the demo dosnt crash it just reports ("Get a 256k ramdisk Lamer") that I thought was funny due to the fact it was running on a 512k XL, it also reports that same funny message on the 320-576k XE's ...
I would like to know more about Compyshop ramdisk. I went to ABBUC website a few years ago but its in German
and I only read english :(

The German people are Blessed!! to have such a BIG wonderfull Atari club!!
ABBUC Rules!
are you a member?

Atari8man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message news:3C3AF48A.3780125B@mail.uni-mainz.de...
Well,
I did not say these demos won`t work on an NTSC system. They just have problems with most ramdisks. For instance I have a 320k XL computer (equipped with Compyshop Megaram 2 = 64k RAM plus 256k extra Ram; Rambanks: 23,27,2A,2F, 63,67,6A,6F, A3,A7,AA,AF, E3,E7,EA,EF;) and still they do not run on this machine. I also have 3 XE`s with 128k and 1 XEGS with 64k but thats not enogh RAM I know.

Most polish 320k demos do not run at all on this XL machine or they need to be setup via a ramdisk setup menu (like we find it in Khai-ET by AIDS or Impossible but Real by AIDS, or X-Demo by MadTeam and a few others). Unfortunately Sheol and Timekeeper do not have such a ramdisk setup menu... -Andreas.

P.S.: Compyshop ramdisks are the most common here in Germany, if not in whole Europe...

Kathleen Ferrante schrieb:
>
> Not true, I run all the polish demos on my 8bit from the MIO hard drive,
> Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> theres not 1 demo I cant run, all my 8bits have been upgraded with Antic pal
> chip.. Where did you hear that the polish demos will not run on Ntsc

> system?
> If a user has only 256k then you cant run a program that need atlease 320k
>
> Atari8Man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3A048B.8291D5B4@mail.uni-mainz.de...
> Well,
> both Sheol and Timekeeper are saved in a form, they will boot
> automatically and load/copy all nescesarry stuff to Ramdisk. But here is
> the problem: They merely support polish ramdisks, known as Toms 256k,
> 320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
> meaning these two demos (and a few others, like Cogito from AIDS) will
> not run on our western ataris. Sad but true, I have a so-called
> compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
> do not run on this RD. These demo guys should have been so nice, to
> include a ramdisk setup-menu, like some other fellows did. Then everyone
> would be able to enjoy these megademos. Ok, maybe someone is able to
> patch these demos (the ramdisk / rambank bytes) or include a ramdisk
> setup-menu, so they can be run on other computers / ramdisks also
> ?!?! -Andreas.
>
> Kathleen Ferrante schrieb:
> >
> > How do you run the Timekeeper Demo?
> > I boot the disk and I just get dos with lots of files, I do see a w.bat
> file
> > but what do I type to run it?
> >
> > Thanks
> >
> > "Daniel Ko�mi�ski" <dely@scene.pl> wrote in message
> > news:a0f3mn$so1$1@news.tpi.pl...
> > > > > I have seen a lot of demo's on the 800xl, but which is the best
> > > > > one??.What do you think?
> > >
> > > 1. Sheol
> > > 2. Asskicker
> > > 3. Khaiet
> > > 4. Timekeeper
> > >
> > > dely
> > >
> > >
> > >

198. 1050 Turbo from Bernhard Engl - 1050 Disk drive speeder

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:48:01 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a1ft1brna1@goliath.news.is-europe.net>
Source record: 32112

Folks,
does anybody know where I can get documentation/ROM file for the 1050 Turbo that was sold in
the old days by Berhard Engl in Germany? I think it is a ROM for the 1050 as well as
some hardware docs. Does he still sell it? (Probably not ...) Are the files to burn the ROM
available somewhere on the net?
If possibly somebody is willing to sell his 1050 with the Turbo module built in....let me know.

thanks a lot!
cheers
Chris

199. Berhard Engl 1050 Turbo floppy speeder

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:50:39 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a1ft69$ro9$1@goliath.news.is-europe.net>
Source record: 32113

Folks,
does anybody know where I can get documentation/ROM file for the 1050 Turbo that was sold in the old days by Berhard Engl in Germany? I think it is a ROM for the 1050 as well as some hardware docs. Does he still sell it? (Probably not ...) Are the files to burn the ROM available somewhere on the net?
If possibly somebody is willing to sell his 1050 with the Turbo module built in....let me know.

thanks a lot!
cheers
Chris

200. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:52:59 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <fLK_7.287509$oj3.55168227@typhoon.tampabay.rr.com>
Source record: 32115

If you have a PAL Antic chip in your computer you will see
PLAZMA/BUMPMAPING/WORMHOLES/BOBS Pictures with thousands of colors 4096 of
them..
If your Atari is NTSC you need the PAL ANTIC chip or they will not work.

What kind of Computer you have?

Atari8man

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B86061D4.1CC0%design3d@2-scale.com...
> in article a0f3mn$so1$1@news.tpi.pl, Daniel Ko&#65533;mi&#65533;ski at dely@scene.pl
wrote
> on 12/27/01 7:14 AM:
>
> >> I have seen a lot of demo's on the 800xl, but which is the best
> >> one??.What do you think?
> >
> > 1. Sheol
> > 2. Asskicker
> > 3. Khaiet
> > 4. Timekeeper
> >
> > dely
> >
> >
>
>
>
>
> Is this true? A joke?
>
> What is it like? (description needed)
>
> Mike
> Toledo, OH
>
>

201. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 22:55:58 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <2OK_7.287511$oj3.55171682@typhoon.tampabay.rr.com>
Source record: 32114

Oh Please do thanks, I would love to have them in one big file..

Atari8man

"Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
news:3C3AF58D.4F5880EF@mail.uni-mainz.de...
> Well,
> yes I still have this full version of the XANZH demo. I found it on the
> Pooldisk Too by Bo and Ernest schreurs (somewhere in the subdir of an US
> users library...). if interested I can send you a copy. but remember: it
> has 580 sectors in lenght (plus DOS/DUP plus Ramdisdriver) and merely
> works on a 128k machine... -Andreas.
>
> P.S.: The full version of the XANTH demo was programmed in 1985, only
> the patched XL binaries came out years later (and the Amiga Boink never
> was a part of the XANTH CES Demo)...
>
>
> Kathleen Ferrante schrieb:
> >
> > Gee I never herd this either, here in the States back in the early 80's
> > these demos where all released as binarys, and they where not programed
at
> > the same time, some came out in 84/85/86 I guess that later on they
may
> > have been put together as 1 demo but I never seen or herd of it? Do you
> > still have it?
> >
> > Atari8man
> >
> > "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> > news:3C3A0C8B.3B3849C6@mail.uni-mainz.de...
> > > Well,
> > > what most Atarians do not know, is that this is already the cracked or
> > > patched file version of the full XANTH CES 1985 demo. the full version
> > > was made especially for an Atari 130XE and used its Ramdisk (but not
its
> > > Freddy chip, like Video Blitz does, argg!!). Thus you had a file of
580
> > > sectors in length, including a) the walking robot, b) the fuji boink,
c)
> > > the Swan, d) the spaceship and e) a scroller - all in one demo. since
> > > this full version was only visible on a 128k machine someone has
patched
> > > it and created 3 separate file demos, nowadays known as the SWAN demo,

> > > the Robot/spaceship demo and the Fuji boink demo. But originally it
was
> > > just one demo, thats why the swan demo part displays "130XE power"
> > > !! -Andreas.
> > >
> > >
> > >
> > > Mike Stepansky schrieb:
> > > >
> > > > CES DEMO 1985 is the best demo i have come across for the Atari
8-bit
> > > > systems. It shows a shaded robot marching on a 3D-like walkway and
a 3D
> > > > shaded spaceships with smooth scrolling starfield in the background.
> > > >
> > > > Another one is a rotating Atari logo (with flying colors) and then
> > flying
> > > > swan fly by. Of course, the Bouncing balls is a classic for the
Ataris.
> > > >
> > > > I think this CES demo uses the GTIA graphics (graphic 9) capability.
> > > >
> > > > Keeping this newsgroup alive, anybody else ever seen a nice demo for
the
> > > > Atari?
> > > >
> > > > Mike
> > > >
> > > > (got Atari VCS in 198....1)
> > > > (Atari 400 in 1982.....)
> > > > (Atari 800XL in 1984...)
> > > > (Atari ST in 1995...)
> > > > (SGI Crimson in 1992)
> > > > (Mac Powerbook in 1996)
> > > > (Octane/SSI in 2001)
> > > > (now I am into retrocomputing with Atari 8-bit, hee hee)
> > >
>

202. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 23:13:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <A2L_7.14646$zw3.1525653@newsread1.prod.itd.earthlink.net>
Source record: 32117

.EXE and .ATR are not necessarilly interconvertible; sometimes a boot disk could be converted to an .EXE file and an .ATR image of the disk could get the same treatment.

Normally the disk or image would contain files, some of which might be executable files. These can be manipulated with the normal utilities so often discussed here: HiasSoft AtariDsk, SIO2PC, APE, null modem cable, 10502PC, ProSystem...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike Stepansky" <design3d@2-scale.com> wrote in message
>
> I need a FAQ site that will answer those kind of questions and also giving
> me an idea of like:
>
> How do I convert those .ATR file to an .EXE form - so that way I can
> transfer the .EXE (whatever it is called in Atari world) to a floppy disk
on
> a 1050 drive??

203. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 23:24:49 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <k5L_7.64950$58.4746879@zwoll1.home.nl>
Source record: 32118

Russ Gilbert wrote

: I've put what I hope is final FTeDOS 3.2 reference on my site.
: Also, there's a new file viewer for Sparta/FteDOS.
: http://www.en.com/users/russg
: Here's the doc from the file viewer:
: *********
: 1/9/02
: A File Viewer
: Russ Gilbert
: This file viewer is because the COPY FILE.EXT E: doesn't
: work with FTeDOS X32G.

But COPY FILE.EXT E:* does work okay...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

204. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 23:31:07 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <bbL_7.64998$58.4749868@zwoll1.home.nl>
Source record: 32119

Kathleen Ferrante wrote:

(Kathleen? May a call you "Guy" :-))

: Not true, I run all the polish demos on my 8bit from the MIO hard drive,
: Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
: theres not 1 demo I cant run,

All demo's written for the "Compyshop" 256 / 320Kb will not probably not run.

: all my 8bits have been upgraded with Antic pal
: chip.. Where did you hear that the polish demos will not run on Ntsc
: system?

Most of the time they do run, but some will give a (partially) scrambled
screen on NTSC. On NTSC, there is less time in the VBI, and NTSC has fewer
lines, which may cause troubles on overscanned displaylists.

: If a user has only 256k then you cant run a program that need atlease 320k

That's true.

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

205. Re: Atari Printer (P:) emulation on the PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 23:38:38 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <fiL_7.65059$58.4753503@zwoll1.home.nl>
Source record: 32120

John McCulloch wrote

: Anyone know of a printer emulation on the PC that will work with WinXP and a
: SIO2PC cable like APE does?

Just a solution...

Use MS-Dos and APE-Dos. Start-up your PC with DOS (use a bootflop when using XP), install the TCP/IP (NT-workgroup) drivers, install the network-client and make a network-path to redirect LPT to your PC where the printer is connected to.

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic message"
"That's nothing. If you play it forward, it installs Windows XP"...

206. Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-08 23:59:53 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ZJL_7.3441$_p.1379401@typhoon.tampabay.rr.com>
Source record: 32121

Has anyone ever install the Claus Buchholz 256k ram upgrade in the 1200 XL?
If so what where the changes.
Also how many other upgrades are there for the 1200 XL

Atari8man

207. All Commodor 64 BBS are FREEWARE!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 00:30:49 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ZaM_7.3469$_p.1424786@typhoon.tampabay.rr.com>
Source record: 32122

I was browsing the Commodore sites, you know the other 8bit! and found this
http://www.zimmers.net/bbs/ all there BBS are free for Downloading and
there's about 100 of them, most offer color graphics to the caller and there
are screen shots and info on every system. BTW all the BIG IBM BBS's are
also FREEWARE or Sharware to!
I think Atari BBS's should do the same. The 3 good one's we have are OASI,
PRO, and Carrina. This is NOT GOOD.

Pro sysop <<Star>> node 449

208. Re: Can I use an ST monitor on an 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 02:06:47 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <XAN_7.287910$oj3.55524814@typhoon.tampabay.rr.com>
Source record: 32123

Nope, Its rgb analog. Probley the BEST picture you can get is with the
AMIGA monitor, it has all the 8bit input jacks on the back. There's a
Color TTL upgrade published by Atari Classics a while back. But any
Commodore Monitor due fine.

Atari8man

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u3k68mb4n9o47d@corp.supernews.com...
> <D&D FAN!> wrote in message
> news:1j2k3us7dkpurfeq8u66i45ectgejp6d14@4ax.com...
> > I saw an ST monitor in a thrift store ages ago, but didn't think to
> > look at the connection. Thanks.
>
> None of them will work.
>
>
>

209. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 02:13:01 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <NGN_7.287932$oj3.55535557@typhoon.tampabay.rr.com>
Source record: 32124

Hi FOX-1

Yeah the Compyshop 256 / 320Kb is something I wanted to build but cant find info on it ;(The only demo that I know of that uses it is the wormhole on HAL94 side B
Where did you get your Compyshop 256 / 320Kb from?

Atari8man

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message news:bbL_7.64998$58.4749868@zwoll1.home.nl...
>
> Kathleen Ferrante wrote:
>
>
> (Kathleen? May a call you "Guy" :-))
>
> : Not true, I run all the polish demos on my 8bit from the MIO hard drive,
> : Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> : theres not 1 demo I cant run,
>
> All demo's written for the "Compyshop" 256 / 320Kb will not probably not run.
>
>
> : all my 8bits have been upgraded with Antic pal
> : chip.. Where did you hear that the polish demos will not run on Ntsc
> : system?
>
> Most of the time they do run, but some will give a (partially) scrambled
> screen on NTSC. On NTSC, there is less time in the VBI, and NTSC has fewer
> lines, which may cause troubles on overscanned displaylists.
>
>
> : If a user has only 256k then you cant run a program that need atlease 320k
>
> That's true.
>
>
>
> --
>

> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "I hear that if you play the Windows XP CD backwards, you get a satanic
> message"
> "That's nothing. If you play it forward, it installs Windows XP"...
>
>
>
>

210. MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 02:17:10 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0048cb09@fmlynet.org>
Source record: 32142

FamilyNet Newsgate

My fellow Atarians! (And especially those fond of the Atari 800)

I'm happy to say I received in the mail from my essemed compadre Mr.Atari from the Netherlands the completed (or at least well working beta) of the recently developed "MyIDE 800 Os Clu". :)

I'm sure many have seen his work on the internet and on his website talking about the MyIDE for the XL and XE and maybe even the status pages on the Atari 800 project.
What can I say? I love the Atari 800 above all other 8-bits. Got a 800XL with 256K Rambo, a XEGS, and so forth. But just find myself partial to the 400/800. :)

So I jokeningly mentioned to him I'd send him a NTSC Jaguar for a 800 version, and he took up the challenge. Months went by. He could have just bought a Jaguar in the box for pete's sake... but he was up to the challenge. I have to say, Mr.Atari is my kind of hobbyist! :)

So I get the package today. It has a hard drive all set up, and the specialized device to hook the Atari 800 directly to the IDe drive.

For the past .. what? Over half a year we have seen the progression of this at our chat site on Thurday nights and Sundays (http://stargate.cs.swau.edu/atari) ;) And we have heard how he had to rewrite the operating system, erase the cassette protocals, work with various graphics modes, insert XL code, write in the drivers for the hard drive, write in special functions.
And then there was the modication to the actual Atari 800 rom board, and just tons and tons of work. It has been fun to hear all about.

It arrived today, a hard drive, and a modified rom cart with a ribbon cable coming out of the back of it to connect to the hard drive. The drive was housed in a XF551 case I had recently found at the First Saturday Sidewalk Sale here in Dallas. After some cosmetic hurdles to overcome, I connected everything up, turned on the machine, and there it was, the intro screen showing the "MyIDE 800 Os Clu Copyright Mr Atari 2001" and then it loaded to a operating system (DOS) in about 3 seconds. :) I was amazed as the drive hummed quietly nearby in its new case. I was amazed as it showed off the immediately available partitions of 16 meg a piece. :)

I am pleased that we Atarians can be so innovative. We have come up with so many ways to make use of new technology. To graft newer machines to make the Ataris do still great things. From the ATR8000 to the Black Box. From 800XLDJ on the ST to the APE software on the PC... it's all good, and I have to say that the MyIDE is a awesome solution as well. :)

Where will it go from here? There is talk about someone here in the states selling the MyIDE here. Again, it would just be a matter of the user slapping a rom cart, hooking up the IDE hard drive, and somehow getting a power supply for it (XF551, PC power supply, etc). Simple installation.

Will it be sold? Who knows. But it can be done is what I believe Mr.Atari was trying to prove.

Keep those Atari's humming. With this I think we are off to a great start in 2002. Would love to know what we think of next. :)

(For pictures of the MyIDE, I will have them in the "Artcase of Antiquity" on the JYBOLAC website at....

http://www.geocities.com/doctor_clu/JYBOLAC.html

... in a few days. I'll be adding a lot of changes to there soon.)

Take care everyone!

Atari 800
The year is 2002
The Atari 400/800 is now 23 years old....
... and they still find new ways to rock! ;)

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

211. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 03:26:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3bb871$0$35623$1dc6e903@news.corecomm.net>
Source record: 32130

(I should quote, but dont'.)
Fox says COPY FILE.EXT E:* works ok.
Uhm. I'm not checking this, but that would work if it successfully
opens E: but 3.2g COPY receives a 'no such file' error.
I guess you checked it.Well, now who would'a ever thought of that?
Lemme see. 1st COPY opens the destination for read, if it doesn't
get an error, it reports 'file exists' and quits. Ok, I guess E:* results in
an error. 2nd it opens FILE.EXT for read and finally opens destination
for write, which must work.
I still prefer my VIEW program, as it doesn't do the beeps and clear screens
and backspace, clear line, etc.
Sparta has it's own I/O handlers, replaces the OS ones. It is strange
that E:* would result in an error for read, but not result in an error
for write. I'll try some BASIC stuff with 3.3a on emulator.
Regards,
russg

212. Big Five Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 03:39:22 UTC
From: Mark Kusz <mark_kusz@yahoo.com>
Message-ID: <KXO_7.40582$fe1.756636@bgtnsc06-news.ops.worldnet.att.net>
Source record: 32131

Big Five Software has created a PC game emulator for their titles: Miner 2049er and Bounty Bob Strikes Back!

It's available at:

http://www.bigfivesoftware.com/Emulator/emulator.htm

213. Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 04:01:50 UTC
From: techinfo@skiftel.ru
Message-ID: <43cb2c27.0201082001.1da04707@posting.google.com>
Source record: 32132

Hi everybody!
Please help me to find Raid Over Moscow ROM, as mine hangs up on final destination (Moscow). I think that its ROM and not an emulator problem, as I were trying Atari800Win and XFormer both with same effect - game hang up and emulator not.
with respect, Aleksey

214. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 04:13:33 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <NrP_7.2070$zk4.1364316@typhoon.columbus.rr.com>
Source record: 32133

>"Mike Stepansky" <design3d@2-scale.com> wrote:
>
> Where would I find 'Rainbow', an Atari 8bit emulator for the Mac?
>
> As a starting point for me, I just ftp'ed a sample file FlipFlop.zip and
it
> got unzipped as "flipflop.atr" on a PowerMac. Now I need an emulator for
> my Mac to be able to read it and run it.

Atari 8-bit Emulators for the Mac. Don't own one so I have never tried any.
MESS is probably the only thing still being updated.

Rainbow (for Mac and Windows) http://www.chrislam.co.uk/

MESS (emulates multiple systems on multiple platforms)
http://mess.emuverse.com/

Atari800 Mac Port (not updated?)
http://www.serve.com/derekl/atari/atari_emu.html

Wacke (Power Mac) http://www.ctaz.com/~jlfenton/Wacke.html

--Ken
atari8bit-at-columbus-dot-rr-dot-com

215. Repair info needed.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 04:43:00 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <3C3BCA54.D12E34F4@netscape.net>
Source record: 32134

Where can I find info on repairing various bits of equipment? I was
just spot checking some of my stash and found:
- 3 130XEs, an 800XL, a 600XL, and a 1200XL that don't boot - just get a
solid color screen (interestingly its a different color on each machine)

- an 800XL that otherwise works fine but only displays in b&w
- an 800 that doesn't recognize most keypresses. Tried disassembly &
cleaning of the k/b without improvement.
- Several 810 & 1050 drives that either yield boot errors or fail to
read/write/format.

No big deal since these are all spare machines, but any suggestions for
tinkering would be appreciated. Please reply directly to
krslam@netscape.net since I'm not a regular here. Thanks!
-Ron

216. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 05:04:40 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <IbQ_7.288544$oj3.55860279@typhoon.tampabay.rr.com>
Source record: 32135

Wow those are very old demos!! DL some of the new demos and enjoy!!
Try Drunk Chessboard, Bobslands and TE-mod for Binary loads and the Joyride,
sweet Illusions, and Tit for Big megademo. Most of the Mega demo need 320k
ram and a Pal Antic chip.

Atari8man

"Winston Smith" <Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote in message
news:0048bee0@fmlynet.org...
> FamilyNet Newsgate
>
> Re: Re: Best demo on the 8-bit
>
> There are two demo's that I have never seen or heard, but know only by
> reputation. One is the visual "swan" demo. The other is the audio demo
> "passion". These two demos were never uploaded to BBSes in my area.
>
> Posted at telnet://vested-tyme.org
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>
>

217. Re: Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 07:14:25 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <l5S_7.195$6o6.72270979@newssvr12.news.prodigy.com>
Source record: 32138

Is that a cartridge ROM? Just curious, it sounds like either an SSI or
Microprose game and I wasn't aware that they released cartridges.
Mo

Aleksey Udovydchenko wrote in message
<43cb2c27.0201082001.1da04707@posting.google.com>...
>Hi everybody!
>Please help me to find Raid Over Moscow ROM, as mine hangs up on final
>destination (Moscow). I think that its ROM and not an emulator
>problem, as I were trying Atari800Win and XFormer both with same
>effect - game hang up and emulator not.
>with respect, Aleksey

218. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 07:27:47 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ThS_7.5573$_p.1976153@typhoon.tampabay.rr.com>
Source record: 32139

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a1cr4p$1je8$1@wrath.news.nacamar.de...
> Who needs so much Memory? I've got a 320XE (256k Extra), this is more than
> enought. I use only 33% of my RAMDISK.
>
> Mirko

When running a BBS you want as much ram as you can get, I have a 1088k XL
to run my BBS it has 8000+ sector ramdisk that hold all my ATASCII/ANSI
menus plus 150 pro cmd's and 10 overlays and then theres about 100 sectors
free! :)
also to run most of the NEW Mega-demos from Poland you need atlease 320k.
Maybe My next upgrade will be 4 megs.

Atari8man

219. Re: ATR8000 & Gamelink

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 08:08:19 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C3BFA73.3B492513@cswebmail.com>
Source record: 32137

Ron Hamilton wrote:

> Thanks, Rick; good site. Had been looking for info on the ATR8000 as I still
> have hopes of resurrecting this old one.

Thanks. I don't know much, think schematics exist somewhere, but am posting
what I have.

> Did you notice there is a reference to a 1987 Byte issue in the Jan '84
> notes?

Yes. Byte had an article on the Atr8000 in the Dec *1983* issue. I think it
will be faster to
retype the rest of articles than fix all of the OCR errors. This is fixed and
uploaded. As far
as I can tell, I never got any issues in this year..have to search more.

Rick D.

220. Re: Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 09:25:59 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C3C0CA7.CF6D0E27@t-online.de>
Source record: 32140

> Is that a cartridge ROM? Just curious, it sounds like either an SSI or
> Microprose game

No, it's from Access Software.

> and I wasn't aware that they released cartridges.

Originally released on disc only. Maybe someone made a
homebrew-cartridge and then somebody else converted it then to ATR.

Andre

221. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 09:56:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1h43l$m4d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 32141

Howdy Andreas, folks

,
> what most Atarians do not know, is that this is already the cracked or
> patched file version of the full XANTH CES 1985 demo. the full version
> was made especially for an Atari 130XE and used its Ramdisk (but not its
> Freddy chip, like Video Blitz does, argg

Sorry, but all computers that have a Freddy chip use it. It's needed to
access the RAM, main and extended.

What you're talking about is the CO25953. It's used every time you access
extended RAM (= everything that is above the lower 64kB).

What Video Blitz does use is separate ANTIC and CPU access.

Remember the small notice that told you to switch to 130XE mode if you had
more then x amount of RAM?

My XEGS runs Video Blitz without the need to switch most of it's 1MB out.

CU Mathy van Nisselroy

222. Re: Any mail-order Atari hardware places?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 10:09:09 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1h4s6mnn1@nets3.rz.RWTH-Aachen.DE>
Source record: 32143

Howdy Blake, folks

Try this site http://strony.wp.pl/wp/j131atari/.

CU Mathy van Nisselroy

> Can anyone point me to any mail order house that sells any Atari 8-bit
> hardware? I am looking specifically to buy (rather than build) a
> cable/device that lets me hook Atari floppy drives to a PC or an Amiga
> so that I can write floppies out from .ATR disk images.

223. Re: Backing up 8-bit files from 1050 drive to a PC?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 10:11:10 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1h505mqd1@nets3.rz.RWTH-Aachen.DE>
Source record: 32144

Howdy Mike, folks

> I didn't have time to follow up with this guy who happen to live near
> Toledo, OH. I would like to order a special cable and software that
allows
> me to connect a 1050 drive to a PC. Or maybe trade?

Try this site http://strony.wp.pl/wp/j131atari/

CU Mathy van Nisselroy

224. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 10:19:48 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1h5g5nct1@nets3.rz.RWTH-Aachen.DE>
Source record: 32145

Howdy Hidehiko, folks

> > You mentioned U35 before. It probably was never used outside the Atari
> > research and development department. U35 was used when U34 was not
> > CO25953 but a PAL16V8. For some reason the PAL16V8 needed a slightly
> > different (probably only shifted in time) HALT signal.
>
> Mmmmm, so 130XE Rev.B has a facility to accomodate variations in the
> PAL video circuitry which was not going to be used in production
> anyway, correct 8)?

Nope!
This time PAL doesn't stand for the video standard but for a programmable
chip (programmable array logic???).
These PAL's are used so they don't have to use a lot of other chips to AND,
OR or invert signals.

CU Mathy van Nisselroy

225. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 11:06:44 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <63.R2.WH2yIUYqK7begld.NR@aqu.bekkoame.ne.jp>
Source record: 32146

Mathy van Nisselroy wrote:

> > Mmmmm, so 130XE Rev.B has a facility to accomodate variations in the
> > PAL video circuitry which was not going to be used in production
> > anyway, correct 8)?
>
> Nope!
> This time PAL doesn't stand for the video standard but for a
> programmable chip (programmable array logic???). These PAL's are used
> so they don't have to use a lot of other chips to AND, OR or invert
> signals.

Oh, I stand corrected *^_^*.

Which begs question though: what are U34/U35 for, if not the video
circuitry?
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

226. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 11:14:03 UTC
From: daclmi@netscape.net
Message-ID: <3c3c23e1.1347449@news.CIS.DFN.DE>
Source record: 31947

On Tue, 09 Jan 2002 02:17:10 , "Greg Goodwin"
<Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

> My fellow Atarians! (And especially those fond of the Atari 800)

There are a few of us!

> I'm happy to say I received in the mail from my essemed compadre Mr.Atari
>from the Netherlands the completed (or at least well working beta) of the
>recently developed "MyIDE 800 Os Clu". :)

> So I jokeningly mentioned to him I'd send him a NTSC Jaguar for a 800
>version, and he took up the challenge. Months went by. He could have just
>bought a Jaguar in the box for pete's sake... but he was up to the challenge. I
>have to say, Mr.Atari is my kind of hobbyist! :)
>
> So I get the package today. It has a hard drive all set up, and the
>specialized device to hook the Atari 800 directly to the IDe drive.

This is really great. I am sure he did it to prove what could be done,
and not just for the Jaguar. I find it just incredible that there are
people, just regular Atari fans, out there capable of this.

> It arrived today, a hard drive, and a modified rom cart with a ribbon
>cable coming out of the back of it to connect to the hard drive. The drive was
>housed in a XF551 case I had recently found at the First Saturday Sidewalk Sale
>here in Dallas. After some cosmetic hurdles to overcome, I connected

The Atari 800 has a snap-down lid over the cartridge slots, which must
be closed to power up. How do you run the ribbon cable in there and
close the lid too?

>everything up, turned on the machine, and there it was, the intro screen
>showing the "MyIDE 800 Os Clu Copyright Mr Atari 2001" and then it loaded to a
>operating system (DOS) in about 3 seconds. :) I was amazed as the drive
>hummed quietly nearby in its new case. I was amazed as it showed off the
>immediately available partitions of 16 meg a piece. :)

I take it you run MyDOS? Is it only compatible with MyDOS? I am a BeWe
DOS man. I might convert for a upgrade like this. If Mr. Atari wants
to crank out another one, I will buy it!

Thanks for the great news!

227. Re: All Commodor 64 BBS are FREEWARE!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 11:30:28 UTC
From: NoOne@FakeEmail.com
Message-ID: <919142313CTHEnterprises@205.212.123.11>
Source record: 31948

It would be nice if Lance (Pro), Alf (Oasis), and Dave (Carina/MOE)
would consider the benefits of publishing their source under one of the
better known and accepted copyrights/"Terms of Use" that so many other
packages have been successfully published under. If 90% of the IBM BBSes
have done it, then there might be something to it.

228. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 12:25:17 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0201090425.5b2f952@posting.google.com>
Source record: 31949

"Shangrila" <spamtrap@heypete.com> wrote in message
news:<12AY7.19414$L4.1986668@news2.calgary.shaw.ca>...
> You can use donback.arc
> Which was originally programmed by me <G>
> (and with help from Dave Hall)
> I don't have all my old atari disks, just the emulators these days but atari
> archive and other
> places still have it. I've seen it around.
> It'll make that snapshot of your sparta directory so you don't have to worry
> about it.
> Just like everything else tho, using a snapshot from a year on a crashed
> disk from
> yesterday more than likely ain't gonna work =)
>
>
> Donald
>
>
> "Winston Smith" <Winston.Smithp0.f802.n8.z8@fmlynet.org> wrote in message
> news:0047a086@fmlynet.org...
> > FamilyNet Newsgate
> >
> > Re: SpartaDOS experts
> >
> > > From: "John McCulloch" <mcculloch@accesstoledo.com>
> > > I've evaluated many versions of MyDOS and what each one can't do until
> it's
> > > made me nauseous and the winner is: spartados. I'm going to use that
> until
> > > I find out what it can't do that I need. I've got a question: what's
> the
> >
> > The answer is easy. The one thing that MyDOS and Atari DOS have that
> > SpartaDOS doesn't have are physical "next sector" links in the file
> structure
> > as a linked list. If you scramble part of the disk, you can "walk the
> sector
> > links" recovering as much of the file system as is recoverable. SpartaDOS
> > use the VTOC "sector map" system. If anything should affect the VTOC, all
> of
> > the files on the disk are lost unless the disk is either 1.) a virginal
> > "write one time only" file protected image with all sectors of a file
> > contiguous to one another (i.e. the file has never been updated), 2.) a
> > snapshot and link map of the VTOC was taken as a precaution... there is

> some
> > SpartaDOS tool that allows you to make a link map for crash recovery, but
> I
> > forget what the name of it is, because in those two case the sequence or
> > sectors is known.
> >
> > Posted at telnet://vested-tyme.org
> >
> > FamilyNet <> Internet Gated Mail
> > http://www.fmlynet.org
> >
Hello there John, Donald, how's the atari going, keep the faith

anyhows, re:spartados... I never liked using this dos, as it reminded
me why I didn't buy a pc, that is why i still (sometimes) use my atari
8bit gear, which is still going after 16 years, I bought my first
atari (800xl dixons bundle) after getting my first job

I much prefer to use mydos, as it as the familiar look and feel of
atari dos 2x, and most, if not all the features of spartados plus the
fact that there exists versions of mydos that allow upto 48megs per
h/d partition, whereas sparta dos is ltd. to 16 megs

Additionally I seem to remeber that fte secured the rights to most of
icd's inventory incl. spartados, is this still the case

Also I seem to remeber that the original publishers of spartados where
also involved in the 810 and 1050 versions of super archiver and sup.
arch. 2, was this true

Lastly I seem to remember a disk drive upgrade years ago for the 810
called 'the chip' by spartan s/w, according to reports at the time, it
sounded more like the archiver 810, was 'the chip' and super archiver
one of the same thing

keeping the atari hummy

carmel a

229. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 13:16:20 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1hfr4$3p6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31950

Howdy Hidehiko, folks

> Which begs question though: what are U34/U35 for, if not the video
> circuitry?

They/it makes sure the right bank is selected when (extended) RAM is
accessed.
It looks at the /Halt signal so see if ANTIC or the CPU has access to the
bus.
It looks at two pins of the PIA to make sure it swaps in the right bank of
memory.
It looks at two other pins of the PIA to determine if ANTIC or the CPU is
allowed to access the extended memory.
It looks at two adressbus signals to see which area of memory is selected.
(to make sure the extra bank is switched in at the right location, which is
between $4000 and $7FFF.)

CU Mathy van Nisselroy

230. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 14:22:35 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C3C522B.9D50AE61@a.a>
Source record: 31951

Russ Gilbert wrote:

>
> This file viewer is because the COPY FILE.EXT E: doesn't
> work with FTeDOS X32G. 3.2g does this to prevent
> overwriting a file, if the device/file will open 3.2g
> reports 'file exists'. VIEW7 opens for read, it won't

Actually, you can also do this:
COPY FILE.EXT E1:

This seems to work.

--Chris

231. Massive Atari 8-Bit Collection for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 15:47:24 UTC
From: "Timothy Kline - morloc.com" <morloc@morloc.com>
Message-ID: <3c3c65d8$0$1602$2c3e98f8@news.voyager.net>
Source record: 31952

Due to extenuating family circumstances, I have been forced to put up
my entire Atari 8-bit collection of hardware and software. My dilemma
could be your gain. Lots of goodies, too. Check it out on Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1319830884
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1319846743
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1319850410

Hate to see it go, but go it must... :-(

Timothy Kline
http://atariphoenix.com

232. Wanted: .atr file of Galaxy by Avalon-Hill for Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 16:31:35 UTC
From: Dirk the Daring <dirkthedaring@charter.net>
Message-ID: <u3os2cnnj1h0e1@corp.supernews.com>
Source record: 31953

I am looking to play this game on my PC with Atari800Win. (any format that will work with Atari800Win) I haven't been able to find it anywhere. It was originally released on cassette. Does anyone have this file??? Thanks in advance for your cooperation. Here is a link - in case there is any confusion on what game I am referring to.
http://timeline.99er.net/enc_g.htm

233. Re: fte 3.2 doc and a new file viewer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 16:40:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3c7291$0$37110$1dc6e903@news.corecomm.net>
Source record: 31954

(says COPY to E: will work with SpartaDOS, but need commas
> or something.)
Winston.
The comma delimiter looks like MyDOS syntax. Never tried it
with SpDOS.
Yes, COPY to E: works with SpDOS, but 3.3 or 3.2d.
Don't try it with SpDOSX, (I did) it copies file to D5: (SpX uses
letters for drives as well as Dn:).
We're talking specifically about 3.2g, which doesn't normally
work, gives a 'file exists' message when you try.
The COPY FILE.EXT,E: and other syntax I never heard of before.
COPY FILE.EXT E:* does work. I can't figure why. It has
to do with the way COPY works under 3.2g.
Regards,
Russg

234. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 16:52:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3c755b$0$37098$1dc6e903@news.corecomm.net>
Source record: 31955

(a bunch of comments)
comment that spartados people also did 'archiver' and 'sup arch II'.
Uh. I think archiver and sup archiver were Bob Puff. Definitely
not the same people. Puff and ICD were competitors. Puff
made the Black Box and ICD the MIO. ICD didn't make an
archiver modification type thing, like CSS (Bob Puff's company).
Yes FTe bought all the rights to ICD 8-bit products. FTe also
bought Newell and other 8-bit companies stuff. A tremendous
investment. Very little income, I guess, resulted from these investments
and FTe is no longer available, disappeared.
This whole thread started because someone had a problem setting
up a ramdisk using MyDOS.
I'm not a MyDOS user, very much. 48 meg partitions for a version
of MyDOS? I dunno about that one. MyDOS 4.53 is the latest
one I'm aware of and I don't know what size partitions it supports.
I thought the 16 meg limit was more a OS thing than a DOS one.
I believe some OS modifications allow 512 byte sectors, larger
partitions (probably Bob Puff OS mods).
Bob Puff is sorta associated with MyDOS, think he helped write it
with Charles Marslett.
Rambling Russg

235. rare sord IS-11 laptop on ebay.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 18:33:58 UTC
From: DLMorley@aol.com
Message-ID: <6c4b0509.0201091033.6bc8bced@posting.google.com>
Source record: 31956

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=1319321443

Just thought you may be interested.

David

236. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 19:27:18 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1i5cu$64p$1@slb7.atl.mindspring.net>
Source record: 31957

Well, I've never seen that one. Ummm.... could you please post a scan of the Claus Buchholz upgrade?

So far in my recent 1200XL hacking mania, I've come across two other upgrades:

one is a pdf entitled "XL to XE and More by Bill Dyke". I've uploaded it here:
http://www.bitsofthepast.com/atari/downloads/xltoxeandmore_memory_upgrade.pdf

another I found is a 1-meg SIMM upgrade by the one-and-only Woolley:
http://www.a8maestro.com/atari/info/memory/simm1meg.htm

I've not done either of these, and both look pretty good to me. The Dyke upgrade looks a bit easier, but having a 1 meg SIMM in my 1200 is pretty hard to resist.

One thing I'm worried about is achieving the closest compatibility with the 130XE banking, in which Antic and the CPU both can access the memory appropriately. I've read both upgrades several times, but am just not sure which one achieves the closest compatibility. In the Woolley upgrade, Bob talks a lot about bit 4 and 5 of PORTB, however the description of the upgrade doesn't make clear what is sacrificed in compatibility (at least for me to understand). I also can't figure out if I will lose internal basic, since Bob mentions that this must be sacrificed to get another banking bit. In the Dyke upgrade, Bill describes the upgrade using bits 2-5 for banking. This upgrade seems very close, if not 100% compatible with the XE. He does mention that accessing the banks is done by following "mostly the same produre thats been published for the 130XE" (note: I assume in Mapping, Rev 2).

Another thing I really don't want is an upgrade like the ICD Rambo 256 in which you have to leave the computer off for 10 seconds to clear the RAM. For me at least, this is too annoying to be worth the extra RAM.

I wonder if someone who has more technical expertise in memory upgrades and compatibility issues could respond here? Also has anyone successfully completed either of these upgrades? If so, please give us a mini review.

Thanks!
-Dan

237. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 19:39:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0048ec35@fmlynet.org>
Source record: 31969

FamilyNet Newsgate

I experience in the Mac world is that there is not a SIO2PC option... at least yet. The PC world, ST, and think even Amigas do. But Mac... well, just would take someone porting something like 800XLDJ (ST).

I have thought of running APE under SoftPC. Considering the APE software only requires a XT PC, well, I don't see why it would not work.

Doctor Clu

@>-->--------------------

> From: Mike Stepansky <design3d@2-scale.com>

>>
>> There was also a 'Rainbow' for both Mac and PC that I have never tried as I
>> prefer the real 800 and an occasional XL.
>>
>> --
>> -Ron

> Really!?

> Where would I find 'Rainbow', an Atari 8bit emulator for the Mac?

> As a starting point for me, I just ftp'ed a sample file FlipFlop.zip and it
> got unzipped as "flipflop.atr" on a PowerMac. Now I need an emulator for
> my Mac to be able to read it and run it.

> Also is it possible to connect or find SIO-2-Mac connector?

> I need a FAQ site that will answer those kind of questions and also giving
> me an idea of like:

> How do I convert those .ATR file to an .EXE form - so that way I can
> transfer the .EXE (whatever it is called in Atari world) to a floppy disk on
> a 1050 drive??

> Mike

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

238. All Commodor 64 BBS are FREEWARE!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 19:58:22 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0048ec36@fmlynet.org>
Source record: 31970

FamilyNet Newsgate

Well, we really can't expect people to give up their software.

It's nice when they make it available, but really, the work done in recent times by people still holding the rights made the telnetable BBS'S like Closer to Home possible.

As for BBS types, don't forget Marshware. :)

Doctor Clu

> From: "Kathleen Ferrante" <KMFerrante@cfl.rr.com>

> I was browsing the Commodore sites, you know the other 8bit! and found this
> http://www.zimmers.net/bbs/ all there BBS are free for Downloading and
> there's about 100 of them, most offer color graphics to the caller and there
> are screen shots and info on every system. BTW all the BIG IBM BBS's are
> also FREEWARE or Sharware to!
> I think Atari BBS's should do the same. The 3 good one's we have are OASI,
> PRO, and Carrina. This is NOT GOOD.

> Pro sysop <<Star>> node 449

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http://www.fmlynet.org

239. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 20:26:24 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0048ec37@fmlynet.org>
Source record: 31971

FamilyNet Newsgate

> From: daclmi@netscape.net (Daniel Miller)

> On Tue, 09 Jan 2002 02:17:10 , "Greg Goodwin"
> <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:

>> My fellow Atarians! (And especially those fond of the Atari 800)

> There are a few of us!

Cool!! I can certainly see why.
Of course the 800XL and 130XE have definate advantages. But not for me.
:)

Speaking of advantages, know where I can find a 256K ram board for the
Atari 800 or a place to find instructions to make one? I have a few extra
Atari 800 ram boards to play with.

>> I'm happy to say I received in the mail from my essemed compadre Mr.Atari
>> from the Netherlands the completed (or at least well working beta) of the
>> recently developed "MyIDE 800 Os Clu". :)

>> So I jokeningly mentioned to him I'd send him a NTSC Jaguar for a 800
>> version, and he took up the challenge. Months went by. He could have just
>>bought a Jaguar in the box for pete's sake... but he was up to the challenge.
> I
>> have to say, Mr.Atari is my kind of hobbyist! :)
>>
>> So I get the package today. It has a hard drive all set up, and the
>> specialized device to hook the Atari 800 directly to the IDe drive.

> This is really great. I am sure he did it to prove what could be done,
> and not just for the Jaguar. I find it just incredible that there are
> people, just regular Atari fans, out there capable of this.

Hehehe... neat isn't it?

>> It arrived today, a hard drive, and a modified rom cart with a ribbon
>> cable coming out of the back of it to connect to the hard drive. The drive
> was
>> housed in a XF551 case I had recently found at the First Saturday Sidewalk
> Sale
>> here in Dallas. After some cosmetic hurdles to overcome, I connected

> The Atari 800 has a snap-down lid over the cartridge slots, which must
> be closed to power up. How do you run the ribbon cable in there and
> close the lid too?

Geez how did I do this? I would look, but if I did I would loose the message I am currently typing. (Doing this on a Atari 800 BTW .. through a BBS with newsgroup ability.)
Let's see, I unscrewed the metal cover under the lid, and then ran the ribbon cable between the lid and the metal plate.

I have the XF551 setup with a flip front so I can unplug the ribbon cable when I need to move it. Man Atari was clever making the XF551 power supply like they did. Didn't they?

>> everything up, turned on the machine, and there it was, the intro screen >>showing the "MyIDE 800 Os Clu Copyright Mr Atari 2001" and then it loaded to >> operating system (DOS) in about 3 seconds. :) I was amazed as the drive >> hummed quietly nearby in its new case. I was amazed as it showed off the >> immediately available partitions of 16 meg a piece. :)

> I take it you run MyDOS? Is it only compatible with MyDOS? I am a BeWe
> DOS man. I might convert for a upgrade like this. If Mr. Atari wants
> to crank out another one, I will buy it!

> Thanks for the great news!

Hehehe... how did you know I ran MyDos? Well, never tried Sparta Dos 1.1 for the Atari 800 (What do they call the Atari 800 OS? The Axlon or something like that). Anyway, yeh, MyDos works fine with it.

As for Mr. Atari cranking out another one, well, never hurts to ask. He likes to trade and has a heck of a trading site. True to his name he is a Atari nut.. and has issues of Atari Force in Dutch (I believe) Now that's pretty cool.

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

240. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 21:13:41 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <9o2%7.289877$oj3.56889828@typhoon.tampabay.rr.com>
Source record: 31958

someone asked for this but couldnt find the message.

There's the Claus Buchholz 256k upgrade.
I do this upgrade first then I take it to 512k

http://trident.mcs.kent.edu/~clisowsk/8bit/800xl256K.html

Atari8man

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:ThS_7.5573$_p.1976153@typhoon.tampabay.rr.com...
>
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:a1cr4p$1je8$1@wrath.news.nacamar.de...
> > Who needs so much Memory? I've got a 320XE (256k Extra), this is more
than
> > enought. I use only 33% of my RAMDISK.
> >
> > Mirko
>
> When running a BBS you want as much ram as you can get, I have a 1088k XL
> to run my BBS it has 8000+ sector ramdisk that hold all my ATASCII/ANSI
> menus plus 150 pro cmd's and 10 overlays and then theres about 100 sectors
> free! :)
> also to run most of the NEW Mega-demos from Poland you need atlease 320k.
> Maybe My next upgrade will be 4 megs.
>
> Atari8man
>
>
>
>
>

241. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 21:14:57 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <lp2%7.289880$oj3.56891188@typhoon.tampabay.rr.com>
Source record: 31959

There's the Claus Buchholz 256k upgrade.
I do this upgrade first then I take it to 512k

http://trident.mcs.kent.edu/~clisowsk/8bit/800xl256K.html

Atari8man

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a1i5cu$64p$1@slb7.atl.mindspring.net...
> Well, I've never seen that one. Ummm.... could you please post a scan of
> the Claus Buchholz upgrade?
>
> So far in my recent 1200XL hacking mania, I've come across two other
> upgrades:
>
> one is a pdf entitled "XL to XE and More by Bill Dyke". I've uploaded it
> here:
>
http://www.bitsofthepast.com/atari/downloads/xltoxeandmore_memory_upgrade.pd
> f
>
> another I found is a 1-meg SIMM upgrade by the one-and-only Woolley:
> http://www.a8maestro.com/atari/info/memory/simm1meg.htm
>
> I've not done either of these, and both look pretty good to me. The Dyke
> upgrade looks a bit easier, but having a 1 meg SIMM in my 1200 is pretty
> hard to resist.
>
> One thing I'm worried about is achieving the closest compatibility with
the
> 130XE banking, in which Antic and the CPU both can access the memory
> appropriately. I've read both upgrades several times, but am just not
sure
> which one achieves the closest compatibility. In the Woolley upgrade, Bob
> talks a lot about bit 4 and 5 of PORTB, however the description of the
> upgrade doesn't make clear what is sacrificed in compatibility (at least
for
> me to understand). I also can't figure out if I will lose internal basic,
> since Bob mentions that this must be sacrificed to get another banking
bit.
> In the Dyke upgrade, Bill describes the upgrade using bits 2-5 for
banking.
> This upgrade seems very close, if not 100% compatible with the XE. He
does
> mention that accessing the banks is done by following "mostly the same

> produre thats been published for the 130XE" (note: I assume in Mapping,
Rev
> 2).
>
> Another thing I really don't want is an upgrade like the ICD Rambo 256 in
> which you have to leave the computer off for 10 seconds to clear the RAM.
> For me at least, this is too annoying to be worth the extra RAM.
>
> I wonder if someone who has more technical expertise in memory upgrades
and
> compatibility issues could respond here? Also has anyone successfully
> completed either of these upgrades? If so, please give us a mini review.
>
> Thanks!
> -Dan
>
>
>

242. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 21:23:33 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <px2%7.289940$oj3.56900028@typhoon.tampabay.rr.com>
Source record: 31960

I know what you mean about compatibility issues
The CB 256 works perfect with Sparta dos and Mydos in CPU mode, there's no Antic mode. And taking it to 512k is easy and Sparta dos works perfect with it but mydos can only use 256k of it. SDX see the ram as 320k. The good point is that after taking the 256k to 512k it fixes that 10 second wait from a shutdown.

Atari8man

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a1i5cu$64p$1@slb7.atl.mindspring.net...
> Well, I've never seen that one. Ummm.... could you please post a scan of
> the Claus Buchholz upgrade?
>
> So far in my recent 1200XL hacking mania, I've come across two other
> upgrades:
>
> one is a pdf entitled "XL to XE and More by Bill Dyke". I've uploaded it
> here:
>
http://www.bitsofthepast.com/atari/downloads/xltoxeandmore_memory_upgrade.pd
> f
>
> another I found is a 1-meg SIMM upgrade by the one-and-only Woolley:
> http://www.a8maestro.com/atari/info/memory/simm1meg.htm
>
> I've not done either of these, and both look pretty good to me. The Dyke
> upgrade looks a bit easier, but having a 1 meg SIMM in my 1200 is pretty
> hard to resist.
>
> One thing I'm worried about is achieving the closest compatibility with
the
> 130XE banking, in which Antic and the CPU both can access the memory
> appropriately. I've read both upgrades several times, but am just not
sure
> which one achieves the closest compatibility. In the Woolley upgrade, Bob
> talks a lot about bit 4 and 5 of PORTB, however the description of the
> upgrade doesn't make clear what is sacrificed in compatibility (at least
for
> me to understand). I also can't figure out if I will lose internal basic,
> since Bob mentions that this must be sacrificed to get another banking
bit.
> In the Dyke upgrade, Bill describes the upgrade using bits 2-5 for
banking.
> This upgrade seems very close, if not 100% compatible with the XE. He

does
> mention that accessing the banks is done by following "mostly the same
> produre thats been published for the 130XE" (note: I assume in Mapping,
Rev
> 2).
>
> Another thing I really don't want is an upgrade like the ICD Rambo 256 in
> which you have to leave the computer off for 10 seconds to clear the RAM.
> For me at least, this is too annoying to be worth the extra RAM.
>
> I wonder if someone who has more technical expertise in memory upgrades
and
> compatibility issues could respond here? Also has anyone successfully
> completed either of these upgrades? If so, please give us a mini review.
>
> Thanks!
> -Dan
>
>
>

243. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 22:20:26 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <8ggp3u01kj03no4f0nal9gtbfbu0r3tj5n@4ax.com>
Source record: 31961

On Wed, 09 Jan 2002 21:14:57 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

>There's the Claus Buchholz 256k upgrade.
>I do this upgrade first then I take it to 512k
>
>http://trident.mcs.kent.edu/~clisowsk/8bit/800xl256K.html

Where do you get your 256k dram chips?

--
Shawn Jefferson

244. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 22:26:13 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <kogp3ugs86eqdung9n9402qmi6jmg78hfa@4ax.com>
Source record: 31962

On Wed, 09 Jan 2002 11:14:03 GMT, daclmi@netscape.net (Daniel Miller)
wrote:

>I take it you run MyDOS? Is it only compatible with MyDOS? I am a BeWe
>DOS man. I might convert for a upgrade like this. If Mr. Atari wants
>to crank out another one, I will buy it!

Wouldn't SpartaDOS compatability just be a matter of writing a driver
for the MyIDE upgrade?

Patching the HATABS table and putting the I/O routines in a portion of
memory not clobbered by Sparta?

Long time atari user, but just started really learning about the
inards of the little machines.

--
Shawn Jefferson

245. Re: Really Hacking a 1200XL!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 22:45:20 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <4K3%7.7791$TI3.61115@typhoon.sonic.net>
Source record: 31963

LLpwhite <llpwhite@cs.com> wrote:

: I've never owned a 1200 XL, but there are quite a few folks who have raved
: about the keyboards. But then there is the downside - OS, no built-in basic, no
: PBI, arguably the worst video ever produced by Atari. Of course, there are
: hacks to fix these things, and plenty of "real estate" in that case. Has
: anyone ever seen a 1200XL using an 800XL Motherboard?

No, but on the 1200XL of mine which Bob Woolley has been playing
Dr. Frankenstein on, I was running the newer XL (800XL) OS.

I always prefered TurboBASIC or Action! over Atari BASIC, so having to
use cartridge BASIC was never an issue for me. ;)

-bill!

246. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 22:50:58 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <mP3%7.7477$_p.2656445@typhoon.tampabay.rr.com>
Source record: 31964

Either Best Electronics or B&C have them in stock for around 14.00 for all 8
of them.

Atari8man

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:8ggp3u01kj03no4f0nal9gtbfbu0r3tj5n@4ax.com...
> On Wed, 09 Jan 2002 21:14:57 GMT, "Kathleen Ferrante"
> <KMFerrante@cfl.rr.com> wrote:
>
> >There's the Claus Buchholz 256k upgrade.
> >I do this upgrade first then I take it to 512k
> >
> >http://trident.mcs.kent.edu/~clisowsk/8bit/800xl256K.html
>
> Where do you get your 256k dram chips?
>
> --
> Shawn Jefferson
>

247. ATS 2.0 SR1 Released

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-09 23:20:41 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u3pk2k5cl5etf7@corp.supernews.com>
Source record: 31965

A bugfix release for ATS (Atari Terminal Simulator) has been uploaded. This bug
caused random hangs on some systems when trying to connect.

ATS is a full ATASCII telnet client with upload/download capability in
Xmodem/Ymodem/Ymodem-Batch and F-Modem. ATS can also be used
as a serial terminal if you want to use a real modem.

ATS also can playback ATASCII 'break movies'. A screensaver version of
ATS is available as well. The download URL is:

http://www.atarimax.com/

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

248. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 00:47:01 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <lv5%7.75863$58.5478547@zwoll1.home.nl>
Source record: 31966

carmel wrote

: atari dos 2x, and most, if not all the features of spartados plus the
: fact that there exists versions of mydos that allow upto 48megs per
: h/d partition, whereas sparta dos is ltd. to 16 megs

Show me. 48MB partitions were only mentioned in the manuals, but was never
released...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

249. Re: 512k Rambo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 00:58:43 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <iz5%7.75873$58.5479439@zwoll1.home.nl>
Source record: 31967

Mirko Sobe wrote

: Who needs so much Memory? I've got a 320XE (256k Extra), this is more than
: enought. I use only 33% of my RAMDISK.

I've 320Kb and is filled up to the last byte. Actually need about 2MB to let
the BBS run more smootly...

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

250. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 01:25:00 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <M36%7.291329$oj3.57236284@typhoon.tampabay.rr.com>
Source record: 31968

> carmel wrote

> : atari dos 2x, and most, if not all the features of spartados plus the
> : fact that there exists versions of mydos that allow upto 48megs per
> : h/d partition, whereas sparta dos is ltd. to 16 megs

FOX-1 wrote

> Show me. 48MB partitions were only mentioned in the manuals, but was
never
> released...

I think Bob Puff was working on a new version of Mydos with 48 meg partition
size but never released it.
And my last chat with Bob Puff he said he's not doing software anymore :(

Hey Carmel, You dont know what Sparta can do! There are many thing that
dos can do that Mydos
can not. Mydos has no:

Batch file processor
Command line
Can move a file (MOVE)
Real time and date stamps for each file
127 files per sub-dir
Use drive 9 (D9:)

There are many many more but thats a few good ones, I also use Mydos all
the time and have Both dos's on my
8bit hard drives.

Atari8Man

251. Re: Wanted: .atr file of Galaxy by Avalon-Hill for Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 04:37:18 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <2U8%7.347$Nm2.153086007@newssvr12.news.prodigy.com>
Source record: 31972

If you find it please let me know! I'm looking for this as well and a scan
of the docs would be very cool. I keep getting outbid on this one in Ebay.
Mo

Dirk the Daring wrote in message ...
>I am looking to play this game on my PC with Atari800Win. (any format that
>will work with Atari800Win) I haven't been able to find it anywhere. It
was
>originally released on cassette. Does anyone have this file??? Thanks in
>advance for your cooperation. Here is a link - in case there is any
>confusion on what game I am referring to.
>http://timeline.99er.net/enc_g.htm
>
>
>
>

252. Re: All Commodor 64 BBS are FREEWARE!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 07:54:44 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <8Nb%7.293129$oj3.57787796@typhoon.tampabay.rr.com>
Source record: 31973

Doctor Clu wrote

> Well, we really can't expect people to give up their software.
>
> It's nice when they make it available, but really, the work done in
recent
> times by people still holding the rights made the telnetable BBS'S like
Closer
> to Home possible.
>
> As for BBS types, don't forget Marshware. :)
>
> Doctor Clu

Commodore and IBM BBS are also access viva telnet
even Cnet bbs there big one is freeware. Software authors make money
when they put there programs in the domain. Check out the comp.sys.cbm
and you will see what the other 8bit is doing, but not only 8bits its 16/32
bits to.
I been Atari since 1977 but if I was new to the scene I would overlook Atari
completly,

Atari8man

253. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 07:58:14 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <qQb%7.293130$oj3.57789674@typhoon.tampabay.rr.com>
Source record: 31975

"Dan Vernon" wrote

> Is there instructions somewhere... or would someone be kind enough to post
> them here... regarding how to install a PAL Antic on top of the NTSC Antic
> with a switch so they can be selected before booting?
>
> Thanks!
> -Dan

You dont need to, all your NTSC software will run just fine with the Antic
Pal.

Atari8man

254. Question on Atari 8-bit games with sound problems on emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 07:59:40 UTC
From: Mike <mhill@cinci.rr.com>
Message-ID: <qohq3u02ihgvtc69emohi1i6hisi5039hg@4ax.com>
Source record: 31974

Hello,

I'm working on a update (slowly) to my old 8-bit emulator Pokey. Not sure if many of you remember it..... :)

Anyway I am working on sound emulation. And I believe I have pretty much 100% accurate sound, but I was hoping some of you could throw some game names at me that don't work correctly on all the current 8-bit emulators.

A good example I can give you. Berzerk. When you load the game you hear the digitized "Got the Humanoid, Got the intruder" with the current emulators. And when you hit the option key you hear them repeated while in the opening screen. But once you start playing the game you never hear the above phrases when you get shot, exit a level , etc. Now with my new sound emulation you get to hear it all.

So anyway I would appreciate any comments from you guys on as many games or programs as you know of that have any sound issues with the emulators out there. I want to test it as best I can before I release it into the wild.

I will also furnish the information and code for this emulation so other authors can incorporate it if they wish.

No target date yet for a release, but hopefully in a month or two.

Thanks for your time and your help!

Mike
mhill@cinci.rr.com

255. Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 08:06:50 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <uYb%7.293132$oj3.57795321@typhoon.tampabay.rr.com>
Source record: 31976

After I completed Mercenary 1 I orderd Mercenary 2 and played with it awhile but never got to far. Im going to play that game to its end one day!! Im wondering has anyone here played it to its end?

Mercenary ROCK! one of the Best Atari games ever.

Atari8man

256. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 08:18:04 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <07c%7.293133$oj3.57802203@typhoon.tampabay.rr.com>
Source record: 31977

Hi John!

Its the 9th of Jan and I hope you still have your Atari system. Here's some good news The Sparta Dos X cartridge has both memsave and CARTSAVE!! Yes cartsave. You can use both Atari Basic and Basic XL/XE at the same time.

Atari8man

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:OqTV7.36971$m05.3125959@bin5.nnrp.aus1.giganews.com...
> Crap! Item 2 should read with or without BASIC! Sorry!
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:DeTV7.222244$C8.15512772@bin4.nnrp.aus1.giganews.com...
> > I've tried MyDOS 4.1 which I thought supported large ATRs since they
> inited,
> > but later discovered it didn't give the whole space, only a small,
> diskette
> > like portion. I tried, MyDOS 4.53 and discovered with the help of
others
> > that it didn't support MEM.SAV with my ramdisk. I tried 4.51 and my
800XL
> > wouldn't even boot on it.
> >
> > What is an emoticon for pulling my hair out? I'm so disappointed I
could
> > poo.
> >
> > Here's what I ask. Before I take all of the 8-bit stuff I recently
> acquired
> > and stamp it into silicon based trash I need a DOS that will:
> >
> > 1) Run on my 800XL with 256K forming a ramdisk of 192K.
> > 2) Load DUP.SYS into the ramdisk on bootup with or without DOS.
> > 3) Support MEM.SAV into the ramdisk on calling DUP.SYS.
> > 4) Support large disks (8 or 16MB ATRs).
> > 5) Support single and double density diskettes.
> > 6) Read DOS 2 and 2.5 disks.
> >
> > I'm I delerious? Is this totally impossible? I will personally send
> anyone
> > who can send me (legally) a DOS on ATR (not those goddamned arc files)
> that
> > does all these things, a check for $50. You'll have to trust me, I need
> the

> > functionallity before the cash goes out. The ATR must do everything in
> the
> > six items on bootup, without my having to edit source code, configure
> things
> > and write DOS files or peek and poke thinks in basic.
> >
> > If this is impossible, posts that state "John you're a knucklehead" are
> okay
> > too and my Atari stuff can be in the trash by the new year.
> >
> >
> >
> >
> >
>
>
>

257. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 08:36:46 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <E2.H2.XH2j5dYmD7b7yca.NR@aqu.bekkoame.ne.jp>
Source record: 31978

Mathy van Nisselroy wrote:

[thorough description of U34/35 function]

Wow! Your depth of knowledge astounds me 8).

So I guess that's it... spare traces for alternate bank-switching
components had somehow remained on the Rev.B mobo.

Maybe not so exciting in the end, but it delights me anyway.
Many thanks, guys! (especially Nisselroy-san! ;)
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

258. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 10:13:46 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1010657586@rtfm.mit.edu>
Source record: 31979
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 5, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

259. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 10:43:29 UTC
From: daclmi@netscape.net
Message-ID: <3c3d6fd8.1950687@news.CIS.DFN.DE>
Source record: 31981

On Thu, 10 Jan 2002 08:06:50 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

>After I completed Mercenary 1 I orderd Mercenary 2 and played with it
>awhile but never got to far. Im going to play that game to its end one
>day!! Im wondering has anyone here played it to its end?
>
>Mercenary ROCK! one of the Best Atari games ever.
>
>Atari8man

I downloaded the ATR some months ago, but the game would lock up at
the crash landing site, on my 800. I remember thinking it must be
because I do not have the RAM configuration of an XL/XE.

260. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 10:51:45 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a1jrnq$79c$1@thorium.cix.co.uk>
Source record: 31980

Are you on about 'The Second City'?

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:uYb%7.293132$oj3.57795321@typhoon.tampabay.rr.com...
> After I completed Mercenary 1 I orderd Mercenary 2 and played with it
> awhile but never got to far. Im going to play that game to its end one
> day!! Im wondering has anyone here played it to its end?
>
> Mercenary ROCK! one of the Best Atari games ever.
>
> Atari8man
>
>

261. Re: Atari 1200XL PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 11:11:28 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <AFe%7.9825$_p.3538642@typhoon.tampabay.rr.com>
Source record: 31982

I think Dan lives in the USA where we get artifacting colors not bw in gr
mode 8

<irata@nextra.at> wrote in message news:3c373f00$1@e-post.inode.at...
> I use a monitor-to-scart-cable (using the fbas-signal I think).
> Works nice for my NTSC-Atari800 (and for my PAL-800XL).
> I'm sure it would also work on a multisync-monitor.
>
> But my TV is multinorm and can handle NTSC, otherwise it's black&white
(but
> fine).
>
> James Moulder <james.moulder@clear.net.nz> schrieb in im Newsbeitrag:
> 6d77fe70.0201041449.26b7444b@posting.google.com...
> > Does anyone know how to get a 1200XL machine working on a PAL TV.
>
>
>

262. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 12:17:27 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k0oo$jv4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31983
Cross-posted to: alt.c64,comp.sys.atari.8bit

Howdy Richard, folks

> And whilst you can't use a PC disk drive, I believe both systems
> (definitely the Atari) have custom serial cables and software to allow
> disk images to be written to the original disk drive - as both used
> drives that were in effect serial devices with their own little
> computers inside.

For the Atari, there is the blackbox (check out http://www-users.rwth-aachen.de/mathy.van_nisselroy/blackbox.htm to see a picture) which can be updated with a Floppyboard (scroll down on the same page) which let's you add 4 standard PC disk drives. 5.25" and 3.5", maybe even 8", any mix. (but you can't use 1.2meg drives in 360kB mode). It comes with a utility to read, write and format PC disks. I use it all the time to copy files I got off the internet (I could try to convince the people here at the university to use 8 bit Atari computers, but.....) to my Atari and it's hard disk (connected to the BlackBox mentioned above). Sometimes I even prepare my mail on the Atari and copy it to PC disk so I can upload it here at the U.

CU Mathy van Nisselroy

PS the BlackBox also has my ZIPdrive and my CD ROM player connected to it. Plus my modem and my printer.

263. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:06:29 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k3kl$me1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31984
Cross-posted to: alt.c64,comp.sys.atari.8bit

Howdy Curt, folks

> and the software Publisher (can't remember their name, they did Electronic
> Cookbook which was a pretty good program) screwed over Alan and caused him
> some headaches as I recall....

Shelton "Shelly" Merrill perhaps.
I ordered Diamond GOS from him and another utility that was anounced.
First he said I hadn't paid.
When I send him a photocopy of the money order with HIS autograph on it, he sent me Diamond GOS and Diamond Paint. I never ordered paint. I never have and probably never will like paint utilities. IIRC it was Diamond Publish I ordered. I never got it.
He also sent me back a rubber check for the rest of the money.

CU Mathy van Nisselroy

PS anybody know a good place to buy some tar. I can probably get some feathers at a local chicken farm/butcher.

264. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:12:09 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k3vb$mp9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31985
Cross-posted to: alt.c64,comp.sys.atari.8bit

Howdy Guy, folks

> 2) Works with all Atari hardware, BB, MIO and
> Hard drives, Sparta dos support.

ATOS needs Sparta DOS (because Tom Hunt is a Sparta guy) and a lot of
memory. Boss-X will run under MyDOS. I'm no sure how much memory it needs.

CU Mathy van Nisselroy

265. Re: FSII cracked!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:17:55 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k4a6$n13$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31986

Howdy Jerry

> XF551? That's a good point, I'll try it and post the results here...
> Jerry

I have the cartridge version. Is there a way to trick the cartridge into
letting me use something other then a 1050?

CU Mathy van Nisselroy

266. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:26:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k4qcned1@nets3.rz.RWTH-Aachen.DE>
Source record: 31987

Howdy Hidehiko

> Wow! Your depth of knowledge astounds me 8).

I developed a 99.9% 130XE compatible 1MB (1024kB) upgrade using 30 pin SIMMs. (it only works in my XEGS at the moment) check out http://www.holyoak.com/atari/ and click on 400/800/XL/XE to see the schematic of my upgrade. Or check out http://www.myatari.net/back.htm and download the May 2001 issue (red cover, yellow text) for an article and photo of my upgraded XEGS.

So I had to learn about these signals.

CU Mathy van Nisselroy

267. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:42:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k5nb$o90$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31988

Howdy Dan, folks

> One thing I'm worried about is achieving the closest compatibility with
the
> 130XE banking, in which Antic and the CPU both can access the memory
> appropriately. I've read both upgrades several times, but am just not
sure
> which one achieves the closest compatibility.

Mine ofcourse. :-)
You can use my upgrade as a starting point. I don't know exactly where the
1200XL's MMU differs from the XL/XE MMU, but it might use different pins
(for the same job).

> In the Woolley upgrade, Bob
> talks a lot about bit 4 and 5 of PORTB, however the description of the
> upgrade doesn't make clear what is sacrificed in compatibility (at least
for
> me to understand).

IIRC, Bob sacrificed 130XE compatibility for "existing upgrade"
compatibility.

> Another thing I really don't want is an upgrade like the ICD Rambo 256 in
> which you have to leave the computer off for 10 seconds to clear the RAM.
> For me at least, this is too annoying to be worth the extra RAM.

If somebody knew how we can get rid of this, please tell us.

CU Mathy van Nisselroy

268. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 13:46:26 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1k5vkoek1@nets3.rz.RWTH-Aachen.DE>
Source record: 31989

Howdy Dan, folks

> > In the Woolley upgrade, Bob
> > talks a lot about bit 4 and 5 of PORTB, however the description of the
> > upgrade doesn't make clear what is sacrificed in compatibility (at least
> > for me to understand).
>
> IIRC, Bob sacrificed 130XE compatibility for "existing upgrade"
> compatibility.

My 1MB XEGS still has separate ANTIC and CPU banking, (software control over) BASIC, OS RAM/ROM, SelfTest and Missile Command. No external switches, no funny addresses, nothing.

CU Mathy van Nisselroy

269. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 14:05:42 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1k74s$j96$1@slb4.atl.mindspring.net>
Source record: 31990

Hi Mathy,

I already exchanged the 1200XL MPU for an XE one in the PBI upgrade, so thats no issue. I seem to remember that you were still working out some bugs in the design... or perhaps that was just in an XEGS. Its been a while since I've checked out your plans.

Well, I want your upgrade! Any possibility of printed pcbs in the future?

-Dan

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a1k5nb$o90$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Dan, folks
>
> Mine ofcourse. :-)
> You can use my upgrade as a starting point. I don't know exactly where the
> 1200XL's MMU differs from the XL/XE MMU, but it might use different pins
> (for the same job).
>

270. FA: Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 14:26:29 UTC
From: bsg <bigsexygav@POOPyahoo.com>
Message-ID: <Uvh%7.6936$1s6.1346955@news6-win.server.ntlworld.com>
Source record: 31991

Atari 1050 Disc Drive - Currently at ?28 - Under 3 hours remaining
http://page.auctions.shopping.yahoo.com/uk/auction/59155695

Atari 800xl, XC12 Datasette and games - Currently at ?9.00 - Under 3 hours remaining
http://page.auctions.shopping.yahoo.com/uk/auction/59155877

regards

Gavin
www.xscomputers.co.uk
www.xshosting.co.uk

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

271. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 15:11:50 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a1kapu$q1l$1@nntp9.atl.mindspring.net>
Source record: 31992

oops... I actually exchanged it for an 800XL MPU... (the OS & BasicC were
from the XE), so we do need to figure out the differences.

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a1k74s$j96$1@slb4.atl.mindspring.net...
> Hi Mathy,
>
> I already exchanged the 1200XL MPU for an XE one in the PBI upgrade, so
> thats no issue.

272. Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 16:01:40 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201100753470.18395-100000@shell.pacifier.com>
Source record: 31993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

273. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 16:05:30 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u3repu127s9q05@corp.supernews.com>
Source record: 31994

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:M36%7.291329$oj3.57236284@typhoon.tampabay.rr.com...
<snip>
> Hey Carmel, You dont know what Sparta can do! There are many thing
that
> dos can do that Mydos
> can not.

The only things that mattered to me were, memory resident, high speed I/O,
and good ramdisk support.

I would use a 180k US Doubler drive as my primary storage vs. a 720k XF or
ATR8000 for both programming and BBS.

Ramdisks were prone to losing data after a crash when testing code.

274. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 16:43:06 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <s0hr3uktagv2vrpqeo62c85thehjndt12e@4ax.com>
Source record: 31995

On Thu, 10 Jan 2002 14:42:02 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>> Another thing I really don't want is an upgrade like the ICD Rambo 256 in
>> which you have to leave the computer off for 10 seconds to clear the RAM.
>> For me at least, this is too annoying to be worth the extra RAM.
>
>If somebody knew how we can get rid of this, please tell us.

I have three 800XLs. One has the CB 256k upgrade, and I can switch
it off for less than 10 seconds and back on and it works, but one of
my other 800XLs (64k) has to be shutoff for 20 seconds sometimes. Go
figure!

--
Shawn Jefferson

275. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 17:39:15 UTC
From: david_p@istop.com
Message-ID: <91928F56Edavidpistopcom@205.189.152.45>
Source record: 31996

ricortes@netmagic.net (Rick Cortese) wrote in
<u3repu127s9q05@corp.supernews.com>:
>
>The only things that mattered to me were, memory resident, high speed I/O,
>and good ramdisk support.
>
>I would use a 180k US Doubler drive as my primary storage vs. a 720k XF or
>ATR8000 for both programming and BBS.
>
>Ramdisks were prone to losing data after a crash when testing code.
>

That was one great thing about the MIO - a severe system crash left your
ramdisks unscathed. Plus, prior to the advent of SDX, booting off the
ramdisk was the fastest method available. Lots of people had their MIOs
always on - I recall one guy whop rigged a backup power supply off a car
battery (I think).

Ah, the good old days...

David P

(Now officially feeling old...)

276. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 17:51:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c3dd4b1$0$37098$1dc6e903@news.corecomm.net>
Source record: 31897

I also use spdos most of the time, but keep MyDOS handy.
I use APE to boot with and MyDOS functions better with
APE than SpDOS with my setup. (I have a 11 foot long
1 chip cable, which is a little 'weak'.) Some write functions
work better with MyDOS. Sometimes SpX works when
neither SpDOS boot or MyDOS will work. SpX does
detect when read/write functions aren't going right and
slows down the I/O automatically.
I think MyDOS is 'quicker' than SpDOS for read/write
functions than FTeDOS 3.2g, as well as 3.2d, etc.
Russg

277. Re: ebay: Sun 50.4GB RAID, Model 112 & SPARC 20 (112MB) Item # 1317406156

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 20:32:53 UTC
From: user@domain.invalid
Message-ID: <3C3DFA75.8040606@domain.invalid>
Source record: 31898

Do you have some kind of Atari emulator for that system?

278. Re: Help for the deranged

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 21:02:30 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <Gjn%7.421206$C8.30945912@bin4.nnrp.aus1.giganews.com>
Source record: 31899

Yup, I still have my stuff and have gone with SpartaDOS. Would like to have
Basic XL (which I had years ago) but I do have MAC/65 on cart.

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:07c%7.293133$oj3.57802203@typhoon.tampabay.rr.com...
> Hi John!
>
> Its the 9th of Jan and I hope you still have your Atari system. Here's
some
> good news The Sparta Dos X cartridge has both memsave and CARTSAVE!!
> Yes cartsave. You can use both Atari Basic and Basic XL/XE at the same
> time.
>
> Atari8man
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:OqTV7.36971$m05.3125959@bin5.nnrp.aus1.giganews.com...
> > Crap! Item 2 should read with or without BASIC! Sorry!
> > "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> > news:DeTV7.222244$C8.15512772@bin4.nnrp.aus1.giganews.com...
> > > I've tried MyDOS 4.1 which I thought supported large ATRs since they
> > inited,
> > > but later discovered it didn't give the whole space, only a small,
> > diskette
> > > like portion. I tried, MyDOS 4.53 and discovered with the help of
> others
> > > that it didn't support MEM.SAV with my ramdisk. I tried 4.51 and my
> 800XL
> > > wouldn't even boot on it.
> > >
> > > What is an emoticon for pulling my hair out? I'm so disappointed I
> could
> > > poo.
> > >
> > > Here's what I ask. Before I take all of the 8-bit stuff I recently
> > acquired
> > > and stamp it into silicon based trash I need a DOS that will:
> > >
> > > 1) Run on my 800XL with 256K forming a ramdisk of 192K.
> > > 2) Load DUP.SYS into the ramdisk on bootup with or without DOS.
> > > 3) Support MEM.SAV into the ramdisk on calling DUP.SYS.
> > > 4) Support large disks (8 or 16MB ATRs).
> > > 5) Support single and double density diskettes.
> > > 6) Read DOS 2 and 2.5 disks.

> > >
> > > I'm I delerious? Is this totally impossible? I will personally send
> > anyone
> > > who can send me (legally) a DOS on ATR (not those goddamned arc files)
> > that
> > > does all these things, a check for $50. You'll have to trust me, I
need
> > the
> > > functionallity before the cash goes out. The ATR must do everything
in
> > the
> > > six items on bootup, without my having to edit source code, configure
> > things
> > > and write DOS files or peek and poke thinks in basic.
> > >
> > > If this is impossible, posts that state "John you're a knucklehead"
are
> > okay
> > > too and my Atari stuff can be in the trash by the new year.
> > >
> > >
> > >
> > >
> > >
> >
> >
> >
>
>
>

279. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 22:32:52 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <oEo%7.294790$oj3.58556854@typhoon.tampabay.rr.com>
Source record: 31900

I have the sio2pc 1 chip version and with sparta dos I get ultr-speed even
from a mydos formated disk? strange huh. But if I boot with Mydos the io
speed is normal 19.2

Atari8man

"Russ Gilbert" <russg@en.com> wrote in message
news:3c3dd4b1$0$37098$1dc6e903@news.corecomm.net...
> I also use spdos most of the time, but keep MyDOS handy.
> I use APE to boot with and MyDOS functions better with
> APE than SpDOS with my setup. (I have a 11 foot long
> 1 chip cable, which is a little 'weak'.) Some write functions
> work better with MyDOS. Sometimes SpX works when
> neither SpDOS boot or MyDOS will work. SpX does
> detect when read/write functions aren't going right and
> slows down the I/O automatically.
> I think MyDOS is 'quicker' than SpDOS for read/write
> functions than FTeDOS 3.2g, as well as 3.2d, etc.
> Russg
>
>
>

280. Re: Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 22:43:01 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <VNo%7.64892$fo.22420996@news1.rdc1.md.home.com>
Source record: 31901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201100753470.18395-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy
> Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben
> Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts!
> http://www.pacifier.com/~atari/specials.htm
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

281. Re: ATS 2.0 SR1 Released

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 22:47:27 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <3So%7.294795$oj3.58574983@typhoon.tampabay.rr.com>
Source record: 31902

Hi Steve,

I cant get file transfers to work on both v1 and v2.

Atari8man

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:u3pk2k5cl5etf7@corp.supernews.com...
> A bugfix release for ATS (Atari Terminal Simulator) has been uploaded.
This
> bug
> caused random hangs on some systems when trying to connect.
>
> ATS is a full ATASCII telnet client with upload/download capability in
> Xmodem/Ymodem/Ymodem-Batch and F-Modem. ATS can also be used
> as a serial terminal if you want to use a real modem.
>
> ATS also can playback ATASCII 'break movies'. A screensaver version of
> ATS is available as well. The download URL is:
>
> http://www.atarimax.com/
>
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.atarimax.com/ * *
*
> * * ** *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!
>
>
>
>

282. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 23:47:03 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <aCp%7.7551$28.519519@zwoll1.home.nl>
Source record: 31903

Kathleen Ferrante wrote

: > Show me. 48MB partitions were only mentioned in the manuals, but was
: never

: I think Bob Puff was working on a new version of Mydos with 48 meg partition
: size but never released it.
: And my last chat with Bob Puff he said he's not doing software anymore :(

That's right.

: Hey Carmel, You dont know what Sparta can do! There are many thing that
: dos can do that Mydos
: can not.

However I'm a Sparta-Dos only user, I do have some comments on the next ones
:-)

: Mydos has no:
:
: Batch file processor

Yes it has, as external modules, written by Torsten Karworth from Germany

: Command line

Yes it has. Can't remember the name right now. Something like "BTC" or so.

: Can move a file (MOVE)

A real move... No. Just copy-and-delete

: Real time and date stamps for each file

Also true

: 127 files per sub-dir

I'm not sure about that!

: Use drive 9 (D9:)

IIRC, with a BlackBox you have acces to D9: if it is a redirected drive...

: There are many many more but thats a few good ones, I also use Mydos all
: the time and have Both dos's on my
: 8bit hard drives.

I deleted MyDos from my harddisk a long while ago.

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

283. Re: Question on Atari 8-bit games with sound problems on emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-10 23:53:37 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <mIp%7.7606$28.522457@zwoll1.home.nl>
Source record: 31904

Mike wrote

: I'm working on a update (slowly) to my old 8-bit emulator Pokey. Not
: sure if many of you remember it..... :)

I do. It was the only emulator that would work on my old 386 with 1Mb and 2
really huge MFM harddisk of 60Mb each :-)

At the meanwhile I upgraded my PC systems a lot, and tried about every
emulator for DOS and Win (and ST-Xformer!) I could lay my hands on, and
decided to use only real Atari 8-bit for the rest of my life :-))

: So anyway I would appreciate any comments from you guys on as many
: games or programs as you know of that have any sound issues with the
: emulators out there. I want to test it as best I can before I release
: it into the wild.

No emu's for me anymore. Good luck anyways.

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

284. 8-bit Cartridges Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 00:59:38 UTC
From: Mike <mhill@cinci.rr.com>
Message-ID: <auds3u8u38pkr66autajumh73pb7ttj3fh@4ax.com>
Source record: 31905

Hello,

I'm looking for the following 8-bit carts. If you have em drop me an email letting me know your asking price. I would prefer carts with manuals, but even without is fine.

Miner 2049'er

MAC/65

Basic XE

Thanks for your time

285. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 01:06:47 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a1lf4h$rp3ds$3@ID-15679.news.dfncis.de>
Source record: 31908

Hi,

> I downloaded the ATR some months ago, but the game would
>lock up at the crash landing site, on my 800. I remember
>thinking it must be because I do not have the RAM
>configuration of an XL/XE.

AFAIR Mercenary should work just fine on a 400 an 800 (in fact I recall playing it on my 400), so I suspect there must be a problem with the ".ATR" you downloaded.

TTFN - Pete.

286. Re: The F-S Macro Assembler 40/80

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 01:09:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xXq%7.20173$Vz3.2125553@newsread2.prod.itd.earthlink.net>
Source record: 31906

Do you mean 'AGAGD'? I never heard of that F-S Assembler. I do have a couple of versions of SynAssembler on my site.

I also noticed the author incorrectly claims the Atari AsmEd cart is unable to assemble to a disk file... Speaking along those lines, can anyone make SynAssembler put all your code in a single target file? Every time I change the ORG address, it closes the previous file and I must use DOS to copy them with append.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message
> Does anyone have a copy of this assembler that is offered in the book
> AGAPD on the http://www.atariarchives.org site ? tks

287. Re: BountyBob

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 01:10:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <RXq%7.20175$Vz3.2125553@newsread2.prod.itd.earthlink.net>
Source record: 31907

I have not waded thru the main 40K of code, so the cracker may have altered
the cart-banking stuff to use the OS RAM instead. Other than that, the RAM
space is the same as that on the 800.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
> I don't think so... the orginal BBSB was a 40k bank-switching cart if I
> remember correctly... which doesn't give too much room to play with. Who
> knows... perhaps it could be done if screens were loaded dynamically in
from
> disk or something, but this would be major surgery and understanding that
> code is hard going.
>
> -Dan
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message

> > Aha...
> >
> > I also noticed a lot of Port B Control activity which does nothing on
the
> > XL/XE series; is it possible to make it run on a 48K 800?

288. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 03:08:59 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <LdlP8A+8AY3K092yn@NoSpam.com>
Source record: 31909

In article <0048cb09@fmlynet.org>,
"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote:
> So I get the package today. It has a hard drive all set up, and the
>specialized device to hook the Atari 800 directly to the IDe drive.

Very cool!

> Where will it go from here? There is talk about someone here in the
>states selling the MyIDE here. Again, it would just be a matter of the user
>slapping a rom cart, hooking up the IDE hard drive, and somehow getting a power
>supply for it (XF551, PC power supply, etc). Simple installation.

Wasn't there work being done on using Compact Flash for a drive? IIRC, Compact
Flash is just some sort of specialized IDE interface. Now that would be cool,
having a cartridge with a CF slot in it! (But how would I use Action!...)

--
Ryan 'Gozar' Collins

289. Re: 8-bit Cartridges Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 07:31:22 UTC
From: bobbyshaw@aol.com
Message-ID: <20020111023122.23564.00001279@mb-md.aol.com>
Source record: 31910

>Hello,
>
>I'm looking for the following 8-bit carts. If you have em drop me an
>email letting me know your asking price. I would prefer carts with
>manuals, but even without is fine.
>
>Miner 2049'er
>
>MAC/65
>
>Basic XE
>
>Thanks for your time
>

I have the Miner 2049er Cartridge and original instruction booklet. I am about to start auctioning my equipment off on Ebay starting with the books this weekend (with the cartridges following in a week or two) -- see the web page in my sig line. I'll be happy to go ahead and throw the Miner 2049er auction up this weekend also. I plan on starting the cartridges off at $1.00 with $1.00 shipping.

Let me know if you are interested, and I'll put it up, otherwise I'll wait and auction it in a couple of weeks with the rest of the cartridged.

Thanks,
Robert Shaw

--
Interested in vintage Atari 8-bit equipment? See what I'm auctioning soon:
http://www.mindspring.com/~robe294/atari_sale.htm

290. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 08:14:09 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c3e9e33.56167375@news.ubs.com>
Source record: 31912

On Thu, 10 Jan 2002 10:43:29 GMT, daclmi@netscape.net (Daniel Miller)
wrote:

>I downloaded the ATR some months ago, but the game would lock up at
>the crash landing site, on my 800. I remember thinking it must be
>because I do not have the RAM configuration of an XL/XE.

IIRC there were two versions of Mercenary on different sides of the
floppy - one for Atari 400/800 and one for XL. The 400/800 version
was lower res, presumably because there wasn't enough RAM for a
higher resolution screen.

Could be that the ATR is the XL version .... though possibly its
just corrupt.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

291. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 08:17:33 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c3e9ede.56337906@news.ubs.com>
Source record: 31911

On Thu, 10 Jan 2002 10:51:45 -0000, "Pockets" <pockets@cix.co.uk>
wrote:

>Are you on about 'The Second City'?

The 'Second City' was rubbish - one of the biggest disappointments
ever. All it did was turn your external display red and white and
change the underground mazes.

After the superb original (one of the best Atari8 games ever IMO) it
was a real let-down. I don't think I even bothered to play more than
an hour or two.

There was a followup called 'Damocles' which was ST/Amiga only,
then a Mercenary III (also not for 8bit).

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

292. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 08:43:33 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <VAx%7.298713$oj3.59377830@typhoon.tampabay.rr.com>
Source record: 31913

Hi.

I remember now when I ordered my Black Box in 1991 Bob told me he was
working on a new version of Mydos
and then 2 years later when I placed another order I asked him about it and
he told me we was not doing software
anymore :(

There are still a lot of programs that will not run under sparta :(so I
still keep a small partition for it.
I use Sparta 90% of the time.

Atari8man

293. Re: All Commodor 64 BBS are FREEWARE!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 08:47:22 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <uEx%7.298753$oj3.59380194@typhoon.tampabay.rr.com>
Source record: 31914

I forgot 1 other Atari BBS The Puff BBS, its a full feature system to.
The next time I speak with B.Puff I'll
talk to him about it.

Atari8man

294. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 10:51:49 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a1mg3u$5f6$1@thorium.cix.co.uk>
Source record: 31915

Yep

the 48k version is subtitled as the 'Fast version' though i did not notice
any significant speed differences between the two. I suppose it would be
noticable if there was a lot happening on the screen.

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in
message news:3c3e9e33.56167375@news.ubs.com...
> On Thu, 10 Jan 2002 10:43:29 GMT, daclmi@netscape.net (Daniel Miller)
> wrote:
>
>
> >I downloaded the ATR some months ago, but the game would lock up at
> >the crash landing site, on my 800. I remember thinking it must be
> >because I do not have the RAM configuration of an XL/XE.
>
> IIRC there were two versions of Mercenary on different sides of the
> floppy - one for Atari 400/800 and one for XL. The 400/800 version
> was lower res, presumably because there wasn't enough RAM for a
> higher resolution screen.
>
> Could be that the ATR is the XL version .... though possibly its
> just corrupt.
>
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"

295. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 12:22:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1mle4oed1@nets3.rz.RWTH-Aachen.DE>
Source record: 31917

Howdy Lee, Ron, folks

> On a real Atari with an unpatched version of any MyDOS 4.50 and above,
> ramdisk won't work while you have BASIC rom on.

I never had problems using MyDOS and BASIC. But with my 1MB upgrade,
DUP.SYS and MEM.SAV didn't show up in the directory. Even though the free
sector count was the same compared to when BASIC is switched off.

BTW I've been wanting to ask this ever since Lee sent me the patch, have a
look at this (cut and pasted from Lee's patch file):

```
LDA $D301 ;0C0C AD 01 D3
ORA #$1C ;0C0F 09 1C
STA $31 ;0C11 85 31
ORA #$1C ;0C13 09 1C
AND $0BBA,Y ;0C15 39 BA 0B
STA $D301 ;0C18 8D 01 D3
```

That's what's in MyDOS before the patch.

I don't know much about assembler, but that second ORA #$1C doesn't change
anything, or does it?
(if that's true, this sure is a sign that somebody goofed up.)

Thanks Lee for fixing it. Now my 1MB XEGS (actually it's 1MB plus 64kB)
doesn't care if BASIC is on or off when it comes to the RAMdisk.

CU Mathy van Nisselroy

296. Re: Atari Upgrade help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 12:26:45 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1mlmcopm1@nets3.rz.RWTH-Aachen.DE>
Source record: 31918

Howdy folks

> You need a cold start reboot switch or Omnimon and XL-Boss type OS which
> give access to 580 or similar RAM to cause a restart.

The UltraSpeedPlus OS buy CSS will also let you cold boot the system without switching it off.

Better though would be if we could fix this with some electronic components. Just in case there are no alternative OS's for your computer (like the XEGS) or if your favorit alternative OS doesn't have a cold boot option.

CU Mathy van Nisselroy

297. ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 12:33:46 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1mm3c$p8n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31916

Howdy folks

I'm getting pretty sick of this.
People are talking about which computer they think is best and what do they do?
They refer to demo's!
And with a bit of luck also the sites you can find them on.
So I go there and what do I see..... ATR
What's wrong with you people? Saying this or that computer is better and proving it by using EMULATORS?????

Aren't there any sites anymore where a real Atari 8 bit user can ghet his Atari 8 bit files in Atari 8 bit readable form?

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

298. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 12:41:55 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1mmilpkf1@nets3.rz.RWTH-Aachen.DE>
Source record: 31919

Howdy Dan, folks

> I already exchanged the 1200XL MPU for an XE one in the PBI upgrade, so
> thats no issue. I seem to remember that you were still working out some
> bugs in the design... or perhaps that was just in an XEGS. Its been a
while
> since I've checked out your plans.

I should mention here that the XEGS uses a slightly different MMU, so adding
a PBI to that could be a pain. Maybe we could piggy back them together.

It works 100% OK on the XEGS, it's the 800XE and 800XL I have problems with.
Maybe I should have studied Electronics instead of Mechanical engineering.
:-(

> Well, I want your upgrade! Any possibility of printed pcbs in the future?

Hopefully before I die. (I'm 35 and a halve next Wednesday and hope to live
for a long long time)

CU Mathy van Nisselroy

PS but you can look at the schematic (http://www.holyoak.com) and even look
at a picture (http://www.myatari.net the red issue with the yellow text on
the cover). :-))

299. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 12:44:16 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1mmn2prk1@nets3.rz.RWTH-Aachen.DE>
Source record: 31920

Howdy Dan, folks

> oops... I actually exchanged it for an 800XL MPU... (the OS & BasicC were
> from the XE), so we do need to figure out the differences.

I know of three different MMU's:

a) 1200XL/1400XL
b) 600XL/800XL/XE
c) XEGS

So you shouldn't have any trouble.

CU Mathy van Nisselroy

300. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 13:54:30 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3C3EEE96.CB7B227F@mb1.tu-chemnitz.de>
Source record: 31921

> I'm getting pretty sick of this.
I am sorry.
> So I go there and what do I see........ ATR
So what?
> What's wrong with you people? Saying this or that computer is better and
> proving it by using EMULATORS?????
Excuse me. Ever heard of an Interface PC -> Atari?
Ever heard that Atari 5.25 inch disks may be unreadable after several
years?
I am using still the REAL Atari for looking Demos. But I am not using my
XF551 - I am using the PC as a virtual Atari diskdrive. Ofcourse I do
not have this nice sound of a floppy drive ...
And I think there is a way of transfering the ATR "sectors" to a real
floppy drive.

With one exception: You are downloading your files with your real Atari
and then saving everything to a floppy.

Greetings, Sven.

301. A reminder for MyDOS users

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 15:23:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c41102b$0$37106$1dc6e903@news.corecomm.net>
Source record: 31855

I was chatting with a MyDOS user and remembered 'Fast Fingers'
from the Feb '84 Antic.
We have been talking here about SpartaDOS and batch files.
With Fast Fingers, you can make any commands of MyDOS
occur at bootup time. For instance, you could establish a ramdisk,
copy all files from D2: to D9: (if that was the ramdisk you made),
and do anything you can do from the keyboard as an autorun.sys.
It is really a neat program and I had not remembered it when
John McCullough was asking about making a ramdisk and copying
files to it.
Also, there is a BASIC.OFF and BASIC.ON programs that
could turn BASIC on and off.
'Fast Fingers', the program and the magazine article can be
found at www.atarimagazines.com (Kevin Savitz), Feb. '84.
Regards to MyDOS users.
Rambling Russg

302. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 15:52:42 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <eTD%7.1594$J%5.487508@news02.optonline.net>
Source record: 31922

Emulators do serve a function. I had to give up my Atari hardware a couple of years ago because I had some serious time and space issues. I found several emulators that sort-of did the job on a Pentium 100 that I was using at the time. Programs ran slowly, at best.

A year-and-a-half ago, I found that I could actually run an emulator at full speed when I bought a Pentium 3 800 machine. Imagine that! It takes an 800 Mhz Pentium to emulate a 1.77 Mhz 6502! Just one of the problems with emulation, I guess.

I also know where you're coming from in terms of using a PC as a peripheral to an Atari system. I was one of the first to review SIO2PC for Atari Classics Magazine. I made my own .ATRs using SIO2PC and APE for DOS. I used .ATRs to speed up the editing and duplicating of the Ol' Hackers Disk Newsletter when I was its editor.

And I can understand your frustration. It does take additional steps to download .ATRs and then transfer them to Atari floppies.

But there are programs that can take .ATRs and make .DCMs out of them. It also wouldn't take much time and effort for people who keep .ATRs on their Web sites to put .DCMs there, too.

"Sven Gleich" <sven.gleich@mb1.tu-chemnitz.de> wrote in message news:3C3EEE96.CB7B227F@mb1.tu-chemnitz.de...
> > I'm getting pretty sick of this.
> I am sorry.
> > So I go there and what do I see........ ATR
> So what?
> > What's wrong with you people? Saying this or that computer is better and
> > proving it by using EMULATORS?????
> Excuse me. Ever heard of an Interface PC -> Atari?
> Ever heard that Atari 5.25 inch disks may be unreadable after several
> years?
> I am using still the REAL Atari for looking Demos. But I am not using my
> XF551 - I am using the PC as a virtual Atari diskdrive. Ofcourse I do
> not have this nice sound of a floppy drive ...
> And I think there is a way of transfering the ATR "sectors" to a real
> floppy drive.
>
> With one exception: You are downloading your files with your real Atari
> and then saving everything to a floppy.
>
> Greetings, Sven.

303. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 16:16:22 UTC
From: usenet-20020111@hias.horus.com
Message-ID: <slrna3u3oa.ib8.usenet-20020111@camel.hias.horus.com>
Source record: 31923

On Fri, 11 Jan 2002 14:54:30 +0100, Sven Gleich wrote:
> Excuse me. Ever heard of an Interface PC -> Atari?
> Ever heard that Atari 5.25 inch disks may be unreadable after several
> years?

Full ACK.

IMO the most important problem in the next 5-10 years will
by the old hardware (escpecially floppy drives and disks) starting
to die. I had to exchange the drive belt and motor of my first 1050
some 10 years ago, and also had to exchange several chips of my
800 XL: a dead RAM-chip, a POKEY and an ANTIC.

Maybe I'm a little paranoid, but I really don't like the fact that
most user-programmable chips (like EPROMs, GALs, and PALs, used by
several hardware extensions) are rated at an expected 10-years
lifetime (approximately). I almost don't dare to think about this
fact, since most of my equipment is older than 15 years by now....

Actually, I don't like using an emulator since that's a completely
different "feeling" compared to using a real Atari 8bit.

But using SIO2PC / APE with an Atari is a very good idea, IMHO.

> And I think there is a way of transfering the ATR "sectors" to a real
> floppy drive.

Currently I know of several possibilities:
- DiskFormer using an Atari only
- 1050-2-PC using a PC and a 1050
- WriteAtr (by me) using a PC only

so long,

Hias

304. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 17:27:22 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <_fF%7.2877$J%5.645210@news02.optonline.net>
Source record: 31924

The hardware repair/parts issue will become very important.

But think about how wonderful things have been until now! Atari 8-bit BBSs running 24/7/365 without interruption for ten years was not uncommon, for example.

There will be solutions, and I agree that SIO2PC will be a big part of that.

Take care.

Alan

"Matthias Reichl" <usenet-20020111@hias.horus.com> wrote in message news:slrna3u3oa.ib8.usenet-20020111@camel.hias.horus.com...
> On Fri, 11 Jan 2002 14:54:30 +0100, Sven Gleich wrote:
> > > Excuse me. Ever heard of an Interface PC -> Atari?
> > > Ever heard that Atari 5.25 inch disks may be unreadable after several
> > > years?
>
> Full ACK.
>
> IMO the most important problem in the next 5-10 years will
> by the old hardware (escpecially floppy drives and disks) starting
> to die. I had to exchange the drive belt and motor of my first 1050
> some 10 years ago, and also had to exchange several chips of my
> 800 XL: a dead RAM-chip, a POKEY and an ANTIC.
>
> Maybe I'm a little paranoid, but I really don't like the fact that
> most user-programmable chips (like EPROMs, GALs, and PALs, used by
> several hardware extensions) are rated at an expected 10-years
> lifetime (approximately). I almost don't dare to think about this
> fact, since most of my equipment is older than 15 years by now....
>
> Actually, I don't like using an emulator since that's a completely
> different "feeling" compared to using a real Atari 8bit.
>
> But using SIO2PC / APE with an Atari is a very good idea, IMHO.
>
> > > And I think there is a way of transfering the ATR "sectors" to a real
> > > floppy drive.
>
> Currently I know of several possibilities:
> - DiskFormer using an Atari only
> - 1050-2-PC using a PC and a 1050
> - WriteAtr (by me) using a PC only
>

> so long,
>
> Hias

305. Anyone know how to hack Pinhead (by Utopia)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 19:19:00 UTC
From: stonic <scottith@ptd.net>
Message-ID: <EUG%7.13336$F01.708811@nnrp1.ptd.net>
Source record: 31925

This is a Kickman clone that was made back in 1982. After seeing the thread about someone modifying Flight Sim II, I was wondering if someone knew how to modify this game to give you unlimited lives - anyone?

306. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 19:55:04 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a1nst0$s2ap5$1@ID-15679.news.dfncis.de>
Source record: 31932

Hi,

> Emulators do serve a function. I had to give up my Atari
>hardware a couple of years ago because I had some serious
>time and space issues....

Agreed, although I still have *ALL* of my original Atari equipment I don't currently have the space in which to set any of it up. :-(

Emulators do at least let me play some of my old favourite games in the meantime....they also help with software development (though in this case I'm talking about the Vectrex, saves burning endless numbers of ROMs).

> A year-and-a-half ago, I found that I could actually run
>an emulator at full speed when I bought a Pentium 3 800
>machine. Imagine that! It takes an 800 Mhz Pentium to
>emulate a 1.77 Mhz 6502!

Not at all! Atari800Win runs at full speed on this Celeron 333 and can even reach 179% the speed of the real hardware if let loose....

> I also know where you're coming from in terms of using a
>PC as a peripheral to an Atari system. I was one of the
>first to review SIO2PC for Atari Classics Magazine....

This is something I'm yet to investigate, I have an old P90 standing by waiting for the day I can find some space to set up the "old iron".

TTFN - Pete.

307. Phoenix Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 20:11:14 UTC
From: "F. Plugge" <ferryNOSPAM@pluggeworld.demon.nl>
Message-ID: <a1nh0s$d12$1@news1.xs4all.nl>
Source record: 31926

Hello all,

I faintly rememer a game called Phoenix, you had to shoot down little spaceships and one big one...
Was that a game for the Atari 600XL/800XL computer? Or have a seen it somewere else?

Thanks for any info,
Ferry.

308. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 21:49:30 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <K5J%7.11953$_p.5642572@typhoon.tampabay.rr.com>
Source record: 31927

Hi
I started to play Mercenary 2 and notice that there was 2 floating platforms
in the sky, red sky and the underground complex was full of traps.
I was thinking on playing this game again over the weekend cause I never got
to far the first time.

Atari8man

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in
message news:3c3e9ede.56337906@news.ubs.com...
> On Thu, 10 Jan 2002 10:51:45 -0000, "Pockets" <pockets@cix.co.uk>
> wrote:
>
> >Are you on about 'The Second City'?
>
> The 'Second City' was rubbish - one of the biggest disappointments
> ever. All it did was turn your external display red and white and
> change the underground mazes.
>
> After the superb original (one of the best Atari8 games ever IMO) it
> was a real let-down. I don't think I even bothered to play more than
> an hour or two.
>
> There was a followup called 'Damocles' which was ST/Amiga only,
> then a Mercenary III (also not for 8bit).
>
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"
>

309. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 22:13:48 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <I2.V2.YH2a43HjH7bSKda.NR@aqu.bekkoame.ne.jp>
Source record: 31928

Mathy van Nisselroy wrote:

> I developed a 99.9% 130XE compatible 1MB (1024kB) upgrade using 30 pin
> SIMMs. (it only works in my XEGS at the moment)

Most impressive! Looks like this could be the best memory solution
overall.

I'm sure you get this a lot ;), but have you squashed the timing bug
yet?
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

310. Re: Anyone know how to hack Pinhead (by Utopia)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 22:51:27 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <iXJ%7.570$Yh3.47268@news02.tsnz.net>
Source record: 31929

This has been done by someone quite some time ago, contact me if you need a copy.

Aaron

"stonic" <scottith@ptd.net> wrote in message
news:EUG%7.13336$F01.708811@nnrp1.ptd.net...
> This is a Kickman clone that was made back in 1982. After seeing the
thread
> about someone modifying Flight Sim II, I was wondering if someone knew how
> to modify this game to give you unlimited lives - anyone?
>
>

311. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 22:56:47 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <i0K%7.572$Yh3.47510@news02.tsnz.net>
Source record: 31930

ATR files are very handy, I still use them as virtual disks via SIO2PC on my real atari. I prefer ATR files to say individual .com or .exe files because it's
a hassle to use them on the real atari, you have to add them to a disk image first then use them, well, my way of collecting ATR files means I save time pissing about with individual files, everytime I want a bash at something, demo or game, On my real Atari OR on a emulator.

Each to their own. :-)

I also keep a cdrom full of the individual *.com &.exe etc etc files too, JUST
in case I need them for some reason, but as yet, I havent touched it.

Regards
Aaron

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a1mm3c$p8n$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I'm getting pretty sick of this.
> People are talking about which computer they think is best and what do they
> do?
> They refer to demo's!
> And with a bit of luck also the sites you can find them on.
> So I go there and what do I see..... ATR
> What's wrong with you people? Saying this or that computer is better and
> proving it by using EMULATORS?????
>
> Aren't there any sites anymore where a real Atari 8 bit user can ghet his
> Atari 8 bit files in Atari 8 bit readable form?
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address will cease to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn

> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

312. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-11 23:06:22 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <g9K%7.576$Yh3.47632@news02.tsnz.net>
Source record: 31931

> And I can understand your frustration. It does take additional steps to
> download .ATRs and then transfer them to Atari floppies.

I'd prefer this additional step, than having to deal with heaps of
individual
files. At least the whole disk is copied in one go, not file by file,
ugh... :-)

> But there are programs that can take .ATRs and make .DCMs out of them. It
> also wouldn't take much time and effort for people who keep .ATRs on their
> Web sites to put .DCMs there, too.

The way I see it, as the majority of people want the file to use on an
emulator,
why should Sites like mine 'Holmes' waste double the webspace doing
something that
is easily done by the small amount of users that need them in DCM?

When I download DCM files from a site, the first thing I do is convert it to
ATR,
am I being a prick? Not at all, Having everything in one format is great.
For me,
and thousands of atari users rediscovering the atari each day.

And if someone needed a ATR turned into a DCM, well, how hard is it to run
it
through a ATR2DCM program?

I certainly dont want to start any flame wars, as that would be stupid, all
I'm saying
is, no matter what format the disk image is stored in on a website, it's
damn easy
to convert it to whatever YOU prefer once you have it downloaded.

Yes I do download my stuff to my PC first, then move it to the Atari, why?
As I like
to keep a backup of everything on CDrom, and I dont have a cdwriter on my
atari 8
bit now do I?

I prefer ATR. nuff said :-)

Aaron (aka.Holmes)

313. Re: Phoenix Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 00:13:08 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <ocL%7.741$7p5.327783571@newssvr12.news.prodigy.com>
Source record: 31933

I've got the 2600 version (it rocks!), I remember seeing an 8bit version but
I wouldn't swear to it.
Mo

F. Plugge wrote in message ...
>Hello all,
>
>I faintly rememer a game called Phoenix, you had to shoot down little
>spaceships and one big one...
>Was that a game for the Atari 600XL/800XL computer? Or have a seen it
>somewere else?
>
>Thanks for any info,
>Ferry.
>
>

314. Anybody ever tried DOS XE on an emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 00:14:27 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <krvu3u8knh4brescftt58rpkhg4k004645@4ax.com>
Source record: 31934

I mean, a DOS XE image in DD format. Has anybody tried that? I experienced
a problem, the DOS loads but whenever I try to access the rest of the disk, I
get an ERROR 139 message... I think the DOS tries to read the drive config
block or something...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

315. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 00:53:35 UTC
From: daclmi@netscape.net
Message-ID: <3c3f8773.15070115@news.CIS.DFN.DE>
Source record: 31935

On Sat, 12 Jan 2002 12:06:22 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>> But there are programs that can take .ATRs and make .DCMs out of them. It
>> also wouldn't take much time and effort for people who keep .ATRs on their
>> Web sites to put .DCMs there, too.

>The way I see it, as the majority of people want the file to use on an
>emulator, why should Sites like mine 'Holmes' waste double the webspace doing
>something that is easily done by the small amount of users that need them in DCM?

I have often written images to real live diskette by way of
Diskformer. Usually I will do this with the serial connection from the
800 to the PC compatible, but sometimes I have downloaded the ATR
using BobTerm and then written the ATR to disk. All of this ATR use
occurs on my real Atari.

One disk image format (ATR) is as good as another (DCM) and it seems
like ATR is better in some ways.

By the way, your Holme's website is one of the greatest Atari
websites. I can't tell you how much fun I have had going there to pick
out something new and download it. I just tried to reach it now, but I
see it is not available right now. I hope you are back soon. Thanks
for the great service you provide to Atarians, Aaron!

>When I download DCM files from a site, the first thing I do is convert it to
>ATR,
>am I being a prick? Not at all, Having everything in one format is great.
>For me,
>and thousands of atari users rediscovering the atari each day.
>
>And if someone needed a ATR turned into a DCM, well, how hard is it to run
>it
>through a ATR2DCM program?
>
>I certainly dont want to start any flame wars, as that would be stupid, all
>I'm saying
>is, no matter what format the disk image is stored in on a website, it's
>damn easy
>to convert it to whatever YOU prefer once you have it downloaded.
>
>Yes I do download my stuff to my PC first, then move it to the Atari, why?
>As I like
>to keep a backup of everything on CDrom, and I dont have a cdwriter on my
>atari 8

>bit now do I?
>
>I prefer ATR. nuff said :-)
>
>Aaron (aka.Holmes)
>
>
>

316. Black box power pinouts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 06:04:24 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <IIQ%7.12985$_p.6313848@typhoon.tampabay.rr.com>
Source record: 31936

Dose anyone know what the power pinouts are on the Black Box? Need to replace the black brick that came with it with an IBM power pack

Thanks

Atari8man

317. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 14:19:11 UTC
From: ebaiz@skyenet.net
Message-ID: <zBX%7.82$dM6.46783@newsfeed.slurp.net>
Source record: 31937

On 9 Jan 2002 02:17:10 , "Greg Goodwin" wrote:
>FamilyNet Newsgate
>
> My fellow Atarians! (And especially those fond of the Atari 800)
>
> I'm happy to say I received in the mail from my essemed compadre Mr.Atari
>from the Netherlands the completed (or at least well working beta) of the
>recently developed "MyIDE 800 Os Clu". :)
>
> I'm sure many have seen his work on the internet and on his website talking
>about the MyIDE for the XL and XE and maybe even the status pages on the Atari
>800 project.
> What can I say? I love the Atari 800 above all other 8-bits. Got a 800XL
>with 256K Rambo, a XEGS, and so forth. But just find myself partial to the
>400/800. :)
>
> So I jokeningly mentioned to him I'd send him a NTSC Jaguar for a 800
>version, and he took up the challenge. Months went by. He could have just
>bought a Jaguar in the box for pete's sake... but he was up to the challenge. I
>have to say, Mr.Atari is my kind of hobbyist! :)
>
> So I get the package today. It has a hard drive all set up, and the
>specialized device to hook the Atari 800 directly to the IDe drive.

Hello Dr. Clu (Greg)

This is really great news. I would have never thought it could be done.
Too bad your friend could not make alot of these devices for the
400/800, XE and XL. I know they would sell. Shoot, I would buy one
myself. It is really great to see these 8-bit machine still going. My
XE sits next to my Hades and I use it using 800XLDJ. I have my 400 and
two XL's in my closet along with my 8-bit stuff. Take care and good
luck with your special device. Keep us informed....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

318. Re: Phoenix Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 14:56:42 UTC
From: irata@nextra.at
Message-ID: <3c404f3c$3@e-post.inode.at>
Source record: 31938

Hmmm...there's Galaxian.
Maybe you saw Phoenix for Coin-op, C64 or something else?

F. Plugge <ferryNOSPAM@pluggeworld.demon.nl> schrieb in im Newsbeitrag:
a1nh0s$d12$1@news1.xs4all.nl...
> Hello all,
>
> I faintly rememer a game called Phoenix, you had to shoot down little
> spaceships and one big one...
> Was that a game for the Atari 600XL/800XL computer? Or have a seen it
> somewere else?
>
> Thanks for any info,
> Ferry.
>
>

319. Re: Phoenix Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 18:21:53 UTC
From: "F. Plugge" <ferryNOSPAM@pluggeworld.demon.nl>
Message-ID: <a1puvu$8hv$1@news1.xs4all.nl>
Source record: 31939

I know i had seen it somewhere... just wasn't sure it was on my old
600XL/800XL... I've got the romset for Mame but i was just curious.

Thanks for your info,
Ferry

<irata@nextra.at> wrote in message news:3c404f3c$3@e-post.inode.at...
> Hmmm...there's Galaxian.
> Maybe you saw Phoenix for Coin-op, C64 or something else?
>
> F. Plugge <ferryNOSPAM@pluggeworld.demon.nl> schrieb in im Newsbeitrag:
> a1nh0s$d12$1@news1.xs4all.nl...
> > Hello all,
> >
> > I faintly rememer a game called Phoenix, you had to shoot down little
> > spaceships and one big one...
> > Was that a game for the Atari 600XL/800XL computer? Or have a seen it
> > somewere else?
> >
> > Thanks for any info,
> > Ferry.
> >
> >
>
>

320. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 18:28:25 UTC
From: NoOne@FakeEmail.com
Message-ID: <91948EFEFCTHEnterprises@205.212.123.11>
Source record: 31940

Hi Mathy,

At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you will find a utility that runs on a real A8 that can convert an ATR file to either a single density or enhanced density floppy. The docs say it's only for single density but it truly also works on enhanced density as well. Also, there is a substantial DCM section and a individual FILES section of games in the CTH Archive.

321. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 20:26:12 UTC
From: mcurrent@carleton.edu
Message-ID: <u416v4gdris956@news.supernews.com>
Source record: 31941

In article <3C3A0A21.ED2A3371@mail.uni-mainz.de>, magea000@mail.uni-mainz.de says...
>
>[snip]
>
>Hello Michael,
>maybe we can include some info about Atari programs that a) support
>xtra-ram (but still run on 48k or 64k machines) and b) absolutely need
>xtra-ram (and thus will not run on a 48k or 64k machine). I do not know
>where to include this info into your FAQ, but if you are interested, I
>can create a list with lots of programs I know, belonging to subject a
>or b. Think this could be of interest especially for those Atarians
>that have xtra-ram avaiable (or those who do not know what to use the
>xtra-ram for...) greetings, Andreas.

Sounds useful to me! Start a list, and I'll find a spot in the FAQ for it.

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

322. Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 20:29:26 UTC
From: mcurrent@carleton.edu
Message-ID: <u417567hu67v30@news.supernews.com>
Source record: 31942

For the FAQ, I'd like to start a list of non-Atari-brand modems designed for
the 8-bit Atari = they connect directly to SIO without an interface.

Which makes/models do you have and/or know of?

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

323. Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 20:30:37 UTC
From: mcurrent@carleton.edu
Message-ID: <u4177dejkhru80@news.supernews.com>
Source record: 31943

I'd also like to do the same thing with printers. What printers, other than those produced by Atari, can be connected directly to SIO without an intervening interface?

-Michael
--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
St. Paul Atari Computer Enthusiasts, http://space.atari.org/

324. Atari Stuff (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 20:33:58 UTC
From: mcurrent@carleton.edu
Message-ID: <u417dmogbml763@news.supernews.com>
Source record: 31944

---------- Forwarded Message ----------
Date: Thursday, January 10, 2002 4:10 PM -0500
From: Greg Bournia <GregBournia@netscape.net>
To: mcurrent@carleton.edu
Subject: Atari Stuff

I have a bunch of Atari stuff that I'm trying to find a home for. Do you know anyone who would be interested or is there a way to post the stuff to your newsgroup comp.sys.atari.8bit. I appreciate your help. Thanks.

Here'a a list of everything that I have.

Atari 800xl computer, Atari 1050 disk drive, GE DataRecorder model 3-5156 - appears to be all in great condition including the original boxes and instructions but the equipment hasn't been used in a long time

Atari power supply, 2 Atari joysticks, TV/computer switchbox - all appear in good shape but haven't been used in a long time

Antic Magazines - May 1986 thru April 1988 excluding December 1987, 23 issues, most in very good shape

Software: SynCalc, SynFile+, Family Finances, PaperClip, AtariWriter Plus, Stock Analysis, and Mortgage and Loan Analysis - all in their original boxes with instructions and diskettes

Games: Caverns of Mars, Operation Whirlwind, Buzzword, Mychess II, and Blue Team Bridge - all in their original boxes with instructions and diskettes

Your Atari Computer - A guide to Atari 400/800 Personal Computers

2 unopened boxes of blank diskettes, diskette notcher, and diskette vinyl storage holders

---------- End Forwarded Message ----------

325. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 20:42:17 UTC
From: bobbyshaw@aol.com
Message-ID: <20020112154217.12267.00001115@mb-mu.aol.com>
Source record: 31945

```
>
>I'd also like to do the same thing with printers. What printers, other than
>those produced by Atari, can be connected directly to SIO without an
>intervening interface?
>
>-Michael
>--

The Printer I used (which will be for sale in a couple of weeks-once tested)
was a Seikosha AT-100. It had a built in Atari I/O cable along with another
plug to daisy chain devices through it. I didn't find the manual for it, so I
don't have any of the other specifics from it. I have it in its original box
and styrophome packaging material....

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? See what I'm auctioning soon:
http://www.mindspring.com/~robe294/atari_sale.htm
```

326. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 22:02:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Gn208.26237$zw3.2524289@newsread1.prod.itd.earthlink.net>
Source record: 31946

I remember an Axiom direct connect and believe it was probably the Seikosha AT-100 Bobby mentioned with a different brand on it. Somebody made a Gorrilla, was it Axiom also by Seikosha?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"BobbyShaw" <bobbyshaw@aol.com> wrote in message
news:20020112154217.12267.00001115@mb-mu.aol.com...
> >
> >I'd also like to do the same thing with printers. What printers, other
than
> >those produced by Atari, can be connected directly to SIO without an
> >intervening interface?
> >
> >-Michael
> >--
>
> The Printer I used (which will be for sale in a couple of weeks-once
tested)
> was a Seikosha AT-100. It had a built in Atari I/O cable along with
another
> plug to daisy chain devices through it. I didn't find the manual for it,
so I
> don't have any of the other specifics from it. I have it in its original
box
> and styrophome packaging material....
>
> Robert Shaw
>
> --
> Interested in vintage Atari 8-bit equipment? See what I'm auctioning soon:
> http://www.mindspring.com/~robe294/atari_sale.htm
>

327. atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-12 23:57:03 UTC
From: Jason Petersen <petersenj@yahoo.com>
Message-ID: <3C40CB1E.E11549CC@yahoo.com>
Source record: 31847

Hi, I just came into possesion of an Atari 800 computer. Unfortunately,
I didn't get the 10 kB ROM module with it, and all it does is display a
green screen. Could anyone point me in the right direction to get the
ROM module?

Thanks,
Jason

328. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 01:31:49 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <jk508.10536$Vd.502056@zwoll1.home.nl>
Source record: 31848

Aaron Wheeler wrote

: ATR files are very handy, I still use them as virtual disks via SIO2PC on my
: real atari. I prefer ATR files to say individual .com or .exe files
: because it's
: a hassle to use them on the real atari, you have to add them to a disk image
: first then use them

You don't have to place them into an ATR first. Use "PC-Mirror" to read
PC-files directly on your Atari 8-Bit...

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

329. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 02:02:00 UTC
From: jhardie@pipeline.com
Message-ID: <3c41e930.31078788@news.optonline.net>
Source record: 31849
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

WTF????

I read this group pretty regularly and don't remember any vote of any
kind. Maybe I was asleep during December??

I have to assume this is some kind of garbage put out by a troll to
get everyone going. Well, you got me.

John

On Sun, 13 Jan 2002 00:26:46 GMT, Usenet Administration
<admin@ZUHRISO.ORG.UA> wrote:

>As many of you are aware, this newsgroup is slated
>for removal on January 31st, 2002. The vote was
>taken at the end of last year, and there was a large
>marjority who wants to see this group removed.
>
>If you are a regular reader, you need to make other arrangements.
>
>--
>Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
>
>She might surprisingly open towards Sarah when the dull weavers climb beneath the brave
hall.

330. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 02:49:54 UTC
From: bobbyshaw@aol.com
Message-ID: <20020112214954.11301.00001901@mb-cg.aol.com>
Source record: 31850

>I remember an Axiom direct connect and believe it was probably the Seikosha
>AT-100 Bobby mentioned with a different brand on it. Somebody made a
>Gorrilla, was it Axiom also by Seikosha?
>
>--

Yes, the Seikosha AT-100 also has the name AXIOM on the printer itself.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? See what I'm auctioning soon:
http://www.mindspring.com/~robe294/atari_sale.htm

331. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 03:16:55 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <H_608.24378$_p.7616601@typhoon.tampabay.rr.com>
Source record: 31851
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

Wow this is a real drag, I guess we need to find another hangout. Any
ideas?

Atari8man

"John Hardie" <jhardie@pipeline.com> wrote in message
news:3c41e930.31078788@news.optonline.net...
> WTF????
>
> I read this group pretty regularly and don't remember any vote of any
> kind. Maybe I was asleep during December??
>
> I have to assume this is some kind of garbage put out by a troll to
> get everyone going. Well, you got me.
>
> John
>
>
>
> On Sun, 13 Jan 2002 00:26:46 GMT, Usenet Administration
> <admin@ZUHRISO.ORG.UA> wrote:
>
> >As many of you are aware, this newsgroup is slated
> >for removal on January 31st, 2002. The vote was
> >taken at the end of last year, and there was a large
> >marjority who wants to see this group removed.
> >
> >If you are a regular reader, you need to make other arrangements.
> >
> >--
> >Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
> >
> >She might surprisingly open towards Sarah when the dull weavers climb
beneath the brave hall.
>
>

332. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 03:23:12 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <A4708.68969$fo.24806229@news1.rdc1.md.home.com>
Source record: 31852

Please note the "announcement" is fake. It's shown up on many other newsgroups. Don't reply, followups are set for news.admin.net-abuse.email, probably in an effort to flood that group.

The comp.sys.atari.8bit newsgroup is *not* going away!

"Usenet Administration" <admin@ZUHRISO.ORG.UA> wrote in message news:9k3bmz5rz12iplcwevbr5a1zgj3z5q@4ax.com...
> As many of you are aware, this newsgroup is slated
> for removal on January 31st, 2002. The vote was
> taken at the end of last year, and there was a large
> marjority who wants to see this group removed.
>
> If you are a regular reader, you need to make other arrangements.
>
> --
> Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
>
> She might surprisingly open towards Sarah when the dull weavers climb beneath the brave hall.

333. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 03:35:26 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <2g708.1031$%y3.450593957@newssvr12.news.prodigy.com>
Source record: 31853

Well I've got an Okimate10 which featured cartridge like modules
(plug-n-print) that allowed it to attach directly to an atari, commodore or
standard rs232. Also featured black cartridges and three color cartridges.
It's thermal with replacable print head (I need a new one, anybody?) The
cartridges are/were made of thin plastic film which melted to the paper.
Thus a nice clean print job. Highly overpriced and not very hearty though.
Mo

Ron Hamilton wrote in message ...
>I remember an Axiom direct connect and believe it was probably the Seikosha
>AT-100 Bobby mentioned with a different brand on it. Somebody made a
>Gorrilla, was it Axiom also by Seikosha?
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"BobbyShaw" <bobbyshaw@aol.com> wrote in message
>news:20020112154217.12267.00001115@mb-mu.aol.com...
>> >
>> >I'd also like to do the same thing with printers. What printers, other
>than
>> >those produced by Atari, can be connected directly to SIO without an
>> >intervening interface?
>> >
>> >-Michael
>> >--
>>
>> The Printer I used (which will be for sale in a couple of weeks-once
>tested)
>> was a Seikosha AT-100. It had a built in Atari I/O cable along with
>another
>> plug to daisy chain devices through it. I didn't find the manual for it,
>so I
>> don't have any of the other specifics from it. I have it in its original
>box
>> and styrophome packaging material....
>>
>> Robert Shaw
>>
>> --
>> Interested in vintage Atari 8-bit equipment? See what I'm auctioning

soon:
>> http://www.mindspring.com/~robe294/atari_sale.htm
>>
>
>

334. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 04:25:20 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <5u224usek6m1d6ugbfb3vsk08u0on395ir@4ax.com>
Source record: 31854

Forget all this BS and don't crosspost to that other NG... I've seen this same thing attempted by the same stupid (using several different names) in other NGs previously. Can't remember what the police calls this bastard...

On Sun, 13 Jan 2002 03:16:55 GMT, "Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote:

>Wow this is a real drag, I guess we need to find another hangout. Any
>ideas?
>
>Atari8man
>
>
>
>
>
>"John Hardie" <jhardie@pipeline.com> wrote in message
>news:3c41e930.31078788@news.optonline.net...
>> WTF????
>>
>> I read this group pretty regularly and don't remember any vote of any
>> kind. Maybe I was asleep during December??
>>
>> I have to assume this is some kind of garbage put out by a troll to
>> get everyone going. Well, you got me.
>>
>> John
>>
>>
>>
>> On Sun, 13 Jan 2002 00:26:46 GMT, Usenet Administration
>> <admin@ZUHRISO.ORG.UA> wrote:
>>
>> >As many of you are aware, this newsgroup is slated
>> >for removal on January 31st, 2002. The vote was
>> >taken at the end of last year, and there was a large
>> >marjority who wants to see this group removed.
>> >
>> >If you are a regular reader, you need to make other arrangements.
>> >
>> >--
>> >Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
>> >
>> >She might surprisingly open towards Sarah when the dull weavers climb
>beneath the brave hall.

>>
>>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." in front of the address when replying

335. Re: Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 04:53:26 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4112c4$0$37100$1dc6e903@news.corecomm.net>
Source record: 31856

My first modem was a MPP (? some number, 1000 I think.)
It connected thru joyport #2 and took a special handler.
It had some compatibility problems with the Atari 300 baud one
(a 1040?), speed was slightly off for the Atari one.
300 baud modems. Ran a BBS on it. Matt somebody wrote
AMIS MPP.
russg

336. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 05:03:47 UTC
From: jhardie@pipeline.com
Message-ID: <3c41141b.42067192@news.optonline.net>
Source record: 31857

I got an email telling me that exact thing. If you reply to the
original post, it goes to the news. admin.net-abuse newsgroup.
Supposedly this guy has been pulling this stunt quite a bit lately.

Just disregard the original post. We're still in business here.

John

On Sun, 13 Jan 2002 03:23:12 GMT, "Paul Gifford"
<paul.gifford@home.nospam.com> wrote:

>Please note the "announcement" is fake. It's shown up on many other
>newsgroups. Don't reply, followups are set for news.admin.net-abuse.email,
>probably in an effort to flood that group.
>
>The comp.sys.atari.8bit newsgroup is *not* going away!

337. FA (ebay): Numerous ATARI books and Magazines.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 06:26:03 UTC
From: bobbyshaw@aol.com
Message-ID: <20020113012603.13611.00002022@mb-fo.aol.com>
Source record: 31858

I have just listed all my ATARI Books and Magazines on Ebay -- all with $1.00 or lower start, with reasonable shipping terms. Some of these books have recently been asked about in this newsgroup. If interested, please follow the link to my auction list:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=bobbyshaw@aol.com

Here are the items for auction:

Atari 130XE Games Book
Atari Basic
Atari Basic Quick Reference Guide
Compute's First Book of Atari Graphics (2 copies)
Inside Atari DOS
Mapping the Atari (2 copies)
Microtext 2.0 program book
Mini Golf program book
The Atari Assembler
The Best of Atari Software
Understanding Atari Graphics
Infocom Witness Invisiclues book - Unused!
Your Atari Computer-A guide to Atari 400/800 Personal Computers
Lot of 34 ANTIC Magazines
Lot of 31 ANALOG Magazines
Lot of 10 Infocom Newsletters
Miner 2049er Cartridge

Thanks for looking!

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

338. Re: 8-bit Cartridges Wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 06:30:14 UTC
From: bobbyshaw@aol.com
Message-ID: <20020113013014.13611.00002023@mb-fo.aol.com>
Source record: 31859

>Hello,
>
>I'm looking for the following 8-bit carts. If you have em drop me an
>email letting me know your asking price. I would prefer carts with
>manuals, but even without is fine.
>
>Miner 2049'er
>

Hi Mike. I got the Miner 2049er cartridge auction started on Ebay if you're still interested. Here's the direct link to it:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1321627167

Thanks!

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

339. fake newsgroup alerts (was: Final Notice ...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 06:32:36 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0201130123500.9711-100000@shell1>
Source record: 31860

```
On Sun, 13 Jan 2002 at 03:16:55 GMT, "Kathleen Ferrante"
(KMFerrante at cfl dot rr dot com) scribbled:
->I guess we need to find another hangout.

These fake alerts are apparently part of a spam scam. They've
been all over the Usenet for several months. Ignore them.

->Atari8man

Huh? There seems to be a disconnect between a female header
name and male signature!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Header munged to foil spammers. Real info in sig lines.)
```

340. Re: Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 06:42:54 UTC
From: bobbyshaw@aol.com
Message-ID: <20020113014254.13611.00002024@mb-fo.aol.com>
Source record: 31861

I know it's available on-line, but if you are still looking for a hard copy of the book, I have two copies of Mapping the ATARI listed on Ebay right now:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1321607680
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1321609281

The second one is in better condition. I also have a bunch of other books and magazines listed.

Thanks for looking!

Robert Shaw

>John,
> http://www.atariarchives.org/mapping/ is Mapping the Atari.
>http://www.dislerdesign.com/Atari/ is DeReAtari online . Good luck!
> Jim
>
>
>John McCulloch wrote:
>
>> Ebay is getting a little sparse on Atari stuff and there's some things I
>> need. Although I can read 6502 assembler, I'm a little, no a lot, rusty on
>> the instruction set and have nothing on the memory map (which is really the
>> more important info anyway). Also, I'd like to get a hold of the MAC/65
>> toolkit and the SpartaDOS toolkit (x32g if it matters). So here's what I
>> think I need:
>>
>> Books like Mapping the Atari and/or DeReAtari.
>> The MAC/65 toolkit on ATR or disk.
>> The spartados toolkit with docs if there are any.
>>
>> Can anyone tell me where I might get the books and if either or both
>> toolkits are available anywhere and if they are still licensed? I
>> downloaded an ATR for MAC/65 toolkit but it was blank. I also downloaded
>> the spartados toolkit as an .arc. The DISKCOMM I had doesn't work (just
>get
>> a few lines of header and the rest of the screen is junk), and I'm not even
>> sure it would turn and .arc into a useable disk if I had a version that did
>> work.
>>
>> Any ideas?
>> Thanks,
>> John
>
>

--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

341. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 11:52:07 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <uem$TYAnTXQ8Ewdi@peterswoodharlow.freeserve.co.uk>
Source record: 31862

Once Upon a Time (02:02:00 Sun, 13 Jan 2002 actually)
in comp.sys.atari.8bit, John Hardie <jhardie@pipeline.com>
sharpened a new quill and wrote ...

>WTF????
>
>I read this group pretty regularly and don't remember any vote of any
>kind. Maybe I was asleep during December??
>
>I have to assume this is some kind of garbage put out by a troll to
>get everyone going. Well, you got me.
>
>John
>
>
>
For GODS SAKE. Remove the news.admin.net-abuse.email from your replies.

This is a bogus message from a spammer called HipCrime.

Once upon a time, in the land of the free (and the Yankee Dollar),
there arose a Spammer. He decided that it was his God Given Right to
post what he wanted, to as many newsgroups as he wanted, whenever he
wanted, and that no one should stop him. He used the handle "Hipcrime".
He went on to write some auto posting software, that hides the true
email addresses and began posting. Like a certain Saudi he attracted
followers. Also like a certain Saudi, he awoke the wrath of a sleeping
giant, namely those poor folks who have to deal with newsgroup abuse
reports. These guys fight him where ever they can, so he now targets
newsgroups with the "Follow up" tag in the headers set to the usenet
abuse newsgroup. (Go back and look at his original post and you'll see
what I mean).

Now when I replied to his post, I changed the follow up so that the post
came back here to comp.sys.atari.8bit .

Imagine what could have happened. Hundreds (O.K. so we probably don't
have hundreds here !) of people, all replying to his message, and
swamping the abuse news servers.

In reality, once created, it is *almost* impossible to remove a
newsgroup. There are thousands of news servers out there, all set up
differently. Many of the newsgroups they carry are empty as when
created, someone misspelt a word. In theory whilst one server carries a
newsgroup, it is still active.

Regards,

Barry Ruck. Harlow, Essex. United Kingdom

342. Re: fake newsgroup alerts (was: Final Notice ...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 13:03:45 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <RAf08.41701$J%5.6674869@news02.optonline.net>
Source record: 31864

Hipcrime was quiet for too long ...

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.33.0201130123500.9711-100000@shell1...
> On Sun, 13 Jan 2002 at 03:16:55 GMT, "Kathleen Ferrante"
> (KMFerrante at cfl dot rr dot com) scribbled:
> ->I guess we need to find another hangout.
>
> These fake alerts are apparently part of a spam scam. They've
> been all over the Usenet for several months. Ignore them.
>
> ->Atari8man
>
> Huh? There seems to be a disconnect between a female header
> name and male signature!
> --
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
> (Header munged to foil spammers. Real info in sig lines.)
>
>

343. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 13:06:18 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <eDf08.41702$J%5.6678473@news02.optonline.net>
Source record: 31863
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

It's a typical Hipcrime message. Look at the garbage at the bottom. That's a dead giveaway.

This guy wants people to flood WTF with messages. That's only one of his agendas, but it's dangerous enough.

Anyway, how are you?

Alan

"John Hardie" <jhardie@pipeline.com> wrote in message news:3c41e930.31078788@news.optonline.net...
> WTF????
>
> I read this group pretty regularly and don't remember any vote of any
> kind. Maybe I was asleep during December??
>
> I have to assume this is some kind of garbage put out by a troll to
> get everyone going. Well, you got me.
>
> John
>
>
>
> On Sun, 13 Jan 2002 00:26:46 GMT, Usenet Administration
> <admin@ZUHRISO.ORG.UA> wrote:
>
> >As many of you are aware, this newsgroup is slated
> >for removal on January 31st, 2002. The vote was
> >taken at the end of last year, and there was a large
> >marjority who wants to see this group removed.
> >
> >If you are a regular reader, you need to make other arrangements.
> >
> >--
> >Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
> >
> >She might surprisingly open towards Sarah when the dull weavers climb beneath the brave hall.
>

344. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 13:08:02 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <SEf08.41703$J%5.6680590@news02.optonline.net>
Source record: 31865

You said it better than I. Barry. The question remains: how do we get this guy to quit?

Alan

"Barry Ruck" <bruck@peterswoodharlow.freeserve.co.uk> wrote in message news:uem$TYAnTXQ8Ewdi@peterswoodharlow.freeserve.co.uk...
> Once Upon a Time (02:02:00 Sun, 13 Jan 2002 actually)
> in comp.sys.atari.8bit, John Hardie <jhardie@pipeline.com>
> sharpened a new quill and wrote ...
>
> >WTF????
> >
> >I read this group pretty regularly and don't remember any vote of any
> >kind. Maybe I was asleep during December??
> >
> >I have to assume this is some kind of garbage put out by a troll to
> >get everyone going. Well, you got me.
> >
> >John
> >
> >
> >
> For GODS SAKE. Remove the news.admin.net-abuse.email from your replies.
>
> This is a bogus message from a spammer called HipCrime.
>
> Once upon a time, in the land of the free (and the Yankee Dollar),
> there arose a Spammer. He decided that it was his God Given Right to
> post what he wanted, to as many newsgroups as he wanted, whenever he
> wanted, and that no one should stop him. He used the handle "Hipcrime".
> He went on to write some auto posting software, that hides the true
> email addresses and began posting. Like a certain Saudi he attracted
> followers. Also like a certain Saudi, he awoke the wrath of a sleeping
> giant, namely those poor folks who have to deal with newsgroup abuse
> reports. These guys fight him where ever they can, so he now targets
> newsgroups with the "Follow up" tag in the headers set to the usenet
> abuse newsgroup. (Go back and look at his original post and you'll see
> what I mean).
>
> Now when I replied to his post, I changed the follow up so that the post
> came back here to comp.sys.atari.8bit .
>
> Imagine what could have happened. Hundreds (O.K. so we probably don't
> have hundreds here !) of people, all replying to his message, and

> swamping the abuse news servers.
>
> In reality, once created, it is *almost* impossible to remove a
> newsgroup. There are thousands of news servers out there, all set up
> differently. Many of the newsgroups they carry are empty as when
> created, someone misspelt a word. In theory whilst one server carries a
> newsgroup, it is still active.
>
>
>
>
> Regards,
>
> Barry Ruck. Harlow, Essex. United Kingdom

345. Re: Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 16:24:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Gwi08.27291$Vz3.2797590@newsread2.prod.itd.earthlink.net>
Source record: 31866

The MPP 1000C runs 300 bps out of the joystick port. No interface nor SIO
connection.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:u417567hu67v30@news.supernews.com...
> For the FAQ, I'd like to start a list of non-Atari-brand modems designed
for
> the 8-bit Atari = they connect directly to SIO without an interface.
>
> Which makes/models do you have and/or know of?
>
> -Michael
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

346. FS: Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 16:32:03 UTC
From: Mark Kusz <mark_kusz@yahoo.com>
Message-ID: <7Ei08.265979$WW.13467155@bgtnsc05-news.ops.worldnet.att.net>
Source record: 31867

VINTAGE ATARI 8-BIT HARDWARE
Atari 1040 Cassette Recorder - $5

VINTAGE ATARI 8-BIT PUBLICATIONS - $1/ea
Antic Vol.3, No. 3,4,5
Antic Vol.4, No. 7,8,8
Antic Vol.6, No. 4,6
Antic Vol.7, No. 3,4,5,6,8
Antic Vol.8, No. 2,6,7
Antic Vol.9, No. 1,2
Activision River Raid Cart. Manual
Atari Astroids Cart. Manual
Atari AtariWriter Cart. Manual & Quick Reference Card
Atari Basic Quick Reference Guide by John Wiley & Sons
Atari DOS 3 Intro & Ref. Manuals
Atari Pac-Man Cart. Manual
Computer Gaming World Vol. 5.3
M.A.C.E. Journal Vol.2, No.11
M.A.C.E. Journal Vol.3, No. 4
M.A.C.E. Journal Vol.5, No. 8
M.A.C.E. Journal Vol.6, No. 6
Analog Movie Themes Cassette (req. Music Composer/no manual)

VINTAGE ATARI 8-BIT SOFTWARE - $1/ea, unless noted
Atari BASIC Cart. (2 available)
Atari Bug Hunt Cart.
Atari Bug Hunt Cart. (w/o case)
Atari E.T. Phone Home Cart. - unopened (9 available) - $3/ea
Atari Eastern Front (1941) Cart. (20 available)
Atari Eastern Front (1941) XE Cart.
Atari Graph It Cassettes
Atari Joust Cart. - $4
Atari Music Composer Cart.
Atari Star Raiders Cart. (2 available)
Atari Super Breakout Cart. (25 available)
Atari Writing Programs One/Two Cassette
Avalon Hill Bomber Attack Cassette
Broderbund Stellar Shuttle Cassette
EA One On One Disk (w/instructions) - $3
Softside Issue #35 Cassette w/Hopper & Saucer Formation
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more
Sublogic Flight Simulator II Disk (w/instructions) - $4

Shipping is extra.

347. Re: Anyone know how to hack Pinhead (by Utopia)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 17:45:11 UTC
From: stonic <scottith@ptd.net>
Message-ID: <Hlj08.15476$F01.773661@nnrp1.ptd.net>
Source record: 31868

Thanks.

20 years later, and I STILL can't believe the programmer didn't use the paddle controllers. Too many times 2 objects will fall at the same time, on opposite sides of the screen, making it impossible not to lose a life.

Aaron Wheeler <holmesatari@hotmail.com> wrote in message news:iXJ%7.570$Yh3.47268@news02.tsnz.net...
> This has been done by someone quite some time ago, contact me if you need a
> copy.
>
> Aaron
>
>
> "stonic" <scottith@ptd.net> wrote in message
> news:EUG%7.13336$F01.708811@nnrp1.ptd.net...
> > This is a Kickman clone that was made back in 1982. After seeing the
> thread
> > about someone modifying Flight Sim II, I was wondering if someone knew
how
> > to modify this game to give you unlimited lives - anyone?
> >
> >
>
>

348. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 18:17:54 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <BphBBIAS9cQ8EwrS@peterswoodharlow.freeserve.co.uk>
Source record: 31869

Once Upon a Time (13:08:02 Sun, 13 Jan 2002 actually)
in comp.sys.atari.8bit, Alan Sharkis <asharkis@optonline.net>
sharpened a new quill and wrote ...

>You said it better than I. Barry. The question remains: how do we get this
>guy to quit?
>
>Alan

A bullet and an address ???

Regards,

Barry Ruck. Harlow, Essex. United Kingdom

349. Re: Any Telnet BBS up?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 19:24:52 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <5al08.44$gC4.70015@news.uswest.net>
Source record: 31870

spacebbs.no-ip.com

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:NkOZ7.286682$Ga5.50112496@typhoon.tampabay.rr.com...
> Any Atari telnet bbs up and running?
> Please post the link
>
> Thanks
>
>
>

350. Re: Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 21:14:38 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u43u65gt975f6f@corp.supernews.com>
Source record: 31871

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Gwi08.27291$Vz3.2797590@newsread2.prod.itd.earthlink.net...
> The MPP 1000C runs 300 bps out of the joystick port. No interface nor SIO
> connection.

And the 1000E as well. The 1000E was even cheaper and had this strange
problem in that it could never hang up the phone. If a BBS caller didnt
disconnect
it would just stay connected forever.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

351. FOR SALE!!!!!!!!!!1

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 22:08:22 UTC
From: Renee Lobker <rhm@lobker.myweb.nl>
Message-ID: <a1svk7$4ra$1@cyan.nl.gxn.net>
Source record: 31872

9 ATARI LYNX GAMES,
ONE BUY
65 EURO'S
please mail me!!!
greets,
Ren&#65533;e

rhm@lobker.myweb.nl

352. Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-13 22:51:18 UTC
From: Frank Schroeder-Hoeftmann <frank_sh@web.de>
Message-ID: <a1t2t7$k84$1@olaf.komtel.net>
Source record: 31873

Good evening everybody!

On ebay Germany someone auctions a module called "Tower Toppler", apparently a "Nebulus" port for the 8bit which has never seen the (commercial) light of day.

So. Can anyone shed some light on this game, i.e. how it came about, why it was not to be, and, lastly, if an ATR is download-able somewhere?

353. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 01:57:59 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a1telf$t2j33$4@ID-15679.news.dfncis.de>
Source record: 31874

Hi,

>....What printers, other than those produced by Atari, can
>be connected directly to SIO without an intervening interface?

One of Epson's printers, I think it was the LX-80, used a system of
exchangeable interface "cartridges".

As well as the standard "Centronics" interface cart, I distinctly recall an
Atari SIO interface cart and a CBM serial bus cart. You could, BTW, buy the
printer off the shelf fitted with the interface cartridge of your choice and
get additional ones as required.

Star also produced a printer (I forget the model number(s)) which used a
similar idea for which an Atari SIO interface cartridge was available.

TTFN - Pete.

354. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 02:06:13 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a1telg$t2j33$5@ID-15679.news.dfncis.de>
Source record: 31875

Hi,

> On ebay Germany someone auctions a module called "Tower
>Toppler", apparently a "Nebulus" port for the 8bit which
>has never seen the (commercial) light of day.

That's right, it is a port of "Hewson Consultant's" game "Nebulus" and was developed just after the 7800 port.

> So. Can anyone shed some light on this game, i.e. how it
>came about, why it was not to be, and, lastly, if an ATR
>is download-able somewhere?

It was developed by "Bob Armor" at "US Gold" here in the UK in early 1989.

At the time we were working on porting various UK releases to the 7800. Whilst I was porting "Jinks", Bob was working on "Tower Toppler" (Atari insisted on the name change). When he'd finished the 7800 port he was at a bit of a loose end while waiting to start on his next 7800 game - "Deflektor" - (and tinkering with a RAM cartridge he'd built to enable him to use the 7800 development software with XL/XE machines) so convinced the bosses that he could do an 8-bit port of "TT" quite quickly....it was mostly finished when I quit the company.

As for why it never appeared, I have no idea. My best guess would be because Atari decided to stop supporting the 8-bit machines?

TTFN - Pete.

355. Re: fake newsgroup alerts (was: Final Notice ...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 02:34:26 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4243b4$0$35623$1dc6e903@news.corecomm.net>
Source record: 31876

```
Uhm. I dunno what 'hipcrime' is, refering to female address and
mail signature or spam group alert.
(I was wondering about the gender thing.)
Russg
```

356. Re: Toolkits and things

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 02:49:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c424733$0$35625$1dc6e903@news.corecomm.net>
Source record: 31877

Uh. Ok. You have an .arc of SpDOS toolkit. The .arc could
be just the files, or an .arc of the .atr. You mention your diskcomm
doesn't work, like in the same sentence. Was it a .arc of a .dcm
file? A busted diskcomm is possible, you can find a good one
at ftp.spudster.com in the utilities/files/archiver/diskimg.
You're not trying to unarc a .arc file with diskcomm.
Russg

357. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 05:20:24 UTC
From: huggymike@aol.com
Message-ID: <20020114002024.10212.00004372@mb-fh.aol.com>
Source record: 31878

Ron, you mentioned "HiasSoft AtariDsk" - what is it? I mean, is there another program out there similiar to APE (with SIO2PC)? I assume this is another PC utility (like APE runs on PC), right?

Mike

Posted by oldatarian@atariland.com:

>Normally the disk or image would contain files, some of which might be
>executable files. These can be manipulated with the normal utilities so
>often discussed here: HiasSoft AtariDsk, SIO2PC, APE, null modem cable,
>10502PC, ProSystem...
>--
> Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian

358. Re: atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 05:23:49 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <FXt08.29533$bo5.3474925701@newssvr21.news.prodigy.com>
Source record: 31879

try www.myatari.com or you could also try Ebay.

"Jason Petersen" <petersenj@yahoo.com> wrote in message
news:3C40CB1E.E11549CC@yahoo.com...
> Hi, I just came into possesion of an Atari 800 computer. Unfortunately,
> I didn't get the 10 kB ROM module with it, and all it does is display a
> green screen. Could anyone point me in the right direction to get the
> ROM module?
>
> Thanks,
> Jason

359. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 05:32:25 UTC
From: huggymike@aol.com
Message-ID: <20020114003225.10212.00004373@mb-fh.aol.com>
Source record: 31880

Could you tell me more about AtariDsk? What is its purpose and what is the difference, compare to APE software ?

Is there a site (FAQ?) that I can learned about AtariDsk?

I learned about APE (great program) but I want to learn more about ATR tools (either for Mac or PC).

Thanks for the support! Trying to renew my Atari spirits! :o)

Mike

360. Which ATR files require more RAM than 800XL/130XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 06:08:15 UTC
From: huggymike@aol.com
Message-ID: <20020114010815.10212.00004377@mb-fh.aol.com>
Source record: 31881

After browsing the files ftp.spudster.org/pub/Atari/CTH/Games2 (and Demo) site, I have questions regarding to the ATR file size in such FTP directory listing:

1) how can I tell which ATR files require MORE memory beyond the 64K in my standard 800XL?

2) how can I tell which ATR files require more RAM beyond the standard 130 XE's 128K ramdisk? (ie. 256k, 512k,1 meg, etc which I don't have.)

In other words, which ATR games/demos that will *not* work with my standard 800XL...and also 130 XE?

The reason I asked is that I am hoping that JOYRIDE (and other "great" megademos) will work on my 800xl. If not, and if it requires 130 XE (128+ memory or beyond), then I might have to find an XE in the ebay.com.

Finally, what is the working maximum RAM for 800xl? 130XE? (or a FAQ site where it answers my question as much as how do built/order such memory upgrade).

Mike
2Scale Inc.
Toledo, OH

361. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 06:11:13 UTC
From: huggymike@aol.com
Message-ID: <20020114011113.10212.00004378@mb-fh.aol.com>
Source record: 31882

2
***
You had this helicopter that you had to fly around underground caverns and
pick up stranded men, and eventually blow up a nuclear reactor core. I think
it had Apocalypse in its title. Very addictive and good fun !

Wouldn;t that Activision game called H.E.R.O., with helicopter on his back?
Or 'Jet Boot Jack'?

Mike

362. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 06:24:25 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a1ttak$80s$1@news.nextra.cz>
Source record: 31883

I think it is Fort Apocalypse.

"HuggyMike" <huggymike@aol.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:20020114011113.10212.00004378@mb-fh.aol.com...
> 2
> ***
> You had this helicopter that you had to fly around underground caverns and
> pick up stranded men, and eventually blow up a nuclear reactor core. I
think
> it had Apocalypse in its title. Very addictive and good fun !
>
>
> Wouldn;t that Activision game called H.E.R.O., with helicopter on his
back?
> Or 'Jet Boot Jack'?
>
> Mike

363. Re: fake newsgroup alerts (was: Final Notice ...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 08:52:43 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <NMjSoIAbxpQ8Ew4o@peterswoodharlow.freeserve.co.uk>
Source record: 31884

Once Upon a Time (21:34:26 Sun, 13 Jan 2002 actually)
in comp.sys.atari.8bit, Russ Gilbert <russg@en.com>
sharpened a new quill and wrote ...

>Uhm. I dunno what 'hipcrime' is, refering to female address and
>mail signature or spam group alert.
>(I was wondering about the gender thing.)
>Russg
>
>

This was posted in comp.sys.amstrad.8bit ...

Forwarded Message ...

Got this email in reply to my accidental off group reply to the
spammer:

***

What you're seeing are the ravings of a small-time failed spammer that
calls itself HipCrime. It has a 'bot that spews this junk in an effort
to be noticed, and to attempt to damage news.admin.net-abuse.email
(follow-ups are set there, not in your group), because it thinks that
this will somehow destroy the group. See the sites below for more
information than you ever want to know about this idiot.

http://www.geocities.com/hcfaq/
http://www.spamfaq.net/terminology.shtml
http://extra.newsguy.com/~rchason/
http://www.whew.com/On-Line_Spam/hipcrime_FAQ.shtml

I am sending you this directly because I have no way of knowing which
group you were reading when the post you followed up to duped you into
doing Hippy's damage for it.

Its latest technique is to post a forged notice of newsgroup removal,
hoping to attract indignant responses.

Please post these links in your newsgroup, to let other folks there
know what's going on. Since Drippy sets follow-ups to NANAE, nothing
you post about one of these threads will show up in your group.

***

End Forwarded Message ...

Regards,

Barry Ruck. Harlow, Essex. United Kingdom

364. From 110 to 220V (was: Power supply question)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 11:19:15 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0201140319.10f879f5@posting.google.com>
Source record: 31885

Hi
I have a question about PSU voltages:
Is there a way I can convert a 110V PSU to make it work with 220V ?
I live in a country that uses 220V, but I have a couple of
original Atari USA (110 V) PSU that can work only with 110V.
What kind of mod should I make? Maybe replacing some fuse?
Meybe a little soldering, swapping some cables?
I don't know, so any clues will be OK

Regards

Greg Menke <gregm-news@mindspring.com> wrote in message
news:<m3pu4m8g2v.fsf@europa.pienet>...
> > Now, it appears that my one CO17495 power supply doesn't work. I hooked one of
> > my several CO14319's to my 1050 drive in order to test my software, and it's
> > been working fine. I see that the 2 power supplies deliver different power
> > amounts, and that the 1050 isn't listed on the devices for the CO14319.
> >
> > Am I causing (or already caused) any damage to the power supply or floppy
> > drive?
>
> Its extremely unlikely anything is being damaged by the broken power
> supply. The different ratings refer to the rated output power of the
> transformer inside the power supply unit- functionally, the power
> supplies are identical. It is arguable that the higher rated unit is
> more suited for the computers, the lower for the floppy drives- but I
> think they're pretty much interchangable.
>
> The old Atari supplies have a fuse in the unit that wears out over
> time. The transformer itself is probably just fine. One procedure
> we've used is to crack open the transformer case, replace the fuse,
> reassemble. I'd include the transformer in the lot with the
> understanding its disabled- its quite fixable and Atari stuff isn't so
> common that it should be thrown away...
>
> Gregm

365. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:02:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1uhcp$l7h$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31886

Howdy Hidehiko, folks

> I'm sure you get this a lot ;), but have you squashed the timing bug
> yet?

Not yet. I hope to find some time and patients later this year. Maybe if I
knew more about electronics.....

CU Mathy van Nisselroy

366. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:08:31 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1uho1lil1@nets3.rz.RWTH-Aachen.DE>
Source record: 31887

Howdy folks

> one is a pdf entitled "XL to XE and More by Bill Dyke

ANTIC and CPU are always in extended memory according to the docs.
It uses bites 2-5 to select banks. So compatibility might be a problem.

> another I found is a 1-meg SIMM upgrade by the one-and-only Woolley:

Bob uses pin 4 to switch to extended RAM, pin 5 is use to choose banks.
This is how most upgrades do it.
But not mine.

CU Mathy van Nisselroy

367. Re: A reminder for MyDOS users

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:13:16 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1ui0tlpg1@nets3.rz.RWTH-Aachen.DE>
Source record: 31888

Howdy Russ

Check out the batch file utility on my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm It'll do even
more than Fast Fingers does. You can even use some kind of IF-THEN routine,
like IF a certain key is pressed THEN run or skip whatever.

CU Mathy van Nisselroy

368. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:20:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1uidl$m6c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31889

Howdy Tom, folks

> At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you
> will find a utility that runs on a real A8 that can convert an ATR file to
> either a single density or enhanced density floppy. The docs say it's
only
> for single density but it truly also works on enhanced density as well.
> Also, there is a substantial DCM section and a individual FILES section of
> games in the CTH Archive.

Thanks! It does run under MyDOS I hope?

CU Mathy van Nisselroy

369. Re: Anyone know how to hack Pinhead (by Utopia)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:23:55 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jbj54usoodfoiqko5mn696hds0rc8dvmhq@4ax.com>
Source record: 31890

On Fri, 11 Jan 2002 19:19:00 GMT, "stonic" <scottith@ptd.net> wrote:

>This is a Kickman clone that was made back in 1982. After seeing the thread
>about someone modifying Flight Sim II, I was wondering if someone knew how
>to modify this game to give you unlimited lives - anyone?
>
LOL..

I trained it back then......Somewhere, some place is my version..

Along with many others :-)

370. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:26:16 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1uir6$mn7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31892

Howdy folks

> Excuse me. Ever heard of an Interface PC -> Atari?

Sorry if I was a bit harsh.
I really don't like using PC's. Everything is so much easier on an Atari.
But the Atari needs more time. That's why I'ld prefer it, if PC users used
their PC's to make Atari files runable on PC's, instead of Atari users using
Atari computers to convert PC-files so they will run on the machines they
where intended for.

CU Mathy van Nisselroy

PS are there PC to Atari (via DCM or whatever format) convertors that can be
run from virtually every PC without the need to install anything?

371. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:27:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <hij54u0forfumla6jkel6j2qaubvqckfq2@4ax.com>
Source record: 31891

On Mon, 14 Jan 2002 07:24:25 +0100, "Semecky" <semecky@saul-is.cz>
wrote:

>I think it is Fort Apocalypse.
>
Yes it is..

And if you want a right good flaming (for a giggle) try asking for a
Fort Apocalypse rom in the C64 emulator group.

They go ape :-)

372. Re: Black box power pinouts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:44:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1ujqnnmr1@nets3.rz.RWTH-Aachen.DE>
Source record: 31893

Howdy Kathleen

> Dose anyone know what the power pinouts are on the Black Box? Need to
> replace the black brick that came with it with an IBM power pack

Not all BlackBox power connectors are the same. How many pins do you have?

CU Mathy van Nisselroy

373. Re: Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:46:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1ujugnpl1@nets3.rz.RWTH-Aachen.DE>
Source record: 31894

Howdy Michael

> For the FAQ, I'd like to start a list of non-Atari-brand modems designed
for
> the 8-bit Atari = they connect directly to SIO without an interface.
>
> Which makes/models do you have and/or know of?

Supra made a modem for the 8 bit Atari IIRC. I'll check my 'stuff'

CU Mathy van Nisselroy

374. webring

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 12:53:45 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a1ukcu$o80$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31895

Howdy folks

Seems like the webring organisation has changed part of there URL. It's not gone!

I sent a message to our ringmaster and hope he will answer soon.

CU Mathy van Nisselroy

PS it looks like they just changed 'www' to 'q'

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

375. Re: From 110 to 220V (was: Power supply question)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 13:38:07 UTC
From: Greg Menke <gregm-news@mindspring.com>
Message-ID: <m3u1tpkq80.fsf@europa.pienet>
Source record: 31896

> I have a question about PSU voltages:
> Is there a way I can convert a 110V PSU to make it work with 220V ?
> I live in a country that uses 220V, but I have a couple of
> original Atari USA (110 V) PSU that can work only with 110V.
> What kind of mod should I make? Maybe replacing some fuse?
> Meybe a little soldering, swapping some cables?
> I don't know, so any clues will be OK

If your mains frequency is 60 hz, then you can use a step-down transformer to change the 220vac to 110vac. These are fairly heavy, in a case, usually with a power cord and outlet attached. You might have to search a bit. Something rated from 220 to 240 vac on the input and 110 to 120 vac on the output is fine.

I don't recall if the Atari computer itself relies on the 60hz line frequency for timing. If so, and your mains frequency isn't 60 hz, then the step-down transformer won't be entirely satisfactory, as it can't give you 60hz from something different, its only changing voltages. I'm sure a FAQ can answer this question better than I can.

Some transformers have windings arranged such that you can apply 220vac to one pair or 110 to another on the primary side and still get out the right power from the secondary. As I recall the Atari power supply units aren't rigged this way- not unreasonably, as the extra winding and taps add cost & bulk.

If you're so inclined, you could certainly replace the Atari transformer with one that has a center-tapped primary and something like a 9vac secondary. If might be possible to use a 12vac secondary, but I've not looked deeply enough at the Atari 400/800 power supply board schematics to tell. If you do replace a PSU's transformer, make sure its rated for at least 18 VA, or at least 2 amps secondary current.

http://www.digikey.com is a fairly convienent source for transformers in the U.S.

Gregm

376. SpartaDOS Construction Set Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 15:43:13 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c42fc8f$0$35624$1dc6e903@news.corecomm.net>
Source record: 31797

Hello.
The complete SpartaDOS Construction Set Manual, in ASCII,
is now available at http://www.en.com/users/russg.
If you just need a quick command reference, the FTe 3.2g doc
might help.
If you want a complete reference for SpartaDOS, including
the technical structure of directories, memory locations for
command line, etc. the manual has it. Note there are a few
differences in 3.2g from what's in the manual.
Russg

377. How many more years before Atari computer dies?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 16:21:04 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8686FA0.1D8D%design3d@2-scale.com>
Source record: 31798

Imagine this, skip forward to the year 2010 A.D....

You, Senior Atarians, are demonstrating a still-working Atari 800XL or 130xe to the public (or history class in school).

You boot up Mr. Robot, an eternal character, who is still striving and begging you to keep him alive...his mind is still in the 1984 only confined inside the tv tube and inside the Atari memory.

<do do dak deek dink dink dah dong boop...walking....springy on the trampoline... dawk deek do do beep bop beep do dak.... roll scores.... flash lights...next level...>

This is sad. He knows you, Atarians, are here to keep Mr. Robot alive as much as other Atari games with utmost care. He doesn't want to die!

I always wonder how many more years for chips or memory to survive inside XL/XE before they dies out. Finding the right electronics to repair might be difficult and expensive in the future.

How more years before floppy disks die out? I still even have 200+ floppy disks which were last written to them back in 1985 or so! Still readable!

I am more concern about the TRUE/REAL Atari hardware to continue using those ATR, backups, or well-taken-care of disks.

Anyone to share comment?

Yes, I will try my best to keep Mr. Robot alive, under my Atari Hippocratic Oath!

Mike

in article _fF%7.2877$J%5.645210@news02.optonline.net, Alan Sharkis at asharkis@optonline.net wrote on 1/11/02 12:27 PM:

>> IMO the most important problem in the next 5-10 years will
>> by the old hardware (escpecially floppy drives and disks) starting
>> to die. I had to exchange the drive belt and motor of my first 1050
>> some 10 years ago, and also had to exchange several chips of my
>> 800 XL: a dead RAM-chip, a POKEY and an ANTIC.
>>
>> Maybe I'm a little paranoid, but I really don't like the fact that
>> most user-programmable chips (like EPROMs, GALs, and PALs, used by
>> several hardware extensions) are rated at an expected 10-years
>> lifetime (approximately). I almost don't dare to think about this
>> fact, since most of my equipment is older than 15 years by now....
>>

>> Actually, I don't like using an emulator since that's a completely
>> different "feeling" compared to using a real Atari 8bit.
>>
>> But using SIO2PC / APE with an Atari is a very good idea, IMHO.
>> Currently I know of several possibilities:
>> - DiskFormer using an Atari only
>> - 1050-2-PC using a PC and a 1050
>> - WriteAtr (by me) using a PC only
>>
>> so long,
>>
>> Hias

378. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 16:22:57 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8687010.1D8E%design3d@2-scale.com>
Source record: 31799

in article a1t2t7$k84$1@olaf.komtel.net, Frank Schroeder-Hoeftmann at
frank_sh@web.de wrote on 1/13/02 5:51 PM:

> Good evening everybody!
>
> On ebay Germany someone auctions a module called "Tower Toppler", apparently
> a "Nebulus" port for the 8bit which has never seen the (commercial) light of
> day.
>
> So. Can anyone shed some light on this game, i.e. how it came about, why it
> was not to be, and, lastly, if an ATR is download-able somewhere?

I remember that Nebulus game (formerly TowerToppler) for Atari ST. I never
heard of TowerToppler for 8-bit but I will be surprise to see it or find ATR
from somewhere....

Mike

379. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:03:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C431D80.20FF2099@students.uni-mainz.de>
Source record: 31800

Well,
SOS thats just what I said - the "selfmade Operating system", created by Sijmen schouten. This alternate OS lets you boot from any drive (D1: - D8:) or partition, by just holding down shift+number key (1-8). Sijmen especially created this OS for his My-Ide interface, so he could boot from any of the 8 partitions. the Os can be downloaded on his homepage, however you have to burn the 16k BIN file onto an Eprom then and install it into your computer to use it as a new OS (or alternate OS).

I guess the My-Ide uses only half of the harddisk capacity, since it only handles 256bytes sectors (not 512 bytes sectors). but on the other hand, the MSC-IDE interface also merely used 256bytes sectors and still it could use the full capacity of any harddisk... -Andreas.

Pete schrieb:
>
> Hi,
>
> > It is limited to 8 drives or partitions, if you have
> >the S.O.S. (selfmade-OS)....
>
> What's "SOS", where is it available - I've never come across it?
>
> >....uses only 8bit/half of the parallel bus, thus half
> >of your harddisk is wasted/unused (does not matter if
> >you have a gigabyte harddrive....
>
> From a hardware point of view this is patently untrue. Presumably MyIDE is
> operating the drive in 8-bit mode by setting the appropriate signal on the IDE
> bus? This affects only the INTERFACE between the computer and the drive, IE
> the IDE bus and NOT the drive (besides, all IDE drives store data in sectors
> as 8-bit bytes anyway).
>
> If you're losing half of the drives' capacity then this is clearly a problem
> with the software driving it, rather than one with the interface.
>
> TTFN - Pete.

380. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:12:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C431F7D.EE77C56F@students.uni-mainz.de>
Source record: 31801

Well,
yes I am a member of ABBUC. I never had problems with the halle 1994
demo, but maybe thats because I have a 256k Compyshop Ramdisk. I always
thought the Halle demos merely use 64k RAM. Maybe you mean the
Hobbytronic demos from 1990-1992, i.e. a) "The hobby-tronic Power Pack
demo" which shows a rotating glashead and a rotating Trabant car or b)
"The starwars demo" which shows a walking and a rotating 2-leg walker
(AT-AT or whatever it is called) or c) the "Atari Hardware Demo" which
shows a rotating Atari 800XL. All of these demos have the same effects,
they upload several Gr.8 pictures into the extra-ram and then animate
these pictures, so as if they were rotating 3D objects... As of yet I
do not have any 576k or 1088k machine. And there are very few Atarians
here in Europe who have more than 320kbytes RAM. unfortunately we have
quite many different sorts of Ramdisk, so sometimes we do have
compatibility problems... -Andreas.

Kathleen Ferrante schrieb:
>
> Hi!
> I have all my XL upgraded to either 512 or 1Meg 1088k, my XE are 320k to
> 576k. I have a lot of 8bit here cause it took 3 of them just to run my
> multi-line BBS years ago and plus I have many backup system in the event of
> a unit going bad. All my 8bits are Rambo compatible but always wanted to
> build the Compyshop ramdisk but could never find any info on it. The only
> demo I cant run on any of my machines is Hal94 side b, It wants that
> Compyshop ramdisk, however the demo dosnt crash it just reports ("Get a 256k
> ramdisk Lamer") that I thought was funny due to the fact it was running on a
> 512k XL, it also reports that same funny message on the 320-576k XE's ...
> I would like to know more about Compyshop ramdisk. I went to ABBUC website
> a few years ago but its in German
> and I only read english :(
>
> The German people are Blessed!! to have such a BIG wonderfull Atari club!!
> ABBUC Rules!
> are you a member?
>
> Atari8man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3AF48A.3780125B@mail.uni-mainz.de...
> Well,
> I did not say these demos won`t work on an NTSC system. They just have
> problems with most ramdisks. For instance I have a 320k XL computer
> (equipped with Compyshop Megaram 2 = 64k RAM plus 256k extra Ram;

> Rambanks: 23,27,2A,2F, 63,67,6A,6F, A3,A7,AA,AF,
> E3,E7,EA,EF;) and still they do not run on this machine. I also have 3
> XE`s with 128k and 1 XEGS with 64k but thats not enogh RAM I know.
>
> Most polish 320k demos do not run at all on this XL machine or they need
> to be setup via a ramdisk setup menu (like we find it in Khai-ET by AIDS
> or Impossible but Real by AIDS, or X-Demo by MadTeam and a few others).
> Unfortunately Sheol and Timekeeper do not have such a ramdisk setup
> menu... -Andreas.
>
> P.S.: Compyshop ramdisks are the most common here in Germany, if not in
> whole Europe...
>
> Kathleen Ferrante schrieb:
> >
> > Not true, I run all the polish demos on my 8bit from the MIO hard drive,
> > Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> > theres not 1 demo I cant run, all my 8bits have been upgraded with Antic
> pal
> > chip.. Where did you hear that the polish demos will not run on Ntsc
> > system?
> > If a user has only 256k then you cant run a program that need atlease 320k
> > >
> > > Atari8Man
> > >
> > > "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> > > news:3C3A048B.8291D5B4@mail.uni-mainz.de...
> > > Well,
> > > both Sheol and Timekeeper are saved in a form, they will boot
> > > automatically and load/copy all nescesarry stuff to Ramdisk. But here is
> > > the problem: They merely support polish ramdisks, known as Toms 256k,
> > > 320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
> > > meaning these two demos (and a few others, like Cogito from AIDS) will
> > > not run on our western ataris. Sad but true, I have a so-called
> > > compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
> > > do not run on this RD. These demo guys should have been so nice, to
> > > include a ramdisk setup-menu, like some other fellows did. Then everyone
> > > would be able to enjoy these megademos. Ok, maybe someone is able to
> > > patch these demos (the ramdisk / rambank bytes) or include a ramdisk
> > > setup-menu, so they can be run on other computers / ramdisks also
> > > ?!?! -Andreas.
> > >
> > > Kathleen Ferrante schrieb:
> > > >
> > > > How do you run the Timekeeper Demo?
> > > > I boot the disk and I just get dos with lots of files, I do see a w.bat
> > > file
> > > > but what do I type to run it?
> > > >
> > > > Thanks

> > >
> > > "Daniel Ko¼miñski" <dely@scene.pl> wrote in message
> > > news:a0f3mn$so1$1@news.tpi.pl...
> > > > > I have seen a lot of demo's on the 800xl, but which is the best
> > > > > one??.What do you think?
> > > > >
> > > > 1. Sheol
> > > > 2. Asskicker
> > > > 3. Khaiet
> > > > 4. Timekeeper
> > > >
> > > > dely
> > > >
> > > >
> > > >

381. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:14:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C43201E.E7CC51B4@students.uni-mainz.de>
Source record: 31802

Oopps,
one thing I forgot: ABBUC now has the rights to all compyshop products.
thus you can get the Compyshop Ramdisk schematics from ABBUC floppydoc
erhard Puetz. don`t remember his e-mail or URL right now. but its easy
to find. I am however not sure if he has the schematics only avaiable as
paper(s) or nowadays also as graphics or pdf files or such...
-Andreas.

Kathleen Ferrante schrieb:
>
> Hi!
> I have all my XL upgraded to either 512 or 1Meg 1088k, my XE are 320k to
> 576k. I have a lot of 8bit here cause it took 3 of them just to run my
> multi-line BBS years ago and plus I have many backup system in the event of
> a unit going bad. All my 8bits are Rambo compatible but always wanted to
> build the Compyshop ramdisk but could never find any info on it. The only
> demo I cant run on any of my machines is Hal94 side b, It wants that
> Compyshop ramdisk, however the demo dosnt crash it just reports ("Get a 256k
> ramdisk Lamer") that I thought was funny due to the fact it was running on a
> 512k XL, it also reports that same funny message on the 320-576k XE's ...
> I would like to know more about Compyshop ramdisk. I went to ABBUC website
> a few years ago but its in German
> and I only read english :(
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> The German people are Blessed!! to have such a BIG wonderfull Atari club!!
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> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3AF48A.3780125B@mail.uni-mainz.de...
> Well,
> I did not say these demos won`t work on an NTSC system. They just have
> problems with most ramdisks. For instance I have a 320k XL computer
> (equipped with Compyshop Megaram 2 = 64k RAM plus 256k extra Ram;
> Rambanks: 23,27,2A,2F, 63,67,6A,6F, A3,A7,AA,AF,
> E3,E7,EA,EF;) and still they do not run on this machine. I also have 3
> XE`s with 128k and 1 XEGS with 64k but thats not enogh RAM I know.
>
> Most polish 320k demos do not run at all on this XL machine or they need
> to be setup via a ramdisk setup menu (like we find it in Khai-ET by AIDS
> or Impossible but Real by AIDS, or X-Demo by MadTeam and a few others).
> Unfortunately Sheol and Timekeeper do not have such a ramdisk setup

> menu... -Andreas.
>
> P.S.: Compyshop ramdisks are the most common here in Germany, if not in
> whole Europe...
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> Kathleen Ferrante schrieb:
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> > Not true, I run all the polish demos on my 8bit from the MIO hard drive,
> > Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> > theres not 1 demo I cant run, all my 8bits have been upgraded with Antic
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> > chip.. Where did you hear that the polish demos will not run on Ntsc
> > system?
> > If a user has only 256k then you cant run a program that need atlease 320k
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> > Atari8Man
> >
> > "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> > news:3C3A048B.8291D5B4@mail.uni-mainz.de...
> > Well,
> > both Sheol and Timekeeper are saved in a form, they will boot
> > automatically and load/copy all nescesarry stuff to Ramdisk. But here is
> > the problem: They merely support polish ramdisks, known as Toms 256k,
> > 320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,
> > meaning these two demos (and a few others, like Cogito from AIDS) will
> > not run on our western ataris. Sad but true, I have a so-called
> > compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
> > do not run on this RD. These demo guys should have been so nice, to
> > include a ramdisk setup-menu, like some other fellows did. Then everyone
> > would be able to enjoy these megademos. Ok, maybe someone is able to
> > patch these demos (the ramdisk / rambank bytes) or include a ramdisk
> > setup-menu, so they can be run on other computers / ramdisks also
> > ?!?! -Andreas.
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> > Kathleen Ferrante schrieb:
> > >
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> > > I boot the disk and I just get dos with lots of files, I do see a w.bat
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> > > Thanks
> > >
> > > "Daniel Ko¼miñski" <dely@scene.pl> wrote in message
> > > news:a0f3mn$so1$1@news.tpi.pl...
> > > > > I have seen a lot of demo's on the 800xl, but which is the best
> > > > > one??.What do you think?
> > > >
> > > > 1. Sheol
> > > > 2. Asskicker

> > > > 3. Khaiet
> > > > 4. Timekeeper
> > > >
> > > > dely
> > > >
> > > >
> > > >

382. Re: 1050 Turbo from Bernhard Engl - 1050 Disk drive speeder

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:24:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C43227A.E3A1EB5@students.uni-mainz.de>
Source record: 31803

Well,
the 1050-turbo or Engl-Turbo always used a GAL for copy protection purposses. Besides that Mr. engl always removed the numbers from all IC`s. He also made a turbo version, that was not placed on a free platine, but was inside a quader of rubber (or plastic or whatever). allthough you could not see or touch the chips here, he still removed the numbers from these chips. I know, because a friend of mine carefully removed the rubber, but when he laid free all the chips inside, he could see, that even these chips did not have numbers, arrggghh. Mr. Engl disappeared a long time ago, He took all the money he got from the selling of the turbo 1050 enhancement to buy a Porsche car. The first week he got this car he crashed it completely !!

So, for now there are no docs except the original Turbo 1050 documentation avaiable. also no re-makes of the turbo exist as hardware here in Germany. However, you know there have always been hackers and crackers. the guys from Compyshop wrote a turbo emulator for the Speedy 1050 enhancement. it works perfectly, i.e. all the turbo software runs on this emulator. Besides that some polish guys created a drive called Toms 720/710 or just Toms turbo. This drive uses the same speeder and the same format (sector skewing) as the Engl-turbo. thus all Toms turbo software can be run on the engl-turbo... I think for you it is much easier to buy a speedy enhancement from ABBUC and then use the turbo emulator for it. Or buy a Toms turbo if you find one. alternatively you can also buy a used turbo at the flea markets or Ebay. ABBUC Floppydoc erhard Puetz also has some replacements (not the GAL! which is the first thing that goes bad) for the turbo, so call him if you need help... -Andreas.

Christopher Lang schrieb:
>
> Folks,
> does anybody know where I can get documentation/ROM file for the 1050 Turbo
> that was sold in
> the old days by Berhard Engl in Germany? I think it is a ROM for the 1050 as
> well as
> some hardware docs. Does he still sell it? (Probably not ...) Are the files
> to burn the ROM
> available somewhere on the net?
> If possibly somebody is willing to sell his 1050 with the Turbo module built
> in....let me know.
>
> thanks a lot!
> cheers
> Chris

383. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:26:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4322F3.6ED95694@students.uni-mainz.de>
Source record: 31804

Well,
I have a PAL computer. but on my Compyshop ramdisk (256k thus 320k
memory avaiable) the demos Sheol and timekeeper do not work. they do not
like my Ramdisk, wahaaa... -Andreas.

Kathleen Ferrante schrieb:
>
> If you have a PAL Antic chip in your computer you will see
> PLAZMA/BUMPMAPING/WORMHOLES/BOBS Pictures with thousands of colors 4096 of
> them..
> If your Atari is NTSC you need the PAL ANTIC chip or they will not work.
>
> What kind of Computer you have?
>
> Atari8man
>
> "Mike Stepansky" <design3d@2-scale.com> wrote in message
> news:B86061D4.1CC0%design3d@2-scale.com...
> > in article a0f3mn$so1$1@news.tpi.pl, Daniel Ko¼miński at dely@scene.pl
> wrote
> > > on 12/27/01 7:14 AM:
> > >
> > > >> I have seen a lot of demo's on the 800xl, but which is the best
> > > >> one??.What do you think?
> > > >
> > > > 1. Sheol
> > > > 2. Asskicker
> > > > 3. Khaiet
> > > > 4. Timekeeper
> > > >
> > > > dely
> > > >
> > > >
> > >
> > >
> > >
> > >
> > > Is this true? A joke?
> > >
> > > What is it like? (description needed)
> > >
> > > Mike
> > > Toledo, OH
> > >

> >

384. Fast-math routines

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:32:34 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <40964u08jamuronedep8qk9nnuu4lgl560@4ax.com>
Source record: 31805

If you had the capability to burn a new OSrom with fast math routines
is there any reason not to do so?

Compatibility?
Timing issues with software/games?

--
Shawn Jefferson

385. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:33:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C43245D.FD535CEA@students.uni-mainz.de>
Source record: 31806

Well,
the wormhole part of Halle 1994 uses more than 64k ?!? I am surprised,
since it does not look that pretty good (black and white, non-filled
vectors). take a look at MadTeam`s "X-Demo" which needs 320k RAM (but
which can be setup via a Ramdisk setup menu) to see a colorful 3D
wormhole (with filled vectors!). -Andreas.

Kathleen Ferrante schrieb:
>
> Hi FOX-1
>
> Yeah the Compyshop 256 / 320Kb is something I wanted to build but cant find
> info on it ;(The only demo that I know of that uses it is the wormhole on
> HAL94 side B
> Where did you get your Compyshop 256 / 320Kb from?
>
> Atari8man
>
> "Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
> news:bbL_7.64998$58.4749868@zwoll1.home.nl...
> >
> > Kathleen Ferrante wrote:
> >
> >
> > (Kathleen? May a call you "Guy" :-))
> >
> > : Not true, I run all the polish demos on my 8bit from the MIO hard
> drive,
> > : Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> > : theres not 1 demo I cant run,
> >
> > All demo's written for the "Compyshop" 256 / 320Kb will not probably not
> run.
> >
> >
> > : all my 8bits have been upgraded with Antic pal
> > : chip.. Where did you hear that the polish demos will not run on Ntsc
> > : system?
> >
> > Most of the time they do run, but some will give a (partially) scrambled
> > screen on NTSC. On NTSC, there is less time in the VBI, and NTSC has
> fewer
> > lines, which may cause troubles on overscanned displaylists.
> >

> >
> > : If a user has only 256k then you cant run a program that need atlease
> 320k
> >
> > That's true.
> >
> >
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
> >
> > "I hear that if you play the Windows XP CD backwards, you get a satanic
> > message"
> > "That's nothing. If you play it forward, it installs Windows XP"...
> >
> >
> >
> >

386. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 18:39:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4325F4.C7057473@students.uni-mainz.de>
Source record: 31807

```
Mathy van Nisselroy schrieb:
>
> Howdy Andreas, folks
>
> ,
> > what most Atarians do not know, is that this is already the cracked or
> > patched file version of the full XANTH CES 1985 demo. the full version
> > was made especially for an Atari 130XE and used its Ramdisk (but not its
> > Freddy chip, like Video Blitz does, argg
>
> Sorry, but all computers that have a Freddy chip use it. It's needed to
> access the RAM, main and extended.
>
> What you're talking about is the CO25953. It's used every time you access
> extended RAM (= everything that is above the lower 64kB).
>
> What Video Blitz does use is separate ANTIC and CPU access.
>
> Remember the small notice that told you to switch to 130XE mode if you had
> more then x amount of RAM?
>
Well,
I thought separate Antic and CPU access was possible through the Freddy
chip ?!? Maybe thats wrong. At least most expanded XL`s do not have
separate Antic and CPU access. thats why Video Blitz will not work here.
Besides that, I can switch off my 256k Ramdisk, but then I merely have
64k Ram (no Rd avaiable then). So video Blitz will still not work then.
On the other side, I am always using my 320k XL computer for almost
every purpose. Only for Video Blitz I have to dig out one of my three
XE`s with 128kbytes... -Andreas.
```

387. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:05:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C432BE4.898AF12A@students.uni-mainz.de>
Source record: 31808

Well,
- MyDOS has a Batchfile processor, called batchfile enhancement (written by Thorsten Karwoth, as you guessed it - a german Atarian; docs also avaiable in english at Mathy`s site).
-127 file entries ?!? well, I do not need that, MyDOS has subdirs, right ?!?
- Drive 9 ?!? Well, I use Drive 8 for the RD as do most of my programs (I would have to patch a lot of programs to use drive 9 instead).

- Time and date stamp ?? I do not need time and date stamp - and which atarian REALLY needs that ??? Most Atarians are powering their machines on once in a week (or once in a month or once in a year). so thats not needed much. I can still have a harddisk with lots of partitions or a BBS without any time/date stamp. Even on my PC I almost never need a time/date stamp. On jan. 1st 2000 my PC showed jan. 1st 1980; I still did not care and saved files with that time/date stamp. for MY private use a time/date stamd simply does not matter...
Since the Rtime8 clock (which Sparta uses) was not officially avaiable here in Europe, the time/date stamp of sparta is pretty useless. of course some Atarians imported the rtime8 clock, but most do no have it and then have to fool sparta or BeweDOS. when I setup BeweDOS, it is always the 31th of december 1999...

- move a file: well I miss that feature and some others in MyDOS (read my old texts, I wrote about MyDOS utility wishes...)
Yes, MyDOS could be much better and could have more utilities avaiable for it.
But still: I do not like Sparta DOS !! On the other hand let every Atarian use the DOS version he likes the most, might it be Sparta DOS, Bewe-DOs, MyDOS, Top-DOs, Turbo-DOs or whatsoever. As long as he/she still uses the little Atari... -Andreas.

388. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:08:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C432CCB.F017115D@students.uni-mainz.de>
Source record: 31809
Cross-posted to: alt.c64,comp.sys.atari.8bit

Well,
128kbytes is enough for BOSS-X. But the more RAM you have, the more
drivers and applications you can install (since drivers are installed on
the Ramdisk).
-Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Guy, folks
>
> > 2) Works with all Atari hardware, BB, MIO and
> > Hard drives, Sparta dos support.
>
> ATOS needs Sparta DOS (because Tom Hunt is a Sparta guy) and a lot of
> memory. Boss-X will run under MyDOS. I'm no sure how much memory it needs.
>
> CU Mathy van Nisselroy

389. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:12:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C432DBB.61034A24@students.uni-mainz.de>
Source record: 31810

Well,
your upgrade is cool. but I still would like to have it for an XL or XE computer. not only for the XEGS... Hope you get that done someday...

Besides, what happened with the Fox-1 or TXG 1 Megabyte Ramdisk ?!? did they merely build it for themselves or would they build it for other Atarians too ?? Would like to get a 1 Megabyte Ramdisk, but no-one wants to build and install one for me... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Dan, folks
>
> > > In the Woolley upgrade, Bob
> > > talks a lot about bit 4 and 5 of PORTB, however the description of the
> > > upgrade doesn't make clear what is sacrificed in compatibility (at least
> > > for me to understand).
> >
> > IIRC, Bob sacrificed 130XE compatibility for "existing upgrade"
> > compatibility.
>
> My 1MB XEGS still has separate ANTIC and CPU banking, (software control
> over) BASIC, OS RAM/ROM, SelfTest and Missile Command. No external
> switches, no funny addresses, nothing.
>
> CU Mathy van Nisselroy

390. For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:25:05 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <a1vbag$ap8$1@news.xmission.com>
Source record: 31811

```
Atari 130xe, with SuperAudio, SuperVideo, CSS SuperOS Rom, Mux Rom, 512k
Atari 800xl with SuperAudio, SuperVideo, 256k
Atari CX85 (x 2)
Atari Happy 1050
Atari USD 1050
Atari 800xl (stock)
Two boxes full of almost every Antic & Analog issue(s)
4 Slave CSS Mux System (with Roms, docs & cables)
BlackBox with encased 80gb SCSI hard drive & 44mb Syquest cart drive
Adaptec 4000a MFM-SCSI adapter card (x 8)

--
************************************************************
***** James E. King *****
***** utah_lanman@yahoo.com *****
*** Atari 8bit Hobbyist by choice, IT Pro by accident! ***
************************************************************
```

391. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:37:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C43336D.3CF5821F@students.uni-mainz.de>
Source record: 31812

Well,
most eastern european printers could be connected directly to the atari.
For example: Robotron printers. since I was and still am living in
western germany I do not know their names. I guess I have also heard
that some Seikosha printers could be used direclty with the
Atari... -Andreas

P.S.: That does not help much, I know...

Michael Current schrieb:
>
> I'd also like to do the same thing with printers. What printers, other than
> those produced by Atari, can be connected directly to SIO without an
> intervening interface?
>
> -Michael
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> St. Paul Atari Computer Enthusiasts, http://space.atari.org/

392. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:45:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C43354D.1677496B@students.uni-mainz.de>
Source record: 31813
Cross-posted to: news.admin.net-abuse.email,comp.sys.atari.8bit

Well,
I love this newsgroup. Please do not remove it. otherwise we will strike back and remove all other Usenet comp.sys groups also. furthermore we will completely remove Usenet if they do so. So, remove us and we remove you. (Usenet: Declare war to us and we will declare war to you. set your nuclear rockets on target and we will set our nuclear rockets on target!) -Andreas.

P.S.: Live and let live !!

Kathleen Ferrante schrieb:
>
> Wow this is a real drag, I guess we need to find another hangout. Any
> ideas?
>
> Atari8man
>
> "John Hardie" <jhardie@pipeline.com> wrote in message
> news:3c41e930.31078788@news.optonline.net...
> > WTF????
> >
> > I read this group pretty regularly and don't remember any vote of any
> > kind. Maybe I was asleep during December??
> >
> > I have to assume this is some kind of garbage put out by a troll to
> > get everyone going. Well, you got me.
> >
> > John
> >
> >
> >
> > On Sun, 13 Jan 2002 00:26:46 GMT, Usenet Administration
> > <admin@ZUHRISO.ORG.UA> wrote:
> >
> > >As many of you are aware, this newsgroup is slated
> > >for removal on January 31st, 2002. The vote was
> > >taken at the end of last year, and there was a large
> > >marjority who wants to see this group removed.
> > >
> > >If you are a regular reader, you need to make other arrangements.
> > >
> > >--
> > >Frank Picasso, Usenet Administrator, admin@ZUHRISO.ORG.UA
> > >

> > >She might surprisingly open towards Sarah when the dull weavers climb
> beneath the brave hall.
> >
> >

393. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:46:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4335A9.FBB1FA13@students.uni-mainz.de>
Source record: 31814

Well,
glad to hear that. but I already replied. Lets see what happens...
-Andreas.

John Hardie schrieb:
>
> I got an email telling me that exact thing. If you reply to the
> original post, it goes to the news. admin.net-abuse newsgroup.
> Supposedly this guy has been pulling this stunt quite a bit lately.
>
> Just disregard the original post. We're still in business here.
>
> John
>
> On Sun, 13 Jan 2002 03:23:12 GMT, "Paul Gifford"
> <paul.gifford@home.nospam.com> wrote:
>
> >Please note the "announcement" is fake. It's shown up on many other
> >newsgroups. Don't reply, followups are set for news.admin.net-abuse.email,
> >probably in an effort to flood that group.
> >
> >The comp.sys.atari.8bit newsgroup is *not* going away!

394. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:54:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C433793.E1DB98A3@students.uni-mainz.de>
Source record: 31815

Well,
it is a prototype cart. Someone found it at an Atari warehouse he
bought. Lance Ringquist (or maybe someone else) decided to put it on
cartridge. so you can order this prototype cart from Video 61 or B & C
or Best. Don`t think there is an ATR avaiable right now. But beware: the
game has never been finished, thus it crashes after the second
level/tower. normally there should be 8 towers avaiable. If you want a
good working version of Tower Toppler buy the 7800cart. Much better,
with more colors, more gameplay, no bugs and no crash after level two.
Still I cannot understand why they never finished the XL/XE game...
-Andreas.

P.S.: I do hope that the crash of tower toppler does not only appear on
PAL systems, however I do not have a NTSC system...

Frank Schroeder-Hoeftmann schrieb:
>
> Good evening everybody!
>
> On ebay Germany someone auctions a module called "Tower Toppler", apparently
> a "Nebulus" port for the 8bit which has never seen the (commercial) light of
> day.
>
> So. Can anyone shed some light on this game, i.e. how it came about, why it
> was not to be, and, lastly, if an ATR is download-able somewhere?

395. Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 19:58:53 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C43387D.A1573D1B@asw.cz>
Source record: 31816

Hi,

Atari Cartridge Dumping Project pages were updated with one of the
biggest updates ever. I'm still looking for few rare cartridge dumps,
anyone wants to contribute?

Jindroush
http://jindroush.atari.org

396. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 20:00:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4338DC.6B1D9DD@students.uni-mainz.de>
Source record: 31817

Hello mathy,
I have some more ATR or XFD converters for the A8 laying around here. If interested e-mail me. I can send them via e-mail (DCM if you wish) or snail mail. most of these tools did appear in ABBUC magazin however. A few ones are from Ken siders and the rest (if there is any) came from various internet sites i do not remember now... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Tom, folks
>
> > At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you
> > will find a utility that runs on a real A8 that can convert an ATR file to
> > either a single density or enhanced density floppy. The docs say it's
> only
> > for single density but it truly also works on enhanced density as well.
> > Also, there is a substantial DCM section and a individual FILES section of
> > games in the CTH Archive.
>
> Thanks! It does run under MyDOS I hope?
>
> CU Mathy van Nisselroy

397. Re: comp.sys.atari.8bit, FINAL NOTICE of Newsgroup Removal

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 20:09:47 UTC
From: "brad.madison" <brad.madison@mail.tds.net>
Message-ID: <3C433B0B.DB931A40@mail.tds.net>
Source record: 31819

Andreas Magenheimer wrote:
>
> Well,
> I love this newsgroup. Please do not remove it. otherwise we will strike
> back and remove all other Usenet comp.sys groups also. furthermore we
> will completely remove Usenet if they do so. So, remove us and we remove
> you. (Usenet: Declare war to us and we will declare war to you. set your
> nuclear rockets on target and we will set our nuclear rockets on
> target!) -Andreas.
>
> P.S.: Live and let live !!

Right attitude, wrong target. This was a hoax perpetrated by someone
known in news.admin.net-abuse.email as HipClone. Why not take a look in
NANAE and see if you'd like to direct some of that agression toward
HipClone and other spammers?

398. Music Contruction Set for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 20:10:29 UTC
From: "Jaelani C. Utomo" <jaelanicu@telkom.net>
Message-ID: <a1vdu4$tid58$1@ID-123064.news.dfncis.de>
Source record: 31818

Hi!
I'm trying to find the old Music Contruction Set for Atari 800.
I have one with a PRO disk format but I can't use it with any emulators.
Does anyone have one with an ATR disk format?
Or is there a utility to convert PRO disk format to ATR/XFD disk format?

Thanks in advance.

--
Regards,

Jaelani C. Utomo
http://pages.unisonfree.net/jaelanicu

"Honorable is not always Righteous. But Righteous is always Honorable".
--- me --- ^_^

399. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 21:44:52 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ojl08.39894$_p.10123345@typhoon.tampabay.rr.com>
Source record: 31820

The Halle94 demo side B has a wormhole animation that will not display
unless you have the Compyshop Ramdisk.
The other 2 Demos you spoke about need a 256k rambo to run right, they do
not like the XE randisk at all.
It would be nice if all these great demos ran on all the diffrent type
ramdisk :)

Atari8man

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C431F7D.EE77C56F@students.uni-mainz.de...
Well,
yes I am a member of ABBUC. I never had problems with the halle 1994
demo, but maybe thats because I have a 256k Compyshop Ramdisk. I always
thought the Halle demos merely use 64k RAM. Maybe you mean the
Hobbytronic demos from 1990-1992, i.e. a) "The hobby-tronic Power Pack
demo" which shows a rotating glashead and a rotating Trabant car or b)
"The starwars demo" which shows a walking and a rotating 2-leg walker
(AT-AT or whatever it is called) or c) the "Atari Hardware Demo" which
shows a rotating Atari 800XL. All of these demos have the same effects,
they upload several Gr.8 pictures into the extra-ram and then animate
these pictures, so as if they were rotating 3D objects... As of yet I
do not have any 576k or 1088k machine. And there are very few Atarians
here in Europe who have more than 320kbytes RAM. unfortunately we have
quite many different sorts of Ramdisk, so sometimes we do have
compatibility problems... -Andreas.

Kathleen Ferrante schrieb:
>
> Hi!
> I have all my XL upgraded to either 512 or 1Meg 1088k, my XE are 320k to
> 576k. I have a lot of 8bit here cause it took 3 of them just to run my
> multi-line BBS years ago and plus I have many backup system in the event
of
> a unit going bad. All my 8bits are Rambo compatible but always wanted to
> build the Compyshop ramdisk but could never find any info on it. The only
> demo I cant run on any of my machines is Hal94 side b, It wants that
> Compyshop ramdisk, however the demo dosnt crash it just reports ("Get a
256k
> ramdisk Lamer") that I thought was funny due to the fact it was running on
a
> 512k XL, it also reports that same funny message on the 320-576k XE's
...
> I would like to know more about Compyshop ramdisk. I went to ABBUC
website

> a few years ago but its in German
> and I only read english :(
>
> The German people are Blessed!! to have such a BIG wonderfull Atari club!!
> ABBUC Rules!
> are you a member?
>
> Atari8man
>
> "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> news:3C3AF48A.3780125B@mail.uni-mainz.de...
> Well,
> I did not say these demos won`t work on an NTSC system. They just have
> problems with most ramdisks. For instance I have a 320k XL computer
> (equipped with Compyshop Megaram 2 = 64k RAM plus 256k extra Ram;
> Rambanks: 23,27,2A,2F, 63,67,6A,6F, A3,A7,AA,AF,
> E3,E7,EA,EF;) and still they do not run on this machine. I also have 3
> XE`s with 128k and 1 XEGS with 64k but thats not enogh RAM I know.
>
> Most polish 320k demos do not run at all on this XL machine or they need
> to be setup via a ramdisk setup menu (like we find it in Khai-ET by AIDS
> or Impossible but Real by AIDS, or X-Demo by MadTeam and a few others).
> Unfortunately Sheol and Timekeeper do not have such a ramdisk setup
> menu... -Andreas.
>
> P.S.: Compyshop ramdisks are the most common here in Germany, if not in
> whole Europe...
>
> Kathleen Ferrante schrieb:
> >
> > Not true, I run all the polish demos on my 8bit from the MIO hard
drive,
> > Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> > theres not 1 demo I cant run, all my 8bits have been upgraded with Antic
> pal
> > chip.. Where did you hear that the polish demos will not run on Ntsc
> > system?
> > If a user has only 256k then you cant run a program that need atlease
320k
> >
> > Atari8Man
> >
> > "Andreas Magenheimer" <magea000@mail.uni-mainz.de> wrote in message
> > news:3C3A048B.8291D5B4@mail.uni-mainz.de...
> > Well,
> > both Sheol and Timekeeper are saved in a form, they will boot
> > automatically and load/copy all nescesarry stuff to Ramdisk. But here is
> > the problem: They merely support polish ramdisks, known as Toms 256k,
> > 320k, 576k and 1024k. No-one outside eastern europe has such ramdisks,

> > meaning these two demos (and a few others, like Cogito from AIDS) will
> > not run on our western ataris. Sad but true, I have a so-called
> > compyshop Megaram-2 with 256k (thus a total of 320k RAM), but both demos
> > do not run on this RD. These demo guys should have been so nice, to
> > include a ramdisk setup-menu, like some other fellows did. Then everyone
> > would be able to enjoy these megademos. Ok, maybe someone is able to
> > patch these demos (the ramdisk / rambank bytes) or include a ramdisk
> > setup-menu, so they can be run on other computers / ramdisks also
> > ?!?! -Andreas.
> >
> > Kathleen Ferrante schrieb:
> > >
> > > How do you run the Timekeeper Demo?
> > > I boot the disk and I just get dos with lots of files, I do see a
w.bat
> > file
> > > but what do I type to run it?
> > >
> > > Thanks
> > >
> > > "Daniel Ko&#65533;mi&#65533;ski" <dely@scene.pl> wrote in message
> > > news:a0f3mn$so1$1@news.tpi.pl...
> > > > > I have seen a lot of demo's on the 800xl, but which is the best
> > > > > one??.What do you think?
> > > > >
> > > > > 1. Sheol
> > > > > 2. Asskicker
> > > > > 3. Khaiet
> > > > > 4. Timekeeper
> > > > >
> > > > > dely
> > > > >
> > > > >
> > > > >

400. Re: Black box power pinouts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 22:07:51 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <XEI08.39917$_p.10149756@typhoon.tampabay.rr.com>
Source record: 31821

Hi Mathy,

My BB power pack has 4 pins on it. Its about 9-10 years old and needs to be replaced . This time im going to use a standerd IBM power suply.

Thanks.

Atari8man

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a1ujqnnmr1@nets3.rz.RWTH-Aachen.DE...
> Howdy Kathleen
>
> > Dose anyone know what the power pinouts are on the Black Box? Need to
> > replace the black brick that came with it with an IBM power pack
>
> Not all BlackBox power connectors are the same. How many pins do you have?
>
> CU Mathy van Nisselroy
>
>
>
>
>

401. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 22:19:35 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <XPI08.39931$_p.10164493@typhoon.tampabay.rr.com>
Source record: 31822

Hi,

The XMOVE.com file is just great, menu driven and easy to use. It will move all the files you taged in 1 shot.
I love Bewe-DOs and have it on one of my partitions.
The new dos im using on floppies is Dos II, It's the most powerfull command line 2.5 klone I ever seen but dosnt support hard drives or subdirs. I think its from Poland.

Atari8man

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3C432BE4.898AF12A@students.uni-mainz.de...
> Well,
> - MyDOS has a Batchfile processor, called batchfile enhancement (written
> by Thorsten Karwoth, as you guessed it - a german Atarian; docs also
> avaiable in english at Mathy`s site).
> -127 file entries ?!? well, I do not need that, MyDOS has subdirs, right
> ?!?
> - Drive 9 ?!? Well, I use Drive 8 for the RD as do most of my programs
> (I would have to patch a lot of programs to use drive 9 instead).
>
> - Time and date stamp ?? I do not need time and date stamp - and which
> atarian REALLY needs that ??? Most Atarians are powering their machines
> on once in a week (or once in a month or once in a year). so thats not
> needed much. I can still have a harddisk with lots of partitions or a
> BBS without any time/date stamp. Even on my PC I almost never need a
> time/date stamp. On jan. 1st 2000 my PC showed jan. 1st 1980; I still
> did not care and saved files with that time/date stamp. for MY private
> use a time/date stamd simply does not matter...
> Since the Rtime8 clock (which Sparta uses) was not officially avaiable
> here in Europe, the time/date stamp of sparta is pretty useless. of
> course some Atarians imported the rtime8 clock, but most do no have it
> and then have to fool sparta or BeweDOS. when I setup BeweDOS, it is
> always the 31th of december 1999...
>
> - move a file: well I miss that feature and some others in MyDOS
> (read my old texts, I wrote about MyDOS utility wishes...)
> Yes, MyDOS could be much better and could have more utilities avaiable
> for it.
> But still: I do not like Sparta DOS !! On the other hand let every
> Atarian use the DOS version he likes the most, might it be Sparta DOS,
> Bewe-DOs, MyDOS, Top-DOs, Turbo-DOs or whatsoever. As long as he/she
> still uses the little Atari... -Andreas.
>

402. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 22:25:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <qVI08.31374$zw3.3027959@newsread1.prod.itd.earthlink.net>
Source record: 31823

Here is Hias' site:
http://www.horus.com/~hias/atari/

for both of his utilities and a game DOS.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"HuggyMike" <huggymike@aol.com> wrote in message
news:20020114003225.10212.00004373@mb-fh.aol.com...
> Could you tell me more about AtariDsk? What is its purpose and what is
the
> difference, compare to APE software ?
>
> Is there a site (FAQ?) that I can learned about AtariDsk?
>
> I learned about APE (great program) but I want to learn more about ATR
tools
> (either for Mac or PC).
>
> Thanks for the support! Trying to renew my Atari spirits! :o)
>
> Mike
>

403. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 22:34:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <d2J08.31397$zw3.3029857@newsread1.prod.itd.earthlink.net>
Source record: 31824

Not exactly; it is software only. Allows a PC with 5.25 floppy to read and write true double density Atari disks from a Percom or Indus or US Doubler, etc drive. No cable, no electronics; simple solution if your systems support it with required hardware.

http://www.horus.com/~hias/atari/

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"HuggyMike" <huggymike@aol.com> wrote in message
news:20020114002024.10212.00004372@mb-fh.aol.com...
> Ron, you mentioned "HiasSoft AtariDsk" - what is it? I mean, is there
another
> program out there similiar to APE (with SIO2PC)? I assume this is
another PC
> utility (like APE runs on PC), right?
>
> Mike
>
> Posted by oldatarian@atariland.com:
>
> >Normally the disk or image would contain files, some of which might be
> >executable files. These can be manipulated with the normal utilities so
> >often discussed here: HiasSoft AtariDsk, SIO2PC, APE, null modem cable,
> >10502PC, ProSystem...

404. Re: New tool: WriteAtr - read/write ATR-images from/to floppy on your PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-14 22:38:24 UTC
From: usenet-20020114@hias.horus.com
Message-ID: <slrna46mbi.105.usenet-20020114@camel.hias.horus.com>
Source record: 31825

Hi Mike!

On 14 Jan 2002 05:32:25 GMT, HuggyMike wrote:
> Could you tell me more about AtariDsk? What is its purpose

With AtariDsk you can directly copy files from your PC to a 5.25"
floppy disk inserted into PC floppy disk drive, in Atari DOS 2
compatible double density (180k) format. You can also use it to
copy files from an Atari formatted floppy disk to your PC.

You could call AtariDsk kind of an "Atari DOS for your PC".

The biggest problem with AtariDsk is that it only supports true
double density (180k, 256 bytes per sector) disks. This means you
must either be using a double density upgrade with your 1050, or
a XF551 (or any other floppy drive that supports 256 bytes per sector).

> and what is the difference, compare to APE software ?

AtariDsk reads/writes your Atari floppy disk in the PC disk drive.
This means you can exchange floppy disks between your PC and Atari.

APE does something completely different: It simulates an Atari
floppy disk drive (eg a 1050) and you have to use a hardware interface
to connect your Atari to your PC (which now acts like an original
Atari floppy drive).

> Is there a site (FAQ?) that I can learned about AtariDsk?

Not really a FAQ, but have a look into the documentation that's
available with AtariDsk. Just visit my homepage at
http://www.horus.com/~hias/atari/ and download ataridsk.zip
The zip-file contains both the executable and the documentation.

so long & have fun with your Atari,

Hias

405. the original 16k montezuma's revenge is now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 00:29:37 UTC
From: Video61@webtv.net
Message-ID: <6320-3C4377F1-84@storefull-2115.public.lawson.webtv.net>
Source record: 31826

the original parker bros. cartridge release that never came is now
finally available, we had some trouble with this one, but it is now
working, and i have been playing it all day on my atari 400, and my xe.
this is quite a game to be only 16k, and atari should have released it,
or pitfll II, or both with the xegm, anyways it will work on any atari
16k or larger computer.
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

406. Interfaces FS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:02:25 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a1vv31bcj1@mohawk.hwcn.org>
Source record: 31829

Hi there,

I have been cleaning out my Atari stuff, and have the following which I will sell in North America for $10 US shipped. These interfaces are untested and sold "as is". I have no time nor inclination to test them.

They are:

Ape Face Printer interface
R link RS232 Interface with manual and disk
An ATR link which is an SIO cable that allows 3 other SIO devices to plug into it.

I also have an Atari Track Ball and 3X7800 Joysticks which are also as is and sold for $10 shipped. The joysticks come in a bundle of 3.

I have an unworking Atari 1050 disk drive which I am sure the only problem with it is a broken drive belt. $15 US shipped.

Email me if interested in any of these items.

407. Printing with SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:03:17 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <pdL08.669737$8q.53519948@bin2.nnrp.aus1.giganews.com>
Source record: 31827

I need to print a print image file to P: and COPY doesn't work just like COPY to E: doesn't work. I tried P1: and other things and still no go. I also tried TYPE filename P: and that doesn't recognize a second parameter.

Any ideas for x32g?

Thanks,
John

408. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:06:11 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a1vva3bcj2@mohawk.hwcn.org>
Source record: 31828

I was just going through my Atari holdings and trying to get them down to a rational limit, and noticed my Atari Classics magazines. I was wondering, is this magazine officially dead? When was the last one? It really is a shame it couldnt be published on an annual basis.

I know that it is a labour of love, but is that too much to ask from hobbyists?

Willy

409. Re: How many more years before Atari computer dies?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:19:44 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a2003gbcj3@mohawk.hwcn.org>
Source record: 31830

Mike Stepansky (design3d@2-scale.com) wrote:
: Imagine this, skip forward to the year 2010 A.D....

: You, Senior Atarians, are demonstrating a still-working Atari 800XL or 130xe
: to the public (or history class in school).

: You boot up Mr. Robot, an eternal character, who is still striving and
: begging you to keep him alive...his mind is still in the 1984 only confined
: inside the tv tube and inside the Atari memory.

: <do do dak deek dink dink dah dong boop...walking....springy on the
: trampoline... dawk deek do do beep bop beep do dak.... roll scores....
: flash lights...next level...>

: This is sad. He knows you, Atarians, are here to keep Mr. Robot alive as
: much as other Atari games with utmost care. He doesn't want to die!

: I always wonder how many more years for chips or memory to survive inside
: XL/XE before they dies out. Finding the right electronics to repair might
: be difficult and expensive in the future.

: How more years before floppy disks die out? I still even have 200+ floppy
: disks which were last written to them back in 1985 or so! Still readable!

: I am more concern about the TRUE/REAL Atari hardware to continue using those
: ATR, backups, or well-taken-care of disks.

: Anyone to share comment?

: Yes, I will try my best to keep Mr. Robot alive, under my Atari Hippocratic
: Oath!

: Mike

I still have my orginal Atari 400 from 1982, and it works fine. I expect
it will continue to work in the future. I once got a box of smashed apart
Atari 800's which were litterally a box of dead broken parts and
computers. From that box,I built an Atari 800 that never came from the
factory, but is a fully functioning Atari 800 in excellent condition.

I am sure that anyone who is interested in keeping a real working Atari in
their house can do so. I personally have decided against this "backup"
mentality, and have decided to rationalize my holdings. I think it is
possible to take care of a few Atari machines and keep them operational.
At least I indend to find out how long I can last in the Atari hardware
arena with just one 800xl, one 130xe, one 400 and one 800 (perhaps) plus
an xf551 and a couple of 810s and a couple of indus drives. I mean, that
might sound like a huge amount of Atari crap, but literally, it is a

fraction of what Im going to have to dump. Sooner or later space is more important than nostalgia. Lately, Ive not even been able to use my Ataris due to a lack of space. All this because ive become a depository for exiting Atarians who have given me their entire collections for a song.

And, of course, it helps if you have some documentation to help fix the things when they do break. However, with the number of users versus machines around, I suspect that anyone who wants to be using an Atari 20 years from now will still be doing so.

Willy

410. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:48:49 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a208h1$t6dsj$1@ID-15679.news.dfncis.de>
Source record: 31832

Hi,

>....it is a prototype cart. Someone found it at an Atari
>warehouse he bought. Lance Ringquist (or maybe someone
>else) decided to put it on cartridge....

The guy who decided to put it on cartridge was the guy who wrote it (Bob
Armor) who sat at the desk next to mine.... :-)

>....But beware: the game has never been finished, thus it
>crashes after the second level/tower. normally there should
>be 8 towers avaiable....

Hmm, IIRC you should be able to play more than just two levels. But then it
HAS been a long time and my memory may be faulty on this point.

> P.S.: I do hope that the crash of tower toppler does not
>only appear on PAL systems, however I do not have a NTSC
>system...

You have a point, it was developed on an NTSC machine and never completely
finished/debugged after all.

TTFN - Pete.

411. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 01:51:04 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a208i1$t6dsj$2@ID-15679.news.dfncis.de>
Source record: 31833

Hi,

> IIRC there were two versions of Mercenary on different
>sides of the floppy - one for Atari 400/800 and one for
>XL....

Are you sure about that, wasn't one side of the disc the Atari version and the other the C-64 version (or was that "Encounter")?

TTFN - Pete.

412. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 03:05:23 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u476uugd0n6m9c@corp.supernews.com>
Source record: 31831

"William Moeller" <af332@freenet.hamilton.on.ca> wrote in message
news:a1vva3bcj2@mohawk.hwcn.org...
> I was just going through my Atari holdings and trying to get them down to
> a rational limit, and noticed my Atari Classics magazines. I was
> wondering, is this magazine officially dead? When was the last one? It
> really is a shame it couldnt be published on an annual basis.

I hope I get the name right, but yes Jim Hood died. He was the one that
really did the down and dirty work of putting articles together in a DTP
program and getting it out.

I don't think we have anyone left that is a combination of editor/DTP/good
nature, that could do it.

413. Re: Printing with SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 04:27:19 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a20b4i$jt5$1@slb4.atl.mindspring.net>
Source record: 31834

I copy stuff to E: all the time... although you have to add an asterisk to
the end in 3.2g.

COPY README.TXT E:*

the same syntax will work with P: too methinks.

-Dan

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:pdL08.669737$8q.53519948@bin2.nnrp.aus1.giganews.com...
> I need to print a print image file to P: and COPY doesn't work just like
> COPY to E: doesn't work. I tried P1: and other things and still no go. I
> also tried TYPE filename P: and that doesn't recognize a second parameter.
>
> Any ideas for x32g?
>
> Thanks,
> John
>
>
>

414. mydos vs. sparta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 04:40:23 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a20blumbk1@slb2.atl.mindspring.net>
Source record: 31835

Anyone ever notice that when you NOTE a file right after opening it in Atari DOS 2.5, you get the starting sector and byte offset zero.

```
10 OPEN #1,4,0,"D:DOS.SYS"
20 NOTE #1,S,B
30 PRINT S,B
40 CLOSE #1
```

This same code doesn't work in Sparta though, rather the file noter/pointer is not initialized until some data is read. I found this out after hacking this old text adventure called "Alien Egg" so it would work under Sparta.

Actually MyDOS does this correctly and gives the same answer as DOS 2.5. Well, I still like Sparta, but this did irritate me a bit. I ended up changing line 20 like so:

```
20 GET #1,X:NOTE #1,S,B:B=B-1:POINT #1,S,B
```

-Dan

415. my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 04:50:17 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a20c8hmtp1@slb6.atl.mindspring.net>
Source record: 31836

Many thanks to Mathy for making good use of the black box ASPI manager by Matthias Belitz! Tonight my Atari was playing Mozart! Even my wife was impressed. I also read a 2k sector off of a silly burger king xmen 3" data cd that my daughter got this evening in her happy meal. The ASPI manager works very well and properly auto-detects all scsi devices on the bus and indicating which are cd drives. Of course, now I've just gotta have BBXFER for data CDs.

visit Mathy's page here:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/index.htm

-Dan

416. Re: Printing with SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 06:02:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c43c603$0$37105$1dc6e903@news.corecomm.net>
Source record: 31838

Uhm. John.
You said 'print a print image file to P:'. That sounds like you're
trying to send a .pic or other image file to your printer.
If so, it won't work. The only bit mapped image printing program
I know of is 'hiresdump'. It would print .pic files to a Star dot
matrix printer.
Russg

417. Re: For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 06:04:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c43c683$0$37107$1dc6e903@news.corecomm.net>
Source record: 31837

```
----- The following addresses had permanent fatal errors -----
<utah_lanman@yahooo.com>
(reason: 550 5.1.2 <utah_lanman@yahooo.com>... Unsupported mail
destination
```

418. Re: Fast-math routines

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 10:33:08 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c43f754@news.ivm.net>
Source record: 31839

Shawn Jefferson <sjeffers@home.com> wrote:

> If you had the capability to burn a new OSrom with fast math routines
> is there any reason not to do so?

> Compatibility?

Well, maybe lack of room. (or so to say, "lack of rom").

> Timing issues with software/games?

Hardly ever. I doubt any serious game ever used these. The math pack was
mainly used by the Basic interpreter.

So long,
Thomas

419. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 11:12:58 UTC
From: daclmi@netscape.net
Message-ID: <3c440e8d.1384693@news.CIS.DFN.DE>
Source record: 31841

On Tue, 15 Jan 2002 01:51:04 -0000, "Pete"
<pete@get.bent.spammers.wintermute.org.uk> wrote:

> > IIRC there were two versions of Mercenary on different
> >sides of the floppy - one for Atari 400/800 and one for
> >XL....
>
>Are you sure about that, wasn't one side of the disc the Atari version and the
>other the C-64 version (or was that "Encounter")?

If anyone knows where an image of this 48K Mercenary version is,
please post it.

420. Re: For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 11:24:21 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <mcSY83KlFBR8Ew1O@lovecraft.demon.co.uk>
Source record: 31840

In article <3c43c683$0$37107$1dc6e903@news.corecomm.net>, Russ Gilbert
<russg@en.com> writes
>
> ----- The following addresses had permanent fatal errors -----
><utah_lanman@yahooo.com>
> (reason: 550 5.1.2 <utah_lanman@yahooo.com>... Unsupported mail
>destination

Count the 'o's, Russ...

Richard

--
Classic Computers: Atari 800XL - Rescue on Fractalus! |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

421. Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 13:26:50 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c442d11.1434078@news.atl.bellsouth.net>
Source record: 31842

On this page (http://www.geocities.com/atarimods/prosys.html), the instructions under the topic "How to build the ProSys interface" lists 4 connections to the DB9 plug. However, the schematic immediately above it labeled "ProSys - Atari Drive to PC Interface" shows 5 connections to the DB9 plug. Which is correct ?

I also sent this note to Clarence, but have not yet heard back.

Thanks

ron

422. Re: Best demo on the 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 13:48:16 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C443320.E564CA9D@mail.uni-mainz.de>
Source record: 31843

```
Ooops,
it is Madteam`s "Tit-Demo" that contains the wormhole part with
filled+colorful vectors (animated!)... -Andreas.

Andreas Magenheimer schrieb:
>
> Well,
> the wormhole part of Halle 1994 uses more than 64k ?!? I am surprised,
> since it does not look that pretty good (black and white, non-filled
> vectors). take a look at MadTeam`s "X-Demo" which needs 320k RAM (but
> which can be setup via a Ramdisk setup menu) to see a colorful 3D
> wormhole (with filled vectors!). -Andreas.
>
> Kathleen Ferrante schrieb:
> >
> > Hi FOX-1
> >
> > Yeah the Compyshop 256 / 320Kb is something I wanted to build but cant find
> > info on it ;( The only demo that I know of that uses it is the wormhole on
> > HAL94 side B
> > Where did you get your Compyshop 256 / 320Kb from?
> >
> > Atari8man
> >
> > "Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
> > news:bbL_7.64998$58.4749868@zwoll1.home.nl...
> > >
> > > Kathleen Ferrante wrote:
> > >
> > >
> > > (Kathleen? May a call you "Guy" :-) )
> > >
> > > : Not true, I run all the polish demos on my 8bit from the MIO hard
> > drive,
> > > : Sheol , Tit, and timekeeper need a 512k xl or a 320k xe
> > > : theres not 1 demo I cant run,
> > >
> > > All demo's written for the "Compyshop" 256 / 320Kb will not probably not
> > run.
> > >
> > >
> > > : all my 8bits have been upgraded with Antic pal
> > > : chip.. Where did you hear that the polish demos will not run on Ntsc
> > > : system?
```

> > >
> > > Most of the time they do run, but some will give a (partially) scrambled
> > > screen on NTSC. On NTSC, there is less time in the VBI, and NTSC has
> > fewer
> > > lines, which may cause troubles on overscanned displaylists.
> > >
> > >
> > > : If a user has only 256k then you cant run a program that need atlease
> > 320k
> > >
> > > That's true.
> > >
> > >
> > >
> > > --
> > >
> > > Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
> > >
> > > "I hear that if you play the Windows XP CD backwards, you get a satanic
> > > message"
> > > "That's nothing. If you play it forward, it installs Windows XP"...
> > >
> > >
> > >
> > >

423. Re: Printing with SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 13:50:26 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <CsW08.13357$rA.741930@bin6.nnrp.aus1.giganews.com>
Source record: 31844

Russ,

No, I mean a printable file, with lines and CR/LF and all that.

John

"Russ Gilbert" <russg@en.com> wrote in message
news:3c43c603$0$37105$1dc6e903@news.corecomm.net...
> Uhm. John.
> You said 'print a print image file to P:'. That sounds like you're
> trying to send a .pic or other image file to your printer.
> If so, it won't work. The only bit mapped image printing program
> I know of is 'hiresdump'. It would print .pic files to a Star dot
> matrix printer.
> Russg
>
>
>

424. Re: the original 16k montezuma's revenge is now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 14:03:38 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C4436BA.46DF3809@mail.uni-mainz.de>
Source record: 31845

Well,
this is great news to me !!!
As soon as the firm where I am working (besides studying) pays me off
(february I suppose), you will get a new order from me.
Karate International, Dropzone, Mercenary, Encounter and now Monty, on
cart that is all I ever wanted. My disk collection gets smaller and
smaller, whereas my cart collection gets bigger and bigger!
-Andreas.

Lance Ringquist schrieb:
>
> the original parker bros. cartridge release that never came is now
> finally available, we had some trouble with this one, but it is now
> working, and i have been playing it all day on my atari 400, and my xe.
> this is quite a game to be only 16k, and atari should have released it,
> or pitfll II, or both with the xegm, anyways it will work on any atari
> 16k or larger computer.
> www.atarisales.com
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

425. Re: Anybody ever tried DOS XE on an emulator?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 14:10:36 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C44385C.42EB3654@mail.uni-mainz.de>
Source record: 31846

Well,
I used DOS XE on original atari and XF551. since there are different XF versions out there (with ROM or Eprom, with 8040CPU or 8050CPU), DOS XE also behaved different. On some drives it used XF highspeed and you were able to use all 4 formats (90-360kbytes). On other XF drives it did not use XF highspeed (maybe it did not recognize the drive as being an XF drive) and thus you could merely use 90k and 130kbytes. whenever I tried 180k or 360k there, I got an Error.
Furthermore the DOS2 to DOS XE converter did not work for me, I always got an Error when I tried to convert something to this DOS.

So, I gave up using DOS XE. And as I found out, all other Atarians did the same. No need to give it another try, since it is as useles as DOS 3, DOS 4 and other non-used Atari DOS versions... -Andreas.

P.S.: Nope, I did not use DOS XE on an emulator, since I almost never use emulators. (I merely use them as converters or directly use conversion programs for the different image formats...)

machf schrieb:
>
> I mean, a DOS XE image in DD format. Has anybody tried that? I experienced
> a problem, the DOS loads but whenever I try to access the rest of the disk, I
> get an ERROR 139 message... I think the DOS tries to read the drive config
> block or something...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." in front of the address when replying

426. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 14:24:49 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <l2.r2.cH2s7xVuD7bOqxa.NR@aqu.bekkoame.ne.jp>
Source record: 31749

Mathy van Nisselroy wrote:

> Not yet. I hope to find some time and patients later this year. Maybe
> if I knew more about electronics.....

You sure know hecka lot more than I do ;).

This is nothing but a blind-shot by an electronics newbie, but could
the problem be a NTSC/PAL implication? The vicinity of the PAL video
circuitry and the alternate bank-switching components makes me wonder
(perhaps Atari too had difficulties with earlier mobo?)
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

427. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 14:30:29 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C443D05.3B8060FA@mail.uni-mainz.de>
Source record: 31747

Well,
my version of mercenary had both 48k and 64k versions on the same diskside. you had to hold down option or select to choose the one you wished. after a few seconds however the game automatically loaded the 48k version. Mercenary 2 (called "the second city") came as an add-on (tape or disk) for mercenary. it was merely playable with the original program. You had to load mercenary and after that you had to press some keys (Shift-L or Control-L and then shift-1 or control-1) to load in the second city (just as if you loaded a previously saved game). However cassette versions of mercenary could only load cassette versions of second city. Disk versions of mercenary could only load disk versions of second city...

The second city was a boring follow-up to mercenary. Besides that it had quite many bugs. For instance I remember, that there was one room (and only one!) where you found a triangle key - however this room was locked and you needed the triangle key (which was inside the locked room) to open it. weird, isn`t it ?!? Well, to solve this problem you had to use a disk/sector editor and change some hexbytes, I do not remember right now. the second city had more bugs like this and as of yet I do not know anyone who has ever solved this add-on. I don`t think that it is impossible, but just too boring. on the other side I know quite many users (and solutions printed in different magazines) that solved mercenary... -Andreas.

Pete schrieb:
>
> Hi,
>
> > IIRC there were two versions of Mercenary on different
> >sides of the floppy - one for Atari 400/800 and one for
> >XL....
>
> Are you sure about that, wasn't one side of the disc the Atari version and the
> other the C-64 version (or was that "Encounter")?
>
> TTFN - Pete.

428. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 14:32:03 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C443D63.A0C28FAA@mail.uni-mainz.de>
Source record: 31748

Well,
the 48k versions works on any Atari 800/XL/XE/XEGS machine. whereas the
so-called 64k version merely works on XL/XE systems. It uses RAM under
the OS ROM, for whatever reason... -Andreas.

Pockets schrieb:
>
> Yep
>
> the 48k version is subtitled as the 'Fast version' though i did not notice
> any significant speed differences between the two. I suppose it would be
> noticable if there was a lot happening on the screen.
>
> "Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in
> message news:3c3e9e33.56167375@news.ubs.com...
> > On Thu, 10 Jan 2002 10:43:29 GMT, daclmi@netscape.net (Daniel Miller)
> > wrote:
> >
> >
> > >I downloaded the ATR some months ago, but the game would lock up at
> > >the crash landing site, on my 800. I remember thinking it must be
> > >because I do not have the RAM configuration of an XL/XE.
> >
> > IIRC there were two versions of Mercenary on different sides of the
> > floppy - one for Atari 400/800 and one for XL. The 400/800 version
> > was lower res, presumably because there wasn't enough RAM for a
> > higher resolution screen.
> >
> > Could be that the ATR is the XL version .... though possibly its
> > just corrupt.
> >
> >
> > Gav
> > --
> > Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> > Disclaimer: Opinions expressed are solely my own, not my employers
> > "Du musst Amboss oder Hammer sein"

429. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 15:06:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a21ghu$5nl$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31750

Howdy Hidehiko

> This is nothing but a blind-shot by an electronics newbie, but could
> the problem be a NTSC/PAL implication? The vicinity of the PAL video
> circuitry and the alternate bank-switching components makes me wonder
> (perhaps Atari too had difficulties with earlier mobo?)

Then why does it work on the XEGS?
Maybe I made a mistake soldering things in......

CU Mathy van Nisselroy

430. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 15:10:43 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a21gpk$5ss$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31751

Howdy Andreas

> I have some more ATR or XFD converters for the A8 laying around here. If
> interested e-mail me. I can send them via e-mail (DCM if you wish) or
> snail mail. most of these tools did appear in ABBUC magazin however. A
> few ones are from Ken siders and the rest (if there is any) came from
> various internet sites i do not remember now... -Andreas.

If do have DiskFormer 1.9 by Ken Siders. If you have something better, I'ld like that have that too. If they were on ABBUC magazines, please tell me which ones. Email will do. DCM would be great.

CU Mathy van Nisselroy

431. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 15:21:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a21he0$6ib$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31753

Howdy Michael

> I'd also like to do the same thing with printers. What printers, other
than
> those produced by Atari, can be connected directly to SIO without an
> intervening interface?

I'm not sure if this one counts, but.....
The General Electric TXP 1000 also known as 3-8100 had a detachable
interface on it's back. If you wanted to use a different computer, you just
took the special interface off and replaced it with a simular looking one
(except for the cable that you plugged into the computer) for that computer
and you were ready to go.

It was very popular in the Netherlands. One of it's advantages was that it
was fairly cheap in those days. The magazin of the Dutch Atari user group
had atleast one small item about this printer in each issue after they did
an article on it.

CU Mathy van Nisselroy

PS sorry, didn't find anything about the Supra Modem. Supra did sell the
2400 modem with it's Atari interface (supraVerter). But I distinctly seem
to remember that they also had a 300 baud modem for the Atari.

432. Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 15:28:37 UTC
From: Andreas Magenheimer <magea000@mail.uni-mainz.de>
Message-ID: <3C444AA5.5A1E079F@mail.uni-mainz.de>
Source record: 31752

Hello Folks,
could you please help me to compile a list of avaiable Atari 8-bit ramdisks or ram-enhancements ?!? The info should contain the following : name, Distributor/author, size, bankswitching area, used rambanks, used control bits, and everything else you know about it (if you have additional info). It does not matter if you cannot fill all infos, just give me or tell me what you know...

Ok, let`s start with some examples here (sorry, I am not a professionel in this subject, so the examples could include errors or false information)...

Name: distributor size bs.area
rambanks control bits etc. etc.
- Axlon Axlon/Atari 64k C000-FFFF
??? ??? 800-platine-board, 400/800 only;
- Axlon Axlon/Atari 128k C000-FFFF
??? ??? 800-platine-board; 400/800 only
- are there more Axlon ramdisks / ram-enhancements with other sizes ??? (what bankswitching area do they use, which rambanks, which control bits, etc. ???)

- Mosaic ??? 64k C000-FFFF
??? ??? 800-platine-board; 400/800 only;
- Mosaic ??? 128k C000-FFFF
??? ??? 800-platine-board; 400/800 only

- 130 XE RD Atari 64k 4000-7FFF
E3,E7,EA,EF control bits ? the standard for all XL/XE enhancements; afaik controlled via Port B($D301);
- Megaram 1+2 Compyshop 256k 4000-7FFF Rambanks: 23,27,2A,2F,63,67,6A,6F,A3,A7,AA,AF,E3,E7,EA,EF; control bits ??? most common RD in Germany (Megaram 1 with 16kbytes chips, megaram 2 with 64kbytes chips, Megaram 3 with 256kbytes chips); afaik controlled via Port B ($D301)
- Megaram 3 K.Peters 256k or 1MB 4000-7FFF
Rambanks unknown control bits unknown; uses 1 or 4 rambanks of 256k each; afaik the whole 1Megabyte is controlled via Port B ($D301 and $D602); very incompatible to all other 1MB ramdisks...
- Newell: ??? (FTE); which sizes ??? rambank-area ??? which rambanks ??? which control bits ???
- MIO: ICD (FTE); which sizes ??? rambank area ??? which rambanks ??? which control bits ???
- Rambo XL which distributor ?? which sizes ?? rambank area ?? which rambanks ??? which control bits ???

- Yorky XL: which distributor ?? which sizes ?? rambank area ??? which rambanks ??? which control bits ???
- K. Buchholz upgrade: K.Buchholz, which sizes ?? rambank area ?? which rambanks??? which control bits ?? (afaik this or the P.Petersen Ramdisk used 32kbyte rambanks, thus not 130XE compatible ?!?)
- P.Petersen/ABBUC: P.Petersen, which sizes ??? rambank area ??? which rambanks ?? which control bits ???
- B.Wooley Ramdisk: B. Wooley, which sizes ?? rambank area ??? which rambanks ?? which control bits ???
- TOMS ramdisk: T.O. + M.S. size: 192k, 256k, 576k and 1024k; rambank area unknown (most probably 4000-7FFF), rambanks unknown, control bits unknown,... standard in Poland (and maybe other eastern european countries);
- Atari magazin Ramdisk: author unknown, size 128k or 256k; rambank area = 4000-7FFF, rambanks unknown, control bits unknown; this was a selfmade RD from Atari magazin / Germany;
- 600XL upgrade: Compyshop, 192 or 256k, rambank area 4000-7FFF, rambanks are equal to Megaram 1+2; upgraded to 64k RAM + 192k or 256k extra Ram;
- Mathy`s RD: Mathy van Nisselroy; size: 1024kbytes, 4000-7FFF, all the rest is unknown to me...
- etc. etc.

As you see there are dozens of ramdisks (and dozens I did not mention here). Well, if you have a ramdisk / extra ram avaiable, please give me some info, what you know about it. You see, I do not know much about ramdisks (almost nothing!) so every little info might help. In the end I hope to compile a list with many/most avaiable ramdisks for the little Atari. This list should help you and especially programmers to have an overview and thus avoid compatibility problems in future program releases (especially for programs that need extra-ram). Next, I plan to compile a list of programs that a) support extra ram (but still work on 48k or 64k machines) and b) absolutely need extra-ram / ramdisk.

Since quite some programs tell you which rambanks are needed, I could then be able to tell you which RD they will support or not support. Ok, don`t be upset of this long text, just write me some infos you have about your ram upgrade, ram enhancement, extra ram or ramdisk. I am waiting for your responses... -andreas.

433. Re: Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 16:43:01 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c445c13$0$35616$1dc6e903@news.corecomm.net>
Source record: 31754

I know very little about ramdisks.
I have a Newell 256k 800xl. It is supposed to be pretty good
130xe compatible. It uses PORTB to control the banks.
The MIO comes in 256k and 1 meg flavors. The MIO ramdisks
are in the MIO, so they aren't accessable like in the computer
ramdisks. I leave the MIO on all the time, you can boot from it.
The MIO RAM can be configured to be print spooler or different
size ramdisks. I always made 180k dbl density ramdisks, you can
do 1 on a 256k or like 5 on a 1 meg.
Software ramdisks. I don't think you mentioned the RD and RDBASIC
that are SpDOS ramdisks. John Picken ramdisks RM and RM66/67.
And the PSI ramdisk.
I don't use ramdisks much, except the MIO ones when I used to
run a BBS.
There were a couple word processors that used extra RAM (paper
clip II). Disk Communicator will use all your extra RAM, but
asks. Tom Hunt's program that allowed sorta multi-tasking required
at least 128k, I think. Then there are some demos that require extra
RAM.
Russg

434. Re: Printing with SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 16:56:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c445f35$0$35622$1dc6e903@news.corecomm.net>
Source record: 31755

Boy is the 3.2g COPY command dumb. It was an effort to prevent
overwriting a file. Dan's COPY FILE.EXT P:* might work.
Someone (Fox-1 I think) says COPY FILE.EXT E1: worked.
Maybe that would work. It would be pretty easy to do in BASIC.

```
10 DIM A$(40)
20 ? "INPUT FILESPEC eg. D:FILE.EXT"
30 INPUT A$
40 CLOSE #1
50 OPEN #1,4,0,A$
60 CLOSE #2
70 OPEN #2,8,0,"P:"
80 TRAP 300
90 GET #1,X
100 PUT #2,X
110 GOTO 90
300 TRAP 40000
310 CLOSE #1
320 CLOSE #2
330 END
```

It would be slow, but probably would work.

435. Re: the original 16k montezuma's revenge is now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 17:15:44 UTC
From: Video61@webtv.net
Message-ID: <21189-3C4463C0-9@storefull-2116.public.lawson.webtv.net>
Source record: 31757

hi andreas,
i am glad that you are happy, it makes my day better to know that we are doing something worth while.
the mercenary is in testing, so far it looks good. encounter is not done yet, the same for dropzone. we will announce them when they are. international karate has a bug in it, and we are fixing it, we will also announce that one when its ready.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

436. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 17:17:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u48orqhivc8lfc@corp.supernews.com>
Source record: 31756

<ronfucci@bellsouth.net> wrote in message
news:3c442d11.1434078@news.atl.bellsouth.net...
> On this page (http://www.geocities.com/atarimods/prosys.html), the
> instructions under the topic "How to build the ProSys interface" lists
> 4 connections to the DB9 plug. However, the schematic immediately
> above it labeled "ProSys - Atari Drive to PC Interface" shows 5
> connections to the DB9 plug. Which is correct ?

Two different interfaces, one for use with Nick's software and one for use
with Steve's.

1050 to PC is Nick's, Prosystem is Steve's. They are not compatible.

437. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 17:21:01 UTC
From: Video61@webtv.net
Message-ID: <21188-3C4464FD-46@storefull-2116.public.lawson.webtv.net>
Source record: 31758

hi pete,
so you were the guys who were doing the mysterious work for atari in
the u.k.
julie wade once complained to me that you guys were late with some
stuff, and that it was to late to release it, so she was going to
destroy any game that was sent to atari from the u.k. that was done.
my queston to you is what did you guys do that atari did not release on
the 7800, or the 8-bit?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

438. Re: Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 17:45:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C446AD6.82670868@students.uni-mainz.de>
Source record: 31759

Hello Russ,
I can send you (and everyone else that is interested) a small ramdisk test program. It will test XE-compatible Ramdisks (Port B $D301, 4000-7FFF) and a) show their used rambanks and b) show their used control bits. Think this program can test the Newell at least. The MIO was a PBI device, wasn`t it ??
greetings, Andreas.

Russ Gilbert schrieb:
>
> I know very little about ramdisks.
> I have a Newell 256k 800xl. It is supposed to be pretty good
> 130xe compatible. It uses PORTB to control the banks.
> The MIO comes in 256k and 1 meg flavors. The MIO ramdisks
> are in the MIO, so they aren't accessable like in the computer
> ramdisks. I leave the MIO on all the time, you can boot from it.
> The MIO RAM can be configured to be print spooler or different
> size ramdisks. I always made 180k dbl density ramdisks, you can
> do 1 on a 256k or like 5 on a 1 meg.
> Software ramdisks. I don't think you mentioned the RD and RDBASIC
> that are SpDOS ramdisks. John Picken ramdisks RM and RM66/67.
> And the PSI ramdisk.
> I don't use ramdisks much, except the MIO ones when I used to
> run a BBS.
> There were a couple word processors that used extra RAM (paper
> clip II). Disk Communicator will use all your extra RAM, but
> asks. Tom Hunt's program that allowed sorta multi-tasking required
> at least 128k, I think. Then there are some demos that require extra
> RAM.
> Russg

439. Re: Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 19:51:41 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a22qd2$u6don$1@ID-15679.news.dfncis.de>
Source record: 31769

Hi,

>....could you please help me to compile a list of avaiable
>Atari 8-bit ramdisks or ram-enhancements ?!?

Good call Andreas, I was about to ask a similar question with all this recent chat about RAM expansions.

Will be interesting to see what results you get.

TTFN - Pete.

440. Re: mydos vs. sparta

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 20:32:27 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a223f4$9pn$1@nntp9.atl.mindspring.net>
Source record: 31760

The last post about this was only true when accessing the Atari DOS 2.5 filesystem. When using the Sparta filesystem, NOTE and POINT behave differently. NOTE works more like the unix ftell() in that it gives no sector, offset information, rather, just a zero based offset in bytes into the file. This actually makes much more sense than the standard NOTE/POINT that exposed the implementation details of the filesystem. For the "Alien Egg" adventure, all of its datafiles were indexed with the old Sector/Offset NOTE/POINT mechanism. To make this one work on a Sparta filesystem, I had to convert the index like this:

old code:

```
100 POINT #1,SECTOR,BYTES
```

new code:

```
90 Z0=0
100 OFF = SECTOR * 125 + BYTES: REM 125 bytes per sector in Atari DOS
110 POINT #1, OFF, Z0
```

Its a little stupid, but at least I didn't need to re-index the data files. I probably should add code at the top to set a flag for Sparta or MyDOS, and then act appropriately.

-Dan

441. Re: SpartaDOS Construction Set Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 20:53:25 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a224qg$gl7$1@slb5.atl.mindspring.net>
Source record: 31761

Hi Russ!

There it is, right in the Construction set manual. All my confusion about NOTE/POINT behavior under sparta is explained in "Chapter 19 - The Technical Structure of SpartaDOS". Thanks very much for the scanning and OCR'ing -- I've done a fair amount of this myself and its not a simple task.

-Dan

442. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 21:27:11 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c449e83.3507203@news.atl.bellsouth.net>
Source record: 31762

Rick,

Are you saying that the two pieces of information I cite below, the
parts list and the schematic are for two different interfaces ? Tks

ron

On Tue, 15 Jan 2002 09:17:00 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

><ronfucci@bellsouth.net> wrote in message
>news:3c442d11.1434078@news.atl.bellsouth.net...
>> On this page (http://www.geocities.com/atarimods/prosys.html), the
>> instructions under the topic "How to build the ProSys interface" lists
>> 4 connections to the DB9 plug. However, the schematic immediately
>> above it labeled "ProSys - Atari Drive to PC Interface" shows 5
>> connections to the DB9 plug. Which is correct ?
>
>Two different interfaces, one for use with Nick's software and one for use
>with Steve's.
>
>1050 to PC is Nick's, Prosystem is Steve's. They are not compatible.
>
>

443. Re: Printers for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 21:47:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wr118.33879$zw3.3274415@newsread1.prod.itd.earthlink.net>
Source record: 31763

MPP became Supra; I think they were still MPP during their 300 bps days...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a21he0$6ib$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Michael
>
> > I'd also like to do the same thing with printers. What printers, other
> than
> > those produced by Atari, can be connected directly to SIO without an
> > intervening interface?
>
> PS sorry, didn't find anything about the Supra Modem. Supra did sell the
> 2400 modem with it's Atari interface (supraVerter). But I distinctly seem
> to remember that they also had a 300 baud modem for the Atari.

444. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 22:18:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WU118.33946$zw3.3279569@newsread1.prod.itd.earthlink.net>
Source record: 31764

I double checked that page just now. There are 3 illustrations from top to
bottom. The 1st is 10502PC, the 2nd is a combination with a switch and the
3er is the ProSys.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message
news:3c449e83.3507203@news.atl.bellsouth.net...
> Rick,
>
> Are you saying that the two pieces of information I cite below, the
> parts list and the schematic are for two different interfaces ? Tks
>
> ron
>
> On Tue, 15 Jan 2002 09:17:00 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> ><ronfucci@bellsouth.net> wrote in message
> >news:3c442d11.1434078@news.atl.bellsouth.net...
> >> On this page (http://www.geocities.com/atarimods/prosys.html), the
> >> instructions under the topic "How to build the ProSys interface" lists
> >> 4 connections to the DB9 plug. However, the schematic immediately
> >> above it labeled "ProSys - Atari Drive to PC Interface" shows 5
> >> connections to the DB9 plug. Which is correct ?
> > >
> > >Two different interfaces, one for use with Nick's software and one for
use
> > >with Steve's.
> > >
> > >1050 to PC is Nick's, Prosystem is Steve's. They are not compatible.
> > >
> > >
>
>
>

445. Re: How many more years before Atari comput

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 22:31:55 UTC
From: ebaiz@skyenet.net
Message-ID: <v5218.3277$0m.125417@newsfeed.slurp.net>
Source record: 31765

On 14 Jan 2002 11:21:04 , Mike Stepansky wrote:

>I always wonder how many more years for chips or memory to survive inside
>XL/XE before they dies out. Finding the right electronics to repair might
>be difficult and expensive in the future.
>
>How more years before floppy disks die out? I still even have 200+ floppy
>disks which were last written to them back in 1985 or so! Still readable!
>
>I am more concern about the TRUE/REAL Atari hardware to continue using those
>ATR, backups, or well-taken-care of disks.
>
>Anyone to share comment?

Hello,

For one, I expect my 400/XL/XE computers to last forever. Afterall,
they have lasted this long without problems. Even if they did, there is
places like Best Electronics that will repair them. I realize that the
disks are getting old. I am in the process of gathering ATR images to
convert onver to DI images. I will end up putting them on a CD and will
use them with my Atari Hades clone, my 130XE and a SIO2PC cable.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

446. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 23:11:56 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a22qe5$u6don$3@ID-15679.news.dfncis.de>
Source record: 31770

Hi,

>....SOS thats just what I said - the "selfmade Operating
>system",....
>....however you have to burn the 16k BIN file onto an
>Eprom then and install it into your computer to use it as
>a new OS (or alternate OS).

Thanks, I had a look at his website earlier and found it....I'd only looked at the "MyIDE" page before, rather than the entire site.

I'd assumed that it was a DOS rather than an OS replacement.

Has anyone produced an open-source DOS for the Atari?

> I guess the My-Ide uses only half of the harddisk capacity,
>since it only handles 256bytes sectors (not 512 bytes
>sectors)....

This is what I'd assumed too. However, after browsing the website it looks to me like he's actually running the drive in 16-bit mode and simply ignoring the upper 8-bits, hence you're losing half the capacity. :-(

I'll have to look over the schematics to check, but that's my gut feeling.

TTFN - Pete.

447. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-15 23:28:44 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c44bae1.10769375@news.atl.bellsouth.net>
Source record: 31766

I agree with this, Ron. That is why it looked to me that there is
inconsistency between the last schematic (ProSys) and the "How to
build the ProSys Interface". Other than than, I'm looking for some
guidance as to which one is correct.

ron

On Tue, 15 Jan 2002 22:18:30 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>I double checked that page just now. There are 3 illustrations from top to
>bottom. The 1st is 10502PC, the 2nd is a combination with a switch and the
>3er is the ProSys.
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
><ronfucci@bellsouth.net> wrote in message
>news:3c449e83.3507203@news.atl.bellsouth.net...
>> Rick,
>>
>> Are you saying that the two pieces of information I cite below, the
>> parts list and the schematic are for two different interfaces ? Tks
>>
>> ron
>>
>> On Tue, 15 Jan 2002 09:17:00 -0800, "Rick Cortese"
>> <ricortes@netmagic.net> wrote:
>>
>> ><ronfucci@bellsouth.net> wrote in message
>> >news:3c442d11.1434078@news.atl.bellsouth.net...
>> >> On this page (http://www.geocities.com/atarimods/prosys.html), the
>> >> instructions under the topic "How to build the ProSys interface" lists
>> >> 4 connections to the DB9 plug. However, the schematic immediately
>> >> above it labeled "ProSys - Atari Drive to PC Interface" shows 5
>> >> connections to the DB9 plug. Which is correct ?
>> >
>> >Two different interfaces, one for use with Nick's software and one for
>use
>> >with Steve's.
>> >
>> >1050 to PC is Nick's, Prosystem is Steve's. They are not compatible.

>> >
>> >
>>
>>
>>
>
>

448. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 00:02:17 UTC
From: ralphxpn@aol.com
Message-ID: <20020115190217.04946.00001443@mb-ce.aol.com>
Source record: 31767

does anybody have a working atr file of mercenary??? all the ones i find crash...

Thanks

449. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 02:51:54 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u49qhrk7ldana2@corp.supernews.com>
Source record: 31768

<ronfucci@bellsouth.net> wrote in message
news:3c44bae1.10769375@news.atl.bellsouth.net...
> I agree with this, Ron. That is why it looked to me that there is
> inconsistency between the last schematic (ProSys) and the "How to
> build the ProSys Interface". Other than than, I'm looking for some
> guidance as to which one is correct.

If you want to use Steve Tucker's Prosystem, then the bottom schematic is
right. They are labeled something like
[MAX232] top
[75C189, 14C89] middle
[14C89] bottom

To complicate things a little further, you can wire the zener across pins 7
and 14 if you don't like the way it works for voltage drop. It works fine as
is, just a matter of style.

450. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 02:59:58 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-588A2B.20595815012002@news.enteract.com>
Source record: 31771

```
Video61@webtv.net (Lance Ringquist) wrote:
> hi pete,
> my queston to you is what did you guys do that atari did not release on
> the 7800, or the 8-bit?

Yeah, Pete, and do you know anything about an unreleased 7800
title called Chronicles of Omega?
--
//*============================================================++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++============================================================*//
```

451. Re: Google groups archive, who's been here the longest?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 04:00:43 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3C44FAD8.1020601@cfl.rr.com>
Source record: 31772

Earliest I could find was 9/21/90, "Re: 6502 error conditions".

Jeff Potter

Michael Current wrote:

>>Check out http://groups.google.com.
>>
>
>Hey Ryan, this is truly cool!
>
>My first post turns up on Feb 7 1990, asking about using the combination of the
>XEP80 and DOS XE. (!)
>

452. FS/T: Atari 8-bit computer items and more... [01/16/2002]

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 08:15:37 UTC
From: "Michael J. Novak Jr." <use.Reply-To.address@nls.net>
Message-ID: <6lda4uoc67cian38qhh36fv02lrhsuke4m@4ax.com>
Source record: 31773
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

All Video Game Advantage (VGA) FS/T lists are updated approximately
every ten days available on the WWW at http://www.io.com/~vga2000/

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

The 'Sale Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

*IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT**IMPORTANT*

This list was last updated on 01/16/2002

NOTE: There are currently 1958 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

NOTE: The Video Game Advantage Definitive Known Software List
Collection list for this system is currently on-line!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 2.00 Missile Command
$ 1.50 Space Invaders
$ 3.00 2-pack: Missile Command and Space Invaders

Box and manual only, no cartridge:
$ 1.50 Millipede

Manual only, no cartridge or box:
$ 1.00 Galaxian

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.50 Atari 1010 Program Recorder Owner's Guide (16 pages)
$ 3.50 Atari 1200XL Home Computer Owner's Guide (20 pages)
$ 6.00 Atari 65XE Personal Computer Owner's Manual (138 pages)
$ 3.50 Atari 800XL Home Computer Owner's Guide (24 pages)
$ 3.50 Atari BASIC Reference Guide: For Experienced Programmers
(16 pages)
$ 2.00 Atari Home Computers: The Next Generation catalog
(32 pages)
$ 6.00 2-pack: Atari Disk Operating System Reference Manual:
DOS 3 (112 pages). Lot also includes An Introduction
to the Atari Disk Operating System: DOS 3 (32 pages)
$ 6.00 Inside Atari BASIC [Atari / Reston] (196 pages)

[Pictures of the items listed below will be available soon]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive does not include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 2.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.95 for the first
game and $1.25 for each additional game. Shipping for hardware and
accessories depends on weight/distance. Large orders will be weighed
as a package, to reduce shipping costs. Foreign orders welcome.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list.

4) Buyer has seven (7) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D. So
if you can't mail the payment within 7 days, please do NOT order!

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed. There is no minimum order.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either Personal Check, money
order, Cashier's Check, cash or PayPal. Orders from outside the
U.S. are also accepted (postal money order, PayPal or cash only!)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next e-mail me a list of the items that you are interested in
(please quote from the FS/T message, but not the entire thing!),
4) also include your full name and full postal mailing address (this
information is for internal VGA use only, and is REQUIRED!),
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@io.com

--
Buying/Selling/Trading video game systems Michael J. Novak Jr.
and software (and now DVDs too), almost Video Game Advantage
everything ever made, including Nintendo, 6861 Anthony Lane
Sony, Sega, Atari, 3DO, and many more Parma Hts., OH 44130
(also older computers) for over 8 years 1-440-843-8815
on the Internet! vga2000@io.com
Visit us on the WWW at http://www.io.com/~vga2000/
The Video Game Advantage Definitive Known Software List Collection,
Screen Shots, Manual Archive, System FAQ's, FS/T lists and more...

453. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 09:09:33 UTC
From: j131@inetia.pl
Message-ID: <a23g3o$5dh$1@korweta.task.gda.pl>
Source record: 31774

In article <3c442d11.1434078@news.atl.bellsouth.net>, ronfucci@bellsouth.net wrote:
>On this page (http://www.geocities.com/atarimods/prosys.html), the
>instructions under the topic "How to build the ProSys interface" lists
>4 connections to the DB9 plug. However, the schematic immediately
>above it labeled "ProSys - Atari Drive to PC Interface" shows 5
>connections to the DB9 plug. Which is correct ?
>

5 connections, 4 directly to th IC, one additional to the zener diode.

j131

454. PhillyClassic3 Official Update!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 11:46:29 UTC
From: mpallante <mpallante@cox.net>
Message-ID: <pKd18.1380$vT4.204354@news1.east.cox.net>
Source record: 31775
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.sega,rec.games.video.arcade,rec.games.video.nintendo,rec.games.video.misc,rec.games.video.sony,comp.sys.atari.8bit,comp.sys.amiga.games

Update 1-16-02

The holidays are over! The new year has begun! Ladies and gentlemen, it is time!

PhillyClassic is now deep into the planning stages. Here's the rundown:

* The dates, time and location are all set. PhillyClassic will happen April 26th and 27th, 2002 at the Valley Forge Convention Center in Valley Forge, PA. 15,000 square feet of gaming goodness! Doors open at 5:00 p.m. on Friday to the public and close when we get thrown out! :) Saturday morning we let the ticketholders in bright and early at 9:00 a.m. and play, play all day!! More scheduling to come soon!

* Tickets and tables are now on sale! All payments can be made through PayPal to Phillyclassic3@yahoo.com, or visit the website for info on where to send checks and money orders. Tickets are $10.00 pre-ordered and $15.00 at the door.

Tables are priced at:

UNPOWERED TABLES:
1st table - $20
2nd table - $30
3rd and subsequent tables - $40

TABLES WITH POWER:
1st table - $30
2nd table - $40
3rd and subsequent tables - $50

VENDOR/CORPORATE TABLES:
$100 Unpowered/$150 with power

The reason the tables are priced differently this year for powered vs. unpowered is because this year we're being charged by the convention center for electrical needs.

The other difference in table pricing (the $20/$30/$40 progressive setup) will allow for the most possible people to get a single table, and to put a fair price on tablespace for people who plan to move a LOT of goods.

* We also have Corporate space available and are talking to a few big companies about attending and getting out to the gamers like you directly!

* Tournament scheduling is well underway. We have 3 set tournaments at this time and will be adding one more system tourney and two arcade tourneys!

* We have given over 1/4 of our total space for - get ready - upright arcade games ON FREE PLAY!!! Wow!! If that arcade at your local mall is as disappointing to you as it is to us then make it a point to at least come down for this part of the show! You won't regret it!

* Like the more current systems as well? Fear not! We have not forsaken you! Many of us will be featuring Playstation2, X-Box and Gamecube along side our beloved Atari, Intellivision and ColecoVision systems!

* Join our Yahoo! mailing list to get updates directly as well as discuss the show with others and set up personal trades for the show! Join here: http://groups.yahoo.com/group/phillyclassic/

* Check in at our website at http://www.phillyclassic.com for late-breaking news, updates, accomodation recommendations, driving directions and more!

We look forward to seeing you at the greatest PhillyClassic yet!

PHILLYCLASSIC STAFF
David and Marc, Organizers
Ryan and Jeff, Technical Coordinators
Matt and anonymous1.com, Web Maestros
Ben, publicity/marketing

455. Re: Repair info needed.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 13:18:48 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a23ujp$94i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31776

Howdy Kate

> Where can I find info on repairing various bits of equipment? I was
> just spot checking some of my stash and found:
> - 3 130XEs, an 800XL, a 600XL, and a 1200XL that don't boot - just get a
> solid color screen (interestingly its a different color on each machine)
>
> - an 800XL that otherwise works fine but only displays in b&w
> - an 800 that doesn't recognize most keypresses. Tried disassembly &
> cleaning of the k/b without improvement.
> - Several 810 & 1050 drives that either yield boot errors or fail to
> read/write/format.
>
> No big deal since these are all spare machines, but any suggestions for
> tinkering would be appreciated. Please reply directly to
> krslam@netscape.net since I'm not a regular here. Thanks!
> -Ron

http://www.best-electronics-ca.com has both repair manuals and the hardware
to fix your computers.
If a photocopy of the manuals is enough, try
http://www.abbuc.de/bauplan/xl_xe_bauplaene.htm the site is in German, but
the titles are mostly self explanatory. E means text is in English. Joost
speaks English if I remember correctly.

CU Mathy van Nisselroy

456. Re: Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 13:35:18 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a23vioaek1@nets3.rz.RWTH-Aachen.DE>
Source record: 31777

Howdy Andreas

> - Mathy`s RD: Mathy van Nisselroy; size: 1024kbytes, 4000-7FFF,
> all the rest is unknown to me...
> - etc. etc.

Address used to control banks: $D301
Used control bits: 0, 1, 2, 3, 6, 7
Pin(s) switching in RAMdisk: 4, 5
Separate ANTIC and CPU control: yes
Am I loosing BASIC, SELFTEST, OSRAM, Missile Command (only on XEGS)?: no
Switches needed: no

CU Mathy van Nisselroy

457. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 13:41:57 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a23vv7arc1@nets3.rz.RWTH-Aachen.DE>
Source record: 31778

Howdy Dan

"Dan Vernon" <dan@bitsofthepast.com> schrieb im Newsbeitrag
news:a20c8hmtp1@slb6.atl.mindspring.net...
> Many thanks to Mathy for making good use of the black box ASPI manager by
> Matthias Belitz! Tonight my Atari was playing Mozart! Even my wife was
> impressed. I also read a 2k sector off of a silly burger king xmen 3"
data
> cd that my daughter got this evening in her happy meal. The ASPI manager
> works very well and properly auto-detects all scsi devices on the bus and
> indicating which are cd drives. Of course, now I've just gotta have
BBXFER
> for data CDs.
>
> visit Mathy's page here:
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/index.htm
>
> -Dan
>
>

Thanks!

What's stopping ye'?
There's a file somewhere on CD Data stucture of an ISO 9660 disk. I'll
check at home what that site is called. (there's two legal ways to get this
document off the internet. One is via ISO, who wants money and one is for
another organisation who doesn't want money.)

CU Mathy van Nisselroy

PS what version are you using (CDAP)?

458. Joystick for PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 17:12:45 UTC
From: sjosupp@aol.com
Message-ID: <20020116121245.07926.00000001@mb-fo.aol.com>
Source record: 31779

I`m searching for a digital Joystick to connect on PC, so I can play the good old Atari Games. Perhaps the original Atari Joystick or Competition Pro ?

459. 400/800 os roms for xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 19:26:29 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a24jvgfvd1@slb6.atl.mindspring.net>
Source record: 31780

I'm wondering if anyone has opinions they'd like to share about which of the "original 400/800 OS" roms for the xl/xe computers is the best.

I realize that one can use one of the many translator disks for ths; however, one of the things I like best about my atari is that I just flip a switch and right away I'm doing what I want to do. No waiting for reboots, disk scans, registry cleansing, wasting hours re-installing the OS every few months, etc., etc. that is for frustrating when working with most modern systems (especially those running OSes put out by a large corporation in Redmond, WA...). Furthermore, there are many carts out there that will only work with a rom translation solution.

OK... with that said, I've got two no-name translator roms in an 800XL and 130XE. Not sure what these are, but the memo-pad mode comes up completely blank. Another I have in a 1200XL, called XL-BOSS. The memo-pad mode comes up with the three letters "XLB". Then I have a machine with Steven Tucker's WARP 4-in-one-OS, and the memo pad mode in that one looks just like the old 800. Beyond this, I've heard about a rom called FIXXL (or is it XLFIX?), which perhaps is the rom in the two machines I mentioned at the beginning of this paragraph, but then again perhaps not.

Questions:

1) are there other translation-roms out there? If so what are the names? How can you identify them?

2) Which works (or is reputed to work) the best? Which is most compatible with the 400/800 machines? (Maybe they are all about the same?)

3) is it possible to create an OS that is compatible (to some extent) with the 400/800 OS, and includes the PBI drivers?

-Dan

460. It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-16 22:39:04 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a24vdm$f77$03$1@news.t-online.com>
Source record: 31781

```
Site is updated.
49 utils / 28 game-megaimages available.

Give them a try at
http://www.comin-datentechnik.de/atari.htm

---------------------------------------------

I'm searching for the OS-A ROM to complete my archieve.
Can anybody send it to me, please?

---------------------------------------------

Have fun!
Oliver
```

461. Re: Joystick for PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 02:12:27 UTC
From: Roy E <rdean@fix.net>
Message-ID: <3c46e93e$1_1@news.eug.continet.com>
Source record: 31782

"SjoSupp" <sjosupp@aol.com> wrote in message
news:20020116121245.07926.00000001@mb-fo.aol.com...
> I`m searching for a digital Joystick to connect on PC, so I can play the
good
> old Atari Games. Perhaps the original Atari Joystick or Competition Pro ?
>

I have tried several that don't seem to work as I need them to. But I do
have one that works fairly good..

Try here.... http://users.swing.be/atari/joystick.html

Good Luck and Happy playing..
RoyE

462. Re: Joystick for PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 03:05:20 UTC
From: huggymike@aol.com
Message-ID: <20020116220520.24845.00001451@mb-ca.aol.com>
Source record: 31783

How about Playstation joypad? It is an analog version rather than CX40 (Atari try and true original joystick) digital verion.

Mike

463. Re: It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 03:09:08 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <ofr18.1757$UH3.870349928@newssvr12.news.prodigy.com>
Source record: 31784

Hey the dude holding the 800 looks just like an ad in my 1980 BYTE magazine!
The tie looks different though. To be honest in representation though, he
should be wearing a 'what me worry' T-shirt with holes in it along with a
matching pair of holy jeans (Levis). The hair should be 2 to 12 inches
longer as well. This guy looks like he should be holding a Dell laptop!
HaHaHa
Nice layout and very complete archive though! I'll be checking in often!
Mo

Oliver Jaksch wrote in message ...
>Site is updated.
>49 utils / 28 game-megaimages available.
>
>Give them a try at
>http://www.comin-datentechnik.de/atari.htm
>
>---
>
>I'm searching for the OS-A ROM to complete my archieve.
>Can anybody send it to me, please?
>
>---
>
>Have fun!
>Oliver
>
>
>

464. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 04:04:06 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a25i9tnsl1@slb7.atl.mindspring.net>
Source record: 31785

Yes... can you (or anyone else reading in), supply the link the the freebee ISO 9660 format. I'd really prefer to save the money for my kids' college education <g>.

I'm using CDAP.138 and CDAT.17. It does seem to lock up the machine when I switch CDs, although I think I did switch once at least without this happenning.

> There's a file somewhere on CD Data stucture of an ISO 9660 disk. I'll
> check at home what that site is called. (there's two legal ways to get this
> document off the internet. One is via ISO, who wants money and one is for
> another organisation who doesn't want money.)
>
> CU Mathy van Nisselroy
>
> PS what version are you using (CDAP)?
>
>
>

465. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 05:07:37 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3C465C19.6090000@cfl.rr.com>
Source record: 31786
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

```
Bill,

Thanks for the cross-post. Good to see this old algorithm in use.

Jeff Potter

William Kendrick wrote:

>-bill!
>Cross-posted to comp.sys.atari.8bit for Jeff and others to notice ;)
>
```

466. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 05:47:31 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C466573.257EAF24@one.net>
Source record: 31787

Don't know if this is it, but there's an intro to ISO 9660 here:

http://www.singlix.com/trdos/specs.html

It's called "IntroductionToISO9660.pdf"

This site also has a bunch of other info.

-Bob

Dan Vernon wrote:
>
> Yes... can you (or anyone else reading in), supply the link the the freebee
> ISO 9660 format. I'd really prefer to save the money for my kids' college
> education <g>.
>
> I'm using CDAP.138 and CDAT.17. It does seem to lock up the machine when I
> switch CDs, although I think I did switch once at least without this
> happenning.
>
> > There's a file somewhere on CD Data stucture of an ISO 9660 disk. I'll
> > check at home what that site is called. (there's two legal ways to get
> this
> > document off the internet. One is via ISO, who wants money and one is for
> > another organisation who doesn't want money.)
> >
> > CU Mathy van Nisselroy
> >
> > PS what version are you using (CDAP)?
> >
> >
> >

467. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 10:50:12 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1011264577@rtfm.mit.edu>
Source record: 31788
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 5, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

468. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 12:44:55 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <G4.U2.dH2HFnOGyHaXPRd.NR@aqu.bekkoame.ne.jp>
Source record: 31789

Mathy van Nisselroy wrote:

> Then why does it work on the XEGS?

Mmmmm, perhaps because Atari had found more tolerant design through
revisions by the time XEGS was designed (which came out couple of
years later than XE's IIRC)?

(Hey, I did say it was to be a blind shot ;)

> Maybe I made a mistake soldering things in......

I'd be happy to do the mod myself to provide a data point, then again,
I don't have any Black Box to test with *^_^*.
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

469. A8 OS Roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 14:29:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <6dB18.3291345$2n1.100496320@Flipper>
Source record: 31790

Look here for the details and download of A8 roms:
http://members.chello.nl/taf.offenga/atari.htm

Freddy.

> Oliver Jaksch wrote in message ...
> >I'm searching for the OS-A ROM to complete my archieve.
> >Can anybody send it to me, please?

470. Will these games work on a 600xl??

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 16:15:59 UTC
From: myemail@home.com
Message-ID: <3NC18.47470$JF.434169@rwcrnsc52.ops.asp.att.net>
Source record: 31791

I have just recently aquired an Atari 600XL computer. So now I am looking for some software/cartridges to use with it. Upon surfing and lurking on Ebay I haven't yet been able to tell if the "Plays on Atari 400/800/1200 xl/xe systems" means that they are playable on my 600xl. I would assume so because of the xl.

Anyone?

Thanks

471. Re: Will these games work on a 600xl??

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 16:43:18 UTC
From: Video61@webtv.net
Message-ID: <22096-3C46FF26-18@storefull-2113.public.lawson.webtv.net>
Source record: 31792

unless someone has upgraded your 600xl, it is only 16k, which means
only 16k games will work on it.
visit our web site at,
www.atarisales.com
click on the 400/800/xl/xe cart list, and we give the memory requirments
after each title.
thanks
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

472. Re: Will these games work on a 600xl??

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 19:20:50 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <a277s8$a92$1@thorium.cix.co.uk>
Source record: 31793

I would guess that if it mentions both 400 and XL you should be safe. the
400 was only 'officialy' expandable to 16k (your memory limit), third party
expantions could take it higher. and XL will cover the operating system
differences.

"news.rdc1.wa.home.com" <myemail@home.com> wrote in message
news:3NC18.47470$JF.434169@rwcrnsc52.ops.asp.att.net...
> I have just recently aquired an Atari 600XL computer. So now I am looking
> for some software/cartridges to use with it. Upon surfing and lurking on
> Ebay I haven't yet been able to tell if the "Plays on Atari 400/800/1200
> xl/xe systems" means that they are playable on my 600xl. I would assume
so
> because of the xl.
>
> Anyone?
>
> Thanks

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01

473. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 20:15:21 UTC
From: salfter@salfter.dyndns.org
Message-ID: <u4ec6pr4929fee@corp.supernews.com>
Source record: 31794
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3C47178B.7050905@coli.uni-sb.de>,
Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
>Dan wrote:
>> Microsoft made Applesoft Basic!?!?
>
>Well, unfortunately the answer is YES...
>
>Notable exceptions are Apple's Integer BASIC, and (I think) the BASIC of
>the TI 99/4A.

Everyone here (well, everyone in csa2 anyway) knows Woz wrote Integer BASIC,
and I'm 99% sure (bad pun) that TI BASIC and Extended TI BASIC didn't come
out of Redmond (or wherever Microsoft was based at the time). Once you get
beyond the simplest stuff, the syntax (and sometimes the semantics) of TI
BASIC diverges quite a bit from the various Microsoft BASIC variants.

There are a few more BASICs that weren't derived from Microsoft BASIC.
Atari had its own BASIC; the biggest difference that I recall was that it
didn't support arrays of strings. MS BASIC for the same machines, which was
also available in a different cartridge, does provide support for arrays of
strings. I think Tandy rolled its own Color BASIC for the CoCo, but
Extended Color BASIC identifies itself as a MS BASIC variant (I'm guessing
this is the case as standard Color BASIC doesn't include the "under license
from MS" line in the boot message that Extended Color BASIC includes).

That said, given the original post regarding PRINT 23+"23"+-23 and its
result...shouldn't that come back with a type-mismatch error? The +
operator is overloaded, but you can't concatenate a string and a number and
you can't add them together. Does Applesoft do something other than report
an error? (I'm at work right now, so I can't fire up one of my IIs and
check for myself.)

_/_
/ v \ Scott Alfter (salfter@salfter.dyndns.org)
(IIGS( http://salfter.dyndns.org
\_^_/ rm -rf /bin/laden
-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (GNU/Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE8RzEvVgTKos01OwkRApBgAKCoyhcos48n0tDFvdrJKflAwJAzkACfZfee
8cILshhNe3DwEXMHBBVSbY8=
```

```
=XBj/
-----END PGP SIGNATURE-----
```

474. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 20:35:10 UTC
From: Randy McLaughlin <randy482@hotmail.com>
Message-ID: <AvG18.65348$3x5.3560002@e3500-atl2.usenetserver.com>
Source record: 31796
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

There are and were many derivations of basic. MicroSoft had great marketing
(but a bad product).

"Scott Alfter" <salfter@salfter.dyndns.org> wrote in message
news:u4ec6pr4929fee@corp.supernews.com...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <3C47178B.7050905@coli.uni-sb.de>,
> Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
> >Dan wrote:
> >> Microsoft made Applesoft Basic!?!?
> >
> >Well, unfortunately the answer is YES...
> >
> >Notable exceptions are Apple's Integer BASIC, and (I think) the BASIC of
> >the TI 99/4A.
>
> Everyone here (well, everyone in csa2 anyway) knows Woz wrote Integer
BASIC,
> and I'm 99% sure (bad pun) that TI BASIC and Extended TI BASIC didn't come
> out of Redmond (or wherever Microsoft was based at the time). Once you
get
> beyond the simplest stuff, the syntax (and sometimes the semantics) of TI
> BASIC diverges quite a bit from the various Microsoft BASIC variants.
>
> There are a few more BASICs that weren't derived from Microsoft BASIC.
> Atari had its own BASIC; the biggest difference that I recall was that it
> didn't support arrays of strings. MS BASIC for the same machines, which
was
> also available in a different cartridge, does provide support for arrays
of
> strings. I think Tandy rolled its own Color BASIC for the CoCo, but
> Extended Color BASIC identifies itself as a MS BASIC variant (I'm guessing
> this is the case as standard Color BASIC doesn't include the "under
license
> from MS" line in the boot message that Extended Color BASIC includes).
>
> That said, given the original post regarding PRINT 23+"23"+-23 and its
> result...shouldn't that come back with a type-mismatch error? The +
> operator is overloaded, but you can't concatenate a string and a number
and
> you can't add them together. Does Applesoft do something other than

```
report
> an error? (I'm at work right now, so I can't fire up one of my IIs and
> check for myself.)
>
> _/_
> / v \ Scott Alfter (salfter@salfter.dyndns.org)
> (IIGS( http://salfter.dyndns.org
> \_^_/ rm -rf /bin/laden
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6 (GNU/Linux)
> Comment: For info see http://www.gnupg.org
>
> iD8DBQE8RzEvVgTKos01OwkRApBgAKCoyhcos48n0tDFvdrJKflAwJAzkACfZfee
> 8cILshhNe3DwEXMHBBVSbY8=
> =XBj/
> -----END PGP SIGNATURE-----
```

475. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 21:01:50 UTC
From: Frank <bgtzhn@gmx.de>
Message-ID: <a27dvk$e6v$1@olaf.komtel.net>
Source record: 31795

> Are you sure about that, wasn't one side of the disc the Atari version and
the
> other the C-64 version (or was that "Encounter")?

All three versions (C64, Atari 48k & 64k) were on the same side of the disk.

476. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 21:51:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <1IH18.2340$X4.206281@newsread2.prod.itd.earthlink.net>
Source record: 31697

I never saw one, but that everything on one disk side almost sounds
impossible...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Frank" <bgtzhn@gmx.de> wrote in message
news:a27dvk$e6v$1@olaf.komtel.net...
>
> > Are you sure about that, wasn't one side of the disc the Atari version
and
> the
> > other the C-64 version (or was that "Encounter")?
>
>
> All three versions (C64, Atari 48k & 64k) were on the same side of the
disk.

477. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 22:13:46 UTC
From: Frank <bgtzhn@gmx.de>
Message-ID: <a27i6segs1@olaf.komtel.net>
Source record: 31698

```
> I never saw one, but that everything on one disk side almost sounds
> impossible...
```

But it's true. I have it right here before me. (The original Mercenary 2, that is) I remember, I was very impressed by this, couldn't believe it either. But it works. I've tried it on both machines. (-:

478. APE cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 22:48:19 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <Twl18.332190$m05.26816420@bin5.nnrp.aus1.giganews.com>
Source record: 31699

Anyone know who makes APE cables? It's like a SIO2PC cable, but uses DSR instead of RI for the SIO command line. I'm having a problem with my SIO2PC cable used with APE. I built a short extension which moves the RI signal (DB9 pin 9) to DSR (DB9 pin 6) and still having a problem with printer support although disk support still works great after telling the software that I'm using DSR now.

I ought to make my own cable but I don't have a soldering iron good enough for electronics (just a high temp cheap crap iron) and was wondering who could make one for a reasonable price. My SIO2PC cable has no "box" on it and I can't see how the 1489 or compatible chip and the other devices can fit in the SIO connector hood or the DB9 hood so I think the guy that made my cable cut some corners, or else he's a genious in electronics consolidation.

Any ideas?

Thanks,
John

479. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 23:00:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wII18.2690$X4.221179@newsread2.prod.itd.earthlink.net>
Source record: 31700

Well, then! How in the world did they do that?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Frank" <bgtzhn@gmx.de> wrote in message
news:a27i6segs1@olaf.komtel.net...
>
> > I never saw one, but that everything on one disk side almost sounds
> > impossible...
>
> But it's true. I have it right here before me. (The original Mercenary 2,
> that is) I remember, I was very impressed by this, couldn't believe it
> either. But it works. I've tried it on both machines. (-:
>
>
>

480. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 23:21:47 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <tUI18.35435$Vd.1748688@zwoll1.home.nl>
Source record: 31701

Andreas Magenheimer wrote

: - Time and date stamp ?? I do not need time and date stamp - and which
: atarian REALLY needs that ???

"Need" is a big word, but I couldn't do without it. When coding, it's very easy to check which piece of sourcecode is the most updated one.

: Most Atarians are powering their machines
: on once in a week (or once in a month or once in a year). so thats not
: needed much.

Both systems with Black-Box and harddisks are powered on 24/7

: I can still have a harddisk with lots of partitions or a
: BBS without any time/date stamp.

Pro!-BBS needs the TD/stamp. It's also handy to check when a file is uploaded.

: Since the Rtime8 clock (which Sparta uses) was not officially avaiable
: here in Europe, the time/date stamp of sparta is pretty useless.

Yes it was. Officially imported by Bo and Ernest Schreurs, authorized non-profit dealers.

: Yes, MyDOS could be much better and could have more utilities avaiable
: for it.

Same with Sparta-Dos.

: But still: I do not like Sparta DOS !!

That's a true statement :-) I don't like menu's, so I also don't like My-Dos, DOS 2.5 or what ever. If I want to be DOS 2.x compatible I use TurboDos or X-Dos, which are 99% disk-file-format-compatible and 98% vector-compatible with the bonus to use double/quad denstiy.

: On the other hand let every
: Atarian use the DOS version he likes the most, might it be Sparta DOS,
: Bewe-DOs, MyDOS, Top-DOs, Turbo-DOs or whatsoever.

You forgot about BiBo-Dos? :-)

I actually only use it to get a directory from a disk if I didn't had Sparta-Dos started up, and this is only cause it loads quicker from the ROM of my 1050 Speedy compared to Turbo-Dos from my Turbo-Speedy :-)

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

481. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-17 23:33:34 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <v3J18.35456$Vd.1750427@zwoll1.home.nl>
Source record: 31702

Andreas Magenheimer wrote

: Besides, what happened with the Fox-1 or TXG 1 Megabyte Ramdisk ?!? did
: they merely build it for themselves or would they build it for other
: Atarians too ??

It's not mine, it's TXG's. The upgrade works, has been testdrived, one proto has been built, so everything is ready except for one (actually 3) important thing: the manual, drawing and instructions how to build one yourself. Rene has started working on that a few weeks ago. Haven't seen him since jhv. The only thing I know is that he's still alive, since he called me yesterday.

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

482. Re: Phoenix Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 00:12:07 UTC
From: "David J. Firth" <d.firth@cableinet.co.uk>
Message-ID: <F4t9GaA3e2R8Ewic@btinternet.com>
Source record: 31703
Body handling: 1 inline base64-encoded payload block was not displayed

In article <a1nh0s$d12$1@news1.xs4all.nl>, F. Plugge <ferryNOSPAM@plugge
world.demon.nl> writes
>Hello all,
>
>I faintly rememer a game called Phoenix, you had to shoot down little
>spaceships and one big one...
>Was that a game for the Atari 600XL/800XL computer? Or have a seen it
>somewere else?
>
>Thanks for any info,
>Ferry.
>
>

If you've got a Java enabled browser have a look at:-

http://www.tripletsrus.com/80s/80s_games/arcade.htm

or more specifically:-

http://www.tripletsrus.com/80s/80s_games/phoenix.htm

HTH

David J. Firth

Version: PGP Personal Privacy 6.5.3

[Inline base64-encoded payload not displayed]

=8t9P

483. comp.sys.atari.announce

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 01:32:46 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <2XK18.71500$Zh1.13993513@news02.optonline.net>
Source record: 31704

Hello all,

My ISP (really my cable company) pulled comp.sys.atari.announce off their server a couple of days ago -- no explanation. They have an on-line chat window with a tech support person. I used it to ask why the newsgroup was pulled, and to ask if it can be reinstated. She said she'd talk to the newsgroup people, but that I should also write to support and let them know what I told her and she told me. She also said I should wait a few days for an answer.

Today I got an answer. It said that since I spoke to somebody on-line, they're confident that my problem was solved.

Interesting.

Meanwhile, is anyone else having this problem?

Take care.

Alan

484. Re: Will these games work on a 600xl??

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 01:39:01 UTC
From: email@here.com
Message-ID: <V0L18.917$HM2.5729@rwcrnsc52.ops.asp.att.net>
Source record: 31705

Video61@webtv.net (Lance Ringquist) wrote in <22096-3C46FF26-18@storefull-2113.public.lawson.webtv.net>:

> www.atarisales.com

How can I tell if it has been upgraded? If it hasn't been upgraded is it possible to do myself or even worth doing?

Thanks again!!

485. Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 01:45:56 UTC
From: "Aaron (aka.Holmes)" <holmesatari@hotmail.com>
Message-ID: <u7L18.207$zy4.12797@news02.tsnz.net>
Source record: 31706

Has anyone played these on their Atari 8bits?

I was reading a old PAGE 6 Magazine and they reviewed both of these for the
8bit,
but I've never seen them, or heard anyone saying they had them.

So if you have em, what are they like? Better yet, got a ATR of them?? ;-)

Regards

Aaron

486. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 01:57:35 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <3C47810F.6050304@coli.uni-sb.de>
Source record: 31707
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Scott Alfter wrote:

> That said, given the original post regarding PRINT 23+"23"+-23 and its
> result...shouldn't that come back with a type-mismatch error? The +
> operator is overloaded, but you can't concatenate a string and a number and
> you can't add them together. Does Applesoft do something other than report
> an error? (I'm at work right now, so I can't fire up one of my IIs and
> check for myself.)

Erm... no, it simply crashes the machine.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

487. Re: Will these games work on a 600xl??

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 02:03:39 UTC
From: Video61@webtv.net
Message-ID: <16770-3C47827B-82@storefull-2111.public.lawson.webtv.net>
Source record: 31708

hi,
turn on your 600xl, type in these instructions,
print fre (0)
then hit your return key,
you should get a five digit number, if the number starts out 13etc.,
its 16k, but if its 37902, then you have a 64k machine.
b&c computervisions , and best electronics have 64k plug in modules for
the pbi port on the back of your 600xl,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

488. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 05:47:49 UTC
From: Neil Morrison <neilsmorr@hotmail.com>
Message-ID: <9GO18.69$dv4.676963@news.tor.primus.ca>
Source record: 31709
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

```
No, all R/S basics were Microsoft, except the original Level I Model I
(which was Palo Alto hacked), and the Model II compiler, which was Business
Basic IIRC.
The 8K Color basic for the Coco, and the MC-10 were MS.

--

Regards,

Neil

"Scott Alfter" <salfter@salfter.dyndns.org> wrote in message
news:u4ec6pr4929fee@corp.supernews.com...
....
>
> Everyone here (well, everyone in csa2 anyway) knows Woz wrote Integer
BASIC,
> and I'm 99% sure (bad pun) that TI BASIC and Extended TI BASIC didn't come
> out of Redmond (or wherever Microsoft was based at the time). Once you
get
> beyond the simplest stuff, the syntax (and sometimes the semantics) of TI
> BASIC diverges quite a bit from the various Microsoft BASIC variants.
>
> There are a few more BASICs that weren't derived from Microsoft BASIC.
> Atari had its own BASIC; the biggest difference that I recall was that it
> didn't support arrays of strings. MS BASIC for the same machines, which
was
> also available in a different cartridge, does provide support for arrays
of
> strings. I think Tandy rolled its own Color BASIC for the CoCo, but
> Extended Color BASIC identifies itself as a MS BASIC variant (I'm guessing
> this is the case as standard Color BASIC doesn't include the "under
license
> from MS" line in the boot message that Extended Color BASIC includes).
>
> That said, given the original post regarding PRINT 23+"23"+-23 and its
> result...shouldn't that come back with a type-mismatch error? The +
> operator is overloaded, but you can't concatenate a string and a number
and
> you can't add them together. Does Applesoft do something other than
report
> an error? (I'm at work right now, so I can't fire up one of my IIs and
> check for myself.)
>
```

> _/_
> / v \ Scott Alfter (salfter@salfter.dyndns.org)
> (IIGS(http://salfter.dyndns.org
> _^_/ rm -rf /bin/laden
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6 (GNU/Linux)
> Comment: For info see http://www.gnupg.org
>
> iD8DBQE8RzEvVgTKos01OwkRApBgAKCoyhcos48n0tDFvdrJKflAwJAzkACfZfee
> 8cILshhNe3DwEXMHBBVSbY8=
> =XBj/
> -----END PGP SIGNATURE-----

489. Re: MyIDE 800 OS Clu in USA!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 05:49:35 UTC
From: MyIDE@atari.myweb.nl
Message-ID: <6293cd0f.0201172149.48660ffe@posting.google.com>
Source record: 31710

For anybody who want's to build it yourself.
Goto www.atari.myweb.nl
hardware-page is for the XL/XE-version
myide for 800 is the one I build for Greg.
Questions? just email me.

490. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 06:25:37 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <BdP18.3652$S31.1112031405@newssvr11.news.prodigy.com>
Source record: 31711
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Just a small point- Atari BASIC did support string arrays. The
incompatability was in the fact that Atari used ATASCII while everyone else
used ASCII. Also it featured alot of additional graphics and sound features.
Atari did release Microsoft BASIC and Microsoft BASIC2 under the Atari
packaging. These proclaimed themselves to be more compatable with TRS-80
BASIC (not quite though). For more info check out comp.sys.atari.8bit

Mo

Scott Alfter wrote in message ...
>-----BEGIN PGP SIGNED MESSAGE-----
>Hash: SHA1
>
>In article <3C47178B.7050905@coli.uni-sb.de>,
>Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
>>Dan wrote:
>>> Microsoft made Applesoft Basic!?!?
>>
>>Well, unfortunately the answer is YES...

>There are a few more BASICs that weren't derived from Microsoft BASIC.
>Atari had its own BASIC; the biggest difference that I recall was that it
>didn't support arrays of strings

491. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 06:32:13 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <NjP18.3653$lb1.1112544407@newssvr11.news.prodigy.com>
Source record: 31712

I have merc 1 and on the front is the XL side, back is 400/800. I have an EPYX gateway to asphai disk that is a dual boot c64/800XL. I have no idea how it works but it does.
Mo

Frank wrote in message ...
>
>> I never saw one, but that everything on one disk side almost sounds
>> impossible...
>
>But it's true. I have it right here before me. (The original Mercenary 2,
>that is) I remember, I was very impressed by this, couldn't believe it
>either. But it works. I've tried it on both machines. (-:
>
>

492. Re: APE cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 07:22:26 UTC
From: j131@inetia.pl
Message-ID: <a28iiu$5rt$1@korweta.task.gda.pl>
Source record: 31714

In article <TwI18.332190$m05.26816420@bin5.nnrp.aus1.giganews.com>, "John McCulloch"
<mcculloch@accesstoledo.com> wrote:
>Anyone know who makes APE cables? It's like a SIO2PC cable, but uses DSR
>instead of RI for the SIO command line. I'm having a problem with my SIO2PC
>cable used with APE. I built a short extension which moves the RI signal
>(DB9 pin 9) to DSR (DB9 pin 6) and still having a problem with printer
>support although disk support still works great after telling the software
>that I'm using DSR now.
>
>I ought to make my own cable but I don't have a soldering iron good enough
>for electronics (just a high temp cheap crap iron) and was wondering who
>could make one for a reasonable price. My SIO2PC cable has no "box" on it
>and I can't see how the 1489 or compatible chip and the other devices can
>fit in the SIO connector hood or the DB9 hood so I think the guy that made
>my cable cut some corners, or else he's a genious in electronics
>consolidation.

Well, it was me if i remember correctly.
All fits perfectly well inside SIO shell. I admit, it is the simpliest design
possible: just the 14c89 and a diode. But it works for at least a few hundreds
of people. If you needed the lines switched you should have told me. Although
I dont think there is anything to do about the hardware itself: your extension
is definitely good enough equivalent and you will most likely not benefit from
new (APE) cable. Thats IMHO of course. You may always try one of the more
complicated designs - two chip, MAX232 etc.

j131

493. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 07:25:24 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c47cd26_1@news.iglou.com>
Source record: 31713
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

```
Mo wrote in message ...
>Just a small point- Atari BASIC did support string arrays. The
>incompatability was in the fact that Atari used ATASCII while everyone else

Atari Basic didn't exactly have string arrays, but you had to DIM every
string
variable to set a maximum length, and it used A$(3,5) instead of
MID$(A$,3,3).
A string variable could be up to 32767 characters long, vs. 255 for most
other Basics of that time.
```

494. Atari 20/20 Discount! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 10:44:02 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201180238590.14667-100000@shell.pacifier.com>
Source record: 31720
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

495. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 11:36:47 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <b32g4u0qgah4ffabhbpond5kakvop0j0r2@4ax.com>
Source record: 31715

On Fri, 18 Jan 2002 14:45:56 +1300, "Aaron \(aka.Holmes\)"
<holmesatari@hotmail.com> wrote:

>Has anyone played these on their Atari 8bits?
>
>I was reading a old PAGE 6 Magazine and they reviewed both of these for the
>8bit,
>but I've never seen them, or heard anyone saying they had them.
>
>So if you have em, what are they like? Better yet, got a ATR of them?? ;-)

Never ever ever saw them..

I heard of Gnome ranger as something coming for *a* machine but I
don't think it was the Atari 8bit..

Did they have pics in the mag Aaron?

496. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 12:22:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2941c$kf8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31716

Howdy Hidehiko, folks

> I'd be happy to do the mod myself to provide a data point, then again,
> I don't have any Black Box to test with *^_^*.

Why don't you try it anyway? You'll have 1MB of extended memory. With
separate ANTIC and CPU banking, etc., etc.

CU Mathy van Nisselroy

497. MyRD: auto detect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 12:27:51 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a294c8$kp1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31717

Howdy folks

You can now find the latest version of MyRD, the MyDOS RAMdisk driver by Lee Barnes on my site. It will auto-detect if the RAMdisk is installed (by MyRD) and skip formating if it is (on cold boots without power cycling). There is even a version that will auto detect how much RAM your computer has. So now you can boot computers with different RAMdisk sizes from one floppy without reconfiguring.
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

CU Mathy van Nisselroy

498. Re: Black box power pinouts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 12:35:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a294qo$l1g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31718

Howdy Kathleen

> My BB power pack has 4 pins on it. Its about 9-10 years old and needs to
be
> replaced . This time im going to use a standerd IBM power suply.

So does mine. I checked with the multimeter yesterday.

If you placed the BlackBox so that the power connector is at the left side, pointing away from you, with the PBI connector toward you (as on most pictures), the pins are, from left to right:

1) -5 or -12 VDC (Bob Puff told me it can be either since it's only used as a reference.)
2) +12 VDC
3) Ground
4) +5 VDC

CU Mathy van Nisselroy

499. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 12:47:30 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a295h3lld1@nets3.rz.RWTH-Aachen.DE>
Source record: 31719

Howdy Dan

> I'm using CDAP.138 and CDAT.17. It does seem to lock up the machine when
I
> switch CDs, although I think I did switch once at least without this
> happenning.

I really need to find out what is causing this. The stupid thing is, if I
use trace (a Turbo Basic command), it doesn't happen.

The docs are at:
http://www.ecma.ch
Click on 'Publication'
Then where it says 'ECMA Standards (blue Cover)' on 'List'
Choose 'ECMA-119'
Then choose if you want it in PDF or PostScript.

Then go to http://www.cdroller.com/htm/readdata.html to get an idea of how
everything is connected.

CU Mathy van Nisselroy

500. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 14:24:12 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a29b6b$e4p$1@thorium.cix.co.uk>
Source record: 31721

Text based graphical adventures with some location piccies and a some vauge GUI interface for quick entry of common commands (directions to move, picking and dropping stuff etc).

Magnetic scrolls or level 9 wrote them, both had a very good rep in their day for that sort of thing and WIDE coverage of platforms.

"Aaron (aka.Holmes)" <holmesatari@hotmail.com> wrote in message news:u7L18.207$zy4.12797@news02.tsnz.net...
> Has anyone played these on their Atari 8bits?
>
> I was reading a old PAGE 6 Magazine and they reviewed both of these for the
> 8bit,
> but I've never seen them, or heard anyone saying they had them.
>
> So if you have em, what are they like? Better yet, got a ATR of them?? ;-)
>
> Regards
>
> Aaron
>
>

501. Re: Atari 8-bit or C64 - games, gfx, nostalgia...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 15:59:21 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <tDX18.32312$_w.4408998@typhoon.tampabay.rr.com>
Source record: 31722
Cross-posted to: alt.c64,comp.sys.atari.8bit

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C432CCB.F017115D@students.uni-mainz.de...
> Well,
> 128kbytes is enough for BOSS-X. But the more RAM you have, the more
> drivers and applications you can install (since drivers are installed on
> the Ramdisk).
> -Andreas.
>
>
> Mathy van Nisselroy schrieb:
> >
> > Howdy Guy, folks
> >
> > > 2) Works with all Atari hardware, BB, MIO and
> > > Hard drives, Sparta dos support.
> >
> > ATOS needs Sparta DOS (because Tom Hunt is a Sparta guy) and a lot of
> > memory. Boss-X will run under MyDOS. I'm no sure how much memory it
needs.
> >
> > CU Mathy van Nisselroy

Boss the desktop gui comes in 3 forms, XL.XE and X. The X version will work
with
hard drives. The Mydos Navagator in Boss-x is wonderfull! and there's some
real
nice touches to the desktop.
HELP! Please anybody that know both English and German please help him
with English documentation.

Atari8man

502. Re: Black box power pinouts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 16:14:09 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <IRX18.32359$_w.4426352@typhoon.tampabay.rr.com>
Source record: 31723

Thanks a million!!

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a294qo$l1g$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Kathleen
>
> > My BB power pack has 4 pins on it. Its about 9-10 years old and needs
to
> be
> > replaced . This time im going to use a standerd IBM power suply.
>
> So does mine. I checked with the multimeter yesterday.
>
> If you placed the BlackBox so that the power connector is at the left
side,
> pointing away from you, with the PBI connector toward you (as on most
> pictures), the pins are, from left to right:
>
> 1) -5 or -12 VDC (Bob Puff told me it can be either since it's only used
as
> a reference.)
> 2) +12 VDC
> 3) Ground
> 4) +5 VDC
>
> CU Mathy van Nisselroy
>
>
>
>

503. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 16:44:25 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0201180844.761dec59@posting.google.com>
Source record: 31724
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

salfter@salfter.dyndns.org (Scott Alfter) wrote in message
news:<u4ec6pr4929fee@corp.supernews.com>...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <3C47178B.7050905@coli.uni-sb.de>,
> Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
> >Dan wrote:
> >> Microsoft made Applesoft Basic!?!?
> >
> >Well, unfortunately the answer is YES...
> >
> >Notable exceptions are Apple's Integer BASIC, and (I think) the BASIC of
> >the TI 99/4A.
>
> Everyone here (well, everyone in csa2 anyway) knows Woz wrote Integer BASIC,
> and I'm 99% sure (bad pun) that TI BASIC and Extended TI BASIC didn't come
> out of Redmond (or wherever Microsoft was based at the time). Once you get
> beyond the simplest stuff, the syntax (and sometimes the semantics) of TI
> BASIC diverges quite a bit from the various Microsoft BASIC variants.

We had this disussion of the TI on the TI Online Users Group at Yahoo
Groups!
Unfortunately, Microsoft did write TI Basic, and either TI updated
their code in Extended Basic or they wrote that as well.
TI had very strict guidelines - the BASIC had to meet ANSI minimal
requirements. Therefore, there were syntax differences.
BTW: PRINT 23+"23"+-23 in TI BASIC gives:
* STRING-NUMBER MISMATCH

"&" is the concatenation operator on the TI.

504. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 18:49:01 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <3C486E1D.6010301@coli.uni-sb.de>
Source record: 31725
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Ben Yates wrote:

> TI had very strict guidelines - the BASIC had to meet ANSI minimal

> requirements. Therefore, there were syntax differences.

Really? Ther IS an ANSI BASIC? I thought BASIC was the language used "By
All Strange Idiosyncratic Computers"?

> BTW: PRINT 23+"23"+-23 in TI BASIC gives:
> * STRING-NUMBER MISMATCH

Only the 6502 version, e.g. Apple and Commodore, is affected AFAIK. I
assume the TI computers used a TI processor, didn't they?

> "&" is the concatenation operator on the TI.

Is that ANSI?

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

505. Re: Lynx Truecolor mode WOOHOO!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 19:36:50 UTC
From: William Kendrick <nbs@sonic.net>
Message-ID: <mP_18.10681$TI3.96792@typhoon.sonic.net>
Source record: 31726
Cross-posted to: alt.games.lynx,comp.sys.atari.8bit

In alt.games.lynx Jeff Potter <jpotter@cfl.rr.com> wrote:
: Bill,
:
: Thanks for the cross-post. Good to see this old algorithm in use.
:
: Jeff Potter

Hey Jeff! ;) Thanks for the algo! Now I just wish I could actually
see it ON one of my Lynxes :)

-bill!

506. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 20:25:42 UTC
From: Ben Yates <nospam@home.net>
Message-ID: <ax%18.277238$WW.14005892@bgtnsc05-news.ops.worldnet.att.net>
Source record: 31727
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Linards Ticmanis wrote in message <3C486E1D.6010301@coli.uni-sb.de>...
>Ben Yates wrote:
>
>> TI had very strict guidelines - the BASIC had to meet ANSI minimal
>
>> requirements. Therefore, there were syntax differences.
>
>
>Really? Ther IS an ANSI BASIC? I thought BASIC was the language used "By
>All Strange Idiosyncratic Computers"?

If you find TI brochure's (or even the back of a TI box) they mention it is ANSI (or ANSI minimal). I don't think at the time the standard had been finalized.

>
>Only the 6502 version, e.g. Apple and Commodore, is affected AFAIK. I
>assume the TI computers used a TI processor, didn't they?

Yes, they used a TMS9900. But Microsoft wouldn't have had to write in 9900 assembly, as TI provided an interpreter, GPL (Graphics Programming Language). TI BASIC is mostly GPL code. I'd say GPL is closer in syntax to other processors assembly language than 9900 is. But this also means the BASIC interpreter which is interpreting your program is ALSO being interpreted...
Anyway, there were references on the TI Online group to a book about Microsoft and Bill Gates, which included references to their hand in TI BASIC, and how they disagreed with TI's adherence to what TI thought would become the standard.

>
>
>> "&" is the concatenation operator on the TI.
>
>
>Is that ANSI?

I don't know, but I find it in more modern versions (i.e. VB6)

507. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 21:38:39 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <Jw028.389$zy4.33473@news02.tsnz.net>
Source record: 31728

> I heard of Gnome ranger as something coming for *a* machine but I
> don't think it was the Atari 8bit..
>
> Did they have pics in the mag Aaron?

Yep, And they said they were out for the Atari 8bit & ST, but the reviewed copies were for the 8bit! So they were definately finished. As page 6 made a point of not reviewing beta or prereleased copies.

I hope someone out there has them, as I'd love to see them.

If I get time, I'll scan the review and put it online. two pages.

Aaron

508. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 22:56:52 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <Y2.t9.fH2aMDl2Wwfkyib.NR@aqu.bekkoame.ne.jp>
Source record: 31729

Mathy van Nisselroy wrote:

> Why don't you try it anyway? You'll have 1MB of extended memory. With
> separate ANTIC and CPU banking, etc., etc.

Good call... the problem is, electronics parts tend to carry different
ID numbers here (in Japan), and I'm nowhere near fluent in the
expertise to match equivalents. Plus, I'm *SUPER* lazy (observe how
long it took me to go for supervideo *^_^*).

I'll start shopping around anyhoo (starting with CO25953! ;).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

509. FA (Ebay): ATARI books/magazines-ends Saturday night

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 23:12:57 UTC
From: bobbyshaw@aol.com
Message-ID: <20020118181257.08631.00003449@mb-ch.aol.com>
Source record: 31730

There is one more day left on my auctions for my ATARI books and magazines. I bought a scanner this week, and updated all the images from my cheapo $20 digital camera to nice looking scans, so if you looked when these started, you can now get a better look at what you're bidding on. Below is a link and a list of the auctions and their current bid amount (as of 6:00pm EST Friday). If you are interested in any of the items, please take a look.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=bobbyshaw@aol.com

Atari 130XE Games Book - $1.00
Atari Basic - A Self Teaching Guide - No bids ($1.00 start)
Atari Basic Quick Reference Guide - No bids ($0.45 start)
Compute!'s First Book of Atari Graphics #1 - $1.00
Compute!'s First Book of Atari Graphics #2 - No bids ($1.00 start)
Inside ATARI DOS - $5.50
Mapping The ATARI book #1 - $1.00
Mapping The ATARI book #2 - $1.00
2 BASIC source code books-Microtext, Mini Golf - $0.45
The ATARI Assembler book - $2.25
Understanding ATARI Graphics - $10.50
Invisiclues-The Hint Booklet for The Witness - $0.50
The Best ATARI Software - $1.00
Your ATARI Computer-A Guide to ATARI 400/800 - No bids ($1.00 start)
Miner 2049er Cartridge w/manual - $3.25
Lot of 34 issues of ANTIC Magazine for ATARI - $17.00
Lot of 31 issues of ANALOG Magazine for ATARI - $8.79
Lot of 10 issues of Infocom newsletter - $26.00
Lot of 4 misc ATARI Magazines - $5.50

Thanks for looking!
Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

510. Re: APE cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 23:26:03 UTC
From: Egidio Basso <egidio.basso@brutele.be>
Message-ID: <a2aattcah1@news.brutele.be>
Source record: 31731

"John McCulloch" <mcculloch@accesstoledo.com> a ï¿½crit dans le message de news: TwI18.332190$m05.26816420@bin5.nnrp.aus1.giganews.com...
> Anyone know who makes APE cables? It's like a SIO2PC cable, but uses DSR
> instead of RI for the SIO command line. I'm having a problem with my SIO2PC
> cable used with APE. I built a short extension which moves the RI signal
> (DB9 pin 9) to DSR (DB9 pin 6) and still having a problem with printer
> support although disk support still works great after telling the software
> that I'm using DSR now.
>
> I ought to make my own cable but I don't have a soldering iron good enough
> for electronics (just a high temp cheap crap iron) and was wondering who
> could make one for a reasonable price. My SIO2PC cable has no "box" on it
> and I can't see how the 1489 or compatible chip and the other devices can
> fit in the SIO connector hood or the DB9 hood so I think the guy that made
> my cable cut some corners, or else he's a genious in electronics
> consolidation.
>
> Any ideas?
>
> Thanks,
> John
>
>
>

For yours help some adresses :

Ape cable and softs:
http://www.atarimax.com/ for helps and FAQ + notices....
http://www.emulators.com/ for...
http://www.ccnow.com/ for buy cable and goodies.

Best regards. Egidio from Belgium.

511. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 23:30:37 UTC
From: Paul Foerster <pafo@gmx.net>
Message-ID: <3C48B01D.AE0F626@gmx.net>
Source record: 31732
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Hi Linards,

> > "&" is the concatenation operator on the TI.
> Is that ANSI?

... AFAIK not, but I can't give you no garantee here.
--
cul8er,

Paul
oo
pafo@gmx.net ~("> paul_foerster@s.maus.de

512. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 23:54:35 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <%A228.7965$G84.2954016779@newssvr30.news.prodigy.com>
Source record: 31733
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Linards Ticmanis wrote in message <3C486E1D.6010301@coli.uni-sb.de>...

>Only the 6502 version, e.g. Apple and Commodore, is affected AFAIK.

FWIW - The Apple 2 series and the Atari series featured 6502 cpu's, the
commodore used 6510's, a distant cousin.
Mo

513. Cassette to ATR or compatible format for Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-18 23:56:33 UTC
From: Dirk the Daring <dirkthedaring@charter.net>
Message-ID: <u4hdirs6u42tbd@corp.supernews.com>
Source record: 31734

I am looking for someone to convert a cassette - to a format that will work with Atari800Win. I have tried but don't have the correct hardware to do this. I have created a working copy of the game and will ship it to you to convert. Please let me know if you are interested. Thank you in advance for your cooperation.

514. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:02:06 UTC
From: salfter@salfter.dyndns.org
Message-ID: <u4hhceihbhdk3c@corp.supernews.com>
Source record: 31735
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

In article <3C486E1D.6010301@coli.uni-sb.de>,
Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
>Ben Yates wrote:
>> BTW: PRINT 23+"23"+-23 in TI BASIC gives:
>> * STRING-NUMBER MISMATCH
>
>Only the 6502 version, e.g. Apple and Commodore, is affected AFAIK. I
>assume the TI computers used a TI processor, didn't they?

Yes...the TMS 9900, the first 16-bit microprocessor. (It's too bad that TI
BASIC was written to run on the graphics controller instead of the main CPU,
which is what made it dog-slow. The 99/4A should've blown everything else
on the market out of the water performance-wise.)

My IIGS got wedged when I tried the PRINT statement given above. I have an
enhanced IIe, a II+, and a VIC-20 available that I could try this
on...except for the IIe, they're all "buried" under other stuff, though.

_/_
/ v \ Scott Alfter (salfter@salfter.dyndns.org)
(IIGS( http://salfter.dyndns.org
\_^_/ rm -rf /bin/laden

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6 (GNU/Linux)
Comment: For info see http://www.gnupg.org

iD8DBQE8SMU9VgTKos01OwkRAsXmAKCyRUEuZamVRgRMgFk4jPhtfIuHnQCgiRgG
dsHEa++SyHtEz29oCGCfe/E=
=55/1
-----END PGP SIGNATURE-----
```

515. [--- TI B.A.S.I.C. ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:05:21 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <004df689@fmlynet.org>
Source record: 31648

FamilyNet Newsgate

Re: Re: Evil Conspiracy!

> Yes, they used a TMS9900. But Microsoft wouldn't have had to write in 9900
> assembly, as TI provided an interpreter, GPL (Graphics Programming
> Language). TI BASIC is mostly GPL code. I'd say GPL is closer in syntax to
> other processors assembly language than 9900 is. But this also means the
> BASIC interpreter which is interpreting your program is ALSO being
> interpreted...

A Ha! So *THAT* explains why printing characters to the screen was as slow
as molasses! I always wondered why printing a single character to the screen
was slower than pasting an entire array to the screen using a single graphics
call.... The graphics call was accessing the machine directly while the
PRINT was using a two-pass interpreter? Weird!

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

516. Is it possible to program emulators to load from wav file?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:06:26 UTC
From: Dirk the Daring <dirkthedaring@charter.net>
Message-ID: <u4hhlt2vlohef9@corp.supernews.com>
Source record: 31736

When you load Atari cassettes - the sound is convertered into the 'basic program' Can't the emulators be programmed to input the same sound through a wav file (or mp3) Maybe my thought is way off - but I think it would be possible. Can someone explain one way or the other? Thanks.

517. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:14:31 UTC
From: Linards Ticmanis <ticmanis@coli.uni-sb.de>
Message-ID: <3C48C877.4030506@coli.uni-sb.de>
Source record: 31738
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Mo wrote:

> FWIW - The Apple 2 series and the Atari series featured 6502 cpu's, the
> commodore used 6510's, a distant cousin.
> Mo

All Commdores before the C64 had 6502 CPUs, and the only difference
between the two chips is that the 6510 has one on-chip parallel I/O port
hardwired to memory adresses 0 and 1. Otherwise they're identical.

--

Linards Ticmanis

The Master said, "The business of laying on the colors follows the
preparation of the plain ground."

518. Re: Cassette to ATR or compatible format for Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:16:04 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <drhh4uk8l5m3g63n12cf8aasnoda32cng1@4ax.com>
Source record: 31737

On Fri, 18 Jan 2002 18:56:33 -0500, "Dirk the Daring"
<dirkthedaring@charter.net> wrote:

>I am looking for someone to convert a cassette - to a format that will work
>with Atari800Win. I have tried but don't have the correct hardware to do
>this. I have created a working copy of the game and will ship it to you to
>convert. Please let me know if you are interested. Thank you in advance
>for your cooperation.

You can convert cassettes to .cas files with a PC program I wrote.
All you need is an audio cassette player connected to a PC with sound
card and my software. If you do not have this yourself, surely you
can find a PC that has a sound card. The biggest problem is
converting the tape boot format to a cassette boot format. If the
program is simply a basic file, this would be easy. If it really is a
boot tape, you will have to write a disk boot loader or otherwise
convert the software manually. Anyway, E-mailing a .cas file to
someone that is willing to do this for you if you cannot do this
yourself is easier than mailing a cassette.
You can find my cassette stuff on my home page:
http://home.planet.nl/~ernest

Maybe the emulators will someday support the .cas format.
Keep those XL's/XE's buzzing.
Regards, Ernest.

519. [--- C64, ATARI Data ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:18:19 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <004df68b@fmlynet.org>
Source record: 31649

FamilyNet Newsgate

Re: Re: Has anyone played Mercenary 2

> I never saw one, but that everything on one disk side almost sounds
> impossible...

I don't see why... the C= 64 1541 drive is a GCR. It is flexible enough to read the fixed sector length of the ATARI format. The ATARI would see any C= 64 data as "bad sectors". I don't see why it couldn't be done if it were set up intelligently....

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

520. Re: Is it possible to program emulators to load from wav file?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:41:51 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <z9428.2028$Py2.1081056385@newssvr12.news.prodigy.com>
Source record: 31739

There is an exceptional programmer named David Keil who has done this for the TRS-80 line of computers. It's a virtual cassette screen interface complete with play record rewind and fast forward. You can also plug a tape deck into your sound card and load a real tape into the emulator. I'm still surprised that no one has done this for the 8bits! Here's his link on the net and I think I'll email him with the 8bit suggestion.
http://discover-net.net/~dmkeil/

Mo

Dirk the Daring wrote in message ...
>When you load Atari cassettes - the sound is convertered into the 'basic
>program' Can't the emulators be programmed to input the same sound
through
>a wav file (or mp3) Maybe my thought is way off - but I think it would be
>possible. Can someone explain one way or the other? Thanks.
>
>

521. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 01:42:13 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <V9428.2029$Rw2.1080927345@newssvr12.news.prodigy.com>
Source record: 31740
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

I stand corrected!
Mo

Linards Ticmanis wrote in message <3C48C877.4030506@coli.uni-sb.de>...
>Mo wrote:
>
>> FWIW - The Apple 2 series and the Atari series featured 6502 cpu's, the
>> commodore used 6510's, a distant cousin.
>> Mo
>
>All Commdores before the C64 had 6502 CPUs, and the only difference
>between the two chips is that the 6510 has one on-chip parallel I/O port
>hardwired to memory adresses 0 and 1. Otherwise they're identical.
>
>--
>
>Linards Ticmanis
>
> The Master said, "The business of laying on the colors follows the
>preparation of the plain ground."
>
>
>
>

522. Re: Is it possible to program emulators to load from wav file?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 02:32:54 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <a2am3h$v6pm1$1@ID-60478.news.dfncis.de>
Source record: 31741

It's probably so easy that no one has even thought to try it out yet. The biggest trick would be to get an RCA to SIO cable built, but even that should be trivial. You'd want to make sure that the .mp3 file was encoded with the highest quality setting possible. 128kbps with the hq setting should suffice (using l3enc professional). Otherwise, 192kbps would be ok for the normal quality. The high-frequency artifacting might confuse the A8's SIO interface at lower bitrates. The new mp3Pro codec might make it easier to encode tapes at 64kbps, but it remains to be seen how well it would perform. Still, I used to write to the cheapest tapes possible, and even multi-stage tapes like Zaxxon would work well, so the level of noise in the .mp3 "tape" shouldn't be too terrible to work with.

It's a neat theory, but in practice you may want to convert those tapes to disk images anyway, to speed up the load times.

Happy 8-bit'ing,
Steven

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:z9428.2028$Py2.1081056385@newssvr12.news.prodigy.com...
> There is an exceptional programmer named David Keil who has done this for
> the TRS-80 line of computers. It's a virtual cassette screen interface
> complete with play record rewind and fast forward. You can also plug a
tape
> deck into your sound card and load a real tape into the emulator. I'm
still
> surprised that no one has done this for the 8bits! Here's his link on the
> net and I think I'll email him with the 8bit suggestion.
> http://discover-net.net/~dmkeil/
>
> Mo
>
> Dirk the Daring wrote in message ...
> >When you load Atari cassettes - the sound is convertered into the 'basic
> >program' Can't the emulators be programmed to input the same sound
> through
> >a wav file (or mp3) Maybe my thought is way off - but I think it would
be
> >possible. Can someone explain one way or the other? Thanks.
> >
> >
>
>

523. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 02:45:39 UTC
From: Steven Posey <stevenNOSPAMposey@yahoo.com>
Message-ID: <a2amre$vhqal$1@ID-60478.news.dfncis.de>
Source record: 31742
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Atari's Basic was based on Shepardson's (sp?) Basic, a variant written in the mid-1970's. It did NOT use true string arrays, but instead used what we came to know and loath as pseudo-arrays. In some ways, pseudo-arrays were easier to comprehend, but in practice they were a little harder to implement. But that never stopped the talented programmer from writing extremely complex databases at the time.

Steven

"Bill Marcum" <bmarcum@iglou.com> wrote in message news:3c47cd26_1@news.iglou.com...
>
> Mo wrote in message ...
> >Just a small point- Atari BASIC did support string arrays. The
> >incompatability was in the fact that Atari used ATASCII while everyone else
>
> Atari Basic didn't exactly have string arrays, but you had to DIM every
> string
> variable to set a maximum length, and it used A$(3,5) instead of
> MID$(A$,3,3).
> A string variable could be up to 32767 characters long, vs. 255 for most
> other Basics of that time.
>
>
>

524. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 02:55:49 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2apu4$vq5po$2@ID-15679.news.dfncis.de>
Source record: 31743

Hi,

> so you were the guys who were doing the mysterious work
>for atari in the u.k.

LOL, both of us....which was a major part of the problem. :-(

>....julie wade once complained to me that you guys were
>late with some stuff, and that it was to late to release
>it....

I don't want to say too much in public, but there were reasons for the stuff being so late - feel free to email me if you want to know more.

I will say this though; when I was taken on to port "Jinks" to the 7800 it was already THREE MONTHS late being delivered (as I found out during a phone conversation with John Skruch).

> my queston to you is what did you guys do that atari did
>not release on the 7800, or the 8-bit?

AFAIK, between us, Bob and I worked on the following games:

"Tower Toppler" 7800 - completed
"Tower Toppler" 2600 - abandoned (no coding done)
"Tower Toppler" 8-bit - abandoned

"Jinks" 7800 - completed
"Jinks" 2600 - abandoned (no coding done)

"Deflektor" 7800 - abandoned
"Deflektor" 2600 - abandoned (no coding done)
"Deflektor" 8-bit - abandoned

I was to work on two more games for the 7800 (no 2600 or 8-bit ports were mooted). One was a conversion of a Hewson game called "Eliminator". I forget the name of the other game, but it involved you controlling a ship at the top of the screen from which you depth charged submarines, fish, mermaids, etc.

"Eliminator" never got past the planning stage, I believe we couldn't agree terms with Hewson.

The other game never got done because I left the company (quite frankly it was rubbish anyway) shortly after which, I believe, the deal with Atari fell through.

TTFN - Pete.

525. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 02:56:55 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2apu5$vq5po$3@ID-15679.news.dfncis.de>
Source record: 31744

Hi,

> Yeah, Pete, and do you know anything about an unreleased
>7800 title called Chronicles of Omega?

Sorry, I've never heard of that one. :-(

TTFN - Pete.

526. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 03:33:48 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2apu7$vq5po$4@ID-15679.news.dfncis.de>
Source record: 31745

Hi,

> Well, then! How in the world did they do that?

Believe it or not it's not THAT difficult to do. The point is that it's a data disc rather than a bootable/DOS disc.

So, you simply format part of the disc in CBM GCR format (enough for CBM DOS to be able to recognise and use it) and the rest in Atari FM format (ISTR Paul used a Happy 810 to do this).

The CBM version of the game then simply requests the apt blocks from the drive, and the Atari version simply reads the appropriate tracks....

TTFN - Pete.

527. How can I use outputb function in CCS 1.2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 05:44:49 UTC
From: sunjc@0451.com
Message-ID: <8d43538e.0201182144.148a8ff1@posting.google.com>
Source record: 31746

```
I use outputb function in my program,it pass compile correctly,but I
meet error infomation in link period as follows,
undefined first referenced
symbol in file
--------- ----------------
_outputb lcd.obj
>> symbol referencing errors - LCD.out not built
I include stdio.h in my program,I found the ioports.h in a book that
support output functon ,but I can not find it in CCS 1.2.
how do I do,help me.
```

528. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 09:00:26 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <KAa28.8064$Eh.3003311208@newssvr30.news.prodigy.com>
Source record: 31647

It's a lot of fun explaining to my girlfriend how different Commodore and Atari disk systems are, and then watch the look on her face when I boot the same disk up in either system. 8-)
Mo

Pete wrote in message ...
>Hi,
>
> > Well, then! How in the world did they do that?
>
>Believe it or not it's not THAT difficult to do. The point is that it's a data
>disc rather than a bootable/DOS disc.
>
>So, you simply format part of the disc in CBM GCR format (enough for CBM DOS
>to be able to recognise and use it) and the rest in Atari FM format (ISTR Paul
>used a Happy 810 to do this).
>
>The CBM version of the game then simply requests the apt blocks from the
>drive, and the Atari version simply reads the appropriate tracks....
>
>
> TTFN - Pete.
>
>
>

529. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 13:32:19 UTC
From: Tom Zuchowski <tzuchow@attglobal.net>
Message-ID: <3c497450_3@news3.prserv.net>
Source record: 31650
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Was NorthStar Basic a derivation of Microsoft Basic? It was in very wide use on S100 machines back around 1980. I seem to remember that Byte Magazine published a lot of programs in it. Fortunately I had purchased a BASIC cross-reference that listed the variations in different flavors and could translate them all to Applesoft. Usually the biggest change required was IF-THEN statements, because Applesoft skips the entire line if it is false and pretty much all other Basics just skip the IF-THEN statement and execute the rest of the line.

Tom Zuchowski

"Scott Alfter" <salfter@salfter.dyndns.org> wrote in message news:u4ec6pr4929fee@corp.supernews.com...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> In article <3C47178B.7050905@coli.uni-sb.de>,
> Linards Ticmanis <ticmanis@coli.uni-sb.de> wrote:
> >Dan wrote:
> >> Microsoft made Applesoft Basic!?!?
> >
> >Well, unfortunately the answer is YES...
> >
> >Notable exceptions are Apple's Integer BASIC, and (I think) the BASIC of
> >the TI 99/4A.
>
> Everyone here (well, everyone in csa2 anyway) knows Woz wrote Integer BASIC,
> and I'm 99% sure (bad pun) that TI BASIC and Extended TI BASIC didn't come
> out of Redmond (or wherever Microsoft was based at the time). Once you get
> beyond the simplest stuff, the syntax (and sometimes the semantics) of TI
> BASIC diverges quite a bit from the various Microsoft BASIC variants.
>
> There are a few more BASICs that weren't derived from Microsoft BASIC.
> Atari had its own BASIC; the biggest difference that I recall was that it
> didn't support arrays of strings. MS BASIC for the same machines, which was
> also available in a different cartridge, does provide support for arrays of
> strings. I think Tandy rolled its own Color BASIC for the CoCo, but
> Extended Color BASIC identifies itself as a MS BASIC variant (I'm guessing
> this is the case as standard Color BASIC doesn't include the "under license

> from MS" line in the boot message that Extended Color BASIC includes).
>
> That said, given the original post regarding PRINT 23+"23"+-23 and its
> result...shouldn't that come back with a type-mismatch error? The +
> operator is overloaded, but you can't concatenate a string and a number
and
> you can't add them together. Does Applesoft do something other than
report
> an error? (I'm at work right now, so I can't fire up one of my IIs and
> check for myself.)
>
> _/_
> / v \ Scott Alfter (salfter@salfter.dyndns.org)
> (IIGS(http://salfter.dyndns.org
> _^_/ rm -rf /bin/laden
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6 (GNU/Linux)
> Comment: For info see http://www.gnupg.org
>
> iD8DBQE8RzEvVgTKos01OwkRApBgAKCoyhcos48n0tDFvdrJKflAwJAzkACfZfee
> 8cILshhNe3DwEXMHBBVSbY8=
> =XBj/
> -----END PGP SIGNATURE-----

530. Screen Aided Management

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 14:16:02 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2bv2l$12ro$1@wrath.news.nacamar.de>
Source record: 31651

Does anyone know, where to get an ATR of this or if even is there a fanpage of this GUI?

531. YOU in the Internet

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 14:28:18 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2bvps$134c$1@wrath.news.nacamar.de>
Source record: 31652

Did anyone of you search his own name on the Internet with a search-engine like yahoo? I'm proud about that most sites with my name are ATARI-sites.

532. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 15:37:14 UTC
From: Tom Lake <tlake@twcny.rr.com>
Message-ID: <Kog28.35561$Sf1.8096674@typhoon.nyroc.rr.com>
Source record: 31653
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

> Was NorthStar Basic a derivation of Microsoft Basic?

No, NS BASIC was patterned after HP minicomputer BASIC. Example: There were no string arrays. DIM
A$(100) created a single string with a length of 100. MS BASIC was patterned after DEC BASIC (so
says Gates) in which DIM A$(100) created a table of 100 variable-length strings.

Tom Lake

533. SV: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 17:50:26 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <Gei28.5608$O5.13947@nntpserver.swip.net>
Source record: 31654

Aaron (aka.Holmes) <holmesatari@hotmail.com> skrev i
diskussionsgruppsmeddelandet:u7L18.207$zy4.12797@news02.tsnz.net...
> Has anyone played these on their Atari 8bits?
>
> I was reading a old PAGE 6 Magazine and they
> reviewed both of these for the 8bit,
> but I've never seen them, or heard anyone saying
> they had them.
> ...

I have never seen these games myself, but the
subject is interesting and I made a quick
research.

There are indications on that the "Knight Orc"
game was released for the Atari 400/800/XL/XE
series:

http://zx-museum.org.ru/ftp/ftp.void.jump.org/pub/sinclair/games-info/k/Knig
htOrc.txt

534. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 17:56:38 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <uki28.5610$O5.14105@nntpserver.swip.net>
Source record: 31655

Aaron (aka.Holmes) <holmesatari@hotmail.com> skrev i
diskussionsgruppsmeddelandet:u7L18.207$zy4.12797@news02.tsnz.net...
> Has anyone played these on their Atari 8bits?
>
> I was reading a old PAGE 6 Magazine and they
> reviewed both of these for the 8bit,
> but I've never seen them, or heard anyone saying
> they had them.
> ...

Aaron,

I have never seen these games myself, but the
subject is interesting and I made a quick
research.

There are indications on that the "Knight Orc"
game was released for the Atari 400/800/XL/XE
series.

This link seems to be a copy of a loading
instructions document that came with the
Sinclair ZX Spectrum version of the game. The
instruction is generic in the sense that it covers
all formats, including the Atari:

http://zx-museum.org.ru/ftp/ftp.void.jump.org/pub/sinclair/games-info/k/Knig
htOrc.txt

Here is another link. The page is part of a web site
dedicated to adventure games. The "Knight Orc"
section mentions an Atari version:

http://www.if-legends.org/~adventure/Level_9_Computing.html#Knight_Orc

Unfortunately, I have not been able to find any
signs of an Atari version of Gnome Ranger.

Anders

535. Re: It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 21:31:31 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a2coip$sv4$07$1@news.t-online.com>
Source record: 31657

:-)

He's a scan of an offical german atari-mag from 1981...
I'm glad too that fashion changes sometimes... ;-))

Oliver

"Mo" <mygranny-nospam-@swbell-nospam-.net> schrieb im Newsbeitrag
news:ofr18.1757$UH3.870349928@newssvr12.news.prodigy.com...
> Hey the dude holding the 800 looks just like an ad in my 1980 BYTE
magazine!
> The tie looks different though. To be honest in representation though, he
> should be wearing a 'what me worry' T-shirt with holes in it along with a
> matching pair of holy jeans (Levis). The hair should be 2 to 12 inches
> longer as well. This guy looks like he should be holding a Dell laptop!
> HaHaHa
> Nice layout and very complete archive though! I'll be checking in often!
> Mo
>
>
> Oliver Jaksch wrote in message ...
> >Site is updated.
> >49 utils / 28 game-megaimages available.
> >
> >Give them a try at
> >http://www.comin-datentechnik.de/atari.htm
> >
> >---
> >
> >I'm searching for the OS-A ROM to complete my archieve.
> >Can anybody send it to me, please?
> >
> >---
> >
> >Have fun!
> >Oliver
> >
> >
> >
>
>

536. Re: A8 OS Roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 21:32:24 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a2coka$5t0$05$1@news.t-online.com>
Source record: 31656

Got it! 1k thanks!
Oliver

"Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
news:6dB18.3291345$2n1.100496320@Flipper...
>
> Look here for the details and download of A8 roms:
> http://members.chello.nl/taf.offenga/atari.htm
>
> Freddy.
>
> > Oliver Jaksch wrote in message ...
> > >I'm searching for the OS-A ROM to complete my archieve.
> > >Can anybody send it to me, please?
>
>
>

537. Re: Evil Conspiracy!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 21:52:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <SUI28.8336$OS5.672713@newsread1.prod.itd.earthlink.net>
Source record: 31658
Cross-posted to: comp.sys.apple2,comp.sys.ti,comp.sys.atari.8bit,comp.sys.tandy

Atari Basic was also one of those which skipped any further statements on
the same line whenever an IF-THEN was not executed.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Tom Zuchowski" <tzuchow@attglobal.net> wrote in message
news:3c497450_3@news3.prserv.net...
> Was NorthStar Basic a derivation of Microsoft Basic? It was in very wide
use
> on S100 machines back around 1980. I seem to remember that Byte Magazine
> published a lot of programs in it. Fortunately I had purchased a BASIC
> cross-reference that listed the variations in different flavors and could
> translate them all to Applesoft. Usually the biggest change required was
> IF-THEN statements, because Applesoft skips the entire line if it is false
> and pretty much all other Basics just skip the IF-THEN statement and
execute
> the rest of the line.

538. It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 23:39:29 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a2d02n$9pt$07$1@news.t-online.com>
Source record: 31659

```
Site is updated.
- Atari related links with short description now available.
- 1 new OS-ROM available (thanx to Freddy Offenga)

Give them a try at
http://www.comin-datentechnik.de/atari.htm

---------------------------------------------

If you own or know an atari related site that isn't listed there
please mail the complete link with a short description.

---------------------------------------------

Have fun!
Oliver
```

539. It's done (update #2)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-19 23:45:31 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a2d0dsaas07$1@news.t-online.com>
Source record: 31660

```
Site is updated.
- Atari related links with short description now available.
- 1 new OS-ROM available (thanx to Freddy Offenga)

Give them a try at
http://www.comin-datentechnik.de/atari.htm

---------------------------------------------

If you own or know an atari related site that isn't listed there
please mail the complete link with a short description.

---------------------------------------------

Have fun!
Oliver
```

540. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 02:36:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <t8oj4u0e9c82jfg77skd889ouu0k1mq1sb@4ax.com>
Source record: 31661

On Sat, 19 Jan 2002 10:38:39 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>> I heard of Gnome ranger as something coming for *a* machine but I
>> don't think it was the Atari 8bit..
>>
>> Did they have pics in the mag Aaron?
>
>Yep, And they said they were out for the Atari 8bit & ST, but the reviewed
>copies were for the 8bit! So they were definately finished. As page 6 made
>a point of not reviewing beta or prereleased copies.
>
>I hope someone out there has them, as I'd love to see them.
>
>If I get time, I'll scan the review and put it online. two pages.
>
>Aaron
>
I'll have to have look when you put them up..

541. Re: Need help with building the Pro Sys Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 03:53:43 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0201191953.6d7f2265@posting.google.com>
Source record: 31662

rick,

I built and got the sio2pc design on your webpage to work, but have
not been able to get the proSys design mentioned here to work. Can
your design be modified to handle 1050-2-PC ? tks

ron

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:<u49qhrk7ldana2@corp.supernews.com>...
> <ronfucci@bellsouth.net> wrote in message
> news:3c44bae1.10769375@news.atl.bellsouth.net...
> > I agree with this, Ron. That is why it looked to me that there is
> > inconsistency between the last schematic (ProSys) and the "How to
> > build the ProSys Interface". Other than than, I'm looking for some
> > guidance as to which one is correct.
>
> If you want to use Steve Tucker's Prosystem, then the bottom schematic is
> right. They are labeled something like
> [MAX232] top
> [75C189, 14C89] middle
> [14C89] bottom
>
> To complicate things a little further, you can wire the zener across pins 7
> and 14 if you don't like the way it works for voltage drop. It works fine as
> is, just a matter of style.

542. Re: It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 08:28:52 UTC
From: nbs <nbs@sonic.net>
Message-ID: <8dv28.11099$TI3.104428@typhoon.sonic.net>
Source record: 31663

Oliver Jaksch <ojaksch@com-in.de> wrote:
: Site is updated.
: 49 utils / 28 game-megaimages available.

: Give them a try at
: http://www.comin-datentechnik.de/atari.htm

wanna add to xlsearch.atari.org? :)

-bill!

543. The Happy Hideaway?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 15:05:08 UTC
From: mykrowyre <mykrowyre@yahoo.com>
Message-ID: <GeA28.97407$Z2.1371548@nnrp1.uunet.ca>
Source record: 31664

Does anyone happen to know the email address for Harry from the old "Happy Hideaway" in Fl?

Thanks
-tom

544. Mac 65 manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 18:30:07 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a2f2bf$rj2$1@mohawk.hwcn.org>
Source record: 31665

I have a Mac 65 manual for use with the cart. Anyone who has a loose cart and needs the book drop me an email. I will sell it for $7 US shipped to North America.

Willy

545. Question re: Components for 1050-2-PC Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 20:25:56 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c4b2723.21752067@news.atl.bellsouth.net>
Source record: 31666

Can a RS IN4733a zener diode (5.1v, 1 watt) be used in place of the
1N5231b 5.1v 500mw zener shown in the schematic for the 1050-2-PC
Interface at
http://www.geocities.com/atarimods/prosys.html ?

tks

ron

546. Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 20:35:30 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C4B2A12.CD551D06@asw.cz>
Source record: 31667

Hi,

1) Is there any trick how to display GR.8 bitmap in color? I mean the pixels will have any color, but the background will be still back. Any trick (using PMG?)

2) If I set VDSLST ($200,$201) and VBLANK (LDA#6,JSR SETVBV), how should I restore them back? By some ROM call or just by remembering them before?

3) Is there any way how to get real ramtop? (When running from cart, ramtop will be lower than 48KB, but I want to know if machine is 48KB).

4) How to restore 'plain' gr.0 screen? Simply calling CIO open on channel 6?

Questions are really stupid, but I didn't write for Atari recently ;-)
--
Jindroush <kubecj@asw.cz>
Visit http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

547. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 22:47:05 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C4B48E9.23DDEA81@asw.cz>
Source record: 31668

Jindrich Kubec wrote:
> 1) Is there any trick how to display GR.8 bitmap in color? I mean the
> pixels will have any color, but the background will be still back. Any
> trick (using PMG?)

Erm, I meant 'will be still BLACK' ;)

--
Jindroush <kubecj@asw.cz>
Visit http://jindroush.atari.org - Home of Atari Cartridge Dumping
Project

548. make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-20 22:48:01 UTC
From: FerFemNemBem <Jannn@T-Online.de>
Message-ID: <a2fhf2$pa9$06$1@news.t-online.com>
Source record: 31669

Hi,

today i get a lot af ATARI 800 Tapes from a friend.
My idea is to take images (like *.atr) from every of the tape because of
these tapes are very old.
I have the following:

- a good tape deck from Technics
- a ATARI 800XE
- a ATARO XC12
- a SIO2PC cable

Is there a possibility to record these tapes to the PC to take backups from
all these programs are recorded on the tapes?
Do i need any special Software?
Is there a possibility to see what programs are on these tapes?
He told me, that some of theses tapes are recorded with some kind of "speed
tools" for the XC12 Tape deck.... is there anything to pay attention to if i
like to backup theses "speeded up" tapes?

A lot of questions from a newbee with a bad english - but i don't like to
throw all these tapes out into the garbage...

Any suggestions would be appreciated!

Thank you.

FerFemNemBem

549. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 02:53:20 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <AoL28.79$jo3.41180278@newssvr12.news.prodigy.com>
Source record: 31670

Depending on if they are system boot tapes or basic programs and data files.
You're best bet is to try loading them and then mark them once you figure
out what they are. Then using either basic to cload and then save "D:" or a
utility to read the tape and then write it to disk. Once the disk transfers
are done, there may be a need to modify the program so it will load data
from disk instead of tape. A little trick I learned is to use Atariwriter to
load and save basic data files.
If you need any help please let me know, I have a few cassette transfer
utilities on ATR if you need them as well.
Mo

FerFemNemBem wrote in message ...
>Hi,
>
>today i get a lot af ATARI 800 Tapes from a friend.
>My idea is to take images (like *.atr) from every of the tape because of
>these tapes are very old.
>I have the following:
>
>- a good tape deck from Technics
>- a ATARI 800XE
>- a ATARO XC12
>- a SIO2PC cable
>
>Is there a possibility to record these tapes to the PC to take backups from
>all these programs are recorded on the tapes?
>Do i need any special Software?
>Is there a possibility to see what programs are on these tapes?
>He told me, that some of theses tapes are recorded with some kind of "speed
>tools" for the XC12 Tape deck.... is there anything to pay attention to if
i
>like to backup theses "speeded up" tapes?
>
>A lot of questions from a newbee with a bad english - but i don't like to
>throw all these tapes out into the garbage...
>
>Any suggestions would be appreciated!
>
>Thank you.
>
>FerFemNemBem
>
>

550. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 04:37:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TVM28.11883$OS5.1024568@newsread1.prod.itd.earthlink.net>
Source record: 31671

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3C4B2A12.CD551D06@asw.cz...
> Hi,
>
> 1) Is there any trick how to display GR.8 bitmap in color? I mean the
> pixels will have any color, but the background will be still black. Any
> trick (using PMG?)

GR.8 is a one color two luminance mode, so you cannot separate them; you can pick any color in 710 and tweak brightness in 709 for best contrast or you might try mode 7+.

You could mass all of the players and missiles and map your image across any graphics screen, but resolution will be less than GR.8. Or set the massed PMG as a solid background color and adjust priorities for GR.8 image to display on top of them.

> 2) If I set VDSLST ($200,$201) and VBLANK (LDA#6,JSR SETVBV), how should
> I restore them back? By some ROM call or just by remembering them
> before?

The OS doesn't use DLIs, so just disable them or point it back to any RTI somewhere. Making any graphics call sets up a new display list with no DLI bits set. With enough study, you might find an OS routine in part of the warm or cold start code... much easier to save and restore.

I think you must save and restore the vertical blank vectors... Usually you end your VBI code with a JMP to the previous contents of the vectors so you have it saved; just restore it.

> 3) Is there any way to get real ramtop? (When running with a cart,
> ramtop will be lower than 48KB, but I want to know if machine is 48KB).

Can you just add the 8K or 16K for the cart to the value in 106? Or boot to Dos with no cart and do a binary Save of $6A with "K <ret>
D:RAMTOP,6A,6A<ret>"; then look at the file with:
O.#1,4,0,"D:RAMTOP":F.L=1TO7:GET#1,B:?B:N.L
You should get 255,255,106,0,106,0,192

Or boot TopDos with no cart and just display the memory; won't Sparta do this also?

> 4) How to restore 'plain' gr.0 screen? Simply calling CIO open on
> channel 6?

You could... but it is preferrable to open channel 0 to E: for read & write with aux1 set to 12.

> Questions are really stupid, but I didn't write for Atari recently ;-)
> --
> Jindroush <kubecj@asw.cz>
> Visit http://jindroush.atari.org - Home of Atari Cartridge Dumping
> Project

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

551. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 05:19:47 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4ba4f5$0$37109$1dc6e903@news.corecomm.net>
Source record: 31672

```
I dunno about the colors and pmg, nor the ramtop.
But how about just doing a warmstart to restore graphics 0?
jmp $e477.
```

552. Re: Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 05:28:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4ba706$0$37105$1dc6e903@news.corecomm.net>
Source record: 31673

Andreas.
I've been out of town about a week.
Sure, send me the PORTB tester and when I get a chance, I'll
let you know the results on my 256k Newell.
Yes, the MIO is a PBI device. I have some info about it, maybe
how the RAM in it is accessed.
Russg

553. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 07:51:35 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u4ni4cn4dpsp97@corp.supernews.com>
Source record: 31674

Convert the tapes to audio samples then use the excellent WAV2CAS
to convert the FSK encoded data into a binary image.

Once you have a proper binary image you can go about either using it
as-is, or extract the program inside to a regular binary load file.

Steve

554. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 10:13:07 UTC
From: daclmi@netscape.net
Message-ID: <3c4be83c.1861110@news.CIS.DFN.DE>
Source record: 31676

On Sun, 20 Jan 2002 23:48:01 +0100, "FerFemNemBem" <Jannn@T-Online.de>
wrote:

>today i get a lot af ATARI 800 Tapes from a friend.
>My idea is to take images (like *.atr) from every of the tape because of
>these tapes are very old.
>I have the following:
>
>- a good tape deck from Technics
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>- a ATARO XC12
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>
>Is there a possibility to record these tapes to the PC to take backups from
>all these programs are recorded on the tapes?
>Do i need any special Software?
>Is there a possibility to see what programs are on these tapes?
>He told me, that some of theses tapes are recorded with some kind of "speed
>tools" for the XC12 Tape deck.... is there anything to pay attention to if i
>like to backup theses "speeded up" tapes?

The souped-up XC12 was an Eastern European modification wasn't it? I
have heard stories how they got those things humming almost as fast as
disk drives. You are sort of in unknown waters... I like Steven
Tucker's suggestion to make WAV files. A WAV file you can tinker with
and send to people who can figure out what to do with it.

I hope you figure out a way to recover everything. I always say there
is unique code out there that gets lost every day.

555. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 10:18:43 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c4bdcf3@news.ivm.net>
Source record: 31675

Jindrich Kubec <kubecj@asw.cz> wrote:

Hi,

> 1) Is there any trick how to display GR.8 bitmap in color? I mean the
> pixels will have any color, but the background will be still back. Any
> trick (using PMG?)

No, this is a hardware limitation. You can tweak it a bit by using
PM-graphics: This will modify the graphics under the players as follows:

The background color is the color of the player, the foreground color
uses the hue (intensity) of the foreground pen, but the color of the player.
Hence, the player color "sort of" replaces the background color.

There is no way to display foreground graphics in a different color than the
background, this is a limitation of the GTIA.

> 2) If I set VDSLST ($200,$201) and VBLANK (LDA#6,JSR SETVBV), how should
> I restore them back? By some ROM call or just by remembering them
> before?

Just by keeping the old values. The Os doesn't require the DLIST (except
for smooth scrolling in graphics 0 introduced with the XL-Os). The VBI
itself is available as jump-entry somewhere in E4xx (sorry, forgot the
precise offset)

> 3) Is there any way how to get real ramtop? (When running from cart,
> ramtop will be lower than 48KB, but I want to know if machine is 48KB).

Check the address 0x6a (=106). It will contain the hi-word of the RAMTop.

> 4) How to restore 'plain' gr.0 screen? Simply calling CIO open on
> channel 6?

For example. You could also close #0, and re-open it with the editor-device
"E:".

So long,
Thomas

556. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 11:47:09 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2gv3u$m72$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31677

Howdy Hidehiko

> I'll start shopping around anyhoo (starting with CO25953! ;).

That's a chip specially made for Atari. Your chances for finding that in a normal electronics store are worse then the chance on winning the biggest price in the lottery each week for a year.

You'll have to order these from B&C http://www.myatari.com or Best http://www.best-electronics-ca.com. I've never ordered from B&C. Best is OK, but expensive. Make sure you know what the shipping and handling costs (there is probably a list on their site, but I can't find it at the moment) BEFORE you order. I heard of somebody who cancelled the order when he heard of the shipping and handling cost. Best didn't like that and broke off all contact.

BTW get the catalog, even if you don't wanna order anything else from Best. It's like an Atari encyclopidia.

CU Mathy van Nisselroy

PS Best also has most of the other chips you need (the ones starting with 74)

557. Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 12:10:33 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2h0fqngq1@nets3.rz.RWTH-Aachen.DE>
Source record: 31678

Howdy folks

While browsing through some old ANTIC magazines, I came upon an article mentioning the RAM-Aid by Innovative Concepts (I.C.). Remember how you can't power cycle many 8 bit Atari machines without waiting for the RAMs to be drained? RAM-Aid was a solution to that. But it needed a switch and RESET to be held. (it worked on the testers XEGS with the 192kB RAM upgrade. I.C. had 2 memory upgrades for the XEGS. The first one added 64kB, the second added another 64kB. RAM-Aid worked great in 192kB mode, but seemed to have some problems in 128kB mode.)

Anybody know how RAM-Aid worked?

Maybe this could be a starting point for a 'drain all RAM while powers cycling' upgrade.

CU Mathy van Nisselroy

558. 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 12:22:41 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2h16h$o6o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31679
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Howdy folks

(This message is cross-posted)

I've been hearing about upgrades for the 8 bit Atari and Commodore using the 65816 and am told the 65816 are getting rare. Then I read an article about the Atari Lynx using a 65C02 at 16MHz (I checked the net, seems like 3.6 MHz would have been closer to the truth.) and started thinking. Back when they still sold magazins about the Apple II gs, it was filled with upgrades using faster 6502's. IIRC they talked about 12MHz. And 6502 seem to be very popular still. IIRC the Apple II gs came with a 65618.

So my question is:

- Why is everybody using 65816's when 6502's seem to be better and more available?
- Are these faster 6502's really better then 65816's?
- How fast is todays fastest 6502?

CU Mathy van Nisselroy

559. Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 12:46:48 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2h2jq$pk8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31680

Howdy folks

While looking at a video on this site http://www.kinetic.au.com/gall.html
(gall as in gallery, not as in girl) and seeing the relativaly low
resolution the windows media player used, something dawned on me.

Wouldn't it be possible to play these kind of movies on the Atari 8 bit?

So my question to all here is:

Is it?

CU Mathy van Nisselroy

560. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 13:55:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4c1de6$0$35616$1dc6e903@news.corecomm.net>
Source record: 31681

> I dunno about the colors and pmg, nor the ramtop.
> But how about just doing a warmstart to restore graphics 0?
> jmp $e477.
>
I changed my mind. a warm/cold start will re-boot, you don't want that.
But how about a jmp (dosvec)? That should put you in graphics 0
at the DOS prompt or in DUP.SYS I think.
Russg

561. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 14:27:00 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c4c2463.252249218@news.ubs.com>
Source record: 31682

On Mon, 21 Jan 2002 13:46:48 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>While looking at a video on this site http://www.kinetic.au.com/gall.html
>(gall as in gallery, not as in girl) and seeing the relativaly low
>resolution the windows media player used, something dawned on me.
>
>Wouldn't it be possible to play these kind of movies on the Atari 8 bit?
>
>So my question to all here is:
>
>Is it?

Given that the typical 'relatively low' resolution on media player
these days would be something like 160x100x65000colours at 15fps,
it's highly unlikely that you'd be able to have any sort of decent
playback on an Atari8.

Given enough time you could downconvert a file to something
playable, but it'd be pretty ropey to say the least.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

562. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 15:41:35 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <PEW28.204$Yu.94160961@newssvr12.news.prodigy.com>
Source record: 31683

I have never had any luck making wav recordings of atari tapes. I've used
several different computers to do the recording, even my laptop thinkpad!
Besides I don't know of any current emulators capable of loading a virtual
cas file.
Mo

Steven J Tucker wrote in message ...
> Convert the tapes to audio samples then use the excellent WAV2CAS
> to convert the FSK encoded data into a binary image.
>
> Once you have a proper binary image you can go about either using it
> as-is, or extract the program inside to a regular binary load file.
>
>Steve
>
>

563. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 15:47:02 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2hpea$11kn9t$2@ID-15679.news.dfncis.de>
Source record: 31691

Hi,

> It's a lot of fun explaining to my girlfriend how different
>Commodore and Atari disk systems are, and then watch the
>look on her face when I boot the same disk up in either
>system. 8-)

LOL, I can imagine.... :-)

It's been a *LONG* time since I messed around with CBM gear (I never really got into it that heavily....they were systems I HAD to use in the course of my work, rather than WANTED to use as in the case of Atari) but ISTR that due to the way CBM "DOS" stored the disc information, directory etc it's not too difficult to create dual boot discs.

As long as you have something like a "Happy" or "Archiver" in your 810 and a half decent disc editor for the CBM of course.

Did many companies create such dual boot discs, or was Novagen the only one?

TTFN - Pete.

564. MyIDE Schematic Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 15:52:34 UTC
From: llpwhite@cs.com
Message-ID: <20020121105234.23987.00002395@mb-cn.news.cs.com>
Source record: 31684

Has anyone in this newsgroup built an interface as described in Section 4,
along
with the schematic? I want to build one, but I am having trouble
understanding the schematic. Specifically, I cannot decipher from the
schematic which pin belongs to what chip. Perhaps someone can help? I am
not trying to criticize the schematic -- I just don't grasp it.
Thanks,
Larry White

565. Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 16:09:44 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B871A778.1E4D%design3d@2-scale.com>
Source record: 31685

Hi Atarians,

Before I download the any games or megademos from the FTP site (for XL/XE computers),

how can I tell if which .ATR files that will _NOT_ work with the standard 800XL (which has 64K of RAM) and will _NOT_ work with a standard 130XE (which has 128k of RAM)?

Thanks

Mike

566. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 16:35:56 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14sn8zhdar.fsf@panini.cling.gu.se>
Source record: 31686
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

```
>>>>> "MvN" == Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> writes:

MvN> - Why is everybody using 65816's when 6502's seem to be better
MvN> and more available?

I'm not sure about availability, but the 65816 is the more capable
processor, as it has 16-bit registers and 24-bit address space.

MvN> - Are these faster 6502's really better then 65816's?

The fastest 65C02 I've seen is 8 MHz, the fastest 65816 I've seen runs
at 20 MHz (overclocked 16 MHz CPUs used in CMD's SuperCPU accelerators).

MvN> - How fast is todays fastest 6502?

8 Mhz is the fastest I've seen, but there are probably faster ones out
there.

--
___ . . . . . + . . o
_|___|_ + . + . + . . Per Olofsson, konstnï¿½r
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

567. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 18:25:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C5CFE.39E08132@students.uni-mainz.de>
Source record: 31687

Nope,
thats not impossible. Have quite some Mastertronic disks (and others)
here, that do the same. Atari uses the boot sectors, C64 does not. So,
all the sectors you can read on your Atari = the atari version, all
error sectors = C64 version. The finest thing on these disks is that
they do not contain any copy protection...
-Andreas.

Ron Hamilton schrieb:
>
> I never saw one, but that everything on one disk side almost sounds
> impossible...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Frank" <bgtzhn@gmx.de> wrote in message
> news:a27dvk$e6v$1@olaf.komtel.net...
> >
> > > Are you sure about that, wasn't one side of the disc the Atari version
> and
> > the
> > > other the C-64 version (or was that "Encounter")?
> >
> >
> > All three versions (C64, Atari 48k & 64k) were on the same side of the
> disk.

568. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 18:39:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C6059.537F5B36@students.uni-mainz.de>
Source record: 31688

[snip]
>
> : Since the Rtime8 clock (which Sparta uses) was not officially avaiable
> : here in Europe, the time/date stamp of sparta is pretty useless.
>
> Yes it was. Officially imported by Bo and Ernest Schreurs, authorized
> non-profit dealers.

Well, I was thinking of (big) dealers here in europe, not private users.
Every Atarian was able to import it of course. But I do not know any
dealers (Ariola, US Gold, Rushware, Kingsoft, Joysoft, AMC, Ke-Soft,
Powersoft, Power per Post, ANG, etc.) that did import the R-Time-8 in
the 80`s or 90`s...
>
> : Yes, MyDOS could be much better and could have more utilities avaiable
> : for it.
>
> Same with Sparta-Dos.
>
Well, at least the utilities that are avaiable for sparta should be
avaiable for MyDOS as well...

> : On the other hand let every
> : Atarian use the DOS version he likes the most, might it be Sparta DOS,
> : Bewe-DOs, MyDOS, Top-DOs, Turbo-DOs or whatsoever.
>
> You forgot about BiBo-Dos? :-)

I almost never use it - because a) the build-in version of the speedy
1050 Bibo-DOS is a shortened one (you should not save this version to
disk), b) the DUP Sys portion of Bibo-DOS uses RAM under the OS ROM...
and finally c) the DOS or DUP use Page 6!! (tested this with some Basic
files, that were using Page 6, they worked ok with DOS 2.0, Dos 2.5,
Turbo-DOS, etc. but not with Bibo-DOS; so it looks like Bibo-DOs is
using page 6 for whatever reason...)

> I actually only use it to get a directory from a disk if I didn't had
> Sparta-Dos started up, and this is only cause it loads quicker from the ROM of
> my 1050 Speedy compared to Turbo-Dos from my Turbo-Speedy :-)
>

Well, I once had a turbo-Speedy, but I did not like the "long(er)"
bootup time from the ROM, especially I hated that awful sound/noise the
floppy made when booting from ROM. My speedy 1050 has Bibo-DOS and
HSS-Copy-II build-in. But, since I never use bibo-dos, I did not install
a switch, but forced the floppy to always boot up the Copy program...

> --
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "Remember what the dormouse said..."

Well, in return greetings from me - Andreas.

569. Re: Any 1200XL Ram Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 18:54:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C63F9.E738BC4A@students.uni-mainz.de>
Source record: 31689

So,
1) I can get a 1MB ramdisk (P.Peterson style - US) from an ABBUC member. Since I do not know this RD at all, I am not sure how compatible it is and which programs will work with it (or which computer I will need to install it: 800/XL/XE/XEGS).

2) Maybe I can get a 1MB ramdisk (K.Peters style - GER) from Erhard Puetz, if he has one left or if he is building more of them. But I know, that this Ramdisk is awful and very incompatible to everything on the market !! Erhard once told me, that it would be possible to change this RD to be Newell compatible. But now, almost 3 years later, it looks like he still did not have the time to do the conversion or at least to build a Ramdisk (Its a shame, ABBUC has the rights to so many Compyshop things, but almost nothing - except the Speedy and the rests of the Bibomon are being sold).

3) Maybe TXG (Rene de Bie, dutch) is willing to build a 1MB ramdisk for me (and installing it into my computer, since I am absolutely unable to do it myself). But is his RD Newell compatible - or what else is it compatible to ?!?

4) maybe Mathy van Nisselroy (Dutch) is able to build a 1MB ramdisk for me. But at the moment his ramdisk (which seems to be the best one out there!) is only working on XEGS consoles/computers. Well, I do have 3 XE`s (eastern european ones, with 128k each, newest OS, Ramdisk test included, 32kbyte chips - 27128
x4) and 1 XL (equipped with a Compyshop Megaram-2 ramdisk, 256k extra ram).

Let`s wait and see how many years it will take, until I get a working 1MB ramdisk for one of my little Ataris. It would already be done, if I could build one myself, but unfortunately I am unable to do that, wahaaa... (crying like a baby). -Andreas.

Fox-1 schrieb:
>
> Andreas Magenheimer wrote
>
> : Besides, what happened with the Fox-1 or TXG 1 Megabyte Ramdisk ?!? did
> : they merely build it for themselves or would they build it for other
> : Atarians too ??
>
> It's not mine, it's TXG's. The upgrade works, has been testdrived, one proto
> has been built, so everything is ready except for one (actually 3) important
> thing: the manual, drawing and instructions how to build one yourself. Rene
> has started working on that a few weeks ago. Haven't seen him since jhv. The

> only thing I know is that he's still alive, since he called me yesterday.
>
> --
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "Remember what the dormouse said..."

570. SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 19:12:02 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <#cTq$9qoBHA.1876@cpimsnntpa04>
Source record: 31690

The SPACE (St. Paul Atari Computer Enthusiasts) BBS is now online via telnet at spacebbs.no-ip.com. Nothing fancy available yet, however there are some games and such that might be of interest. Hopefully in the coming weeks I'll be able to get some more stuff on. Any questions, problems or comments may be left to me on the BBS or here. See you there!

571. Re: YOU in the Internet

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 19:24:15 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c4c6a1e_2@news.iglou.com>
Source record: 31692

Mirko Sobe wrote in message ...
>Did anyone of you search his own name on the Internet with a search-engine
>like yahoo? I'm proud about that most sites with my name are ATARI-sites.
>
Known as "ego-surfing" or "kibozing". Try those terms in a search engine.
Kibo, also known as "He Who Greps" was doing this before there were search
engines for newsgroups.

572. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 19:25:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C6B14.EEEA76CC@students.uni-mainz.de>
Source record: 31693

Well,
another cool story in this topic:

AMC Verlag (Armin Stuermer and his programmers) once got the order from Rainbow Arts to program "Jinks" for the A8. Rainbow Arts itself got the order from Atari but gave it away to AMC for whatever reason. the AMC guys programmed a 32k or 48k version with many different sounds and levels. However, after a while Rainbow Arts told them they needed a 16k version, since it should be released on a non-bankswitching cart (why? no-one knows.) So the AMC guys removed a lot of levels and most of the sounds (except the title sound) and finally got the 16k version ready. I think in 1986 (or so) they did send this A8 version of Jinks to Rainbow Arts. But it never got published...

Many years later, around 1990, Armin Stuermer/AMC asked Rainbow Arts if they could get back the rights of their version of Jinks. Rainbow Arts agreed, but AMC/Armin Stuermer was forced to sell the A8 version only. Furthermore the A8 version should contain the name Rainbow Arts somewhere. So in 1991 the A8 version of Jinks was published as a disk based game (with approx 24kbytes of code, the rest of the older levels and sounds was never found again!) by AMC Verlag Germany. One can still read "Rainbow Arts" in the title picture of this game, although they did not do anything to program/release this game...
-Andreas.

Pete schrieb:
>
> Hi,
>
> > so you were the guys who were doing the mysterious work
> >for atari in the u.k.
>
> LOL, both of us....which was a major part of the problem. :-(
>
> >....julie wade once complained to me that you guys were
> >late with some stuff, and that it was to late to release
> >it....
>
> I don't want to say too much in public, but there were reasons for the stuff
> being so late - feel free to email me if you want to know more.
>
> I will say this though; when I was taken on to port "Jinks" to the 7800 it was
> already THREE MONTHS late being delivered (as I found out during a phone
> conversation with John Skruch).
>

> > my queston to you is what did you guys do that atari did
> >not release on the 7800, or the 8-bit?
>
> AFAIK, between us, Bob and I worked on the following games:
>
> "Tower Toppler" 7800 - completed
> "Tower Toppler" 2600 - abandoned (no coding done)
> "Tower Toppler" 8-bit - abandoned
>
> "Jinks" 7800 - completed
> "Jinks" 2600 - abandoned (no coding done)
>
> "Deflektor" 7800 - abandoned
> "Deflektor" 2600 - abandoned (no coding done)
> "Deflektor" 8-bit - abandoned
>
> I was to work on two more games for the 7800 (no 2600 or 8-bit ports were
> mooted). One was a conversion of a Hewson game called "Eliminator". I forget
> the name of the other game, but it involved you controlling a ship at the top
> of the screen from which you depth charged submarines, fish, mermaids, etc.
>
> "Eliminator" never got past the planning stage, I believe we couldn't agree
> terms with Hewson.
>
> The other game never got done because I left the company (quite frankly it was
> rubbish anyway) shortly after which, I believe, the deal with Atari fell
> through.
>
> TTFN - Pete.

573. Re: Screen Aided Management

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 19:31:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C6C74.C3B05BD4@students.uni-mainz.de>
Source record: 31694

Well,
since this GUI once appeared as a type-in listing in german Atari
magazin (and all Atari magazin disks, called Lazy Finger are PD) you can
get the type-in listing from me. the full and commercial version 2.0 is
avaiable from sascha roeber/Germany or Dean garaghty/UK. Thus, I do not
give away copies of the commercial version 2.0. But, afaik, the type-in
listing is almost as good as the commercial version and most of all it
is PD !! (Quick 1.0 also appeared as a type-in listing and thus is Pd
now!) -Andreas.

P.S.: As always, e-mail me, if you wanna have an ATR image...

Mirko Sobe schrieb:
>
> Does anyone know, where to get an ATR of this or if even is there a fanpage
> of this GUI?

574. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 19:52:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C7178.BD9ACA43@students.uni-mainz.de>
Source record: 31695
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Well,
a friend of a friend (ok, its a friend of Raimund Altmayer!) had an
Atari machine with a twice as fast CPU build-in. If I remember
correctly, ANTIC or GTIA or both run at approx. 3,6 Mhz, whereas the CPU
runs at approx. 1,8 Mhz. In an old german magazine and in the computer
of this "friend" both the CPU and graphic chip(s) were running with
3,6Mhz. He had a switch, so he could always switch back to the original
CPU (and original CPU speed).

With the fast 3,6MHz CPU turned on, a normal 1050 floppy ran almost as
fast as a Speedy or Happy - or at least it produced the same ultraspeed
sound (allthough it was a normal 1050 floppy, with no enhancements!).
Unfortunately, not all programs did run fine. Not only, that NONE of the
copy protected programs worked with this fast CPU, also quite some Pd
programs did not work alright or not at all. So, on one side a fast CPU
sounds fine, on the other side the compatibility problems does not sound
so fine. Damn, if I could only remember the name of this german magazin
which had the hardware enhancement printed (schematics and such). It was
a magazin around 1984-1986, so it is no wonder that I forgot about it...

Finally, I have not met this "friend" in the last 5 years. He is living
near Trier/Germany. Maybe you can ask Raimund Altmayer about him...
For all other Atarians: If you know more about the 3,6Mhz fast CPU or if
you know any magazin that has some info about it, let us know !!!
-Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> (This message is cross-posted)
>
> I've been hearing about upgrades for the 8 bit Atari and Commodore using the
> 65816 and am told the 65816 are getting rare. Then I read an article about
> the Atari Lynx using a 65C02 at 16MHz (I checked the net, seems like 3.6 MHz
> would have been closer to the truth.) and started thinking. Back when they
> still sold magazins about the Apple II gs, it was filled with upgrades using
> faster 6502's. IIRC they talked about 12MHz. And 6502 seem to be very
> popular still. IIRC the Apple II gs came with a 65618.
>
> So my question is:
>
> - Why is everybody using 65816's when 6502's seem to be better and more
> available?

> - Are these faster 6502's really better then 65816's?
> - How fast is todays fastest 6502?
>
> CU Mathy van Nisselroy

575. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 20:07:20 UTC
From: Andre Kaesmacher <andre@kaesmacher.de>
Message-ID: <3C4C74F8.26C06D3A@kaesmacher.de>
Source record: 31696
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Mathy van Nisselroy schrieb:
>
> - How fast is todays fastest 6502?

Free6502(FPGA-Core): 166 MHz.
http://www.free-ip.com/6502/implementations.htm

A.K.

576. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 20:12:17 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2i8ck$q2fuu$2@ID-15679.news.dfncis.de>
Source record: 31604
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Hi,

> I've been hearing about upgrades for the 8 bit Atari and
>Commodore using the 65816 and am told the 65816 are getting
>rare....
>....- Why is everybody using 65816's when 6502's seem to be
>better and more available?

Because the '816 is an upgraded 6502 with 16-bit registers and a larger (24-bit?) address space.

> - Are these faster 6502's really better then 65816's?

Depends on what you mean by "better".

They're simple plug in replacements for the slower 6502s and are 100% software compatible.

65816s have a different pinout and some software (OS in particular) needs to be patched to run on them. But they are much faster and have 16-bit capabilities.

> - How fast is todays fastest 6502?

Haven't looked for YEARS. Last time I checked they were up to 6MHz, but I wouldn't be at all surprised if there were 8MHz or even 10MHz parts available now.

TTFN - Pete.

577. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 20:21:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4C784D.19877C4A@students.uni-mainz.de>
Source record: 31597

Well,
let`s try 160x200 x 30 greys (HIP mode)... Wouldn`t that be enough ???
Ok, for example an uncompressed film/movie/ani with 25 pics per second (PAL) or 30 pics per second (NTSC) needs approx. 200kbytes (PAL) or approx. 240kbytes (NTSC); when we assume that every picture has approx. 8kbytes; HIP pics have approx 16kbytes...;

When we pack or compress these pics we could save disk/harddisk/ramdisk space, but then we have to unpack them again which takes (even more) time. If I remember correctly a harddisk can read approx. 30-50kbytes per second (really fast, compared to a floppy disk drive that reads approx. 2,4kbytes - 9,6kbytes per second), but still not enough or to slow for 200-240kbytes as listed in the example above...

So, we would have to "move down" the picture rate per second (25 pics/s. PAL, 30 pics/s. NTSC) to a lower level, maybe 1/6, 1/5, 1/4, 1/3 or 1/2 of the original rate. This may (???) cause some flicker or the pics would appear as pics and not as a film/movie/ani. But maybe it is possible to use some tricks then (as we all have seen them in earlier picture animations, like Max Headroom, Smurf, etc.) to fool the human eye to see it as an animation...

But still, I do not believe playback of a film/movie/ani is possible in realtime, because I think the little Atari is to slow for it. (Didn`t one need a double-speed CD-ROM at least to playback AVI/MOV/MPG/MP2 ?!? And Double-speed CD-ROMS have 300kbytes per second - far beyond the little Atari`s possibilities).
On the other hand, Animations, like the "BillPie"-Ani, the "Journey"-Ani (from Polynomials or Animkomials), the "Comet"-Ani (from MadTeam), the "Killerwhales" -Ani (also from MadTeam) and lots of other polish animations look pretty good, but they are not realtime animations (or movies or films)... -Andreas.

P.S.: Atari Harddisks are limited to 16MB partitions under MyDOS or SpartaDOS. Quite a lot of AVI/MOV/MPG/MP2 files I have today are a lot bigger than that. Future PC movies (in AVI/MOV/MPG/MP2 format, etc. on DVD) will surely not be limited to 320x200 pixels...

Gav schrieb:
>
> On Mon, 21 Jan 2002 13:46:48 +0100, "Mathy van Nisselroy"
> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> >Howdy folks
> >
> >While looking at a video on this site http://www.kinetic.au.com/gall.html

> >(gall as in gallery, not as in girl) and seeing the relativaly low
> >resolution the windows media player used, something dawned on me.
> >
> >Wouldn't it be possible to play these kind of movies on the Atari 8 bit?
> >
> >So my question to all here is:
> >
> >Is it?
>
> Given that the typical 'relatively low' resolution on media player
> these days would be something like 160x100x65000colours at 15fps,
> it's highly unlikely that you'd be able to have any sort of decent
> playback on an Atari8.
>
> Given enough time you could downconvert a file to something
> playable, but it'd be pretty ropey to say the least.
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"

578. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 20:39:24 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C4C7C7C.D4CD4383@a.a>
Source record: 31598
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Andre Kaesmacher wrote:

> Mathy van Nisselroy schrieb:
> >
> > - How fast is todays fastest 6502?
>
> Free6502(FPGA-Core): 166 MHz.
> http://www.free-ip.com/6502/implementations.htm

That is actually the TI ASIC core timing numbers. 166MHz is the
pre-layout number so
the actual ASIC would run slower, however TI now has the gs30 and gs40
processes, so
that would make it run faster. If you wanted to program an FPGA and
replace the 6502
in your Atari you could easily achieve 25MHz and possibly reaching a
clock speed of
60MHz or even faster.

Actually not a half bad idea.

--Chris

579. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 21:14:11 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <q21p4u4r89g599uvhfi0fgphf1sm5ms6fc@4ax.com>
Source record: 31599

I've seen a lot of good articles from Atari Classics floating around
the net, but is there a comprehensive archive of this magazine?

A good candidate inclusion at atariarchives.org!

--
Shawn Jefferson

580. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 21:29:24 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C4C8834.99B582D3@t-online.de>
Source record: 31600

> The souped-up XC12 was an Eastern European modification wasn't it? I
> have heard stories how they got those things humming almost as fast as
> disk drives.

Maybe as fast as Commodore drives :) but not as fast as stock Atari
drives with their 19xxx Baud. These so-called TurboTapes load with
6000-7200 Baud (or maybe some dudes even managed more) by using some
hardware modifications built in. Schematics and software can be found at

http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

Greets,

Andre

581. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 21:40:58 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C4C8AEA.D3F96DD8@t-online.de>
Source record: 31601

> He told me, that some of theses tapes are recorded with some kind of "speed
> tools" for the XC12 Tape deck.... is there anything to pay attention to if i
> like to backup theses "speeded up" tapes?

Yes, this speeder for XC12 is a hardware modification added to the stock unit. In order to use it you need special software for I/O-handling. What you can use is "Schleife"-utilities or "Chaos"-utilities (loader, translator etc.) which should be preferred, because the Chaos tools allow to load files with size up to 59kByte (Turbo version of Strip Poker, for example).

More info and software:

http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

The interesting with the Turbo-compatible software is that these programs are fully DOS 2.5 compatible (except for the size maybe, you need a picoDos or similiar to load). So everything was converted to DOS 2.5 format - there exist file versions of Koronis Rift, World Karate (all picture built in, no reloading during play!), and many many others...

Greets,

Andre

582. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 21:59:55 UTC
From: kiethl@theriver.com
Message-ID: <a2i30rsu1@news.netmar.com>
Source record: 31603
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple

In article <p14sn8zhdar.fsf@panini.cling.gu.se>, MagerValp
<cl3polof@cling.gu.se> writes:
>>>>>> "MvN" == Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
writes:
>

>
>MvN> - How fast is todays fastest 6502?
>
>8 Mhz is the fastest I've seen, but there are probably faster ones out
>there.
>
I wonder why no one has developed a hack to plug one of these into a
C64?

----- Posted via NewsOne.Net: Free (anonymous) Usenet News via the Web -----
http://newsone.net/ -- Free reading and anonymous posting to 60,000+ groups
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

583. Re: It's done (update)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 22:08:35 UTC
From: Oliver Jaksch <ojaksch@com-in.de>
Message-ID: <a2i3gcufr01$1@news.t-online.com>
Source record: 31602

Hmm...yes, but not now! 'till finished uploading my complete archive...
Presenting complete stuff or nothing ;-))

Oliver

"nbs" <nbs@sonic.net> schrieb im Newsbeitrag
news:8dv28.11099$TI3.104428@typhoon.sonic.net...
> Oliver Jaksch <ojaksch@com-in.de> wrote:
> : Site is updated.
> : 49 utils / 28 game-megaimages available.
>
> : Give them a try at
> : http://www.comin-datentechnik.de/atari.htm
>
> wanna add to xlsearch.atari.org? :)
>
> -bill!

584. [hipJoe] A.A.vs.N.A.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-21 23:33:35 UTC
From: "Y. Hilbert" <cumsy@lyrvijo.to>
Message-ID: <29MgLblhoqapp.4482534720$NVG1YLYdG5p61.7467721322@lyrvijo.to>
Source record: 31605
Cross-posted to: comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

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http://howardk.moonfall.com/
http://www.trance-formation.com
http://www.trance-formation.org
http://hometown.aol.com/frederi108
http://www.optional-identity.org.uk/
http://www.coollist.com/group.cgi?l=nntplist
http://www.hotboards.com/plus/plus.mirage?who=zodiac_16

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--
Y. Hilbert
Will you talk in front of the cellar, if Gul rigidly shouts the ointment?

585. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 00:47:03 UTC
From: Kelli Halliburton <kelli217@crosswinds.not>
Message-ID: <bE238.9771$A07.1608912070@newssvr17.news.prodigy.com>
Source record: 31606
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a2h16h$o6o$1@nets3.rz.RWTH-Aachen.DE...

> Howdy folks
>
> (This message is cross-posted)
>
> I've been hearing about upgrades for the 8-bit Atari and Commodore using the
> 65816 and am told the 65816 are getting rare. Then I read an article about
> the Atari Lynx using a 65C02 at 16MHz (I checked the net, seems like 3.6 MHz
> would have been closer to the truth) and started thinking. Back when they
> still sold magazines about the Apple IIgs, it was filled with upgrades using
> faster 6502's. IIRC they talked about 12MHz.

I don't know that I've ever heard of a 6502 nor 65C02 that could run that fast. Maybe if you overclocked an 8MHz 65C02...

Back when they still sold magazines about the Apple IIgs, and even today, it would be a *bad* idea to put a 6502 of *any* sort, into a II_gs_. The rest of the Apple II series in general, however, did accept the 6502, and many 6502 and 65816 boards have been developed for those other machines. There was even a logic-board upgrade that Apple offered to owners of the IIe that basically swapped out the motherboard and made the system into a IIgs. This is why many of the expansion cards developed "only for the IIgs" nonetheless have the slanted front corner, despite the regular IIgs case being nice and rectangular: some IIgs systems reside in IIe cases, and need the extra clearance. :)

I get the feeling that you mean, in the above, to simply say "Apple II." Am I right?

> And the 6502 seems to be very
> popular still. IIRC the Apple II gs came with a 65816.

That is correct.

> So my question is:
>
> - Why is everybody using 65816's when 6502's seem to be better and more
> available?

Because the 65816 is a 16-bit version of the 6502, and has a 24-bit address bus. Not to mention the fact that the 65816 seems to be capable of speeds up to 20MHz overclocked, 16MHz rated.

> - Are these faster 6502's really better than 65816's?

No, just faster. And the 65816 is capable of faster speeds, in general, than the 6502. It's like asking if a 16MHz 65816 is better than an 8MHz 68000. They both have 16-bit data busses, and 24-bit address busses, but the 68000 has lots more registers (32-bit ones at that), a more flexible stack pointer, and two operating modes (user and supervisor).

> - How fast is today's fastest 6502?

8MHz, as mentioned above -- and that's IIRC.

Anyway, the C64 is a bit too tightly integrated to accommodate much in the way of speed-up hardware hacks, unless you basically just make the "accelerator" essentially a self-contained computer that just uses the C64 as an I/O peripheral. This is pretty much what the SuperCPU 64/128 is. The Apple II is somewhat less integrated, and so it can accept such upgrades more easily. The Atari 8-bits? Hmm. It's not a good idea to think of them as all one group. That's like equating the VIC-20 with the 128, or the original II with the IIc+ (to remove the 65816 from the question momentarily). The 400/800 is different from the XLs, and the XLs are different from the XEs, all in subtle ways. Some of them may be more amenable to such hacks. Others may be too integrated, like the C64.

And then, there's the issue of compatibility. If you do manage to shoehorn a faster processor into your 6502-based vintage computer, what will happen to your software? Will it run? Will the speed-up make it unusable (key repeat, for example)?

At any rate, it makes the "roll-your-own" school of hardware hacking a bit involved for the machines of this era.

586. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 02:04:02 UTC
From: david_p@istop.com
Message-ID: <919DDA1A1davidpistopcom@205.189.152.45>
Source record: 31608
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy van Nisselroy) wrote in
<a2h16h$o6o$1@nets3.rz.RWTH-Aachen.DE>:

>Howdy folks
>
>(This message is cross-posted)
>
>I've been hearing about upgrades for the 8 bit Atari and Commodore using
>the 65816 and am told the 65816 are getting rare. Then I read an
>article about the Atari Lynx using a 65C02 at 16MHz (I checked the net,
>seems like 3.6 MHz would have been closer to the truth.) and started
>thinking. Back when they still sold magazins about the Apple II gs, it
>was filled with upgrades using faster 6502's. IIRC they talked about
>12MHz. And 6502 seem to be very popular still. IIRC the Apple II gs
>came with a 65618.
>
>So my question is:
>
>- Why is everybody using 65816's when 6502's seem to be better and more
>available?
>- Are these faster 6502's really better then 65816's?
>- How fast is todays fastest 6502?
>
>CU Mathy van Nisselroy
>

You may wish to check out:

http://www.westerndesigncenter.com/

There's a W65C02S clocked at 14MHz available, and a W65C816S clocked at
14MHz as well.

Datasheets, pinouts and such are also available.

Hope this helps,

David P

587. WTB:Knights of the Desert (SSI)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 02:04:53 UTC
From: Steve Caupp <scaupp@one.net>
Message-ID: <cohp4uo4h2v1fedkdj11ec00e73r95bujn@4ax.com>
Source record: 31607

My early twenties (longer ago than I care to admit) were squandered on Avalon Hill and SPI war games. The greatest problem with these (as anyone familiar with them knows) was finding opponents with the time and inclination to play them. An automatic opponent was the biggest reason I got my first Atari way back when.

Stricken by strange nostalgia, I've been trying to recover every SSI game I ever had for my 8 bit Atari (not all of them, just the ones I personally had).

My two favorites were "Battle for Normandy" and "Knights of the Desert". "Battle for Normandy" seems to be very available, but I've never seen a single instance of "Knights" either as an honest to goodness boxed item or as a disk image.

The upshot: I'd be willing to pay good hard US currency for a working copy of "Knights of the Desert". The box would be nice but isn't necessary, the docs are (you can't play these things without the docs, no" F1" here).

I've vultured eBay for over a year with no sign of one. Heck, I'd even take a C64 version for the box and docs in case I come across an Atari disk-only or disk image later.

Any and all help appreciated. Thanks to all.

--
Steve Caupp
scaupp@one.net

588. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 02:30:25 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <59438.407630$oj3.77454765@typhoon.tampabay.rr.com>
Source record: 31609

Look at the" Freezer " by Bob Wooly, hope I got the name right. I build this into one of my XL and what it dose is force a cold start by fooling the computer that a cartridge was removed. It req just 1 ic chip and a button. Anyways you will no longer have to wait before rebooting the computer, and any files that where in ramdisk will still be there.

Good Luck.

Atari8man

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a2h0fqngq1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> While browsing through some old ANTIC magazines, I came upon an article
> mentioning the RAM-Aid by Innovative Concepts (I.C.). Remember how you
> can't power cycle many 8 bit Atari machines without waiting for the RAMs
to
> be drained? RAM-Aid was a solution to that. But it needed a switch and
> RESET to be held. (it worked on the testers XEGS with the 192kB RAM
> upgrade. I.C. had 2 memory upgrades for the XEGS. The first one added
> 64kB, the second added another 64kB. RAM-Aid worked great in 192kB mode,
> but seemed to have some problems in 128kB mode.)
>
> Anybody know how RAM-Aid worked?
>
> Maybe this could be a starting point for a 'drain all RAM while powers
> cycling' upgrade.
>
> CU Mathy van Nisselroy
>
>
>
>
>

589. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 04:46:00 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <p2.M2.jH26DO3wK9bBL1c.NR@aqu.bekkoame.ne.jp>
Source record: 31610

Mathy van Nisselroy wrote:

> That's a chip specially made for Atari. Your chances for finding that
> in a normal electronics store are worse then the chance on winning the
> biggest price in the lottery each week for a year.

Hehehe, I gathered that much... I may be clueless, but not THAT
clueless ;^).

> You'll have to order these from B&C http://www.myatari.com or Best
> http://www.best-electronics-ca.com. I've never ordered from B&C. Best
> is OK, but expensive. Make sure you know what the shipping and
> handling costs (there is probably a list on their site, but I can't
> find it at the moment) BEFORE you order.

Thanks again for your sensible advice. I've done fair number of
international mailorders over the years... I'm aware of the caveats.

> I heard of somebody who
> cancelled the order when he heard of the shipping and handling cost.
> Best didn't like that and broke off all contact.

I agree with Best; that's a definite no-no.

> BTW get the catalog, even if you don't wanna order anything else from
> Best. It's like an Atari encyclopidia.

Indeed I plan to :).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

590. anyone have a 1050 disc drive for sale????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 05:33:21 UTC
From: kahbla@aol.com
Message-ID: <eaf40e96.0201212133.526354cc@posting.google.com>
Source record: 31611

I'm looking for an 1050 atari disc drive, as mine has gone bad. If
anyone has a working one they'd like to sell, i'd be interested.
gimmie an email at kahbla@aol.com or reply to my post.
thanks!
matt

591. Re: anyone have a 1050 disc drive for sale????

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 05:48:56 UTC
From: bobbyshaw@aol.com
Message-ID: <20020122004856.02561.00002014@mb-fb.aol.com>
Source record: 31612

>
>I'm looking for an 1050 atari disc drive, as mine has gone bad. If
>anyone has a working one they'd like to sell, i'd be interested.
>gimmie an email at kahbla@aol.com or reply to my post.
>thanks!
>matt
>

How quickly do you need it? I *will* have one for sale, but am currently using it to test my software (which will also be up for sale eventually). I'm going to put my cartridges up on Ebay on February 2nd. Then, I'll list my floppies, and finally my hardware. So, I don't forsee I'll have my hardware for sale before the end of February.

I'll be happy to e-mail you when I list it,

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

592. Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 06:08:53 UTC
From: Brent Riggs <riggsappeal@yahoo.com>
Message-ID: <a2ivj3$11c7hg$1@ID-71233.news.dfncis.de>
Source record: 31613

Blame it on my wife; I'm finally cleaning out the study. If there is any interest in a fairly complete set of Antic and Analog magazines, also Compute magazines which dealt with 8-bit Atari and other computers, Atari and 6502 programming books, an 800, an 800XL, a couple of monitors, a 1050 drive, and an Epson dot matrix printer connected through the 850 interface, let me know. I am in Pasadena, CA.

593. Re: WTB:Knights of the Desert (SSI)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 07:54:25 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <DQ838.1202$zy4.100315@news02.tsnz.net>
Source record: 31614

Check your emails, I've recently dumped this game. :-)

Aaron

"Steve Caupp" <scaupp@one.net> wrote in message
news:cohp4uo4h2v1fedkdj11ec00e73r95bujn@4ax.com...
> My early twenties (longer ago than I care to admit) were squandered on
> Avalon Hill and SPI war games. The greatest problem with these (as
> anyone familiar with them knows) was finding opponents with the time
> and inclination to play them. An automatic opponent was the biggest
> reason I got my first Atari way back when.
>
> Stricken by strange nostalgia, I've been trying to recover every SSI
> game I ever had for my 8 bit Atari (not all of them, just the ones I
> personally had).
>
> My two favorites were "Battle for Normandy" and "Knights of the
> Desert". "Battle for Normandy" seems to be very available, but I've
> never seen a single instance of "Knights" either as an honest to
> goodness boxed item or as a disk image.
>
> The upshot: I'd be willing to pay good hard US currency for a working
> copy of "Knights of the Desert". The box would be nice but isn't
> necessary, the docs are (you can't play these things without the docs,
> no" F1" here).
>
> I've vultured eBay for over a year with no sign of one. Heck, I'd
> even take a C64 version for the box and docs in case I come across an
> Atari disk-only or disk image later.
>
> Any and all help appreciated. Thanks to all.
>
> --
> Steve Caupp
> scaupp@one.net

594. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 08:20:02 UTC
From: Jan Kubitschek <JKubitschek@intershop.de>
Message-ID: <3C4D20B2.50003@intershop.de>
Source record: 31615

Andre wrote:

>>He told me, that some of theses tapes are recorded with some kind of "speed
>>tools" for the XC12 Tape deck.... is there anything to pay attention to if i
>>like to backup theses "speeded up" tapes?
>>
>
> Yes, this speeder for XC12 is a hardware modification added to the stock
> unit. In order to use it you need special software for I/O-handling.
> What you can use is "Schleife"-utilities or "Chaos"-utilities (loader,
> translator etc.) which should be preferred, because the Chaos tools
> allow to load files with size up to 59kByte (Turbo version of Strip
> Poker, for example).

> Andre
>

Hi,

my question: If i recorde this "SpeedTape" to an wav file, is it
possible for wav2cas to convert this file to an cas file or have i to
"slow down" the file simply with an wav editor to 600bps to convert it?

Thank you, Jan.

595. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 09:03:19 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C4D2AD7.4776D736@t-online.de>
Source record: 31616

> my question: If i recorde this "SpeedTape" to an wav file, is it
> possible for wav2cas to convert this file to an cas file or have i to
> "slow down" the file simply with an wav editor to 600bps to convert it?

The answer is no, you cannot do this. The speedTape format is completely
different from the normal Atari format, because the file is one single
block. Waq2Cas will not understand the speedTape-format ;)

Andre

596. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 09:22:32 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4D2F58.FD3CF34@siemens.at>
Source record: 31617

Mo wrote:
>
> I have never had any luck making wav recordings of atari tapes. I've used
> several different computers to do the recording, even my laptop thinkpad!
> Besides I don't know of any current emulators capable of loading a virtual
> cas file.
> Mo

Hi Mo,

Since nobody else mentioned it in the recent atari tape threads I have
to
say that the most recent version of the Atari800 emulator includes a
cassette emulation in some 'beta' state. Since I don't have any .cas
files I couldn't check how good it already is but I think it's a good
reason for anyone who can do it to produce .cas files and try it out.

Gerhard

597. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 12:07:45 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pelq4us7nnti5csr5vcm3f5836nnk766s7@4ax.com>
Source record: 31618

On Sun, 20 Jan 2002 02:36:27 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>>Aaron
>>
>I'll have to have look when you put them up..

Would be great if anyone , who is finding it, make it for download
avail. Though I never heard of a copy from Knight Orc.

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

598. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 13:19:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4D66EB.9F4F0465@students.uni-mainz.de>
Source record: 31619

Well,
Knight Orc reminds me of an Graphic Adventure of Level 9 computing.
think i have seen it, released as Tape(s) and Disk versions. like all
the other Level 9 adventures (Jewels of darkness and such...)
-Andreas

"Aaron (aka.Holmes)" schrieb:
>
> Has anyone played these on their Atari 8bits?
>
> I was reading a old PAGE 6 Magazine and they reviewed both of these for the
> 8bit,
> but I've never seen them, or heard anyone saying they had them.
>
> So if you have em, what are they like? Better yet, got a ATR of them?? ;-)
>
> Regards
>
> Aaron

599. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 13:27:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4D68D4.98C79C07@students.uni-mainz.de>
Source record: 31620

Well,
the fastest turbo tape drives I heard of, load with 9600 Baud - half of
the normal disk drive speed... And if I am counting right 9600 Baud
thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
2,4 kbytes per second. Not that pretty fast... (But on the other hand
600 Baud standard tape is much slower!) -Andreas

(P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
divide the Baud rate by 8 and then by 1000 to get the approx. kbyte rate
- and by 1024 to get the exact kbyte rate - is that right ?!?)

Andre schrieb:
>
> > The souped-up XC12 was an Eastern European modification wasn't it? I
> > have heard stories how they got those things humming almost as fast as
> > disk drives.
>
> Maybe as fast as Commodore drives :) but not as fast as stock Atari
> drives with their 19xxx Baud. These so-called TurboTapes load with
> 6000-7200 Baud (or maybe some dudes even managed more) by using some
> hardware modifications built in. Schematics and software can be found at
>
> http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
>
> Greets,
>
> Andre

600. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 13:30:35 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2jpi1$75d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31621

Howdy Hidehiko

> > I heard of somebody who
> > cancelled the order when he heard of the shipping and handling cost.
> > Best didn't like that and broke off all contact.
>
> I agree with Best; that's a definite no-no.

I reread the message. He didn't cancel his order, he changed it. There was more then one part in it and he cancel the order for one of the heavier parts, but still wanted the rest. Best didn't like that and cancelled everything. Both were probably at fault. Best should not have cancelled everything and the guy ordering it should have asked Best what shipping would have been BEFORE he ordered it.

CU Mathy van Nisselroy

601. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 13:54:04 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2jqtt$8df$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31622

Howdy Dan

Just checked on your site if you have a ZIP. I see you have (as I seemed to remember).

Have you tried SCMON012 (also on the ASPI page), command 9 (IIRC)?
You'll have to press it twice or 3 times (depending on whether the disk has stopped already or not), but it will eject the ZIPdisk from the ZIPdrive.
(some devices ignore the first command after the medium has changed)

CU Mathy van Nisselroy

602. Re: 400/800 os roms for xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:06:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4D71DF.FB7B0392@students.uni-mainz.de>
Source record: 31623

> 1) are there other translation-roms out there? If so what are the names?
> How can you identify them?
>
> 2) Which works (or is reputed to work) the best? Which is most compatible
> with the 400/800 machines? (Maybe they are all about the same?)
>
> 3) is it possible to create an OS that is compatible (to some extent) with
> the 400/800 OS, and includes the PBI drivers?
>
> -Dan

Well,
1) I personally know the Atari translator disk which comes as a boot disk with nice (random) gr.9 logos and boots only diskettes... but thats not a ROM; next there is the Ultra-translator from Tim ...Patrick (from Hawaii, The Happy Hacker!) avaiable as a ML file and as a cartridge from Video 61; so far it is the best translator I know, since it boots cassettes+disk+carts with or without basic !!
Ok, the cart version is not a ROM but an Eprom cart... So finally I also know the Bibomon 16k from Compyshop and Bibomon 24k from K. Peters (both german versions) which include an Atari 800 OS, an Atari XL Os and for whatever reason an Atari XE OS; you have to install this Bibomon into your computer, when you bootup a menu appears, where you can choose if you wanna load 800 or XL or XE OS and with Basic on or off (since I did not like this I gave my Bibomon Atari away, a long time ago...) besides you can also jump to the monitor program, which is only avaiable under the 800 OS...
(Well, reminds me of the Omnimon and equivalents...)

2) There are also alternative OS versions like SPOS (german) and QMEG OS (german) which are partly compatible with the 800 OS, i.e. most old games (cass., carts, disks) do not need the translator with these OS versions; - I personally have an exact copy of the 800 OS as an Eprom (uses 10k of the 16k Eprom) inside my Atari XL (a friend did the copy with an Eprom burner!), thus I only have to turn a switch to choose 800 or XL OS. For me this is the best solution and all I need. Ok, there are no speeders build in and no other comfort but therefore two original Atari OS versions and thus the highest compatibility...

Sometimes I use the switch to freeze a sound or a picture, i.e. turning the switch while the program is running - since no real freezer is avaiable the computer crashes, but the picture or sound often stays or keeps playing; I also use this to re-boot/coldstart from a reset proof or crashed program: program stays reset proof or crashed with XL OS - turn switch to 800 OS - turn back to XL OS - cold start happens

(sometimes I have to press RESET, but then a coldstart happens). This is surely no elegant way and maybe a bit risky, but my XL computer is still alive...

3) If you are a quite good hacker or programmer this would be possible, but no-one ever did it, I think (or is the S.O.S. and My-IDE from Sijmen Schouten just such a solution?)...

Greetings, andreas.

603. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:09:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2jrq3$99b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31624

Howdy Kathleen

"> Look at the" Freezer " by Bob Wooly, hope I got the name right. I build
this
> into one of my XL and what it dose is force a cold start by fooling the
> computer that a cartridge was removed. It req just 1 ic chip and a button.
> Anyways you will no longer have to wait before rebooting the computer, and
> any files that where in ramdisk will still be there.

Well, you seem to have problems with your own, so.... :-))))

It Woolley.

I've already got it here on paper. Downloaded/Printed it between reading
and answering your message.

Thanks, I'll check it out.

CU Mathy van Nisselroy

604. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:14:08 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2js5h$9k4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31626
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Howdy folks

> > - How fast is todays fastest 6502?
>
> Free6502(FPGA-Core): 166 MHz.
> http://www.free-ip.com/6502/implementations.htm

Grin!!!!!

CU Mathy van Nisselroy

605. Re: Google groups...

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:19:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C4D7507.62EA1BA@students.uni-mainz.de>
Source record: 31625

Ha,
looks like Jeff Potter is still alive...
Well, I still miss the SAVE functions in Degasview and IFF/LBM Read (to save any Degas, IFF or LBM graphic as a 62 sector a) Gr. 8, b) Gr. 9, c) Apac/Apac-2/Gr. 9+11 or d) Gr. 15 Atari picture). As said in an earlier e-mail, I would be willing to register these programs, especially if the Save feature would be integrated then. Unfortunately you "rejected" the registration and told me not to send any money, since you don`t use your Atari any longer (hidden in a corner or the cellar you said). thats very sad to hear - but since I read your posts from time to time: any chance you will ever come back and program something for the A8 again ?? Or create any updates of your own viewer / converter programs ?!?
-Andreas.

Jeff Potter schrieb:
>
> Earliest I could find was 9/21/90, "Re: 6502 error conditions".
>
> Jeff Potter
>
> Michael Current wrote:
>
> >>Check out http://groups.google.com.
> >>
> > >
> > >Hey Ryan, this is truly cool!
> > >
> > >My first post turns up on Feb 7 1990, asking about using the combination of the
> > >XEP80 and DOS XE. (!)
> > >

606. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:32:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2jt6hams1@nets3.rz.RWTH-Aachen.DE>
Source record: 31627
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Howdy Kelli, folks

> I get the feeling that you mean, in the above, to simply say "Apple II."
Am
> I right?

Sorry, I seem to remember that these where 6502's (not sure which version)
on a PCB that were intended for use in the II gs.

> The Atari 8-bits? Hmm. It's not a good idea to think of them as
> all one group. That's like equating the VIC-20 with the 128, or the
original
> II with the IIc+ (to remove the 65816 from the question momentarily). The
> 400/800 is different from the XLs, and the XLs are different from the XEs,
> all in subtle ways. Some of them may be more amenable to such hacks.
Others
> may be too integrated, like the C64.

They are basically one group. If software doesn't use illegal addresses, it
runs on all 8 bit Atari's be it the 400/800, the XL or the XE. They share
the same 'big chips' (as in, not the stuff you get from every electronics
store), which are at the same location for all the 8 bit Atari's.

> And then, there's the issue of compatibility. If you do manage to shoehorn
a
> faster processor into your 6502-based vintage computer, what will happen
to
> your software? Will it run? Will the speed-up make it unusable (key
repeat,
> for example)?

> At any rate, it makes the "roll-your-own" school of hardware hacking a bit
> involved for the machines of this era.

I wasn't saying I wanted the CPU upgrade, I just asked why nobody wanted
6502's.

CU Mathy van Nisselroy

PS seems like somehow Outlook Express uses my old address. Forget it. Use
my new one. (See below) BTW anybody know how to change this? (I'm using a
computer in one of the computerrooms here at the university, so I can not
change software.)

--
My old email address will cease to exist as of the end of 2001, please use

my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

607. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:35:04 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3C4D7898.7B40AC1D@agnld.uni-potsdam.de>
Source record: 31628

Andreas Magenheimer wrote:

> the fastest turbo tape drives I heard of, load with 9600 Baud

Ok, to hear something or to see something are two different things ;)

> (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; ... is that right ?!?)

Sometimes. More info available at:

http://www.well.com/user/rdp/bitsbau.html

Greets,

Andre

608. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 14:53:22 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2jud5bsr1@nets3.rz.RWTH-Aachen.DE>
Source record: 31629

Hallo Andreas, Gav, folks

The 296kB file needs 14 seconds.
The 164kB file needs 7 seconds.
The 192kB file needs 13 seconds.

That's not that fast. And what if it would really run at halve the speed?

With a bit of HIP or RIP, the Atari should be a able to keep up! OK, maybe
not in real time, but that wouldn't have to be a problem, as the Atari
probably isn't gonna be connected to the internet anyway.

CU Mathy van Nisselroy

609. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 15:29:41 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a2k0av$10c8$1@news.nextra.cz>
Source record: 31630

In Czech Republic exists Turbo2000 and SuperTurbo (up to 6000 Bd).
I use it 10 years and I read my old tapes very well.
I use TTDOS, XL 256kB and QMEG OS. TTDOS is TurboTape DOS.
HW for XC-12 is very simply. I have any game (30 kB) about 3 minutes.
TTDOS has own block counter and I may create double block for write,
I use it for very important SW for me. Excuse me for bad english.
Fanny.

----
semecky@saul-is.cz
http://go.to/semecky
Atari XL/XE

"Andre" <stein@agnld.uni-potsdam.de> p&#65533;se v diskusn&#65533;m pr&#65533;spevku
news:3C4D7898.7B40AC1D@agnld.uni-potsdam.de...
> Andreas Magenheimer wrote:
>
> > the fastest turbo tape drives I heard of, load with 9600 Baud
>
> Ok, to hear something or to see something are two different things ;)
>
> > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; ... is that right
?!?)
>
> Sometimes. More info available at:
>
> http://www.well.com/user/rdp/bitsbau.html
>
> Greets,
>
> Andre

610. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 16:17:25 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4D9095.6B4EEDBB@siemens.at>
Source record: 31631

Andreas Magenheimer wrote:

> Knight Orc reminds me of an Graphic Adventure of Level 9 computing.
> think i have seen it, released as Tape(s) and Disk versions. like all
> the other Level 9 adventures (Jewels of darkness and such...)

I too thought I'd seen it, even thought I have it in my collection, but when I looked yesterday I found out that I have both games only for the ST.

Gerhard

611. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 16:28:47 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <bh4r4u8qoc4s0373df8oqvkb4av9qvmmil@4ax.com>
Source record: 31632

On Tue, 22 Jan 2002 14:30:35 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>> > I heard of somebody who
>> > cancelled the order when he heard of the shipping and handling cost.
>> > Best didn't like that and broke off all contact.
>>
>> I agree with Best; that's a definite no-no.
>
>I reread the message. He didn't cancel his order, he changed it. There was
>more then one part in it and he cancel the order for one of the heavier
>parts, but still wanted the rest. Best didn't like that and cancelled
>everything. Both were probably at fault. Best should not have cancelled
>everything and the guy ordering it should have asked Best what shipping
>would have been BEFORE he ordered it.

Not knowing all the details of this transaction I'll say this anyway:

That doesn't sound like a very good way to do business. If your
customer doesn't want to order certain items because of the shipping
cost and wants to change his order, then you change his order and
thank him for his business. A happy customer is a return customer.

--
Shawn Jefferson

612. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 16:35:40 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <p05r4usdif7eb5ssa3u43q2ippldshgokc@4ax.com>
Source record: 31633

On Tue, 22 Jan 2002 15:32:44 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>> And then, there's the issue of compatibility. If you do manage to shoehorn
>a
>> faster processor into your 6502-based vintage computer, what will happen
>to
>> your software? Will it run? Will the speed-up make it unusable (key
>repeat,
>> for example)?

>I wasn't saying I wanted the CPU upgrade, I just asked why nobody wanted
>6502's.

Can you put one of these faster 6502s in the Atari? What about the
fact that the 6502 in the Atari has a halt line, can you get a 4Mhz
6502 with a halt line? I'd be willing to try it if it wasn't going to
blow up one of my computers.

From the little reading I've done about the 65816 it requires a
significant amount of hacking to get it to work as well as a
replacement OS to run it in native mode. Any English documentation on
a 65816 upgrade for the Atari 8-bit, anybody?

--
Shawn Jefferson

613. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 18:20:57 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2kalb$o96$1@wrath.news.nacamar.de>
Source record: 31634

Halli, hallo!

Like some people know, I've tried to play video's on the ATARI8 some years ago, but I failed. The only video my ATARI8 played was a windsurfer. It was 64 x 48 pixels, 1 bit color (monochrome), an the frame rate was (depending on the RAM-Disk driver) between 15 and 25 fps. It was 5 sec long. I've played that video in Graphics 0 by using some font-tricks. Theese times, I've learned many things about video, compession, frame rate...and I can say, the ATARI8 is cannot play compressed videos. Think: if an ATARI8 needs nearly its full processing power to play a soundfile like WAV (formally known as SMP), so how can it be able to play videos?

Converting this "windsurf"-Video was easy: I've loaded it into Corel Photo Paint an reduced the size (to 64 x 48). Then I converted it into 1 bit monochrome. I saved it uncompressed. But this Video-File was 300 sectors big (SD). An ATARI8 with 128kB you can play that video (by using normal RAM an RAM-disk). Now think: a 10 sec video needs 600 sectors and a 20 sec video needs 1200 sectors. And the ATARI8 needs more and more RAM.

Mirko

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im Newsbeitrag news:a2h2jq$pk8$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> While looking at a video on this site http://www.kinetic.au.com/gall.html
> (gall as in gallery, not as in girl) and seeing the relativaly low
> resolution the windows media player used, something dawned on me.
>
> Wouldn't it be possible to play these kind of movies on the Atari 8 bit?
>
> So my question to all here is:
>
> Is it?
>
> CU Mathy van Nisselroy
>
>
>

614. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 18:52:50 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u4rd4o34cim684@corp.supernews.com>
Source record: 31635

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:p05r4usdif7eb5ssa3u43q2ippldshgokc@4ax.com...
> On Tue, 22 Jan 2002 15:32:44 +0100, "Mathy van Nisselroy"
> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>
> >> And then, there's the issue of compatibility. If you do manage to
shoehorn
> >a
> >> faster processor into your 6502-based vintage computer, what will
happen
> >to
> >> your software? Will it run? Will the speed-up make it unusable (key
> >repeat,
> >> for example)?
>
> >I wasn't saying I wanted the CPU upgrade, I just asked why nobody wanted
> >6502's.
>
> Can you put one of these faster 6502s in the Atari?

Yes, but you can only run it at 3.785 mHz/2 like a normal Atari.

> What about the
> fact that the 6502 in the Atari has a halt line, can you get a 4Mhz
> 6502 with a halt line?

No, you can't get a normal 6502 with a halt line. What you can do is get a
really old Atari 800 that used the 6502B vs 6502C that was used in later
Atari 800 models and subsequent models through the XEs. You can also look at
a schematic of the Atari 800 CPU board from the Atari Home Computers
Technical Reference and one from the Atari 800XL and just look at the
missing glue chips you need to add. Not a lot, just one or two 74LSxxx chips
IIRC.

> I'd be willing to try it if it wasn't going to
> blow up one of my computers.

It won't blow it up. I have a 65C02 in my early 800. I have talked to
someone who has a 65802 in theirs. Thing is, you pretty much have a one of
kind machine that no one else will code for.

People have come out with 65816 replacements for the Atari, both Dataque<?>
and FTE. Neither of these were even a small sucess. The FTE was priced at
~$69 which seems damn reasonable to me but apparently wasn't to the bulk of
the Atari market.

My assessment was, it is a chicken and egg problem. Atari users are by and large a frugal lot, they need a reason for everything. No reason to spend $68 to put a 65816 in their system if it doesn't run faster or do something better. There never was a high level language on the platform that used the 65816 instruction set, so the market was limited to the 2% or so of the people willing to learn 65816 assembler. But then, why learn 65816 assembler if you are the only one that can use your resulting program?

615. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 19:50:04 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <m8gr4ucis6rpb60u0ggjimulsflvuq61mh@4ax.com>
Source record: 31636

On Tue, 22 Jan 2002 10:52:50 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>> Can you put one of these faster 6502s in the Atari?
>
>Yes, but you can only run it at 3.785 mHz/2 like a normal Atari.

So putting a faster 6502 in your atari is pointless in other words.

>My assessment was, it is a chicken and egg problem. Atari users are by and
>large a frugal lot, they need a reason for everything. No reason to spend
>$68 to put a 65816 in their system if it doesn't run faster or do something
>better. There never was a high level language on the platform that used the
>65816 instruction set, so the market was limited to the 2% or so of the
>people willing to learn 65816 assembler. But then, why learn 65816 assembler
>if you are the only one that can use your resulting program?

Yes, but now we are all collectors and old hardware hackers. Perhaps
some public domain high level languages could be patched to provide
code for the 65816 as well. I like to see cc65 assemble code for both
platforms.

I'd put a 65816 in one of my computers just for fun if I could find
some good English documents for it!

--
Shawn Jefferson

616. FA: Atari 800 and XF551 plus accessories..

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 20:14:49 UTC
From: stonic <scottith@ptd.net>
Message-ID: <ZKj38.19926$F01.1162649@nnrp1.ptd.net>
Source record: 31637
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.atari

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1325945457

617. Need help for emulation :(

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 20:30:06 UTC
From: Christian Roy <chirtsianroy66@hotmal.com>
Message-ID: <dZj38.4087$li5.1782994@news20.bellglobal.com>
Source record: 31638

Ok i am french so excuse if my english if bad
i am new for artari emulation, i am use for oder emulation, sega, nes,n64.
ect.....

i have original Atari400 whit 30 Cartridge + 2 games for 410 cassette, my atari400 is not working well, so i try to play whit my PC , so i try Atari800WinPlus28 hey say some error or i dont understang some setup setting :(,

i only install Atari800WinPLus28.zip, atari_roms.zip

inside or my zip rom (atari_roms.zip)
atari5200.rom
ATARIBAS.ROM
ATARIOSB.ROM
ATARIXL.ROM

do i need more files or only those rom supose to work ?

i am planing to contruc web page for my personnalle Atari400 just for fun :), i will make so screenshot original book, info, i have all the stuff, i have the original boxe to play robotron :)

so if you can help me will bee fun !!!

618. Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 20:38:39 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2kig7gai1@olaf.komtel.net>
Source record: 31639

Re the story Andreas told about Jinks: I agree. I spoke to Julian Eggebrecht
a few years back about Jinks and other games Rainbow Arts was commissioned
by Atari and the story was equally rediculous.

Anyway.

What really annoyed me at the time (1986) was that Lucasfilm decided NOT to
release the A8 version of Labyrinth. I understand that version was (nearly)
completed but was hidden somewhere at (nowadays) Lucas Arts. I was talking
to a lot of people about Labyrinth on the Atari over the years but it seems
impossible to get ahold of a copy, even after some 16 years!

Maybe we should issue some kind of petition. (-;
What do you think?

Frank

619. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 20:59:02 UTC
From: "Pekka \\Pihti\" Takala <pekka.takala@pp.inet.fi>"
Message-ID: <3C4DD296.D0FAB662@pp.inet.fi>
Source record: 31640
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

MagerValp wrote:
>

>
> The fastest 65C02 I've seen is 8 MHz, the fastest 65816 I've seen runs
> at 20 MHz (overclocked 16 MHz CPUs used in CMD's SuperCPU accelerators).

Western Design Center produces the 65c02 and 65c816 models, maximum
speed is rated at 14 mhz.

In supercpu is not a 16 mhz cpu, there IS a 14 mhz version. I have a
supercpu and checked its cpu. yes, 14 mhz. But I know that the cpu can
hold much higher speeds, due to cmos technology it uses. They produce
still processors.

>
> MvN> - How fast is todays fastest 6502?
>
> 8 Mhz is the fastest I've seen, but there are probably faster ones out
> there.

WDC makes 14 mhz versions of 65c02.

www.westerndesigncenter.com

--
Pekka "Pihti" Takala gsm +358405670465
Nothing can be so bad that you cannot find at least one good thing in
that.

If something can go wrong, it will. -Murphy

620. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-22 23:37:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TIm38.4313$ag5.372446@newsread2.prod.itd.earthlink.net>
Source record: 31641

Do you have any Analogs before #13?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Brent Riggs" <riggsappeal@yahoo.com> wrote in message
news:a2ivj3$11c7hg$1@ID-71233.news.dfncis.de...
> Blame it on my wife; I'm finally cleaning out the study. If there is any
> interest in a fairly complete set of Antic and Analog magazines, also
> Compute magazines which dealt with 8-bit Atari and other computers, Atari
> and 6502 programming books, an 800, an 800XL, a couple of monitors, a 1050
> drive, and an Epson dot matrix printer connected through the 850
interface,
> let me know. I am in Pasadena, CA.

621. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 00:16:00 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u4s02nouai4395@corp.supernews.com>
Source record: 31642

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:m8gr4ucis6rpb60u0ggjimulsflvuq61mh@4ax.com...
> On Tue, 22 Jan 2002 10:52:50 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >> Can you put one of these faster 6502s in the Atari?
> > >
> > >Yes, but you can only run it at 3.785 mHz/2 like a normal Atari.
> >
> > So putting a faster 6502 in your atari is pointless in other words.

Nearly completely so. MAC/65 cartrige from OSS/FTE supported the 65C02 instruction set. John Harris assembler MAE supports the 65802/65816 instruction set. We used to debate just how much more efficient the added instructions were. Low ball 65C02 estimates were usually around 5% reduction in code with the expected increase in speed from having to execute fewer instructions. I forgot what some of the high end estimates were, somewhere around 20% for specific examples were typical. 65802/65816 did much better, but then we are talking about $70 plus shipping to be 20-40% faster.

What should'a happened is maybe someone pester WDC to come out with a '65802C' with the halt line circuitry on chip. Then we would of had a direct replacement processor for the millions<?> of XL and XE series that were sold. Bit late now, I doubt if they would sell 20 of them. They don't even sell the 65802 anymore.
<snip>
> Yes, but now we are all collectors and old hardware hackers. Perhaps
> some public domain high level languages could be patched to provide
> code for the 65816 as well. I like to see cc65 assemble code for both
> platforms.

Actually you can if you go cross platform. I'm pretty sure there are free cross compilers for just about every processor written to work under Linux and I heard Wolfenstien 3d was developed on an Apple IIGS and ported to the SNES.

Almost everything has a IBM PC cross assembler for it now for cheap and quite a few have high level languages available.

I tried getting back into hardware hacking about a year ago and was pretty much crushed by the state of the art. Fifteen years ago I could walk in JDR and buy a wide assortment of Z80s, 1802s, 6502s, 808x, etcetera for $7-$20. Now I walk into the same place and it is the same exact processors for about the same prices. Nothing that has hit the market in the last 15 years other then a couple of PICs and Atmel 8031 clones has been added to the mix.

There were two DSP chips on the racks, AMD2085 or something and one from Lucent. The 2085 was pretty much the weakest in the line and obsolete while Lucent wanted ~$7,000 for their development package.

I phoned around to several manufacturers of DSP chips too, none of them bothered to return my calls. Hardware hacking has changed a lot. We should have 1 gHz 6502's that sip current available from the local convienence store.

622. Re: Need help for emulation :(

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 01:29:09 UTC
From: Christian Roy <chirtsianroy66@hotmal.com>
Message-ID: <Alo38.4448$bu6.1845908@news20.bellglobal.com>
Source record: 31643

is me again :)

the only 2 games i thing a have is alien.xfd, superman.xfd, is working good

so my question where can i get some rom games ?
i want the same games i all ready have it in original ca cartridge

you can see here some screenshot of my private collection games for atari
400
http://capri1979.tripod.com/Atari400.htm

will be more later

thx

"Christian Roy" <chirtsianroy66@hotmal.com> a crit dans le message de news:
dZj38.4087$li5.1782994@news20.bellglobal.com...
> Ok i am french so excuse if my english if bad
> i am new for artari emulation, i am use for oder emulation, sega, nes,n64.
> ect.....
>
> i have original Atari400 whit 30 Cartridge + 2 games for 410 cassette, my
> atari400 is not working well, so i try to play whit my PC , so i try
> Atari800WinPlus28 hey say some error or i dont understang some setup
setting
> :(,
>
> i only install Atari800WinPLus28.zip, atari_roms.zip
>
> inside or my zip rom (atari_roms.zip)
> atari5200.rom
> ATARIBAS.ROM
> ATARIOSB.ROM
> ATARIXL.ROM
>
> do i need more files or only those rom supose to work ?
>
> i am planing to contruc web page for my personnalle Atari400 just for fun
> :), i will make so screenshot original book, info, i have all the stuff, i
> have the original boxe to play robotron :)
>
> so if you can help me will bee fun !!!
>
>
>

>

623. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 01:41:55 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <53.K2.kH259vig27cm51d.NR@aqu.bekkoame.ne.jp>
Source record: 31645

Frank Schröder-Höftmann wrote:

> Maybe we should issue some kind of petition. (-; What do you think?

I'd say go for it :).

This might rub some feathers in the wrong way, but I have to wonder:
how well/poorly did four Lucasfilm games sell actually? I'm just
guessing, but perhaps they are still mad at the whole Ballblaster/
Behind the Jaggi Lines' early leak fiasco?

--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

624. Re: Parts missing on 130XE mobo: what for?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 01:41:56 UTC
From: Hidehiko Ogata <hog@aqu.bekkoame.ne.jp>
Message-ID: <83.P2.kH2g9zDg27clH2d.NR@aqu.bekkoame.ne.jp>
Source record: 31644

Shawn Jefferson wrote:

> That doesn't sound like a very good way to do business. If your
> customer doesn't want to order certain items because of the shipping
> cost and wants to change his order, then you change his order and thank
> him for his business. A happy customer is a return customer.

Based on the new info I tend to agree, still I think buyers should be
aware that placing a firm order is a big step. When in doubt, ask for
a quote beforehand... in a few cases that I didn't (enticed by the
ease of online order), I got burnt surely enough - apparently the
seller (not any Atari dealer BTW) couldn't have cared less about the
difference between new and used.

OTOH I have sensed certain peculiar battle-hardenedness among Atari
dealers that I have done business with. Can't blame them really; they
must have been through lots of heat, serving the whole world with just
a few of them.

Well, that's about my 2 yen's worth (which ain't much these days 8).

p.s. Have done some homework; looks like Japanese IC's do carry the
same ID numbers after all :).
--
// }{idehiko ()gata "War is over, if you want it"
\X/ Amiga since '86 - John Lennon

625. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 01:55:34 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <qKo38.415658$oj3.79188924@typhoon.tampabay.rr.com>
Source record: 31646

I have 12 Atari 8bits computers, 7 XL's and 5 XE's all with diffrent memory
configuration and muti-os's
XL's are 256k/320k/512k and 1088k
XE's are 320k/576k So maintaining all of them can drive a person wacky.
The XL with the freezer is fine and what are you refering to?

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a2jrq3$99b$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Kathleen
>
> "> Look at the" Freezer " by Bob Wooly, hope I got the name right. I build
> this
> > into one of my XL and what it dose is force a cold start by fooling the
> > computer that a cartridge was removed. It req just 1 ic chip and a
button.
> > Anyways you will no longer have to wait before rebooting the computer,
and
> > any files that where in ramdisk will still be there.
>
> Well, you seem to have problems with your own, so.... :-))))
>
> It Woolley.
>
> I've already got it here on paper. Downloaded/Printed it between reading
> and answering your message.
>
> Thanks, I'll check it out.
>
> CU Mathy van Nisselroy
>
>
>
>
>

626. Re: Has anyone played Mercenary 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 02:00:27 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <%Oo38.415700$oj3.79197671@typhoon.tampabay.rr.com>
Source record: 31547

I have the Mercerary II disk that has the C=64 and the Atari version on the
same side, I know it sounds strange.
But I have the disk right in front of me.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C4C5CFE.39E08132@students.uni-mainz.de...
> Nope,
> thats not impossible. Have quite some Mastertronic disks (and others)
> here, that do the same. Atari uses the boot sectors, C64 does not. So,
> all the sectors you can read on your Atari = the atari version, all
> error sectors = C64 version. The finest thing on these disks is that
> they do not contain any copy protection...
> -Andreas.
>
>
> Ron Hamilton schrieb:
> >
> > I never saw one, but that everything on one disk side almost sounds
> > impossible...
> >
> > --
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
> > http://www.atariland.com/members/oldatarian
> >
> > "Frank" <bgtzhn@gmx.de> wrote in message
> > news:a27dvk$e6v$1@olaf.komtel.net...
> > >
> > > > Are you sure about that, wasn't one side of the disc the Atari
version
> > and
> > > > the
> > > > other the C-64 version (or was that "Encounter")?
> > >
> > >
> > > All three versions (C64, Atari 48k & 64k) were on the same side of the
> > disk.
>

627. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 02:12:05 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <VZo38.415805$oj3.79218822@typhoon.tampabay.rr.com>
Source record: 31548

I have Jinks for the Atari 8bit why isnt on your list?

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C4C6B14.EEEA76CC@students.uni-mainz.de...
> Well,
> another cool story in this topic:
>
> AMC Verlag (Armin Stuermer and his programmers) once got the order from
> Rainbow Arts to program "Jinks" for the A8. Rainbow Arts itself got the
> order from Atari but gave it away to AMC for whatever reason. the AMC
> guys programmed a 32k or 48k version with many different sounds and
> levels. However, after a while Rainbow Arts told them they needed a 16k
> version, since it should be released on a non-bankswitching cart (why?
> no-one knows.) So the AMC guys removed a lot of levels and most of the
> sounds (except the title sound) and finally got the 16k version ready. I
> think in 1986 (or so) they did send this A8 version of Jinks to Rainbow
> Arts. But it never got published...
>
> Many years later, around 1990, Armin Stuermer/AMC asked Rainbow Arts if
> they could get back the rights of their version of Jinks. Rainbow Arts
> agreed, but AMC/Armin Stuermer was forced to sell the A8 version only.
> Furthermore the A8 version should contain the name Rainbow Arts
> somewhere. So in 1991 the A8 version of Jinks was published as a disk
> based game (with approx 24kbytes of code, the rest of the older levels
> and sounds was never found again!) by AMC Verlag Germany. One can still
> read "Rainbow Arts" in the title picture of this game, although they did
> not do anything to program/release this game...
> -Andreas.
>
>
>
> Pete schrieb:
> >
> > Hi,
> >
> > > so you were the guys who were doing the mysterious work
> > >for atari in the u.k.
> >
> > LOL, both of us....which was a major part of the problem. :-(
> >
> > >....julie wade once complained to me that you guys were
> > >late with some stuff, and that it was to late to release
> > >it....
> >

> > I don't want to say too much in public, but there were reasons for the
stuff
> > being so late - feel free to email me if you want to know more.
> >
> > I will say this though; when I was taken on to port "Jinks" to the 7800
it was
> > already THREE MONTHS late being delivered (as I found out during a phone
> > conversation with John Skruch).
> >
> > > my queston to you is what did you guys do that atari did
> > >not release on the 7800, or the 8-bit?
> >
> > AFAIK, between us, Bob and I worked on the following games:
> >
> > "Tower Toppler" 7800 - completed
> > "Tower Toppler" 2600 - abandoned (no coding done)
> > "Tower Toppler" 8-bit - abandoned
> >
> > "Jinks" 7800 - completed
> > "Jinks" 2600 - abandoned (no coding done)
> >
> > "Deflektor" 7800 - abandoned
> > "Deflektor" 2600 - abandoned (no coding done)
> > "Deflektor" 8-bit - abandoned
> >
> > I was to work on two more games for the 7800 (no 2600 or 8-bit ports
were
> > mooted). One was a conversion of a Hewson game called "Eliminator". I
forget
> > the name of the other game, but it involved you controlling a ship at
the top
> > of the screen from which you depth charged submarines, fish, mermaids,
etc.
> >
> > "Eliminator" never got past the planning stage, I believe we couldn't
agree
> > terms with Hewson.
> >
> > The other game never got done because I left the company (quite frankly
it was
> > rubbish anyway) shortly after which, I believe, the deal with Atari fell
> > through.
> >
> > TTFN - Pete.
>

628. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 02:49:31 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <943s4u80b83jidkr1i21a3r9hl74ast140@4ax.com>
Source record: 31549

On Tue, 22 Jan 2002 09:20:02 +0100, Jan Kubitschek
<JKubitschek@intershop.de> wrote:

>
>
>Andre wrote:
>
>>>He told me, that some of theses tapes are recorded with some kind of "speed
>>>tools" for the XC12 Tape deck.... is there anything to pay attention to if i
>>>like to backup theses "speeded up" tapes?
>>>
>>
>> Yes, this speeder for XC12 is a hardware modification added to the stock
>> unit. In order to use it you need special software for I/O-handling.
>> What you can use is "Schleife"-utilities or "Chaos"-utilities (loader,
>> translator etc.) which should be preferred, because the Chaos tools
>> allow to load files with size up to 59kByte (Turbo version of Strip
>> Poker, for example).
>
>> Andre
>>
>
>
>Hi,
>
>my question: If i recorde this "SpeedTape" to an wav file, is it
>possible for wav2cas to convert this file to an cas file or have i to
>"slow down" the file simply with an wav editor to 600bps to convert it?
>
>Thank you, Jan.
>
>
The wav2cas program works based on the fact that the mark and space
tone have a certain frequency. The turbo tapes use different
frequencies. The source code is included with my stuff, so anyone
that wants to try and adapt it is very welcome to try this.
I have never been able to find any documentation about the turbo tape
format or frequencies. I downloaded a MP3 file once, and it sounds
quite different. I do own a broken turbo unit, it is hard to buy
these in The Netherlands, and I do have a separate turbo box, but I
have not yet been able to get these to work in the first place, let
alone to try and convert these tapes too.
Time is limited, so I might not get around to doing this at all.
Slowing doen the file will probably not work, but you can try!

Keep those XL's/XE's humming.
Regards, Ernest.

P.S. for those that tried to download my programs, my provider had
some problem with the homepage server, but these problems are supposed
to be fixed now. Sorry about any inconvenience this may have caused.

629. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 02:49:31 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <lm2s4uo6mfqif817e8njdr3tu536lkgjoh@4ax.com>
Source record: 31551

On Mon, 21 Jan 2002 15:41:35 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>I have never had any luck making wav recordings of atari tapes. I've used
>several different computers to do the recording, even my laptop thinkpad!
>Besides I don't know of any current emulators capable of loading a virtual
>cas file.
>Mo
>
>
>Steven J Tucker wrote in message ...
>> Convert the tapes to audio samples then use the excellent WAV2CAS
>> to convert the FSK encoded data into a binary image.
>>
>> Once you have a proper binary image you can go about either using it
>> as-is, or extract the program inside to a regular binary load file.
>>
>>Steve
>>
>>
>
Do you mean that you cannot make a WAV file or do you mean that you
cannot process them? Making a WAV file of about 100 megabytes
requires a fast PC, or you can use regular DOS.
Anyway, I record wav files regularly on my Pentium 133, and it works.
I do have 96 Mb memory though. I use wave studio from Creative labs.

Support for .cas files seems to be in the works, but if nobody writes
any feedback to authors, no enhancements will be made unless the
author feels like it. I receive very little feedback on my stuff, so
I suppose the same is true for other authors.

Keep those XL's/XE/s humming

630. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 02:49:32 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <556s4ukju807aur0o44hii7hqkmr46tsk0@4ax.com>
Source record: 31550

On Tue, 22 Jan 2002 10:22:32 +0100, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>Mo wrote:
>>
>> I have never had any luck making wav recordings of atari tapes. I've used
>> several different computers to do the recording, even my laptop thinkpad!
>> Besides I don't know of any current emulators capable of loading a virtual
>> cas file.
>> Mo
>
>Hi Mo,
>
>Since nobody else mentioned it in the recent atari tape threads I have
>to
>say that the most recent version of the Atari800 emulator includes a
>cassette emulation in some 'beta' state. Since I don't have any .cas
>files I couldn't check how good it already is but I think it's a good
>reason for anyone who can do it to produce .cas files and try it out.
>
>Gerhard

Unfortunately, the link on the Polish homepage is broken.
Un*x is case sensitive when it comes to filenames, and the B is not
spelled in uppercase on the webpage, so it fails to load.
The proper url is:
http://atariarea.nostalgia.pl/PLus/files/Atari800WinPLus30Beta.zip

The broken link is on page

http://www.a800win.atari-area.prv.pl/

Both the Polish and the English version do not work unfortunately.
Keep those XL's/XE's humming.
Regards, Ernest.

631. Re: Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 05:35:43 UTC
From: mstepansky@aol.com
Message-ID: <20020123003543.15858.00000713@mb-fh.aol.com>
Source record: 31552

Will Joyride.atr work with Atari 800XL (64k)? Is it suppose to run?

Mike

632. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 05:37:08 UTC
From: mstepansky@aol.com
Message-ID: <20020123003708.15858.00000714@mb-fh.aol.com>
Source record: 31553

Approx. how many cartridge (ROMs) were available for the Atari 400/800/XL/XEs?
I wonder.... 100? 250? I ll be darned surprise if it is more than 300+!

Mike

633. Re: Need a list of Atari 8-bit emulators for PC (and Mac)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 05:42:08 UTC
From: mstepansky@aol.com
Message-ID: <20020123004208.15858.00000715@mb-fh.aol.com>
Source record: 31554

I just tried out the 'Rainbow', an Atari 8-bit emulator for the PowerMac.
Really nice emulator that could do like the real Atari - amazes me!

It support DLI (display list interrupt) and also SMOOTH fine scrollings for
games, demos, etc. Only in real version - I DL'ed a demo version.

It will read ATR disk image format too! :o)

Not sure if anyone knows how to transfer binary codes (Atari EXE files) from
1050 drive to Mac's serial? probably needs special SIO2PC of some sort??

Anyone? Steve Tucker's modified APE software possible?

Mike

634. Re: Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 06:04:31 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a2ljj2$24ip$1@news.nextra.cz>
Source record: 31556

I think that no. It needs ramdisk.

----
semecky@saul-is.cz
http://go.to/semecky

"MStepansky" <mstepansky@aol.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:20020123003543.15858.00000713@mb-fh.aol.com...
> Will Joyride.atr work with Atari 800XL (64k)? Is it suppose to run?
>
> Mike
>

635. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 06:07:08 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <els38.45$ee5.1292@news02.tsnz.net>
Source record: 31555

Well, just to add some more fuel to this, in a newer version of Page 6,
They review the 8bit version of 'Ingrids Back' by Level 9, again mentioning
about the previous releases of both Gnome Ranger and Knight Orc for the
Atari 8bit. In this review, there's a picture of the box for 'Ingrids back'
and
it clearly states for the Atari 8bit. :-)

They also review Lancelot as well, but for the ST, again mentioning though,
that
the 8bit version is available, although maybe only directly from Level 9,
who was
doing their own producing at this stage?

Again, If I get time to scan these two articles, I sure will...

So it certainly looks like they exist, just maybe didnt get many sales? Or
not widely
released?

Next on my list of 'Missing Adventure games' is 'Rick Hanson' from Robico
Software.
Originally for the BBS, but advertised fairly regularly throughout Page 6
mags.
Apparently they were also planning to release these games as well...
Enthar Seven
Island of Xaan
Project Thesius

Has anyone ever played these? or seen them? I expect Rick Hanson to exist,
but maybe
not the others?

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
news:3C4D9095.6B4EEDBB@siemens.at...
> Andreas Magenheimer wrote:
>
> > Knight Orc reminds me of an Graphic Adventure of Level 9 computing.
> > think i have seen it, released as Tape(s) and Disk versions. like all
> > the other Level 9 adventures (Jewels of darkness and such...)
>
> I too thought I'd seen it, even thought I have it in my collection, but
> when I looked yesterday I found out that I have both games only for the
> ST.
>
> Gerhard

636. Lapis Philosophorum -english version

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 08:18:40 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <zgu38.91$ee5.3302@news02.tsnz.net>
Source record: 31557

Has anyone got the english version to this neat adventure? Like most people, I've only got the German version as a ATR.

I do have the english version on atari floppy, but It doenst work when I transfer it to ATR, Appears to have a couple of long tracks on 24/25 (hex). anyone have any tips on how to crack it? I can send the ATR dumps I do have of it to someone, if you want to try to crack it yourself.

It seems to load from these tracks just before you are prompted to enter the 2nd disk. But I'm out of my league trying to 'out fox' it.

Anyway, I'm certainly interested if someone has already transfered sucessfully the english version, or some help to crack it from my dumps..

Thanks

Aaron

637. Another Game with transfering probs. CYBORG

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 08:35:39 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <uwu38.129$ee5.3614@news02.tsnz.net>
Source record: 31558

CYBORG, atari 8bit.
I havent seen this game anywhere on the web yet, thus am trying to transfer it from my Atari 8bit, Again, it seems to be copy protected, any volunteers to try to crack it? It's a little known text adventure game, on two Disks.

some Info available here...
http://www.if-legends.org/~yois/vault/sentient_cyborg.html

Again, just before it gets to the 'please flip the disk', the program appears to check for a bad sector, and as the ATR doesnt have it, it just locks up. Yes I probably could use a PRO format, but I prefer everything in ATR format.

Is PRO format supported by any emulators yet? That certainly would be a nice feature...

Thanks in advance again guys..

Aaron

638. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 09:57:47 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2m1aj$k7n$1@olaf.komtel.net>
Source record: 31559

I&#65533;d guess no one really gives a damn about those games at Lucasarts anymore.
I strongly doubt anyone of the early staff still works there.

What I was hoping for is that maybe the A8 version "leaked out" somehow. But even that seems highly doubtful given the previous experiences with Behind the Jaggi Lines a.k.a. Rescue on Fractalus, and Ballblaster a.k.a. Ballblazer.

639. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 10:43:09 UTC
From: NoOne@FakeEmail.com
Message-ID: <919F3B9B6CTHEnterprises@205.212.123.11>
Source record: 31560

Hi Jindrich,

I'm emailing to you a little BASIC demo that might be what you are
interested in. Let me know in email if you have any questions.

Best,
Tom

640. Re: Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 11:27:53 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <877t4u4rc5ee9ji6v3njpkp8dp7nehb384@4ax.com>
Source record: 31561

On Wed, 23 Jan 2002 07:04:31 +0100, "Semecky" <semecky@saul-is.cz>
wrote:

>I think that no. It needs ramdisk.

wrong. Joyride runs fine on 800XL with 64kb of RAM.

there are only a few demos which need >64kb memory. You're best with a
130 XE and with standard 128kb ram.

some even more rare demos need >128kb i.e. MadTeam anim-demos.

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

641. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 11:34:58 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <bn7t4ukimsgppd6mud05f7kc3m4h3jjjh0@4ax.com>
Source record: 31562

On Tue, 22 Jan 2002 19:20:57 +0100, "Mirko Sobe" <atarixle@12move.de>
wrote:

>(SD). An ATARI8 with 128kB you can play that video (by using normal RAM an
>RAM-disk). Now think: a 10 sec video needs 600 sectors and a 20 sec video
>needs 1200 sectors. And the ATARI8 needs more and more RAM.

that's not very usefull at all. It's better to programm a running
"video" as a demo. So it's even more interesting to see what our
little a8 can do in *realtime* with some nice msx.

currently, it would be more fascinating if the a8 scene could
reproduce some c64-only title like the ik+ project. It's today more
easy than ever. All we need is to rip soundz & 8-bit gfx of c64 and
programm it ourself. It sound easier as it is...but with enough
ambition, everything is possible.

as for the sounds / sid msx. I still can't believe, that nobody can
build a sap/sid-player for little atari?!?! It would be extremly cool
to have such a program!

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

642. Swap A8 carts for MSX carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 11:55:35 UTC
From: Richard Kilpatrick <richard@lovecraft.demon.co.uk>
Message-ID: <8V0OeCC3SqT8Ew3p@lovecraft.demon.co.uk>
Source record: 31563
Cross-posted to: comp.sys.atari.8bit,comp.sys.msx

I've gone over to the dark side - MSX!

I have three Atari 8-bit cartridges I found when clearing out:

Rescue on Fractalus
Space Invaders
Pole Position

I'd like to swap them for good MSX games in a similar vein, on
cartridge. I have Galaga and that's it!

Would also swap for Lynx carts.

Richard
--
Classic Computers: Pioneer PX-7 - MSX, Atari Lynx II |\ _,,,---,,_
Yamaha CX5MII/128 - Music and MSX! Compaq 386 MIDI /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Last found? Tandy 102 in my office drawer! '----''(_/--' `-'_)Morticia

643. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 12:43:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2mb56dfk1@nets3.rz.RWTH-Aachen.DE>
Source record: 31564

Howdy Guy

> The XL with the freezer is fine and what are you refering to?

I was refering to your own name. Your header says Kathleen, you call yourself atari8man. If I didn't have the impression your real name is guy, I'ld say Kathleen can never be the name of somebody calling himself atari8_MAN_

Just a small joke. There seem to be at least 3 guys who use a womans first name in there header.

What I am looking for is not something like the freezer. The freezer ads the ability to cold boot without powercycling. What I want is a power drain of ALL memory. Preferably one that works somewhere between the time you/I flip thze power switch to OFF and the moment voltage and current have REALLY dropped to zero.

CU Mathy van Nisselroy

644. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 12:49:48 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2mbhrdvg1@nets3.rz.RWTH-Aachen.DE>
Source record: 31565

Howdy Shawn

> Can you put one of these faster 6502s in the Atari? What about the
> fact that the 6502 in the Atari has a halt line, can you get a 4Mhz
> 6502 with a halt line? I'd be willing to try it if it wasn't going to
> blow up one of my computers.

Guus Assmann, back when we had an Atari user group in the Netherlands,
developed a PCB that would let you replace our 6502C for a 6502 (not sure is
that was 6502A, 6502B or 65C02, or if you could use all of them).

I guess if all 6502's (except for the 6502C) are pin compatible.....

CU Mathy van Nisselroy

645. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 12:52:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2mbne$e6k$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31566

Howdy Mirko

> Now think: a 10 sec video needs 600 sectors and a 20 sec video
> needs 1200 sectors. And the ATARI8 needs more and more RAM.

My XEGS has 1MB extended memory. That's 8170 (approx.) SD sectors or
roughly 4000 DD sectors. Not enough?
:-)

CU Mathy van Nisselroy

646. Re: Another Game with transfering probs. CYBORG

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 15:09:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cbkt4ugcumikplo0atn489pojfrue2easa@4ax.com>
Source record: 31567

On Wed, 23 Jan 2002 21:35:39 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>Is PRO format supported by any emulators yet? That certainly would be a
>nice feature...
>
It would be, I do mention it to Tomek (Atari800win Plus) from time to
time.

He could probably work it out but as with life there's other things on
the go with the emu.

Now if Steve passed on the nice details to these folk it would speed
things up a bit :-))

C'mon Steve, pretty please :)

647. Re: Lapis Philosophorum -english version

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 16:23:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4ee396$0$35616$1dc6e903@news.corecomm.net>
Source record: 31568

(cyborg and lapis philosophorum)
whoa, there are some games I didn't know about.
The thing is about cracking, I never could understand, is how
someone can crack some disks that have data on non-standard sectors
from a .dcm (or .atr). I believe it can be done, but I never understood it.
I never was much of a cracker. I checked Black Patch and neither of
these games is on the list.
Just in case the protection involves data that must be retrieved from
non-standard sectors, making a PRO image might help. But then
you have to have a PRO cable and crack Steve Tucker's PRO format.
Russg

648. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 16:59:01 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8745605.1EDE%design3d@2-scale.com>
Source record: 31569

in article TIm38.4313$ag5.372446@newsread2.prod.itd.earthlink.net, Ron Hamilton at oldatarian@atariland.com wrote on 1/22/02 6:37 PM:

> Do you have any Analogs before #13?
>
> --
> -Ron

Curious, when was the last Analog mags released? (what vol./month#)

Mike

649. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 17:09:22 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <67C38.423686$oj3.80224156@typhoon.tampabay.rr.com>
Source record: 31570

Yeah, my son confugured the email/newsgroups a few months ago and got the names wrong, Im to lazy at this point to change it. Im moving into a new house in a few week and will be off line for almost a month :(This may help you: About 10 years ago I was looking into away to drain the rams on a cold boot and was talking to a hardware hack in South Florida, he told me to cut the resistors next to the ram chip #@? I never gave it to much thought after I found " The Freezer" mod.

I know you probley have a black Box but do you also have the MIO? If so have you came across the problem of some XL/XE that work perfectly on the MIO but not on the black Box? This has been driving me wacky for years, I think it may have someting to do with the rejection rate at Atari on there chips, I was told this by the owner of CSS befor Bob Puff took over, He told me that when Atari tested there chips they would pass them even at 95% and that this was a problem for upgrades and hardware addons.

Atari8man

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a2mb56dfk1@nets3.rz.RWTH-Aachen.DE...
> Howdy Guy
>
> > The XL with the freezer is fine and what are you refering to?
>
> I was refering to your own name. Your header says Kathleen, you call
> yourself atari8man. If I didn't have the impression your real name is guy,
> I'ld say Kathleen can never be the name of somebody calling himself
> atari8_MAN_
>
> Just a small joke. There seem to be at least 3 guys who use a womans first
> name in there header.
>
> What I am looking for is not something like the freezer. The freezer ads
> the ability to cold boot without powercycling. What I want is a power drain
> of ALL memory. Preferably one that works somewhere between the time you/I
> flip thze power switch to OFF and the moment voltage and current have REALLY
> dropped to zero.
>
> CU Mathy van Nisselroy
>
>

>
>

650. another original 16k rom unearthed cosmic tunnels by datamost

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 17:53:38 UTC
From: Video61@webtv.net
Message-ID: <10187-3C4EF8A2-80@storefull-2112.public.lawson.webtv.net>
Source record: 31571

the really neat game by datamost is now finally available.
it is a 16k game that is pretty close to the original floppy version,
maybe just a little less color as you go thru the tunnel, otherwise it
looks about the same.
this game was always really fun for a early game, and i have been
playing it on my 400, as well as my xe.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

651. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 18:53:29 UTC
From: bobbyshaw@aol.com
Message-ID: <20020123135329.13798.00000083@mb-fo.aol.com>
Source record: 31572

>> Do you have any Analogs before #13?
>>
>> --
>> -Ron
>
>
>Curious, when was the last Analog mags released? (what vol./month#)
>
>Mike
>
>

I just sold the lot of mine on Ebay. It may be something the original poster might want to consider. I did pretty well on them:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1501747572

and a little better on the ANTIC lot:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1501744818

The last issue I owned was the September 1987 issue (number 57 or 75-I transposed one of the numbers in my auction). I don't know how long it went after that, but I pretty much stopped buying it since they were focusing more and more on the ST models - which I didn't own.

I also have a question. Which issue (can't remember if it was ANTIC, ANALOG, or something else) had the type-in program called "Doorstop". When ran, it was supposed to fry one of the chips in your ATARI making it basically only good for a doorstop. I remember it causing quite an outrage in both the letters to the magazines and also on the BBS's. It was sort of the first virus/trojan that I was aware of on the the ATARI. I remember people reanaming it and putting it up on the BBS's as games and others getting their computer trashed. Never got hit with it, but I DO remember seeing the program in one of the magazines. I tried to find it before I packaged up all my mags but never did.

Robert Shaw

Robert Shaw
--
Interested in vintage Atari 8-bit equipment? Ebay auctions going on now!
http://www.mindspring.com/~robe294/atari_sale.htm

652. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 19:06:54 UTC
From: stonic <scottith@ptd.net>
Message-ID: <iRD38.20182$F01.1198608@nnrp1.ptd.net>
Source record: 31573

Frank Schr�der-H�ftmann <bgtzhn@gmx.de> wrote in message
news:a2m1aj$k7n$1@olaf.komtel.net...
> I�d guess no one really gives a damn about those games at Lucasarts
anymore.
> I strongly doubt anyone of the early staff still works there.

The C-64 version was neat. I'd *love* to see a version for the Atari, if it
exists.
Has anyone ever asked the programmers involved with the 4 Atari/Lucasfilm
titles? They could probably confirm it, or possibly even have a copy of it.

>
> What I was hoping for is that maybe the A8 version "leaked out" somehow.
But
> even that seems highly doubtful given the previous experiences with Behind
> the Jaggi Lines a.k.a. Rescue on Fractalus, and Ballblaster a.k.a.
> Ballblazer.

Piracy for the C-64 was just as bad. I'd guess since the movie wasn't a
monster hit, and the C-64 version wasn't either, that's why the Atari
version was held back (if it was made).

653. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 19:08:59 UTC
From: stonic <scottith@ptd.net>
Message-ID: <fTD38.20183$F01.1198450@nnrp1.ptd.net>
Source record: 31574

Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that game was cake compared to this. Beautiful game (visually), but practically impossible b/c of that saucer which would constantly attack. Most of the time you couldn't even see it to fire back. There was a "cheat" I used - you'd find a piece of equipment, immediately saving the game, and then restarting it, which would give you time to find another piece (before that damn saucer would show up). I remember at the final level there was a mountain range which completely surrounded you, and there wasn't anything to "do". I figured the game tired of my cheating and glitched out on me, so I never tried to start over.

654. One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 20:13:35 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201231213.4fc83c08@posting.google.com>
Source record: 31575

My old SIO2PC PC hasn't worked in a couple years so I figured it was time to rebuild, and I'm trying to figure out if I need to built a one-chip or two-chip version... I want to be able to hook both my 130XE and my (modified) 1050 at the same time in order to be able to dump disks to .atr images. (I am a volunteer with TOSEC to rename 8bit ROMs and want to get as many as possible! Hopefully in a month or two a new TOSEC Atari 8bit db will be released, I'm trying to clean up the existing ones which someone else did.)

Anyways, it sounds like the 2-chip works better when connecting multiple drives, is the one-chip enough to do what I'm talking about though? I'm no electrical engineer so the simpler the better. :) Apparently I can't build a ProSystem cable as it requires a stock 1050, and much of what I'd be dumping would be double density...

Also, it sounds like, with the SIO2PC cable, the only way to make images is to do it from the Atari itself, is this correct? There's no PC-based utility to just dump images directly from the 1050?

655. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 20:20:29 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <6i6u4u4rrr66u9bukkf8t3oarpgc5q6626@4ax.com>
Source record: 31576

On 23 Jan 2002 12:13:35 -0800, damfino@rochester.rr.com (Damfino)
wrote:

>Anyways, it sounds like the 2-chip works better when connecting
>multiple drives, is the one-chip enough to do what I'm talking about
>though? I'm no electrical engineer so the simpler the better. :)
>Apparently I can't build a ProSystem cable as it requires a stock
>1050, and much of what I'd be dumping would be double density...

I made the one chip version and haven't had any problems running APE
with a real 1050 hooked up as well. This was with an 800XL. YMMV.

>Also, it sounds like, with the SIO2PC cable, the only way to make
>images is to do it from the Atari itself, is this correct? There's no
>PC-based utility to just dump images directly from the 1050?

The 10502PC/Prosystem cable is different than the SIO2PC cable. With
an SIO2PC cable you can only hook up your computer (the PC acts as a
disk drive/modem/printer.) The 10502PC cable is for hooking your disk
drive to your computer and making images of your disks.

I have made a 10502PC cable but it didn't work for some reason.
Possibly the fact that I was trying to use my happy or I made a
mistake soldering. I really should go back to it and try some more.

--
Shawn Jefferson

656. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 20:27:04 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <447u4ugl971pbpa5n9i9mcugmfsisjtbnf@4ax.com>
Source record: 31577

On Wed, 23 Jan 2002 12:20:29 -0800, Shawn Jefferson
<sjeffers@home.com> wrote:

>>Also, it sounds like, with the SIO2PC cable, the only way to make
>>images is to do it from the Atari itself, is this correct? There's no
>>PC-based utility to just dump images directly from the 1050?
>
>The 10502PC/Prosystem cable is different than the SIO2PC cable. With
>an SIO2PC cable you can only hook up your computer (the PC acts as a
>disk drive/modem/printer.) The 10502PC cable is for hooking your disk
>drive to your computer and making images of your disks.

So it other words, you are correct. :)

--
Shawn Jefferson

657. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 20:30:59 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C4F1D83.955FD592@asw.cz>
Source record: 31578

MStepansky wrote:
> Approx. how many cartridge (ROMs) were available for the Atari 400/800/XL/XEs?
> I wonder.... 100? 250? I ll be darned surprise if it is more than 300+!

That's, erm, funny question. There's a link in my announcement. If you'd
click on it, you'd see, that there's nearly 500 Atari 8bit carts.

--
Jindroush <kubecj@asw.cz>
Visit http://jindroush.atari.org - Home of Atari Cartridge Dumping
Project

658. Old atari 8bits games looking for rom, i have 30 original !!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 21:08:39 UTC
From: CapriRS <christianroy66@hotmail.com>
Message-ID: <kh9u4u01bbh6la1hc09ie6ebktr091fsvn@4ax.com>
Source record: 31579

I Am looking for rom games for my old computer atari400, ia trying
to play on my pc :) do you no where i can find it ?

Here my litl web a just started for fun, Lots of ScreenShot there !!
http://capri1979.tripod.com/Atari400.htm

je cherche des rom image de jeux pour mon vieux jeux Atari400 que je
veux jouer sur mon PC
ou je pourais trouver ca ?

Voici une page web que jais fais pour le fun !!
http://capri1979.tripod.com/Atari400.htm

659. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 21:37:56 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201231337.a86dd6b@posting.google.com>
Source record: 31580

bobbyshaw@aol.com (BobbyShaw) wrote in message
> I also have a question. Which issue (can't remember if it was ANTIC, ANALOG,
> or something else) had the type-in program called "Doorstop". When ran, it was
> supposed to fry one of the chips in your ATARI making it basically only good
> for a doorstop. I remember it causing quite an outrage in both the letters to
> the magazines and also on the BBS's. It was sort of the first virus/trojan
> that I was aware of on the the ATARI. I remember people reanaming it and
> putting it up on the BBS's as games and others getting their computer trashed.
> Never got hit with it, but I DO remember seeing the program in one of the
> magazines. I tried to find it before I packaged up all my mags but never did.

Doorstop was a joke - a very well-done joke. Perhaps "hoax" would be a
better word.

I would run it whenever possible on folk's Ataris - it looked very
convincing, but was harmless. It would seem to do little or nothing,
then a few click sounds, a couple screen flickers, then more, then
more, until finally the screen just went to "snow" complete with white
noise. RESET was trapped so it'd take you right back to the snow after
the familiar blue screen was displayed for an instant. Turning the
Atari off and on (or using your cold-reset switch of choice) would get
you back working again.

The outrage was from people who were fooled by it - naturally, if you
think it's real, you won't actually run it and find it that it wasn't.
AFAIK it would be impossible for a software program to actually damage
the actual hardware of the Atari. (There was much discussion about the
possibility after Doorstop came out!)

660. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 21:44:49 UTC
From: ebaiz@skyenet.net
Message-ID: <I9G38.139$mo2.149294@newsfeed.slurp.net>
Source record: 31582

On 23 Jan 2002 19:08:59 , "stonic" wrote:
>Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that
>game was cake compared to this. Beautiful game (visually), but practically
>impossible b/c of that saucer which would constantly attack. Most of the
>time you couldn't even see it to fire back. There was a "cheat" I used -
>you'd find a piece of equipment, immediately saving the game, and then
>restarting it, which would give you time to find another piece (before that
>damn saucer would show up). I remember at the final level there was a
>mountain range which completely surrounded you, and there wasn't anything to
>"do". I figured the game tired of my cheating and glitched out on me, so I
>never tried to start over.

Hello,

I have played it hundreds of times and I always get beat. But I
actually like a game like this. It just makes you want to play it more.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

661. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 21:46:59 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2nas6$n4u$1@olaf.komtel.net>
Source record: 31581

> The C-64 version was neat. I'd *love* to see a version for the Atari, if
it
> exists.

> Has anyone ever asked the programmers involved with the 4 Atari/Lucasfilm
> titles? They could probably confirm it, or possibly even have a copy of
it.

There definitely was an A8 version. IIRC, Labyrinth was even programmed for
the Atari before it was ported to the other platforms. I may be wrong on
this one though, the coding could have been done simultaneously.

662. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 21:52:11 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <fgG38.425115$oj3.80497888@typhoon.tampabay.rr.com>
Source record: 31583

I have finished the games 3-4 time to the end, I got the games when it was
first released and it took awhile, I do remember that you need FULL Shields,
full power and just about full everthing just to play the last level.
The game has an ending.
But its been 14 or more years ago.

Good Luck.

"stonic" <scottith@ptd.net> wrote in message
news:fTD38.20183$F01.1198450@nnrp1.ptd.net...
> Has anyone ever beaten this game (is it possible)? I beat Eidolon, but
that
> game was cake compared to this. Beautiful game (visually), but
practically
> impossible b/c of that saucer which would constantly attack. Most of the
> time you couldn't even see it to fire back. There was a "cheat" I used -
> you'd find a piece of equipment, immediately saving the game, and then
> restarting it, which would give you time to find another piece (before
that
> damn saucer would show up). I remember at the final level there was a
> mountain range which completely surrounded you, and there wasn't anything
to
> "do". I figured the game tired of my cheating and glitched out on me, so
I
> never tried to start over.
>
>
>

663. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 22:19:47 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0201231719180.17846-100000@moose.erie.net>
Source record: 31584

Maybe the reason he can't find "Doorstop" is because it was called
"Paperwight"! :)

On 23 Jan 2002, Damfino wrote:

> bobbyshaw@aol.com (BobbyShaw) wrote in message
> > I also have a question. Which issue (can't remember if it was ANTIC, ANALOG,
> > or something else) had the type-in program called "Doorstop". When ran, it was
> > supposed to fry one of the chips in your ATARI making it basically only good
> > for a doorstop. I remember it causing quite an outrage in both the letters to
> > the magazines and also on the BBS's. It was sort of the first virus/trojan
> > that I was aware of on the the ATARI. I remember people reanaming it and
> > putting it up on the BBS's as games and others getting their computer trashed.
> > Never got hit with it, but I DO remember seeing the program in one of the
> > magazines. I tried to find it before I packaged up all my mags but never did.
>
> Doorstop was a joke - a very well-done joke. Perhaps "hoax" would be a
> better word.
>
> I would run it whenever possible on folk's Ataris - it looked very
> convincing, but was harmless. It would seem to do little or nothing,
> then a few click sounds, a couple screen flickers, then more, then
> more, until finally the screen just went to "snow" complete with white
> noise. RESET was trapped so it'd take you right back to the snow after
> the familiar blue screen was displayed for an instant. Turning the
> Atari off and on (or using your cold-reset switch of choice) would get
> you back working again.
>
> The outrage was from people who were fooled by it - naturally, if you
> think it's real, you won't actually run it and find it that it wasn't.
> AFAIK it would be impossible for a software program to actually damage
> the actual hardware of the Atari. (There was much discussion about the
> possibility after Doorstop came out!)
>

664. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 22:56:21 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <D4H38.18660$Ak6.1032042@zwoll1.home.nl>
Source record: 31585

Andreas Magenheimer wrote

: > : Since the Rtime8 clock (which Sparta uses) was not officially avaiable
: > : here in Europe,

: Well, I was thinking of (big) dealers here in europe, not private users.

That's right. But it WAS available :-)

: Well, at least the utilities that are avaiable for sparta should be
: avaiable for MyDOS as well...

Some Sparta-utils just can't be done in MyDOS, and vice-versa.

: > You forgot about BiBo-Dos? :-)
:
: I almost never use it - because a) the build-in version of the speedy
: 1050 Bibo-DOS is a shortened one (you should not save this version to
: disk),

You even can't save it to disk.

b) the DUP Sys portion of Bibo-DOS uses RAM under the OS ROM...

Only a small portion. TurboBASIC still runs with the Speedy-version.

: and finally c) the DOS or DUP use Page 6!! (tested this with some Basic
: files, that were using Page 6, they worked ok with DOS 2.0, Dos 2.5,
: Turbo-DOS, etc. but not with Bibo-DOS; so it looks like Bibo-DOs is
: using page 6 for whatever reason...)

I don't think it uses page6. A fact is that it uses a different way to acces
the diskdrives. The directly use the ROM routines so redirecting a drive# (as
possible on the Black-Box) doesn't work with any version of BiBo-Dos (except
one).

: Well, I once had a turbo-Speedy, but I did not like the "long(er)"
: bootup time from the ROM,

That why I use BiBo in stead. Loads quicker from ROM.

: especially I hated that awful sound/noise the
: floppy made when booting from ROM.

Can be disabled on the BlackBox (or by turning down your volume :-))

: My speedy 1050 has Bibo-DOS and
: HSS-Copy-II build-in. But, since I never use bibo-dos, I did not install
: a switch, but forced the floppy to always boot up the Copy program...

I use both, and since there already was a switch on the front, one more or less doesn't matter too much :-) HSS-copy is nice, especially when you have two Speedy drives. Extremely fast, and it formats the destination drive while reading the source-disk. Nifty solution to speed things up.

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

665. Re: Programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-23 23:08:50 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <mgH38.18773$Ak6.1036010@zwoll1.home.nl>
Source record: 31586

Ron Hamilton> wrote

: > 2) If I set VDSLST ($200,$201) and VBLANK (LDA#6,JSR SETVBV), how should
: > I restore them back? By some ROM call or just by remembering them
: > before?

: The OS doesn't use DLIs, so just disable them or point it back to any RTI
: somewhere. Making any graphics call sets up a new display list with no DLI
: bits set. With enough study, you might find an OS routine in part of the
: warm or cold start code... much easier to save and restore.

The way I restore those vectors (or about any other) is just by remembering
them. Something like:

```
lda $0200
pha
lda $0201
pha
; -------------
; code
; goes
; here
; -------------
; make sure code always exits here
pla
sta $0201
pla
sta $0200
rts
```

Another thing I do is erasing the last used keypress. It's annoying to see an
"X" showing up in DOS when pressed "X" to exit a program.

```
lda #$ff
sta $02f4
```

I would also recommend to make sure you've restored the colors you have used
in your code (if any) and to do a CLD if you used this opcode anywhere in your
program.

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

666. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:16:41 UTC
From: daclmi@netscape.net
Message-ID: <3c4f5180.648942@news.CIS.DFN.DE>
Source record: 31588

On Wed, 23 Jan 2002 19:08:59 GMT, "stonic" <scottith@ptd.net> wrote:

>Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that
>game was cake compared to this. Beautiful game (visually), but practically

I don't see how anyone ever beats games like these. I remember playing
them. Both were graphically stunning at the time. Eidolon lost me with
the colors of all the flame balls. I think I completed 4 levels.
Koronis Rift was a bit more fun I found, and I recall the different
icons for the various technologies you could acquire. Fun stuff. But
the difficulty was a bit high!

667. APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:18:52 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <MpI38.81181$QB1.5766913@bin3.nnrp.aus1.giganews.com>
Source record: 31587

I have an SIO2PC cable which works great for disk access to the PC through APE for WinXP which I am beta-testing. But, I can't get it to to work for printer emulation to the PC. I'm using an 800XL and a PC with WinXP. Steven Tucker assures me that printer emulation works fine and I believe him, but in my case, it doesn't work. An APE cable design uses DSR instead of RI for the SIO command signal. I made a small cable which changes the pin 9 RI to the pin 6 DSR and it works great for disk access again, but no change in printer support.

At first Steven offered to send me a cable and if it worked I could buy it at a price that gave me sticker shock. After looking at all of the different designs out there, I realized that I could not try and make them all one by one and test them by the end of the next millenium and think now I've got to get a cable of the most robust design out there.

I think I truly pissed Steven off after his first offer and corresponding price for success, and he doesn't return my emails anymore. So, I need to know, what is the most robust design out there, such that it can be chained off a another Atari compatible drive (more specifically an Indus GT) and supports the DSR pin for SIO command.

I finally found an acceptable DOS and now want to get back into 6502 programming with MAC/65, but as you may all know, you can't do it efficiently without printing. Since I chose to use SpartaDOS, and since APE will not write to a PC mirrored file with SpartaDOS, I can't write to a PC and print that, and, even if I did, I'd have to write a VB program to replace the Atari eols to CR/LF. So the best thing is to get a cable that does APE disk access and printing.

To make an already way too long story short, who can sell me an APE cable that is as robust as they can possibly imagine, regardless of whether it is the one or two chip design?

Thanks,
John

668. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:21:12 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2pvsl$2at$1@wrath.news.nacamar.de>
Source record: 31530

No, it isn't ;-)

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im
Newsbeitrag news:a2mbne$e6k$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Mirko
>
> > Now think: a 10 sec video needs 600 sectors and a 20 sec video
> > needs 1200 sectors. And the ATARI8 needs more and more RAM.
>
> My XEGS has 1MB extended memory. That's 8170 (approx.) SD sectors or
> roughly 4000 DD sectors. Not enough?
> :-)
>
> CU Mathy van Nisselroy
>
>
>

669. Re: Need help for emulation :(

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:24:12 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2pvsn$2at$2@wrath.news.nacamar.de>
Source record: 31532

May be, you forgot to turn off BASIC (Atari => Setting => Disable BASIC when booting)

Mirko

"Christian Roy" <chirtsianroy66@hotmal.com> schrieb im Newsbeitrag news:Alo38.4448$bu6.1845908@news20.bellglobal.com...
> is me again :)
>
> the only 2 games i thing a have is alien.xfd, superman.xfd, is working good
>
> so my question where can i get some rom games ?
> i want the same games i all ready have it in original ca cartridge
>
> you can see here some screenshot of my private collection games for atari
> 400
> http://capri1979.tripod.com/Atari400.htm
>
> will be more later
>
> thx
>
>
>
> "Christian Roy" <chirtsianroy66@hotmal.com> a crit dans le message de news:
> dZj38.4087$li5.1782994@news20.bellglobal.com...
> > Ok i am french so excuse if my english if bad
> > i am new for artari emulation, i am use for oder emulation, sega, nes,n64.
> > ect.....
> >
> > i have original Atari400 whit 30 Cartridge + 2 games for 410 cassette, my
> > atari400 is not working well, so i try to play whit my PC , so i try
> > Atari800WinPlus28 hey say some error or i dont understang some setup
> setting
> > :(,
> >
> > i only install Atari800WinPLus28.zip, atari_roms.zip
> >
> > inside or my zip rom (atari_roms.zip)
> > atari5200.rom

> > ATARIBAS.ROM
> > ATARIOSB.ROM
> > ATARIXL.ROM
> >
> > do i need more files or only those rom supose to work ?
> >
> > i am planing to contruc web page for my personnalle Atari400 just for
fun
> > :), i will make so screenshot original book, info, i have all the stuff,
i
> > have the original boxe to play robotron :)
> >
> > so if you can help me will bee fun !!!
> >
> >
> >
> >
>
>

670. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:24:31 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a2pvsr$2at$3@wrath.news.nacamar.de>
Source record: 31531

test failed :-)

"Christian Roy" <chirtsianroy66@hotmal.com> schrieb im Newsbeitrag
news:Y_j38.4088$Ii5.1784189@news20.bellglobal.com...
> test
>
>

671. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:34:33 UTC
From: daclmi@netscape.net
Message-ID: <3c4f55d5.1758517@news.CIS.DFN.DE>
Source record: 31590

On Tue, 22 Jan 2002 21:38:39 +0100, "Frank Schr&#65533;der-H&#65533;ftmann"
<bgtzhn@gmx.de> wrote:

>What really annoyed me at the time (1986) was that Lucasfilm decided NOT to
>release the A8 version of Labyrinth. I understand that version was (nearly)
>completed but was hidden somewhere at (nowadays) Lucas Arts. I was talking
>to a lot of people about Labyrinth on the Atari over the years but it seems
>impossible to get ahold of a copy, even after some 16 years!

Wait a second. I have that, picked it up at a yard sale outside
Sunnyvale in 1989 or so. I just played it the other night got the disk
right here on the table let me see... OH! Darn it, I spilled my Coke
all over it! ;)

(Yes, it was a joke.)

672. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 00:48:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uRI38.7769$ag5.702371@newsread2.prod.itd.earthlink.net>
Source record: 31589

The last was #79 dated Dec 1989.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B8745605.1EDE%design3d@2-scale.com...
>
> Curious, when was the last Analog mags released? (what vol./month#)
>
> Mike

673. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 02:00:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c4f6abd$0$35624$1dc6e903@news.corecomm.net>
Source record: 31591

John.
My homemade 1 chip APE cable isn't so hot either. It won't do
the 850 emulation of APE 1.17 (DOS), I'm sure it won't do the
printer thing either.
Instead of pulling your hair out about using APE to print thru to
your PC printer, you can just do an easy copy your Mac 65 source
to a MyDOS image, extract the file on the PC using 'imageman.exe'
for the PC, then translate the ATASCII to ASCII using (arhem)
my ATAS2ASC.EXE PC program, or somebody elses.
Then copy the resulting ASCII file to your PC printer.
I know you want to sit at your Atari and not get up and down
back and forth to the PC, but with this, you can start right away.
With getting a different cable, you're taking up your time.
Or try get the cable, but in the mean time, use a ATAS2ASC converter.
Mine are at my page, under the ASMED section, called
PCTRANS.ZIP there's a ATAS2ASC.EXE and ASC2ATAS.EXE.
There's also the same converters for your Atari.
Russg
There's also Bo Schreur's XDIR for the PC to extract files to
a PC directory named XIN, it works with any DOS I think, or
at least it works with SpartaDOS. I don't think it will extract
a single file, it extracts all the files on the disk to the PC.

674. ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 02:44:39 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ryK38.98077$_w.14203230@typhoon.tampabay.rr.com>
Source record: 31592

Has anybody ran cleanup.com on a 16 meg ART image?
It will trash your images. This leads me to think that the ATR format is incorrect. I have been using APE to make the 16 meg ATR files, Im wondering is there a util that will make a more stable ATR image?

675. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 02:57:18 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <iKK38.69356$jd7.5237192@bin6.nnrp.aus1.giganews.com>
Source record: 31593

If I were to also keep a MyDOS boot up to speed, I could use APE to write print files to PC files. I would probably then write a small Visual Basic program to convert the Atari printout to my networked printer. But, then again as you mention, there are other ways to do the necessary conversion to make the output printable.

As you know, if one is to do any real 8-bit programming, one must be able to print, not only what they are currently writing, but also other info that comes in the form of ATRs and the like.

At this point, I've had enough. I spent about a month and a half on getting a DOS that comes close to what I need. Then this comes up and I realize that APE and other attempts at accessory emulation are only for those that have the time to cascade printouts and other things through layer after layer of conversion programs to get what they need. The nostalgia in me has been properly extinguished.

"Russ Gilbert" <russg@en.com> wrote in message
news:3c4f6abd$0$35624$1dc6e903@news.corecomm.net...
> John.
> My homemade 1 chip APE cable isn't so hot either. It won't do
> the 850 emulation of APE 1.17 (DOS), I'm sure it won't do the
> printer thing either.
> Instead of pulling your hair out about using APE to print thru to
> your PC printer, you can just do an easy copy your Mac 65 source
> to a MyDOS image, extract the file on the PC using 'imageman.exe'
> for the PC, then translate the ATASCII to ASCII using (arhem)
> my ATAS2ASC.EXE PC program, or somebody elses.
> Then copy the resulting ASCII file to your PC printer.
> I know you want to sit at your Atari and not get up and down
> back and forth to the PC, but with this, you can start right away.
> With getting a different cable, you're taking up your time.
> Or try get the cable, but in the mean time, use a ATAS2ASC converter.
> Mine are at my page, under the ASMED section, called
> PCTRANS.ZIP there's a ATAS2ASC.EXE and ASC2ATAS.EXE.
> There's also the same converters for your Atari.
> Russg
> There's also Bo Schreur's XDIR for the PC to extract files to
> a PC directory named XIN, it works with any DOS I think, or
> at least it works with SpartaDOS. I don't think it will extract
> a single file, it extracts all the files on the disk to the PC.
>
>
>

676. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 04:43:40 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <0iM38.11975$At4.9213@nwrddc02.gnilink.net>
Source record: 31594

If you mean the ICD Cleanup.com, I run it on my 16 meg BBS ATR images all
the time with no problems at all.

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:ryK38.98077$_w.14203230@typhoon.tampabay.rr.com...
> Has anybody ran cleanup.com on a 16 meg ART image?
> It will trash your images. This leads me to think that the ATR format is
> incorrect. I have been using APE to make the 16 meg ATR files, Im
> wondering is there a util that will make a more stable ATR image?
>
>
>
>

677. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 04:44:47 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <3jM38.11977$At4.10547@nwrddc02.gnilink.net>
Source record: 31595

I should also mention that these images were also created with APE 98.

678. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 04:46:05 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u4v4cgckedu8b5@corp.supernews.com>
Source record: 31596

> At first Steven offered to send me a cable and if it worked I could buy it
> at a price that gave me sticker shock.

Just to be perfectly clear, I did not offer to sell you a cable.

I offered to send you a test cable at my expense along with enough cash for
postage to return it after testing.

This was to help you debug your printing problem, not some sly attempt to score
a sale off you.

> I think I truly pissed Steven off after his first offer and corresponding
> price for success, and he doesn't return my emails anymore.

If I had any e-mail in my inbox from you I would be happy to answer it.

If you sent me something and didnt get a reply please send it again.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

679. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 05:02:44 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u4v57pp73k4a9b@corp.supernews.com>
Source record: 31497

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message
news:MpI38.81181$QB1.5766913@bin3.nnrp.aus1.giganews.com...
> I have an SIO2PC cable which works great for disk access to the PC through
> APE for WinXP which I am beta-testing. But, I can't get it to to work for
> printer emulation to the PC.

Probably just do what Russ suggested. If you don't have success with that,
there is also a really old conversion program 'TT' that would work.

You can always null modem to the PC and use Hyperterm/Bobterm to transfer
the files.

680. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 05:05:34 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u4v5h0dlgrtb39@corp.supernews.com>
Source record: 31498

> Anyways, it sounds like the 2-chip works better when connecting
> multiple drives, is the one-chip enough to do what I'm talking about
> though? I'm no electrical engineer so the simpler the better. :)
> Apparently I can't build a ProSystem cable as it requires a stock
> 1050, and much of what I'd be dumping would be double density...

ProSystem will work fine with enhanced 1050 drives, in fact if you
have a Speedy 1050 upgrade it will read whole tracks at once to make
images faster.

Steve

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0201231213.4fc83c08@posting.google.com...

681. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 05:08:07 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u4v5lq8br1558a@corp.supernews.com>
Source record: 31499

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:ryK38.98077$_w.14203230@typhoon.tampabay.rr.com...
>

> Has anybody ran cleanup.com on a 16 meg ART image?
> It will trash your images. This leads me to think that the ATR format is
> incorrect. I have been using APE to make the 16 meg ATR files, Im
> wondering is there a util that will make a more stable ATR image?

What is cleanup.com? I doubt there is any problem with the image format
itself since its just a 16 byte header + a big blob of data.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

682. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 05:24:04 UTC
From: Steven Tucker <classics@atarimax.com>
Message-ID: <Pine.LNX.4.30.0201240021140.7915-100000@atarimax.com>
Source record: 31500

On 24 Jan 2002, LLpwhite wrote:

> >ProSystem will work fine with enhanced 1050 drives, in fact if you
> > have a Speedy 1050 upgrade it will read whole tracks at once to make
> > images faster.
>
> Hi Steve-
> IIRC, you have a 1050 Speedy and could not get it to work with our NTSC system.
> Did you get it going? (and if so, how?)

The only problem with the Speedy 1050 I have is that the built-in DOS
software wont run on NTSC machines properly. The drive itself communicates fine
so as long as you dont want to use the built-in DOS for something, it works ok.

I actually have a PAL 800XL here I should try out the speedy with that
to see if it works =)

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

683. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 07:31:17 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <9LO38.104385$_w.14654761@typhoon.tampabay.rr.com>
Source record: 31501

Im using APE v 116 I think, Ever time I use it it would trash the image,
I will try again. The say that the third time is a charm lets hop so :)

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:3jM38.11977$At4.10547@nwrddc02.gnilink.net...
> I should also mention that these images were also created with APE 98.
>
>
>

684. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 07:39:47 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C4FBA43.75ADA4CB@siemens.at>
Source record: 31502

Damfino wrote:

> Also, it sounds like, with the SIO2PC cable, the only way to make
> images is to do it from the Atari itself, is this correct? There's no
> PC-based utility to just dump images directly from the 1050?

I use Nick Kennedy's SIO2PC 4.19 software and a 10502PC cable to
dump my old floppies from my Speedy 1050 to the PC. No need for an
Atari.

Gerhard

685. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 10:19:52 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <5g948.620$ee5.42294@news02.tsnz.net>
Source record: 31522

Just to confirm, that Knight Orc, Ingrids Back, & Lancelot ARE on the 8bit, and are confirmed to exist. So certainly Gnome Ranger too, but not yet found?

Aaron

686. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 10:59:13 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1011869918@rtfm.mit.edu>
Source record: 31503
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 5, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

687. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 11:08:51 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2oq04$i98$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31504

Howdy Guy

> Yeah, my son confugured the email/newsgroups a few months ago and got the
> names wrong, Im to lazy at this point to change it. Im moving into a new
> house in a few week and will be off line for almost a month

Ouch!

> This may help you: About 10 years ago I was looking into away to drain
the
> rams on a cold boot and was talking to a hardware hack in South Florida,
he
> told me to cut the resistors next to the ram chip #@?

Hmm, don't you mean capacitors?
There should be a way to keep these working during powering up while
decreasing there influence during powering down. But how do we do that????

> I know you probley have a black Box but do you also have the MIO?

Sorry. I wanted a MIO, but they were expensive. Then the BlackBox came
along and I fell for that one.

> If so have you came across the problem of some XL/XE that work perfectly
on the
> MIO but not on the black Box? This has been driving me wacky for
years,
> I think it may have someting to do with the rejection rate at Atari on
there
> chips, I was told this by the owner of CSS befor Bob Puff took over, He
> told me that when Atari tested there chips they would pass them even at
95%
> and that this was a problem for upgrades and hardware addons.

Who was the owner before Bob took over? Did Bob work for him?

I heard from Bob that there are:

- XL/XE's that work with MIO's but not BlackBoxes,
- XL/XE's that work with BlackBoxes but not MIO's,
- XL/XE's that work with both

And there are probably XL/XE's that work with neither.

There are two ways to solve this problem (other then searching for a
computer that will work with either/both):

- check you CPU and if it says made in Mexico, replace it.
- search for a file by Bob Puff called stabilizer XL (http://www.nleaudio.com/css/stabiliz.htm). But you better check the file, Bob sometimes uses the wrong pin numbers. I wrote a text about it, maybe I should put both on my site.

CU Mathy van Nisselroy

688. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 11:11:50 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2oq5n$id1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31505

Howdy Frank

> Maybe we should issue some kind of petition. (-;

Put my name on it. Lucas Games always looked great.

CU Mathy van Nisselroy

689. Digital to Analog

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 11:45:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2os4l$k2a$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31506

Howdy folks

I found this site http://www.hut.fi/Misc/Electronics/circuits/dacs.html via
comp.sys.cbm
It has some schematics for digital to analog audio. The lower ones seem to
be better then the eastern european upgrade called Covox. BTW on the site
Tommy speaks about compatibility to the Speech Thing by the american company
called Covox. Wasn't there a write in campain in ANTIC initiated by Covox
themselves to see if they should develope a version for the Atari 8 bit?

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

690. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 14:33:01 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c501a4a.78583203@news.ubs.com>
Source record: 31507

On Wed, 23 Jan 2002 19:08:59 GMT, "stonic" <scottith@ptd.net> wrote:

>Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that
>game was cake compared to this. Beautiful game (visually), but practically
>impossible b/c of that saucer which would constantly attack. Most of the
>time you couldn't even see it to fire back. There was a "cheat" I used -
>you'd find a piece of equipment, immediately saving the game, and then
>restarting it, which would give you time to find another piece (before that
>damn saucer would show up). I remember at the final level there was a
>mountain range which completely surrounded you, and there wasn't anything to
>"do". I figured the game tired of my cheating and glitched out on me, so I
>never tried to start over.

That brings back memories ... like you I found that there was
eventually a saucer that was nearly impossible to hit and like you I
tried saving the game and restarting..... and like you I eventually
ended up getting stuck that way! I think there was an auto targetting
system but it never seemed to work properly for me.

It was a great game in other respects though ... superb gfx and
sound and I loved the weapons modules idea (and the little TV screens
at the top of your screen!).

Did you notice that the robot back on your ship was the same as the
one from the famous walking robot demo?

Eidolon was also pretty good, and I did manage to eventually beat
it but only with the aid of maps that were published in a C64 Mag.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

691. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 16:31:27 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <2md05u8o7t3kdh85loibb72vak4l3shm7f@4ax.com>
Source record: 31508

On Thu, 24 Jan 2002 07:31:17 GMT, "Kathleen Ferrante"
<KMFerrante@cfl.rr.com> wrote:

>Im using APE v 116 I think, Ever time I use it it would trash the image,
>I will try again. The say that the third time is a charm lets hop so :)

I believe that APE v118 is the current DOS version. Maybe a bug was
fixed?

--
Shawn Jefferson

692. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 16:56:44 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201240856.5f62f792@posting.google.com>
Source record: 31509

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:<u4v5h0dlgrtb39@corp.supernews.com>...
> > Anyways, it sounds like the 2-chip works better when connecting
> > multiple drives, is the one-chip enough to do what I'm talking about
> > though? I'm no electrical engineer so the simpler the better. :)
> > Apparently I can't build a ProSystem cable as it requires a stock
> > 1050, and much of what I'd be dumping would be double density...
>
> ProSystem will work fine with enhanced 1050 drives, in fact if you
> have a Speedy 1050 upgrade it will read whole tracks at once to make
> images faster.

Yeah, from doing more research, I realize that the 1050-2-PC is
different than the Pro... I'm thinking I may try to build both an
SIO2PC and the 1050-2-PC, there are times where both would be handy...
I'm anxious both to dump files and to run programs off the PC,
especially since I did an S-Video cable last night and suddenly I can
actually see the Atari screen clearly, instead of just a bunch of fuzz
with the screen barely visible in the background! What a difference.

Hopefully APE will work with the UltraSpeed+ OS I've got now, I recall
the old-old version I used to use wouldn't support the highspeed IO
which was hacked into the OS... I'll find out soon enough! Assuming
everything works as I hope, I'll probably have to order a registered
copy soon... (On a sorta-related topic, is the demo of Imagic crippled
in any way other than the nag screen? It only converted about 25% of
the DCM and XFD files I threw at it, the rest I had to convert
manually with Atari800Win... I didn't use the old command-line
converters as I didn't want to lose the long filenames...)

693. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 17:07:42 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201240907.4aece9dc@posting.google.com>
Source record: 31510

Sage <sagedm@erie.net> wrote in message
news:<Pine.BSI.4.43.0201231719180.17846-100000@moose.erie.net>...
> Maybe the reason he can't find "Doorstop" is because it was called
> "Paperwight"! :)

Right you are... I forgot the name but not what it does. Surely
"Paperweight" can be found with a little bit of searching... I know
I've got it on an old floppy and probably in .atr format somewhere in
the collection... I'd be curious how well it runs under emulation, it
did some fairly fancy hardware tricks to create a convincing meltdown.

694. PING MO: atari tech manuals in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 20:07:15 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0201241207.848976a@posting.google.com>
Source record: 31511

I've been collecting plain jane text files and converting them to PDF format for anyone who is interested (for example the text version of Mapping the Atari, Atari Technical Manual by Bob Duhamel among others) and I was wondering if you were able to do the same for other Atari Manuals such as De Re Atari ?

695. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 21:23:18 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2pts4tsp1@olaf.komtel.net>
Source record: 31512

```
> > Maybe we should issue some kind of petition. (-;
>
> Put my name on it. Lucas Games always looked great.
```

Yeah, but who to bug? www.lucasarts.com merely lists email addresses for buying stuff and feedback for the web site. There&#65533;s a postal address though, but I guess an old-fashioned letter from Germany goes right in the bin.

Maybe it would be cleverer to contact the authors of Labyrinth themselves. Which brings us to the logical next question: Who...? (-: A quick google-search didn&#65533;t bring up any names.

696. Re: Draining RAM, RAM-aid

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 21:38:28 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <o9%38.437781$oj3.82228245@typhoon.tampabay.rr.com>
Source record: 31513

> (http://www.nleaudio.com/css/stabiliz.htm). But you better check the
file,
> Bob sometimes uses the wrong pin numbers. I wrote a text about it, maybe
I
> should put both on my site.
>
> CU Mathy van Nisselroy

Thanks Mathy on the comformation XL/XE problem, I has a few voice chats with the prevous owner of CSS and I cant remember his name darn it was a long time ago, The last voice chat I had with Bob Puff was 4 years ago just to place an order for Mux replacement chip for backup computers. Also thanks for the BB pinouts the BB is working perfect again, I double check the my work with a multi-tester before powering it up :)

Atari8man

697. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 22:02:46 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <aw%38.437802$oj3.82250708@typhoon.tampabay.rr.com>
Source record: 31514

Yes you must save the game alot, death can just be 1 shot away, when you start a new map you take off as fast as you can to the closes hulk and take the part and beam up quick if not you can have 2 purple sausers on your tail. There was some clues in the manual to help on a few levels and after completing the game a few times I still could not find the damn clock...

I could never figure out the Eidolon, bouncing color balls and changing them to other colors? Strange game but I will finish it someday.

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in message news:3c501a4a.78583203@news.ubs.com...
> On Wed, 23 Jan 2002 19:08:59 GMT, "stonic" <scottith@ptd.net> wrote:
>
> >Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that
> >game was cake compared to this. Beautiful game (visually), but practically
> >impossible b/c of that saucer which would constantly attack. Most of the
> >time you couldn't even see it to fire back. There was a "cheat" I used -
> >you'd find a piece of equipment, immediately saving the game, and then
> >restarting it, which would give you time to find another piece (before that
> >damn saucer would show up). I remember at the final level there was a
> >mountain range which completely surrounded you, and there wasn't anything to
> >"do". I figured the game tired of my cheating and glitched out on me, so I
> >never tried to start over.
>
> That brings back memories ... like you I found that there was
> eventually a saucer that was nearly impossible to hit and like you I
> tried saving the game and restarting..... and like you I eventually
> ended up getting stuck that way! I think there was an auto targetting
> system but it never seemed to work properly for me.
>
> It was a great game in other respects though ... superb gfx and
> sound and I loved the weapons modules idea (and the little TV screens
> at the top of your screen!).
>
> Did you notice that the robot back on your ship was the same as the
> one from the famous walking robot demo?
>
> Eid
olon was also pretty good, and I did manage to eventually beat

> it but only with the aid of maps that were published in a C64 Mag.
>
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"
>

698. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 22:30:11 UTC
From: Scott <scottm25@bigfoot.com>
Message-ID: <240120021730111914%scottm25@bigfoot.com>
Source record: 31515
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

In article <a2h16h$o6o$1@nets3.rz.RWTH-Aachen.DE>, Mathy van Nisselroy
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> - Why is everybody using 65816's when 6502's seem to be better and more
> available?
>
Well the 65816 could be switched into 16-bit mode while the 6502's were
8-bit chips.

> - Are these faster 6502's really better then 65816's?
>
Depends on what you want to do with them. The GS used the extra
instructions and such on the 816 to make GS OS fun. :-)

699. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-24 23:24:21 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <FI048.99604$QB1.6917430@bin3.nnrp.aus1.giganews.com>
Source record: 31516

I have successfully (using MyDOS) written a print file to a "mirror" to generate a file on the PC. No problem there. Of course each line has a non-standard eol (I think $9B). I could easily write a very small VB program to replace each $9b with $0D,$0A. Just wish I didn't have to do any conversion, of my own devising or not.

"Rick Cortese" <ricortes@netmagic.net> wrote in message news:u4v57pp73k4a9b@corp.supernews.com...
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:MpI38.81181$QB1.5766913@bin3.nnrp.aus1.giganews.com...
> > I have an SIO2PC cable which works great for disk access to the PC through
> > APE for WinXP which I am beta-testing. But, I can't get it to to work for
> > printer emulation to the PC.
>
> Probably just do what Russ suggested. If you don't have success with that,
> there is also a really old conversion program 'TT' that would work.
>
> You can always null modem to the PC and use Hyperterm/Bobterm to transfer
> the files.
>
>
>

700. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 00:21:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C50A50D.8FAE557C@asw.cz>
Source record: 31523

"Frank Schröder-Höftmann" wrote:
> Maybe it would be cleverer to contact the authors of Labyrinth themselves.
> Which brings us to the logical next question: Who...? (-: A quick
> google-search didn´t bring up any names.

Giant List lists no-one else than David Fox (Rescue on Fractalus, Maniac
Mansion, Zak McKraken, Ind. Jones).

--
Jindroush <kubecj@asw.cz>
Visit http://jindroush.atari.org - Home of Atari Cartridge Dumping
Project

701. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 02:42:35 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2qj50$12u9fd$3@ID-15679.news.dfncis.de>
Source record: 31519

Hi,

> AMC Verlag (Armin Stuermer and his programmers) once got the
>order from Rainbow Arts to program "Jinks" for the A8.....

Thanks for that, VERY interesting story.

>....However, after a while Rainbow Arts told them they needed
>a 16k version, since it should be released on a non-bankswitching
>cart (why? no-one knows.)....

Hmm, I got a right bollocking off Atari over the amount of ROM I used for the 7800 port....it was all a matter of cost (ROM costs substantially more than a floppy disc or cassette).

>....So in 1991 the A8 version of Jinks was published as a disk
>based game (with approx 24kbytes of code, the rest of the older
>levels and sounds was never found again!)....

That doesn't surprise me. When I came to do the 7800 port, Rainbow Arts were unable to provide us with either the source code or graphics from ANY of the versions they'd already released. :-(

This is one of the reasons the 7800 port is missing so much of the gameplay and levels of the C64 version - the main reason is lack of time, but that's another story.

BTW I did at one time have a copy of the utterly appalling (unreleased?) ST port....now THAT was a truly awful port....

TTFN - Pete.

702. Re: Tower Toppler

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 02:46:34 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a2qj53$12u9fd$4@ID-15679.news.dfncis.de>
Source record: 31520

Hi,

> I have Jinks for the Atari 8bit why isnt on your list?

Because I listed only the games which Bob and I were working on porting to the 2600 and 7800....we had nothing whatsoever to do with any other versions.

Though, as you can see, we abandoned all the 2600 ports as being unworkable.

TTFN - Pete.

703. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 03:07:39 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <7vMU8A+8AEJP092yn@NoSpam.com>
Source record: 31539

In article <iKK38.69356$jd7.5237192@bin6.nnrp.aus1.giganews.com>,
"John McCulloch" <mcculloch@accesstoledo.com> wrote:
>At this point, I've had enough. I spent about a month and a half on getting
>a DOS that comes close to what I need. Then this comes up and I realize
>that APE and other attempts at accessory emulation are only for those that
>have the time to cascade printouts and other things through layer after
>layer of conversion programs to get what they need. The nostalgia in me has
>been properly extinguished.

Couldn't you just pick up a cheap printer and SIO printer interface?

--
Ryan 'Gozar' Collins

704. Re:(WAS:make images from Tapes)Virtual cassettes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 03:18:41 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <l8448.1080$6l4.435844127@newssvr12.news.prodigy.com>
Source record: 31517

Thanks for the heads up, it's a really long overdue feature for an excellent
emulator!
Mo

Janka Gerhard wrote in message <3C4D2F58.FD3CF34@siemens.at>...
>Mo wrote:
>>
>> I have never had any luck making wav recordings of atari tapes. I've used
>> several different computers to do the recording, even my laptop thinkpad!
>> Besides I don't know of any current emulators capable of loading a
virtual
>> cas file.
>> Mo
>
>Hi Mo,
>
>Since nobody else mentioned it in the recent atari tape threads I have
>to
>say that the most recent version of the Atari800 emulator includes a
>cassette emulation in some 'beta' state. Since I don't have any .cas
>files I couldn't check how good it already is but I think it's a good
>reason for anyone who can do it to produce .cas files and try it out.
>
>Gerhard

705. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 03:23:08 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <wc448.1081$gR4.436440206@newssvr12.news.prodigy.com>
Source record: 31518

I'm jumping in the middle of this post but, I have a game called 'Labyrinth' released by Broderbund for the atari on tape. Really kind of simple arcade style game.
Mo

Frank Schr&#65533;der-H&#65533;ftmann wrote in message ...
>
>> > Maybe we should issue some kind of petition. (-;
>>
>> Put my name on it. Lucas Games always looked great.
>
>
>Yeah, but who to bug? www.lucasarts.com merely lists email addresses for
>buying stuff and feedback for the web site. There&#65533;s a postal address
though,
>but I guess an old-fashioned letter from Germany goes right in the bin.
>
>Maybe it would be cleverer to contact the authors of Labyrinth themselves.
>Which brings us to the logical next question: Who...? (-: A quick
>google-search didn&#65533;t bring up any names.
>
>

706. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 06:12:00 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u51tpk8qrukt60@corp.supernews.com>
Source record: 31521

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0201240856.5f62f792@posting.google.com...

> (On a sorta-related topic, is the demo of Imagic crippled
> in any way other than the nag screen? It only converted about 25% of
> the DCM and XFD files I threw at it, the rest I had to convert
> manually with Atari800Win... I didn't use the old command-line
> converters as I didn't want to lose the long filenames...)

It should convert images fine registered or not.

E-mail me a bunch of the images that dont convert for you. I havent looked
at Imagic in a long long time, its possible I broke something last time I
tinkered with it and didnt notice.
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *

707. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 09:55:44 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C512BA0.3535EF08@asw.cz>
Source record: 31537

Damfino wrote:
> (On a sorta-related topic, is the demo of Imagic crippled
> in any way other than the nag screen? It only converted about 25% of
> the DCM and XFD files I threw at it, the rest I had to convert
> manually with Atari800Win... I didn't use the old command-line
> converters as I didn't want to lose the long filenames...)

:-) My ACVT converts (almost) everything and you don't lose LFN (under
W9x & W2k, not sure about WNT4).
And has no stupid shareware delays.
Link in signature.
--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

708. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 10:07:46 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <uib25u4sncu8dmehhu0f1aspm4s0m9hboe@4ax.com>
Source record: 31524

On Fri, 25 Jan 2002 03:23:08 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>I'm jumping in the middle of this post but, I have a game called 'Labyrinth'
>released by Broderbund for the atari on tape. Really kind of simple arcade
>style game.
>Mo

well ... I think there are numerous games availble which are called
labyrinth :-)))

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

709. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 10:08:32 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ojb25ugroltjp7qq2q81b7c28cb3m646iv@4ax.com>
Source record: 31525

On Fri, 25 Jan 2002 01:21:33 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>"Frank Schrï¿½der-Hï¿½ftmann" wrote:
>> Maybe it would be cleverer to contact the authors of Labyrinth themselves.
>> Which brings us to the logical next question: Who...? (-: A quick
>> google-search didnï¿½t bring up any names.
>
>Giant List lists no-one else than David Fox (Rescue on Fractalus, Maniac
>Mansion, Zak McKraken, Ind. Jones).

David Fox has a own homepage found under:

http://www.eeggplnt.com/

there is an email adress too...

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

710. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 11:11:35 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <oaf25uk58eeirl36c82ueg7bk7tkap336n@4ax.com>
Source record: 31526

On Thu, 24 Jan 2002 23:19:52 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>Just to confirm, that Knight Orc, Ingrids Back, & Lancelot ARE on the 8bit,
>and are confirmed to exist. So certainly Gnome Ranger too, but not yet
>found?
>
>Aaron
>
So now we need images of them :-)

711. Re: 65c02 vs 65816

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 12:32:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2rj9t$nh1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31527
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple

Howdy Scott, folks

> Well the 65816 could be switched into 16-bit mode while the 6502's were
> 8-bit chips.

Hmm, why not use two super fast 6502's then. You get the availability of
the 6502 and still have 16 bits. :-))

CU Mathy van Nisselroy

712. Re: PING MO: atari tech manuals in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 12:35:17 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2rje6nmp1@nets3.rz.RWTH-Aachen.DE>
Source record: 31528

Howdy "mad ATARI user alternate"

> and I was wondering if you were able to do the same for other Atari
> Manuals such as De Re Atari ?

Check out Eric's Atari Stuff at http://www.dislerdesign.com/Atari/ It's
HTML.

CU Mathy van Nisselroy

713. Sorry for mis-using this group

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 12:41:27 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a2rjpo$nu1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31529

Howdy folks

You know me, I don't often misuse this group. But this time I need your help.

There's a little girl of 8 years old who has a disease 3 doctors here from 3 different hospitals can even find a name for. That's how rare it is. The child behaves like she's 1 year old. Can't jump or run and has epileptic ceasures. If you know a doctor in Child and/or Brain diseases, please tell her/him to look at this site. http://www.lyvania.nl The main site is in English, but Dutch and German versions are available. The kids medical history is on the site as are testresults.

CU Mathy van Nisselroy

PS I don't know these folks, their desperate cry for help (the girl might die is no cure is found) was on the news yesterday.

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

714. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 16:02:53 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201250757250.11483-100000@shell.pacifier.com>
Source record: 31534
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts! http://www.pacifier.com/~atari/specials.htm

I've added many boxes of new ST Games & Software. Check it out!

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http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
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http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

715. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 16:04:48 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2rvik$3cu$1@olaf.komtel.net>
Source record: 31533

```
> David Fox has a own homepage found under:
>
> http://www.eeggplnt.com/
>
> there is an email adress too...

Hallo Thomas! (-:
```

See, that&#65533;s what I was searching for the other day. I&#65533;ll give it a shot and write David Fox an email later today & keep the groups informed if something materialises...

```
(-:

Frank
```

716. Re: Is it possible to program emulators to load from wav file?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 16:10:17 UTC
From: Doug Wheeler <dwheeler.xnospamx@mediaone.net>
Message-ID: <3c5182da$1_2@spamkiller.newsgroups.com>
Source record: 31535

"Dirk the Daring" <dirkthedaring@charter.net> wrote in message
news:u4hhlt2vlohef9@corp.supernews.com...
> When you load Atari cassettes - the sound is convertered into the 'basic
> program' Can't the emulators be programmed to input the same sound
through
> a wav file (or mp3) Maybe my thought is way off - but I think it would be
> possible. Can someone explain one way or the other? Thanks.

This has already been done, check out the "8 bit .cas project and archive"
at:

http://atari.da.ru/

You can also look for the programs cas2wav and wav2cas.

--Doug

717. Re: Be A Winner! 2446

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 17:48:49 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <5Ug48.110669$QB1.7820545@bin3.nnrp.aus1.giganews.com>
Source record: 31536
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
Major draw for what? Stupidist idiot of the year?
<dsjzqp@winwinwin.com> wrote in message
news:nUX38.51927$Bw6.1290679@news.webusenet.com...
> BE A WINNER!!!
>
> Send in US$5.00 to the address below and be a winner!
>
> Make all cheques and money orders payable to:
>
> Ian Rich
>
> 188 Stanley Tce
> Taringa QLD 4068
> Australia
>
> ..and if you forward this message to four of your friends, you will go
into the major draw.
>
> GOOD LUCK!!!
> ryqwibhjwkmjl
>
>
>
```

718. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 21:26:59 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201251326.5897c0b7@posting.google.com>
Source record: 31538

"Steven J Tucker" <classics@atarimax.com> wrote in message > It should convert images fine registered or not.
>
> E-mail me a bunch of the images that dont convert for you. I havent looked
> at Imagic in a long long time, its possible I broke something last time I
> tinkered with it and didnt notice.

These were images that were part of the current TOSEC "800XL - ROMs" collection. Most of the images are .atrs, a few are .dcms and .xfds and I was converting them to make it a purely .atr collection (also to eliminate some of the duplicates...) At this point I've converted them all (either via Imagic or Atari800Win) so I don't remember for sure which are which, but I do have plenty of non-TOSEC .dcms that I haven't converted yet - if you don't have the TOSEC collection for reference, I'll try to send some more that don't work.

719. XIO Commands & CC65

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-25 23:48:37 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C51EED5.8DB1698@a.a>
Source record: 31540

How do I do the equivalent XIO comannds while programming in C?

Thanks,
Chris

Chris J. Martin
Video Broadband Communications Design
Texas Instruments, Inc.

"All programmers are playwrights and
all computers are lousy actors."

720. Re: XIO Commands & CC65

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 00:09:33 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <lps35u0rpm048tjk4m5roaqpm2c66n72l0@4ax.com>
Source record: 31541

On Fri, 25 Jan 2002 17:48:37 -0600, Chris Martin
<cmartin_at_ti_dot_com@a.a> wrote:

>How do I do the equivalent XIO comannds while programming in C?

Take a look at this:
http://trident.mcs.kent.edu/~clisowsk/8bit/atr1.html

Which is an exercept from the atari system ref. manual that explains
how to call CIO/XIO functions from assembly. I imagine it would be
very similiar.

There may even be some facility already programmed into cc65 for the
atari? I know the file i/o routines work.

When I have some more time I will try to write some sample code for
you (unless someone beats me to it....)

--
Shawn Jefferson

721. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 01:32:10 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <uGn48.3890$8d1.1248678@news1.rdc1.md.home.com>
Source record: 31542
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201250757250.11483-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Preferred Customer Discount Does not cover Happy
> Drives, XF551 Drives, Monitors or Atari Jaguar! Got Questions? E-Mail Ben
> Today at atari@pacifier.com Get my Newest Catalogs while inventory Lasts!
> http://www.pacifier.com/~atari/specials.htm
>
> I've added many boxes of new ST Games & Software. Check it out!
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

722. Anarchistic Atari page has moved!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 03:36:19 UTC
From: jhardie@pipeline.com
Message-ID: <3c552365.267685524@news.optonline.net>
Source record: 31543

Hi,

Just wanted to let everyone know that my lame web-site has moved to:

http://www.atariprotos.com/personal/john/

For now, you will be re-directed to the new site. I wanted to let all
the people who frequent it (all 2 of you) know about the change.

Maybe now, I'll get off my ass and update it.

Thanks,
John

723. Extra wire on Trak AT D2 disk mechanism.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 09:23:55 UTC
From: Neil Shipp <"neilsh at nwlink d0t com">
Message-ID: <3c5274bb$1_2@news.nwlink.com>
Source record: 31544

I've got a Trak AT D2 drive whose motor is getting weak. For some of my floppies, it can't spin it fast enough, though my Rana has no problems. I've cracked it open, and it looks like a standard IBM floppy mechanism. I tried putting in an old 360k floppy I had, but the drive won't spin. The busy light comes on but that's it. Looking at the original mechanism, it looks like they modified the drive by adding a wire from pin 2 of the floppy connector to one of the chips on the drive. Anyone know what this does?

Neil Shipp.

724. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 14:01:15 UTC
From: Damfino <null@null.com>
Message-ID: <q9d55u8er6c9t0u4nm1slaftnnl8dcna46@4ax.com>
Source record: 31545

Here's another question... Radio Shack doesn't have the 1489/14C89 in stock anywhere, and it looks like if they did, it'd be the 1489, not the desired 14C89. They also don't carry the .1uF tantalum capacitor. I've called a couple other electronics stores locally (upstate New York) with no luck, ordering from JDR will cost over $15 when all is said and done (huge shipping charges!) and Jameco didn't have the .1 tantalum... does anyone know of somewhere to order the stuff that won't kill me on shipping, or does anyone have any spares? (I'm looking for two of each, I'm building both an SIO2PC and 1050-2-PC/Pro...) I'd don't mind paying a little for shipping, but when I'm ordering ~$1.50 worth of parts, I hate the idea of spending ten times that to have them shipped!

Thanks guys!

725. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 15:51:39 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0201260751.5ca54b9a@posting.google.com>
Source record: 31546

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:<a2jqtt$8df$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Dan
>
> Just checked on your site if you have a ZIP. I see you have (as I seemed to
> remember).
>
> Have you tried SCMON012 (also on the ASPI page), command 9 (IIRC)?
> You'll have to press it twice or 3 times (depending on whether the disk has
> stopped already or not), but it will eject the ZIPdisk from the ZIPdrive.
> (some devices ignore the first command after the medium has changed)
>
> CU Mathy van Nisselroy

Hello there mathy, hows the atari going, keep the faith

re:cd's and atari 8bits

will the black box and assoc. drivers be compatable with cdrw's and
jazz drives, as I would like to see these devices used on my a8

726. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 19:23:26 UTC
From: PNC <news@spam.polar-net.co.uk>
Message-ID: <YmD48.29676$ka7.4930693@news6-win.server.ntlworld.com>
Source record: 31447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
news:uGn48.3890$8d1.1248678@news1.rdc1.md.home.com...
> www.myatari.com
>

www.newsgroupspammers.com

Si

727. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 19:37:01 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a2v0cdbco1@olaf.komtel.net>
Source record: 31448

Hello again!

This is what David Fox had to say about Labyrinth:

Hi Jindroush and Frank,

Both of you had similar questions -- I got an email from both of you today about an Atari version of Labyrinth...

Sorry to disappoint you, but there never was one. By the time we decided to do this game, the Atari was on its way downhill, having been beaten in the marketplace by the C64. The last games we did for the Atari were Koronis Rift and The Eidolon. Atari sales weren't especially good for either (I'm pretty sure C64 sales for both were much better), and we saw the writing on the wall. (Even though the Atari was by far my personal favorite, and I still think it was a better machine.)

So when the Labyrinth game got the go ahead, it became the first Lucas game to lead on the C64. If it had been commercially successful, we might have done versions for other platforms. But the film didn't get great reviews, and without a strong push from the film, Activision (the publisher on this title) didn't do much to promote the game. I doubt it sold more than 25-30K copies, but don't quote me on that.

But, I'm very happy that Labyrinth has some fans! I always thought it was groundbreaking in many ways. I've never gotten any fan mail on it, so it's nice to know people like it. Is there a version on the Web that can be played on a PC emulator?

Happy Classic Gaming,

David

728. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 19:40:35 UTC
From: Greg Goodwin <drclu@swbell.net>
Message-ID: <3C5306DD.77E1B8F5@swbell.net>
Source record: 31449

The latest entry Swbell.net server seems to have is Dec 28th.

Doctor Clu

Alan Sharkis wrote:
>
> Hello all,
>
> My ISP (really my cable company) pulled comp.sys.atari.announce off their
> server a couple of days ago -- no explanation. They have an on-line chat
> window with a tech support person. I used it to ask why the newsgroup was
> pulled, and to ask if it can be reinstated. She said she'd talk to the
> newsgroup people, but that I should also write to support and let them know
> what I told her and she told me. She also said I should wait a few days for
> an answer.
>
> Today I got an answer. It said that since I spoke to somebody on-line,
> they're confident that my problem was solved.
>
> Interesting.
>
> Meanwhile, is anyone else having this problem?
>
> Take care.
>
> Alan

729. How can I load programs from cassette and transfer to files for the emulators under windows?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 21:42:18 UTC
From: ToWer <to-wer@gmx.de>
Message-ID: <a2v78ctid07$1@news.t-online.com>
Source record: 31450

How can I load programs from cassette and transfer to files for the
emulators under windows?

I use the ATARI800Win Emulator and want load my old BASIC-programs (15 years
old ;-)) from cassette.
Has anyone an idea to realize it?

Thank you.

Torsten

730. Re: Extra wire on Trak AT D2 disk mechanism.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 21:55:07 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c5324fe_3@news.iglou.com>
Source record: 31451

Neil Shipp > wrote in message <3c5274bb$1_2@news.nwlink.com>...
>I've got a Trak AT D2 drive whose motor is getting weak. For some of my
>floppies, it can't spin it fast enough, though my Rana has no problems.
>I've cracked it open, and it looks like a standard IBM floppy mechanism. I
>tried putting in an old 360k floppy I had, but the drive won't spin. The
>busy light comes on but that's it. Looking at the original mechanism, it
>looks like they modified the drive by adding a wire from pin 2 of the
floppy
>connector to one of the chips on the drive. Anyone know what this does?
>
Have you checked that the drive's power supply is generating 5v and 12v?
I don't think Trak used high density drives, but pin 2 on the floppy
connector
usually selects high or low density. If the drive light is on constantly
that is usually a sign that the cable is connected wrong.

731. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 22:33:53 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <l9G48.5314$8d1.2230697@news1.rdc1.md.home.com>
Source record: 31452
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hmmm...interesting link. I don't know what it's for. I was responding to the ad. I have no affiliation with B&C Computervision (www.myatari.com). I know them to be reputable as I've done business with them over the years (I used to live in the Bay Area).

I post the link as a response to BS Computers ads because of this page:
http://home.pacifier.com/~atari/auctions.htm
I have auctioned Atari material and I test mine what I sell quite rigoursly.
I think their characterization of auctions is self-serving and inaccurate.
I like to make sure people know they have an alternate choice in online Atari stores.

I don't have any problem with the occasional ad posted to the Atari newsgroups. It's a small community and I don't think it hurts the group to have ads every so often.

"PNC" <news@spam.polar-net.co.uk> wrote in message
news:YmD48.29676$ka7.4930693@news6-win.server.ntlworld.com...
>
> "Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
> news:uGn48.3890$8d1.1248678@news1.rdc1.md.home.com...
> > www.myatari.com
> >
>
> www.newsgroupspammers.com
>
> Si
>
>

732. Re: comp.sys.atari.announce

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 22:54:12 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <osG48.68162$6L5.11436909@news02.optonline.net>
Source record: 31453

That doesn't matter. The newsgroup has been restored, along with probably hundreds that are even less-frequently used.

Take care.

Alan

"Greg Goodwin" <drclu@swbell.net> wrote in message news:3C5306DD.77E1B8F5@swbell.net...
> The latest entry Swbell.net server seems to have is Dec 28th.
>
> Doctor Clu
>
>
> Alan Sharkis wrote:
> >
> > Hello all,
> >
> > My ISP (really my cable company) pulled comp.sys.atari.announce off their
> > server a couple of days ago -- no explanation. They have an on-line chat
> > window with a tech support person. I used it to ask why the newsgroup was
> > pulled, and to ask if it can be reinstated. She said she'd talk to the
> > newsgroup people, but that I should also write to support and let them know
> > what I told her and she told me. She also said I should wait a few days for
> > an answer.
> >
> > Today I got an answer. It said that since I spoke to somebody on-line,
> > they're confident that my problem was solved.
> >
> > Interesting.
> >
> > Meanwhile, is anyone else having this problem?
> >
> > Take care.
> >
> > Alan

733. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-26 23:29:48 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <0YG48.2461$ZO2.125059@stones>
Source record: 31454

Can you throw in the Time & Magik Trilogy too,
I can't find that anywhere ;-(

Regards,

Mark

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:oaf25uk58eeirl36c82ueg7bk7tkap336n@4ax.com...
> On Thu, 24 Jan 2002 23:19:52 +1300, "Aaron Wheeler"
> <holmesatari@hotmail.com> wrote:
>
> >Just to confirm, that Knight Orc, Ingrids Back, & Lancelot ARE on the
8bit,
> >and are confirmed to exist. So certainly Gnome Ranger too, but not yet
> >found?
> >
> >Aaron
> >
> So now we need images of them :-)

734. [--- CAS to PC ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 01:01:37 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <004fe8bb@fmlynet.org>
Source record: 31461

FamilyNet Newsgate

Re: How can I load programs from cassette and transfer to files for

> How can I load programs from cassette and transfer to files for the
> emulators under windows?
> I use the ATARI800Win Emulator and want load my old BASIC-programs (15 years
> old ;-)) from cassette.
> Has anyone an idea to realize it?
> Thank you.
> Torsten

It should not be very complicated to do in text. Load the tokenized BASIC
program. LIST the program to the 'C:' device. Link the ATARI modem to the
PC modem. Load MyDOS on the ATARI. Startup the PC . Load a terminal program
and activate Receive ASCII File. Copy the 'C:' device to the 'R:' device
(MyDOS has no problem with this). The bytes on the cassette tape should be
copied across to the PC.

.. WWW.WERS.ORG, WERS Streaming Audio, 22:00 UTC/GMT, "The Playground"
.. WWW.WERS.ORG, Saturdays, Sundays, 22:00-00:99 UTC/GMT, Playground

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

735. Re: ATR format incorrect

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 01:25:11 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <XFI48.129769$_w.19290291@typhoon.tampabay.rr.com>
Source record: 31455

> What is cleanup.com? I doubt there is any problem with the image
format
> itself since its just a 16 byte header + a big blob of data.
>
> Steve

Im sure you know what cleanup.com is don't try to kid me

> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.atarimax.com/ * *
*

736. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 01:29:57 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <pKI48.129771$_w.19296201@typhoon.tampabay.rr.com>
Source record: 31456

Can the Atari 1010 data drive be upgraded for a higher baud rate?

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C4D68D4.98C79C07@students.uni-mainz.de...
> Well,
> the fastest turbo tape drives I heard of, load with 9600 Baud - half of
> the normal disk drive speed... And if I am counting right 9600 Baud
> thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
> 2,4 kbytes per second. Not that pretty fast... (But on the other hand
> 600 Baud standard tape is much slower!) -Andreas
>
> (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
> divide the Baud rate by 8 and then by 1000 to get the approx. kbyte rate
> - and by 1024 to get the exact kbyte rate - is that right ?!?)
>
>
>
> Andre schrieb:
> >
> > > The souped-up XC12 was an Eastern European modification wasn't it? I
> > > have heard stories how they got those things humming almost as fast as
> > > disk drives.
> >
> > Maybe as fast as Commodore drives :) but not as fast as stock Atari
> > drives with their 19xxx Baud. These so-called TurboTapes load with
> > 6000-7200 Baud (or maybe some dudes even managed more) by using some
> > hardware modifications built in. Schematics and software can be found at
> >
> > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
> >
> > Greets,
> >
> > Andre
>

737. Re: APE cables

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 02:22:01 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <dvJ48.39615$Oc.3213545@bin1.nnrp.aus1.giganews.com>
Source record: 31457

Yes, that's an option. Years ago I had a device called an APEface which worked very well. But, even if I could get a similar device again, it was a terminal device in that it had no pass-through. Thus I couldn't use it and the SIO2PC cable at the same time. Plus I'm limited on space.

Until I'm sure that I can't get APE to work, I've gotta give Steven the chance to make it work since he is sure that it should.

"Ryan Collins" <gozarcollins.hotmail@NoSpam.com> wrote in message news:7vMU8A+8AEJP092yn@NoSpam.com...
> In article <iKK38.69356$jd7.5237192@bin6.nnrp.aus1.giganews.com>,
> "John McCulloch" <mcculloch@accesstoledo.com> wrote:
> >At this point, I've had enough. I spent about a month and a half on getting
> >a DOS that comes close to what I need. Then this comes up and I realize
> >that APE and other attempts at accessory emulation are only for those that
> >have the time to cascade printouts and other things through layer after
> >layer of conversion programs to get what they need. The nostalgia in me has
> >been properly extinguished.
>
> Couldn't you just pick up a cheap printer and SIO printer interface?
>
> --
> Ryan 'Gozar' Collins
>
>

738. Re: How can I load programs from cassette and transfer to files for the emulators under windows?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 02:57:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <j0K48.19328$Fh4.1655816@newsread1.prod.itd.earthlink.net>
Source record: 31458

You do not mention what resources you have such as a disk drive, 410/1010 cassette, etc. Depending on your hardware, you may need to send those tapes to someone for conversion. It should be a simple matter to boot with DOS and then LOAD"C: or CLOAD followed by a SAVE"D:FILE1.BAS... and finally one of the transfer options such as null modem, SIO2PC, AtariDsk...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ToWer" <to-wer@gmx.de> wrote in message
news:a2v78ctid07$1@news.t-online.com...
> How can I load programs from cassette and transfer to files for the
> emulators under windows?
>
> I use the ATARI800Win Emulator and want load my old BASIC-programs (15
years
> old ;-)) from cassette.
> Has anyone an idea to realize it?
>
> Thank you.
>
> Torsten
>
>
>

739. Re: How can I load programs from cassette and transfer to files for the emulators under windows?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 02:57:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c536cad$0$35615$1dc6e903@news.corecomm.net>
Source record: 31459

```
(everbody gonna jump on this one.)
Uhm. I dunno. (all from the READY prompt).
CLOAD
LOAD "C:"
or maybe even ENTER "C:" if you LISTed "C:"
Then.
SAVE "D2:MYFILE.BAS" assuming you have a disk drive
or APE or SIO2PC cable.
For use in the emulator, you have to load the .ATR file into it
and also the BASIC cart.
Russg
```

740. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 05:44:14 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C5393AE.FF51853D@cswebmail.com>
Source record: 31460

William Moeller wrote:

> I was just going through my Atari holdings and trying to get them down to
> a rational limit, and noticed my Atari Classics magazines. I was
> wondering, is this magazine officially dead? When was the last one? It
> really is a shame it couldnt be published on an annual basis.
>
> I know that it is a labour of love, but is that too much to ask from
> hobbyists?
>
> Willy

After Jim Hood passed away, Bob Woolley took over, publishing a few issues.
The last one was July 1997.

I consider the mag dead after a year without issues.

Rick D.

741. XL Basic Font for Linux Console, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 22:01:42 UTC
From: Hermann Samso <samso@studserv.stud.uni-hannover.de>
Message-ID: <a31tc6$9ee$1@newsserver.rrzn.uni-hannover.de>
Source record: 31462

Hello,
just searching for XL-fonts to use in Linux console.

thanks,
hermann samso

742. Re: Extra wire on Trak AT D2 disk mechanism.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-27 23:09:50 UTC
From: usenet@hias.horus.com
Message-ID: <slrna5919b.585.usenet@camel.hias.horus.com>
Source record: 31463

On Sat, 26 Jan 2002 16:55:07 -0500, Bill Marcum wrote:
> I don't think Trak used high density drives, but pin 2 on the floppy
> connector
> usually selects high or low density.

ACK. I think density selection should not cause this problem.

I don't know the Trak drive, so this is just another guess:

If the original drive really was Shugart compatible, one thing to check
still could be the drive select (ID) jumpers on the disk drive:

Standard PC floppy drives are set to "drive 2" per default (I'm
sure you have also wondered why the "B" drive in a PC is connected
straight to the floppy controller whereas the cable for drive "A"
as several wires "twisted" - that's the reason).
Be sure the drive is jumpered to be "drive 1" - sometimes the jumpers
are labeled DS0..DS3, in this case set the drive to DS0. If in doubt,
just jumper the drive to the lowest available ID :-)

HTH,

Hias

743. 1400XL Schematics/Layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 03:06:41 UTC
From: "Mark W. Smith" <MSmith@optonline.net>
Message-ID: <5f358.96778$6L5.15638065@news02.optonline.net>
Source record: 31469

To All,

Does anyone have a link to where I might find the layout for the chips that are used on the 1400XL? I am looking to resurrect my 1400XL and removed an IC about 10 years ago.

Thanks,
Mark

744. Old 850 express BBS mods

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 05:17:12 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <s9558.466196$oj3.88612500@typhoon.tampabay.rr.com>
Source record: 31464

Im looking for third party mod for the old 850 express bbs. There where games and BBS addons that I would like to put on my old bbs.

Thanks in advance.

Atari8man

745. SC 1435 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 10:07:06 UTC
From: james.moulder@clear.net.nz
Message-ID: <6d77fe70.0201280207.2281b36a@posting.google.com>
Source record: 31465

Does anyone know if a PAL SC1435 can be configured to work on a PAL
800 / 800xl / 130XE?

746. Re: my atari plays CDs!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 11:06:55 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a33bchjqj1@nets3.rz.RWTH-Aachen.DE>
Source record: 31466

Howdy Carmel

> will the black box and assoc. drivers be compatable with cdrw's and
> jazz drives, as I would like to see these devices used on my a8

The BlackBox is. The only problem I see with the Jazz drive is that it might have more RAM then you can access. You only have 96 partition available of 16 MB max. Hmmm, might work. 100x16MB is 1.6Gig minus 4 x 16MB is 48MB. A Jazz drive is 1GigaByte.

You shoudl be able to use a CDRW. But I wouldn't wanna burn a CD on the Atari. It would probably take hours. On a PC, if a CD is bad after you burn it, you throw it away and burn a new one. On an 8 bit Atari this would take ages.

CU Mathy van Nisselroy

BTW did you check out my site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy ?

747. Re: 400/800 os roms for xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 11:13:40 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a33bp6kav1@nets3.rz.RWTH-Aachen.DE>
Source record: 31467

Howdy Dan

> I'm wondering if anyone has opinions they'd like to share about which of
the
> "original 400/800 OS" roms for the xl/xe computers is the best.

CSS's UltraSpeedPlus OS also has the FIXXL translator built in. It can even copy the old OS to RAM, so software trying funny stuff will find the old OS in ROM and RAM. I never use it since I usually use the UltraSpeed Plus itself.

CU Mathy van Nisselroy

PS no docs on this one on the CSS site yet. But I've scanned them.

748. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 11:40:25 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u5ae5h33qnfs11@corp.supernews.com>
Source record: 31468

> Here's another question... Radio Shack doesn't have the 1489/14C89 in
> stock anywhere, and it looks like if they did, it'd be the 1489, not
> the desired 14C89. They also don't carry the .1uF tantalum capacitor.
> I've called a couple other electronics stores locally (upstate New
> York) with no luck, ordering from JDR will cost over $15 when all is
> said and done (huge shipping charges!) and Jameco didn't have the .1
> tantalum... does anyone know of somewhere to order the stuff that
> won't kill me on shipping, or does anyone have any spares? (I'm
> looking for two of each, I'm building both an SIO2PC and
> 1050-2-PC/Pro...) I'd don't mind paying a little for shipping, but
> when I'm ordering ~$1.50 worth of parts, I hate the idea of spending
> ten times that to have them shipped!

Just use any monolithic .1uf capacitor. Im sure radio shack has something
cheap in that area, a ceramic probably.

If all else fails just leave it out it will probably work anyway. The
non-cmos version
of the 1489 will probably work as well as long as your serial port isnt too
stingy with
the power.

Steve
--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

"Damfino" <null@null.com> wrote in message
news:q9d55u8er6c9t0u4nm1slaftnnl8dcna46@4ax.com...
>
> Thanks guys!
>

749. Re: XL Basic Font for Linux Console, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 11:44:57 UTC
From: Steven J Tucker <classics@atarimax.com>
Message-ID: <u5aee01te63p6c@corp.supernews.com>
Source record: 31470

"Hermann Samso" <samso@studserv.stud.uni-hannover.de> wrote in message
news:a31tc6$9ee$1@newsserver.rrzn.uni-hannover.de...
>
> Hello,
> just searching for XL-fonts to use in Linux console.
>
> thanks,
> hermann samso

Search for 'Atari classic font' in Google and you will come up with it in a
few places.
You can also download the ATS program at the URL below, its free and includes
one
of the same fonts.

There are truetype versions and bitmap versions out there.

Steve

--
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.atarimax.com/ * * *
* * ** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

>

750. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 15:09:01 UTC
From: Simon Osborne <news@spam.spam.spam.here.polar-net.co.uk>
Message-ID: <qQd58.41988$Ph2.7191242@news2-win.server.ntlworld.com>
Source record: 31471
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
news:l9G48.5314$8d1.2230697@news1.rdc1.md.home.com...
> Hmmm...interesting link. I don't know what it's for. I was responding to
> the ad. I have no affiliation with B&C Computervision (www.myatari.com).
I
> know them to be reputable as I've done business with them over the years
(I
> used to live in the Bay Area).

I have no problem with your post, but I do have a problem with the constant
Bravo Sierra adverts that are too long, cross-posted and annoying

Si

751. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 16:20:14 UTC
From: stefano.priore@inwind.it
Message-ID: <r7r33a.a52.ln@toy.sector1.net>
Source record: 31472

Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> [snip]

> Hello Michael,
> maybe we can include some info about Atari programs that a) support
> xtra-ram (but still run on 48k or 64k machines) and b) absolutely need
> xtra-ram (and thus will not run on a 48k or 64k machine). I do not know
> where to include this info into your FAQ, but if you are interested, I
> can create a list with lots of programs I know, belonging to subject a
> or b. Think this could be of interest especially for those Atarians
> that have xtra-ram avaiable (or those who do not know what to use the
> xtra-ram for...) greetings, Andreas.

How large are these xtra-RAM expansions? Which machines support them?

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.17
---------------------------------+-------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

752. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 16:34:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c557da3$0$37100$1dc6e903@news.corecomm.net>
Source record: 31473

(1489, 14c89, tantalum capacitor.)
My APE cable doesn't work the best. I had a 1489, and replaced
it with a 14c89, didn't seem to make any difference. I found
a yellow capacitor of the right value and used that.
I found the 1489 and 14c89 at a surplus/junk electronics place.
I'm sure upstate NY has an electronics place like that.
Russg

753. FS: Atari 2600 remote control joysticks - best offer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 16:41:06 UTC
From: vividchord@usa.com
Message-ID: <4e66c2f4.0201280841.6f54ef69@posting.google.com>
Source record: 31474

```
2 remote control joysticks & base unit. Base unit plugs into game
system and requires a 9V DC power supply (not included). Each
joystick requires a 9V battery (not included). Near mint condition.
Please send offers to vividchord@usa.com
```

754. Re: SC 1435 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 16:47:33 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a33vb0$482$1@thorium.cix.co.uk>
Source record: 31475

http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/

May provide pointers.

Don't know the model itself.
What inputs does it have?

"James Moulder" <james.moulder@clear.net.nz> wrote in message
news:6d77fe70.0201280207.2281b36a@posting.google.com...
> Does anyone know if a PAL SC1435 can be configured to work on a PAL
> 800 / 800xl / 130XE?

755. Missing OS ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 16:58:08 UTC
From: stefano.priore@inwind.it
Message-ID: <n9v33a.5t2.ln@toy.sector1.net>
Source record: 31476

Have the NTSC-A, PAL-B and 1200XL Rev. 11 OS ROMs surfaced somewhere?

--
Stefano Priore | SuSE Linux 7.1 kernel 2.4.17
---------------------------------+---------------------------------
"Video meliora proboque, | Linux Registered User #210152
autem deteriora sequor..." | Linux Registered Machine #97752

756. Re: 400/800 os roms for xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 17:11:45 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201280911.78e58911@posting.google.com>
Source record: 31477

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:<a33bp6kav1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Dan
>
> > I'm wondering if anyone has opinions they'd like to share about which of
> the
> > "original 400/800 OS" roms for the xl/xe computers is the best.
>
> CSS's UltraSpeedPlus OS also has the FIXXL translator built in. It can even
> copy the old OS to RAM, so software trying funny stuff will find the old OS
> in ROM and RAM. I never use it since I usually use the UltraSpeed Plus
> itself.
>
> CU Mathy van Nisselroy
>
> PS no docs on this one on the CSS site yet. But I've scanned them.

I beta-tested this OS (back when it was called "Bob's OS" - my XE's bristling with switches, hacks, etc, that Mr Puff installed way back when) and have the released version in my Atari currently, I'm pretty sure I have the documentation lying around somewhere... if you're interested, I can probably OCR it for you.

757. Re: 400/800 os roms for xl/xe

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 17:13:09 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201280913.3f729840@posting.google.com>
Source record: 31478

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> PS no docs on this one on the CSS site yet. But I've scanned them.

Oops, just realized that you said that you scanned them so you must
already have them. Never mind! :)

758. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 20:10:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C55B02E.D6FBF30A@students.uni-mainz.de>
Source record: 31479

Well,
1 megabyte is enough space - but you have to load the movie/ani into the RD somehow. Using a floppy will take quarters (15 minutes or more), a harddisk still needs some minutes to do so. But: Displaying such a file lasts only a few seconds (except that someone puts in an endless-loop, which most polish programmers did not!) Now think: you need 10 minutes (or more) loading time for 10 seconds (or more) playback time, is that worth the effort ??? A8 Harddisk users do not want to wait such a long time for any program to load, otherwise they have the intention to use tape recorders... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Mirko
>
> > Now think: a 10 sec video needs 600 sectors and a 20 sec video
> > needs 1200 sectors. And the ATARI8 needs more and more RAM.
>
> My XEGS has 1MB extended memory. That's 8170 (approx.) SD sectors or
> roughly 4000 DD sectors. Not enough?
> :-)
>
> CU Mathy van Nisselroy

759. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 20:18:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C55B1FF.D794608C@students.uni-mainz.de>
Source record: 31480

Well,
which version do you use - the Amercican version from Epyx or the
European version from Activision ?!? Afaik Activision created buggy
european versions, by using a data sector for their copy protection.
This was printed in several magazines and they said, because of this bug
the game cannot be solved and you should look out for the US/Epyx
version instead. On the other hand, if you do have the US version, ask
someone else, since I do not know how to solve it...
-Andreas.

stonic schrieb:
>
> Has anyone ever beaten this game (is it possible)? I beat Eidolon, but that
> game was cake compared to this. Beautiful game (visually), but practically
> impossible b/c of that saucer which would constantly attack. Most of the
> time you couldn't even see it to fire back. There was a "cheat" I used -
> you'd find a piece of equipment, immediately saving the game, and then
> restarting it, which would give you time to find another piece (before that
> damn saucer would show up). I remember at the final level there was a
> mountain range which completely surrounded you, and there wasn't anything to
> "do". I figured the game tired of my cheating and glitched out on me, so I
> never tried to start over.

760. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 20:20:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C55B286.74CE2AF@students.uni-mainz.de>
Source record: 31481

Well,
this reminds me of "Paperweight". Is Doorstop the same ?!?
-Andreas.

Damfino schrieb:
>
> bobbyshaw@aol.com (BobbyShaw) wrote in message
> > I also have a question. Which issue (can't remember if it was ANTIC, ANALOG,
> > or something else) had the type-in program called "Doorstop". When ran, it was
> > supposed to fry one of the chips in your ATARI making it basically only good
> > for a doorstop. I remember it causing quite an outrage in both the letters to
> > the magazines and also on the BBS's. It was sort of the first virus/trojan
> > that I was aware of on the the ATARI. I remember people reanaming it and
> > putting it up on the BBS's as games and others getting their computer trashed.
> > Never got hit with it, but I DO remember seeing the program in one of the
> > magazines. I tried to find it before I packaged up all my mags but never did.
>
> Doorstop was a joke - a very well-done joke. Perhaps "hoax" would be a
> better word.
>
> I would run it whenever possible on folk's Ataris - it looked very
> convincing, but was harmless. It would seem to do little or nothing,
> then a few click sounds, a couple screen flickers, then more, then
> more, until finally the screen just went to "snow" complete with white
> noise. RESET was trapped so it'd take you right back to the snow after
> the familiar blue screen was displayed for an instant. Turning the
> Atari off and on (or using your cold-reset switch of choice) would get
> you back working again.
>
> The outrage was from people who were fooled by it - naturally, if you
> think it's real, you won't actually run it and find it that it wasn't.
> AFAIK it would be impossible for a software program to actually damage
> the actual hardware of the Atari. (There was much discussion about the
> possibility after Doorstop came out!)

761. Re: Games that were not to be (Labyrinth!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-28 20:32:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C55B577.B98C36B3@students.uni-mainz.de>
Source record: 31482

Well,
it is not the game they are talking about. I guess they are talking
about the game which was modelled after the 80`s movie "Labyrinth",
starring David Bowie and other actors... -Andreas.

Mo schrieb:
>
> I'm jumping in the middle of this post but, I have a game called 'Labyrinth'
> released by Broderbund for the atari on tape. Really kind of simple arcade
> style game.
> Mo
>
> Frank Schröder-Höftmann wrote in message ...
> >
> >> > Maybe we should issue some kind of petition. (-;
> >>
> >> Put my name on it. Lucas Games always looked great.
> >
> >
> >Yeah, but who to bug? www.lucasarts.com merely lists email addresses for
> >buying stuff and feedback for the web site. There´s a postal address
> though,
> >but I guess an old-fashioned letter from Germany goes right in the bin.
> >
> >Maybe it would be cleverer to contact the authors of Labyrinth themselves.
> >Which brings us to the logical next question: Who...? (-: A quick
> >google-search didn´t bring up any names.
> >
> >

762. atari pdf manuals !!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 02:34:55 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <jTn58.4099$tx.40458@rwcrnsc51.ops.asp.att.net>
Source record: 31483

http://atariphoenix.morloc.com/library/pdf/

--
J.Wood
rtdos@yahoo.com

763. Re: XL Basic Font for Linux Console, anyone?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 07:13:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <LYr58.14316$TI3.142486@typhoon.sonic.net>
Source record: 31484

Hermann Samso <samso@studserv.stud.uni-hannover.de> wrote:

: Hello,
: just searching for XL-fonts to use in Linux console.

I created one once using some font editor and SVGAText mode on one of
my RedHat boxes. Unfortunately, the BIOS or something had a glitch, and
sometimes switching between X and text mode corrupted my font.

I don't think I have a backup of the font, either, which is unfortunate. :)
I drew it by hand using some console font editor I found at freshmeat.

Oh well.. Sorry I can't help! Good luck!

-bill!

764. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 08:10:45 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c5657ed.56678437@news.ubs.com>
Source record: 31485

On Mon, 28 Jan 2002 21:18:07 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>which version do you use - the Amercican version from Epyx or the
>European version from Activision ?!? Afaik Activision created buggy
>european versions, by using a data sector for their copy protection.
>This was printed in several magazines and they said, because of this bug
>the game cannot be solved and you should look out for the US/Epyx
>version instead. On the other hand, if you do have the US version, ask
>someone else, since I do not know how to solve it...
>-Andreas.

hmmm - that would explain a lot! This reminds me of another
incident where I bought Ultima IV from US Gold. I could _never_ win
any battles in the game, and I figured something must have been
wrong. When I wrote to US Gold about the problem they basically wrote
back and said I must just be a crap player (paraphrased!).

Some time later I saw an article in Page 6 magazine (or possibly
Atari User) that said that the manufacturers had used bad sector copy
protection but the discs didn't have the bad sectors due to a
duplicating screwup - This time I sent the disc back and demanded and
got a new, working, copy of the game.

OK, in these days of the internet we find out these things pretty
quickly, but back then you could be lumbered with a game that didn't
work. I'm really pissed off that I never got to play Koronis Rift
properly now ..... does the fault effect the emulated versions too?

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

765. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 13:30:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a36869$aa0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31486

Howdy Andreas

> 1 megabyte is enough space - but you have to load the movie/ani into the
> RD somehow. Using a floppy will take quarters (15 minutes or more), a
> harddisk still needs some minutes to do so. But: Displaying such a file
> lasts only a few seconds (except that someone puts in an endless-loop,
> which most polish programmers did not!) Now think: you need 10 minutes
> (or more) loading time for 10 seconds (or more) playback time, is that
> worth the effort ??? A8 Harddisk users do not want to wait such a long
> time for any program to load, otherwise they have the intention to use
> tape recorders... -Andreas.

Hmm, I'll somehow have to check this. (may take some time) But I guess it doesn't take 10 minutes.

But it's not a matter of how long at takes. It's just a matter of 'can it be done or not'. I can watch these movies on a PC at the university. But I'ld like to be able to do that at home. Or show it at an Atari meeting. Doesn't matter if it toke 12 hours to convert it from .MOV to HIP or even RIP format (see my site http://www-users.rwth-aachen.de/mathy.van_nisselroy/ for info on HIP and RIP format). Even if it to took four 8 bit Atari's hooked up together via the multilink interface that long. I'ld just like it if we could look at these movies on the Atari.

Have you seen the Sexual Experience Demo by BAT! It's a great demo, and I love that this is possible on the Atari. Yes, an adult video has more detail and takes longer. But I like that demo anyway.

CU Mathy van Nisselroy

766. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 13:40:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C56A65E.FE64E930@students.uni-mainz.de>
Source record: 31487

```
Well,
it can be upgraded (almost) the same way an XC 11 or XC12 recorder can.
Thus having a 1010 turbo should not be a problem. Sorry, I do not have
the schematics... -Andreas.

Kathleen Ferrante schrieb:
>
> Can the Atari 1010 data drive be upgraded for a higher baud rate?
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3C4D68D4.98C79C07@students.uni-mainz.de...
> > Well,
> > the fastest turbo tape drives I heard of, load with 9600 Baud - half of
> > the normal disk drive speed... And if I am counting right 9600 Baud
> > thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
> > 2,4 kbytes per second. Not that pretty fast... (But on the other hand
> > 600 Baud standard tape is much slower!) -Andreas
> >
> > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
> > divide the Baud rate by 8 and then by 1000 to get the approx. kbyte rate
> > - and by 1024 to get the exact kbyte rate - is that right ?!?)
> >
> >
> >
> > Andre schrieb:
> > >
> > > > The souped-up XC12 was an Eastern European modification wasn't it? I
> > > > have heard stories how they got those things humming almost as fast as
> > > > disk drives.
> > >
> > > Maybe as fast as Commodore drives :) but not as fast as stock Atari
> > > drives with their 19xxx Baud. These so-called TurboTapes load with
> > > 6000-7200 Baud (or maybe some dudes even managed more) by using some
> > > hardware modifications built in. Schematics and software can be found at
> > >
> > > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
> > >
> > > Greets,
> > >
> > > Andre
> >
```

767. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 14:02:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C56AB6F.E01356C8@students.uni-mainz.de>
Source record: 31488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Well,
there is no need for you to read them. Just ignore them, if you do not
like them. For me (sitting in Germany) they are of interest from time to
time, i.e. when reading something new (special offers, price reductions,
etc.) I visit his homepage and take a look at it. Sometimes I even order
something (or let some friends order something for me). After all, I am
happy that there are still some atari dealers/vendors left and why not
let them do some adverts ?!?
Especially why not let them do some adverts in the atari newsgroups ?!?
I personall don`t mind... -Andreas.

Simon Osborne schrieb:
>
> "Paul Gifford" <paul.gifford@home.nospam.com> wrote in message
> news:l9G48.5314$8d1.2230697@news1.rdc1.md.home.com...
> > Hmmm...interesting link. I don't know what it's for. I was responding to
> > the ad. I have no affiliation with B&C Computervision (www.myatari.com).
> I
> > know them to be reputable as I've done business with them over the years
> (I
> > used to live in the Bay Area).
>
> I have no problem with your post, but I do have a problem with the constant
> Bravo Sierra adverts that are too long, cross-posted and annoying
>
> Si

768. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 14:09:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C56AD34.87CE87EC@students.uni-mainz.de>
Source record: 31489

Well,
in general I know some 400/800 RAM expansions with up to 1 Megabyte.
Maybe bigger expansions are possible there, I do not know. for XL/XE
(and XEGS) there are also 1 Megabyte RAM expansions avaiable and if they
are provided with a second PIA chip even larger expansions of 4
Megabytes, 8 Megabytes, 16 megabytes (and up to 256 Megabytes if you you
are nuts, er if you like) are possible too.

The problem nowadays is to find someone who builds such RAM extensions
(for the public) and installs them into your computer... In the past
there were not so many programs avaiable for any kind of RAM expansion,
but this changed in the last 5-10 years. Since then more and more
programs (demos, games, tools, etc.) coming from eastern europe (and
sometimes even from the US) support extra ram or even need extra
ram... -Andreas.

stefano.priore@inwind.it schrieb:
>
> Andreas Magenheimer <magea000@mail.uni-mainz.de> wrote:
> > [snip]
>
> > Hello Michael,
> > maybe we can include some info about Atari programs that a) support
> > xtra-ram (but still run on 48k or 64k machines) and b) absolutely need
> > xtra-ram (and thus will not run on a 48k or 64k machine). I do not know
> > where to include this info into your FAQ, but if you are interested, I
> > can create a list with lots of programs I know, belonging to subject a
> > or b. Think this could be of interest especially for those Atarians
> > that have xtra-ram avaiable (or those who do not know what to use the
> > xtra-ram for...) greetings, Andreas.
>
> How large are these xtra-RAM expansions? Which machines support them?
>
> --
> Stefano Priore | SuSE Linux 7.1 kernel 2.4.17
> --------------------------------+--------------------------------
> "Video meliora proboque, | Linux Registered User #210152
> autem deteriora sequor..." | Linux Registered Machine #97752

769. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 16:34:31 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0201290834.226585f3@posting.google.com>
Source record: 31490

"Russ Gilbert" <russg@en.com> wrote in message
news:<3c557da3$0$37100$1dc6e903@news.corecomm.net>...
> (1489, 14c89, tantalum capacitor.)
> My APE cable doesn't work the best. I had a 1489, and replaced
> it with a 14c89, didn't seem to make any difference. I found
> a yellow capacitor of the right value and used that.
> I found the 1489 and 14c89 at a surplus/junk electronics place.
> I'm sure upstate NY has an electronics place like that.

Well, I picked up a couple .1 capacitors, I don't remember the type
off the top of my head, but they were the only ones Radio Shack had,
and I was assured that they were monolithic, so I'll give them a try.

I'm using sockets for the chip so I'll try assembling the cable then
desolder the 1489 from my old-old SIO2PC cable and drop it in the
socket and see how it works... this would also allow me to swap the
1489 between the SIO2PC and the 1050-2-PC as needed. (I'm also
planning on using a 5-pin DIN connection for the SIO, so I'll be able
to make do with just the one cut-up SIO cable, and swap between the
boxes... that'll probably be later though, first thing is to try to
get a working 1050-to-PC. I completed the first release of the "Atari
8bit - Games - ATR" db for TOSEC (2,270 properly renamed so far!) so I
can take a break from that and work on other stuff now...) If it's
flaky I'll need to try some more to track down a 14C89...

Eventual plan is use the 1050-2-PC for all dumping, and the SIO2PC
hooked into a small junky laptop running APE (have to be Windows
version for long filenames) and have that hooked into the main TV for
game-playing...

770. Re: Fast-math routines

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-29 18:10:31 UTC
From: Charles Marslett <cmarslett9@cs.com>
Message-ID: <n5pd5us50rth61rlrbi1jn7s8ugij1r2cj@4ax.com>
Source record: 31491

On 15 Jan 2002 10:33:08 CET, thor@math.tu-berlin.de wrote:
>Shawn Jefferson <sjeffers@home.com> wrote:
>
>> If you had the capability to burn a new OSrom with fast math routines
>> is there any reason not to do so?
>
>> Compatibility?
>
>Well, maybe lack of room. (or so to say, "lack of rom").
>
>> Timing issues with software/games?
>
>Hardly ever. I doubt any serious game ever used these. The math pack was
>mainly used by the Basic interpreter.
>
>So long,
> Thomas

The Fastchip that I wrote many years ago had problems with only a few programs (I think there was a text formatting program from Atari and a calculator program that both had bugs resulting in calling in the middle of instructions that I had to patch so they could run with the Fastchip, everything else I ever tested worked fine).

The Fastchip was used in Darek Mihocka's emulator and so far as I know it worked fine there as well.

--Charles Marslett [anyone know of any software optimization, driver or embedded programming jobs?]
www.wordmark.org

771. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 01:14:04 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wNH58.5578$By6.682628@newsread2.prod.itd.earthlink.net>
Source record: 31492

I definitely think so... Never saw 'Doorstop', but 'Paperweight' was in
Analog #41.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C55B286.74CE2AF@students.uni-mainz.de...
> Well,
> this reminds me of "Paperweight". Is Doorstop the same ?!?
> -Andreas.

772. Re: Atari 2600 remote control joysticks - best offer

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 03:40:20 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <EWJ58.1387$XI7.479145144@newssvr30.news.prodigy.com>
Source record: 31493

It uses the same power supply as the 2600, it should have a dongle cord that plugs into the 2600 to power it. I have a set of these, very big for joysticks BTW.
Mo

vividchord@usa.com wrote in message
<4e66c2f4.0201280841.6f54ef69@posting.google.com>...
>2 remote control joysticks & base unit. Base unit plugs into game
>system and requires a 9V DC power supply (not included). Each
>joystick requires a 9V battery (not included). Near mint condition.
>Please send offers to vividchord@usa.com

773. Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 04:52:12 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <0_K58.11693$PE.4423233@typhoon.columbus.rr.com>
Source record: 31494

Hi, does anyone know where I can find a power supply for an Atari XEGS?
I've checked Ebay, but no luck. Are there some other systems out there that
use the same type of cord?

I just recently found one at a thrift store and would love to get it up and
running.

Also, does anyone if the 2600/7800 cartridges work on the XEGS? What about
old 2600 joysticks on it?

Thank you

774. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 04:57:41 UTC
From: bobbyshaw@aol.com
Message-ID: <20020129235741.15179.00000127@mb-fb.aol.com>
Source record: 31495

>
>I definitely think so... Never saw 'Doorstop', but 'Paperweight' was in
>Analog #41.
>

Yeah, that was it... I couldn't remember the name, which is probably the main reason I couldn't find it. I've already shipped out my magazines, so it's too late to take a look at it.

So, it was a pratical joke all the time? I was always pretty worried after it came out, and was always extremely careful downloading anything after that point.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

775. Re: SC 1435 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 08:22:07 UTC
From: james.moulder@clear.net.nz
Message-ID: <6d77fe70.0201300022.7993e2f1@posting.google.com>
Source record: 31397

Saw the monitor on Ebay in Australia. URL is as follows, has pic with
view of the rear of unit and cables.

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1327487326

"Pockets" <pockets@cix.co.uk> wrote in message news:<a33vb0$482$1@thorium.cix.co.uk>...
> http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/
>
> May provide pointers.
>
> Don't know the model itself.
> What inputs does it have?
>
> "James Moulder" <james.moulder@clear.net.nz> wrote in message
> news:6d77fe70.0201280207.2281b36a@posting.google.com...
> > Does anyone know if a PAL SC1435 can be configured to work on a PAL
> > 800 / 800xl / 130XE?

776. Re: PING MO: atari tech manuals in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 08:58:26 UTC
From: carsten@strotmann.de
Message-ID: <csaduwcj0t.fsf@csos2.strotmann.de>
Source record: 31496

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> writes:

> Howdy "mad ATARI user alternate"
>
> > and I was wondering if you were able to do the same for other Atari
> > Manuals such as De Re Atari ?
>
> Check out Eric's Atari Stuff at http://www.dislerdesign.com/Atari/ It's
> HTML.
>
> CU Mathy van Nisselroy

Hello,

Check also http://www.strotmann.de/~highland/bib/bibindex.html

for some Manuals. I have also tons of materials in
PDF waiting to be sorted and put on a webpage.
Anyone volunteering. I can provide the webspace for free.

Carsten

777. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 12:15:29 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <a38npd$ji6$1@thorium.cix.co.uk>
Source record: 31398

Hi

The XEGS is a cut down atari 65XE, it uses the power supply as the 400/800/
all XL and all XE machines.

It uses the same carts as the 8 bit computers, which are not the same as the
2600/7800 machines. They are smaller and have different wireing. You can
however use all 8 bit periferal like disk drive, cassette deck, printers
etc.

The joystick will be fine.

Have a look here for more details

http://www.landfield.com/faqs/atari-8-bit/faq/index.html

Should answer all the questions you could ever come up with.

"Mike K" <steakum47@hotmail.com> wrote in message
news:0_K58.11693$PE.4423233@typhoon.columbus.rr.com...
> Hi, does anyone know where I can find a power supply for an Atari XEGS?
> I've checked Ebay, but no luck. Are there some other systems out there
that
> use the same type of cord?
>
> I just recently found one at a thrift store and would love to get it up
and
> running.
>
> Also, does anyone if the 2600/7800 cartridges work on the XEGS? What
about
> old 2600 joysticks on it?
>
> Thank you
>
>

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01

778. Re: SC 1435 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 14:04:13 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a38ugtmqb1@thorium.cix.co.uk>
Source record: 31399

looks like an ST Monitor

They did not work with 8 bits out of the box

If the pin-outs can be found you may be able to put together an adaptor cable. Maybe have a look at the ST FAQ (if there is one).

I Currently use a commodore 1084s with my 130XE and an Audio Din to 4 rca cable bought from maplins which works just fine. Looks like you have a bit of soldering to do :(

"James Moulder" <james.moulder@clear.net.nz> wrote in message news:6d77fe70.0201300022.7993e2f1@posting.google.com...
> Saw the monitor on Ebay in Australia. URL is as follows, has pic with
> view of the rear of unit and cables.
>
> http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1327487326
>

779. Atari XL/XE Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 17:00:50 UTC
From: Piotr Pydych <pydych@polbox.com.REMOVE>
Message-ID: <a398rg$o3h$1@info.cyf-kr.edu.pl>
Source record: 31401

Hi!

Firstly: sorry for my English - i speak english not good :-(

I have an 130XE computer. I'd like use the computer as an universal
controller (by joystick port). The simple program is almost done (in asm).
I'm going to put the program to the Cartridge EPROM, but... I don't know how
the Cartridge is handled by AtariOS? What should I do with my program to
make an working cartridge, wchich be able to run after reset?

Does anybody know any fundamental rules connected with that?

Thank you in advance for any answers.

Piotr Pydych
pydych@polbox.com

780. Re: Extra wire on Trak AT D2 disk mechanism.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 17:01:51 UTC
From: Neil Shipp <"neilsh at nwlink d0t com">
Message-ID: <3c5825ed_2@news.nwlink.com>
Source record: 31400

"Bill Marcum" <bmarcum@iglou.com> wrote in message
news:3c5324fe_3@news.iglou.com...
>
> Neil Shipp > wrote in message <3c5274bb$1_2@news.nwlink.com>...
> >I've got a Trak AT D2 drive whose motor is getting weak. For some of my
> >floppies, it can't spin it fast enough, though my Rana has no problems.
<snip>
> >connector to one of the chips on the drive. Anyone know what this does?
> >
> Have you checked that the drive's power supply is generating 5v and 12v?
> I don't think Trak used high density drives, but pin 2 on the floppy
> connector
> usually selects high or low density. If the drive light is on constantly
> that is usually a sign that the cable is connected wrong.

Yup, I already ran into that where the Trak cable wasn't marked properly and the red wire doesn't indicate line 1 as you'd normally think. In that case the drive just spun constantly so I know it had power.

Looks like the Panasonic drive I'm trying to shoe-horn in is a little different. The drive select lines, motor enable B, and pin 4 map to drive enable 1 through 4 on the drive. I flipped a different jumper on the drive (mm-mx) and now the drive spins up when it's supposed to. I even booted from a dos disk with it.

Now if I can only get writes to work. It looks like the Trak drive thinks this mechanism is always write protected. After that... seeing if double density works...

Neil Shipp.

781. Re: 1400XL Schematics/Layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 17:26:04 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <p1bg5u025mdj2vrivj6ct0u6gvobibg9ue@4ax.com>
Source record: 31402

This site has some good info on the 1400 and 1450 models. If the info
isn't there, e-mail the guy, he updates frequently.

http://www.geocities.com/glenn_b18/

Also, you can try posting a meaasge over at
http://www.atarihq.com/wwwboard/index.html

On Mon, 28 Jan 2002 03:06:41 GMT, "Mark W. Smith"
<MSmith@optonline.net> wrote:

>To All,
>
>Does anyone have a link to where I might find the layout for the chips that
>are used on the 1400XL? I am looking to resurrect my 1400XL and removed an
>IC about 10 years ago.
>
>Thanks,
>Mark
>
>
>

782. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 19:34:23 UTC
From: bobbyshaw@aol.com
Message-ID: <20020130143423.23238.00000446@mb-mq.aol.com>
Source record: 31403

```
>
>The XEGS is a cut down atari 65XE, it uses the power supply as the 400/800/
>all XL and all XE machines.
>

That's not right is it? I believe my 130xe has a different power supply
adapter than any of my other Atari equipment.

Robert Shaw
--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm
```

783. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 19:48:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <i6Y58.7861$ks5.764891@newsread1.prod.itd.earthlink.net>
Source record: 31404

The joysticks are compatible and the 2600/7800 cartrs are not.

The 400/800/810/1050 all use a 9V AC power brick with 2 conductor circular plug. The XL and XE (and probably XEGS) use 5V DC thru a DIN 7 plug; the pinouts are on Thunderdome.
http://www7.ewebcity.com/atari/

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike K" <steakum47@hotmail.com> wrote in message
news:0_K58.11693$PE.4423233@typhoon.columbus.rr.com...
> Hi, does anyone know where I can find a power supply for an Atari XEGS?
> I've checked Ebay, but no luck. Are there some other systems out there
that
> use the same type of cord?
>
> I just recently found one at a thrift store and would love to get it up
and
> running.
>
> Also, does anyone if the 2600/7800 cartridges work on the XEGS? What
about
> old 2600 joysticks on it?
>
> Thank you
>
>
>

784. Re: Atari XL/XE Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 19:51:33 UTC
From: usenet@hias.horus.com
Message-ID: <slrna5gjfg.1m3.usenet@camel.hias.horus.com>
Source record: 31405

Hi!

On Wed, 30 Jan 2002 18:00:50 +0100, Piotr Pydych wrote:
> I have an 130XE computer. I'd like use the computer as an universal
> controller (by joystick port). The simple program is almost done (in asm).
> I'm going to put the program to the Cartridge EPROM, but... I don't know how
> the Cartridge is handled by AtariOS? What should I do with my program to
> make an working cartridge, wchich be able to run after reset?
>
> Does anybody know any fundamental rules connected with that?

A just looked it up in my docs:

* A cartridge uses memory from $8000-$BFFF. When using a 16k EPROM,
address 0 of the EPROM will be mapped to address $8000 in the Atari
memory space.

* The last 6 bytes ($BFFA-$BFFF) have to be set as follows:

$BFFA/$BFFB : starting address
$BFFC : must be 0
$BFFD : options (see below)
$BFFE/$BFFF : initialize address

The init routine must end with "RTS".

Here's the meaning of the "options" byte:

Bit0=0 don't boot PBI devices
Bit0=1 boot PBI devices

Bit2=0 only init cartdridge
Bit2=1 init and start cartridge

Bit7=0 standard cartridge
Bit7=1 "special" (diagnostic?) cartridge, init will be called
somewhere at the very beginning of coldstart

IIRC init is called somewhere in the middle of coldstart, and start
is called at the very end.

I've built a self-made cartridge some 10 or 15 years ago (actually I
did it just for fun :-) and I hope that this information is correct.

IIRC I didn't use the init-routine (I just pointed $BFFE/$BFFF to an
address in the cart containing a RTS-instruction) and just used the
start address.

HTH,

Hias

785. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 20:29:24 UTC
From: Shawn Jefferson <sjeffers@home.com>
Message-ID: <orlg5us0230tfu13q1bf62ckv3237q891l@4ax.com>
Source record: 31406

On Wed, 30 Jan 2002 19:48:30 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>The joysticks are compatible and the 2600/7800 cartrs are not.
>
>The 400/800/810/1050 all use a 9V AC power brick with 2 conductor circular
>plug. The XL and XE (and probably XEGS) use 5V DC thru a DIN 7 plug; the
>pinouts are on Thunderdome.

The 1200XL uses the same as the 400/800/810/1050 too as far as I know,
but some of the amp ratings are different, IIRC.

--
Shawn Jefferson

786. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-30 21:32:14 UTC
From: ebaiz@skyenet.net
Message-ID: <yDZ58.61$Kc1.42209@newsfeed.slurp.net>
Source record: 31407

On 30 Jan 2002 04:52:12 , "Mike K" wrote:
>Hi, does anyone know where I can find a power supply for an Atari XEGS?
>I've checked Ebay, but no luck. Are there some other systems out there that
>use the same type of cord?
>
>I just recently found one at a thrift store and would love to get it up and
>running.
>
>Also, does anyone if the 2600/7800 cartridges work on the XEGS? What about
>old 2600 joysticks on it?

I would try Best Electronics. They have just about anything for the
Atari line of computers.

http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha CDRW Drive, 1 gig Jaz
Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Linux, Magic, N.AES, Geneva
---

787. 800XL, MIO and HDD For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 03:54:04 UTC
From: Brian <bfurbee@eastex.net>
Message-ID: <B%268.143$7W1.6746@eagle.america.net>
Source record: 31408

Greetings All!

I have the following equipment laying around gathering dust and am considering selling it.... if interested please contact me via e-mail as bfurbee@eastex.net

Atari 800XL w/ 256K RAMBO Upgrade (Working)
1 Atari 1050 Disk Drive w/ US Doubler (Working)
1 Atari XF551 Disk Drive (Working)
Atari SX212 Modem (Working)

ICD MIO w/ 1 MB (All works except the
serial port!)
Atari SH204 SCSI Hard Drive

ICD SpartaDOS X Cart
ICD R-Time-8 Cart (installed new battery 3 mos ago)

Commodore 1702 Color Monitor

Citizen GSX-130 24-pin Dot-Matrix Printer w/ Color Option Installed

Let me know if interested. I would rather sell the system complete than piece it out, but all offers will be considered.

Thanks,

Brian

788. Re: Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 04:22:31 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <bE368.170095$_w.26509816@typhoon.tampabay.rr.com>
Source record: 31409

If you want to run it all you need a XL or XE with 320k ram. Lots of the new demos by Madteam and other are 320k. The 320k upgrade is easy to do. There are a some 320k XL but are hard to locate the docs to do the upgrade. The 320k XE is the way to go and about 45 min work and about $ 20.oo in parts.

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:877t4u4rc5ee9ji6v3njpkp8dp7nehb384@4ax.com...
> On Wed, 23 Jan 2002 07:04:31 +0100, "Semecky" <semecky@saul-is.cz>
> wrote:
>
> >I think that no. It needs ramdisk.
>
> wrong. Joyride runs fine on 800XL with 64kb of RAM.
>
> there are only a few demos which need >64kb memory. You're best with a
> 130 XE and with standard 128kb ram.
>
> some even more rare demos need >128kb i.e. MadTeam anim-demos.
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau
>

789. Atari Motherboard scans

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 05:29:42 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <aD468.491559$oj3.93592043@typhoon.tampabay.rr.com>
Source record: 31410

This site has scans of Atari motherboards 8bit-16bit
Lots of models

http://museum.ruhr.de/pcb/docs/atari_800_xl.htm#

Plus prototypes

790. Re: 1400XL Schematics/Layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 05:31:06 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <uE468.491563$oj3.93594428@typhoon.tampabay.rr.com>
Source record: 31411

Go here they have Atari motherboard scans for the 1400XL
http://museum.ruhr.de/pcb/docs/atari_800_xl.htm#

Atari8man

"Mopar Man" <nospam@nowhere.com> wrote in message
news:p1bg5u025mdj2vrivj6ct0u6gvobibg9ue@4ax.com...
> This site has some good info on the 1400 and 1450 models. If the info
> isn't there, e-mail the guy, he updates frequently.
>
> http://www.geocities.com/glenn_b18/
>
> Also, you can try posting a meaasge over at
> http://www.atarihq.com/wwwboard/index.html
>
>
> On Mon, 28 Jan 2002 03:06:41 GMT, "Mark W. Smith"
> <MSmith@optonline.net> wrote:
>
> >To All,
> >
> >Does anyone have a link to where I might find the layout for the chips
that
> >are used on the 1400XL? I am looking to resurrect my 1400XL and removed
an
> >IC about 10 years ago.
> >
> >Thanks,
> >Mark
> >
> >
> >
>
>

791. Re: Extra wire on Trak AT D2 disk mechanism.

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 05:59:40 UTC
From: Neil Shipp <"neilsh at nwlink d0t com">
Message-ID: <3c58dc36_1@news.nwlink.com>
Source record: 31412

> Yup, I already ran into that where the Trak cable wasn't marked properly
and
> the red wire doesn't indicate line 1 as you'd normally think. In that
case
> the drive just spun constantly so I know it had power.
>
> Looks like the Panasonic drive I'm trying to shoe-horn in is a little
> different. The drive select lines, motor enable B, and pin 4 map to drive
> enable 1 through 4 on the drive. I flipped a different jumper on the
drive
> (mm-mx) and now the drive spins up when it's supposed to. I even booted
> from a dos disk with it.
>
> Now if I can only get writes to work. It looks like the Trak drive thinks
> this mechanism is always write protected. After that... seeing if double
> density works...

Ok, I tried running the drive as a slave unit to the original master and
everything works, double density formating, etc. etc. So there must be some
signal on the master drive that the Panasonic drive isn't putting out.

Neil

792. Stereo (8 channel) version of Alternate Reality theme?

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 07:33:18 UTC
From: keiva@atari.net
Message-ID: <9b7361ee.0201302333.789254a9@posting.google.com>
Source record: 31413

I was browsing deep in the c.s.a.8 archives and came apon a cryptic reference that stated that Philip Price had created a "Stereo" version of the Alternate Reality theme using 8 channels on two Ataris. I assume one was a master controller and the other a slave unit? Does anyone know if this has been archived? Perhaps maybe someone has converted it for use with a Gumby Mod? I'd sure like to hear it! :)

Keiva

793. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 11:42:57 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1012477337@rtfm.mit.edu>
Source record: 31414
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 26, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari Cartridge Dumping Project (Jindroush)
http://www2.asw.cz/~kubecj/acartdp.htm

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

794. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 12:45:16 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0201310744310.13265-100000@moose.erie.net>
Source record: 31415

It's also not right because the 400/800 use a totally different
power supply (9 V AC) than the XL and XE.

On 30 Jan 2002, BobbyShaw wrote:

> >
> >The XEGS is a cut down atari 65XE, it uses the power supply as the 400/800/
> >all XL and all XE machines.
> >
>
> That's not right is it? I believe my 130xe has a different power supply
> adapter than any of my other Atari equipment.
>
> Robert Shaw
> --
> Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
> http://www.mindspring.com/~robe294/atari_sale.htm
>

795. FS [UK]: Atari 410 Program Recorder

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 17:10:09 UTC
From: maiau@mbox.com.au
Message-ID: <443f57fa.0201310910.423f095d@posting.google.com>
Source record: 31416

Atari 410 Program Recorder.

To suit Atari 400/800 (600/800XL?).

In original box (no polys). However no manual or PSU, although it appears to take a fairly

standard 6V supply.

Some yellowing with age. No noticeable stratches or dents. I'd give it an 8 out of 10 for

overall condition. Please email me for pics or if you have any questions.

I'm asking a mere ï¿½5 plus postage...

UK enquiries preferred.

Cheers,

Mike.

796. FA:Ebay - Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 17:27:19 UTC
From: jhardie@pipeline.com
Message-ID: <3c597d0c.304643075@news.optonline.net>
Source record: 31417

I have the following Atari 8-bit carts for auction on ebay. All are
loose but in great condition...

Abracadabra
Slime
Spider City
Ozzy's Orchard
Claim Jumper

Check them out here if you're interested:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=jhardie%40pipeline.com

Thanks,
John

797. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 18:46:43 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-OEhOnqFqOdT1@draco>
Source record: 31418

Hi,

All Electronics has a box full of Atari power bricks. dont remember
the price but they were kinda cheap I think. they do mail order to so
they should have a web site.

Ken

On Wed, 30 Jan 2002 04:52:12, "Mike K" <steakum47@hotmail.com> wrote:

> Hi, does anyone know where I can find a power supply for an Atari XEGS?
> I've checked Ebay, but no luck. Are there some other systems out there that
> use the same type of cord?
>
> I just recently found one at a thrift store and would love to get it up and
> running.
>
> Also, does anyone if the 2600/7800 cartridges work on the XEGS? What about
> old 2600 joysticks on it?
>
> Thank you
>
>

--

798. Atari 130 XE with lots of software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-01-31 21:59:16 UTC
From: jarnold9@swbell.net
Message-ID: <e0ec6091.0201311359.69222456@posting.google.com>
Source record: 31419

I'm seling an Atari 130 XE with lots of software on Ebay right now. I started it at $10+shipping. No monitor, but lots of games and things. Check it out.

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1329556787&r=0&t=0&showTutorial=0&ed=1012889424&indexURL=0&rd=1

James Arnold
Kansas City, KS

799. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 02:53:01 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0201311848460.24117-100000@shell.pacifier.com>
Source record: 31420
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

800. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 03:23:41 UTC
From: ghooper@victoria.tc.ca
Message-ID: <3c5a0a3d@news.victoria.tc.ca>
Source record: 31421

Hi, from a long time Atari user. As a matter of fact, I still use an Atari TT daily, along with my IBM clone. I am President of the Garden City Atari Computer Enthusiasts in Victoria, B.C., Canada.
I have three brand new copies of Silent Service, the submarine simulation by Micro Prose. These are still in the original boxes with untouched shrink wrap. They are on 5.25 floppies. I will sell them for $25 US each. E-mail me if you're interested.

Cheers,

Gord Hooper

--
age 10 using "attached-to-ansi" ? ;1H45H

mPrint Message 10 using "attached-to-ansi" ? ;1H45H

n

801. Re: Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 04:08:19 UTC
From: Paul Gifford <paul.gifford@home.nospam.com>
Message-ID: <Two68.21536$8d1.7487164@news1.rdc1.md.home.com>
Source record: 31422
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0201311848460.24117-100000@shell.pacifier.com...
> I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount
> on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar
> Games in stock! And a 20% Discount for my more preferred/regular Customers
> covering most HardWare, SoftWare, Books and Accessories for Classic Atari
> 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts!
> http://www.pacifier.com/~atari/specials.htm
>
> I've added many boxes of new ST Games & Software. Check it out! Get my
> Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
> Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
>
> http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
> http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
> http://www.pacifier.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@pacifier.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

802. Re: 1400XL Schematics/Layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 04:38:19 UTC
From: User <kpaws@starstream.net>
Message-ID: <3c5a18a3_3@corp.newsgroups.com>
Source record: 31423

I have a working 1400XL:

All the major VLSIs are the same as the 1200XL except 1.
Recently , that one was the one that blew and I have a friend
that obtained a replacement and repaired it for me. :)

"Mopar Man" <nospam@nowhere.com> wrote in message
news:p1bg5u025mdj2vrivj6ct0u6gvobibg9ue@4ax.com...
> This site has some good info on the 1400 and 1450 models. If the info
> isn't there, e-mail the guy, he updates frequently.
>
> http://www.geocities.com/glenn_b18/
>
> Also, you can try posting a meaasge over at
> http://www.atarihq.com/wwwboard/index.html
>
>
> On Mon, 28 Jan 2002 03:06:41 GMT, "Mark W. Smith"
> <MSmith@optonline.net> wrote:
>
> >To All,
> >
> >Does anyone have a link to where I might find the layout for the chips
that
> >are used on the 1400XL? I am looking to resurrect my 1400XL and removed
an
> >IC about 10 years ago.
> >
> >Thanks,
> >Mark
> >
> >
> >
>

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
-----== Over 80,000 Newsgroups - 16 Different Servers! =-----

803. remote control on PlayStation 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 12:50:15 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3e2u9sjs1@nets3.rz.RWTH-Aachen.DE>
Source record: 31424

Howdy folks

I was walking through an electronics store when my eye fall on two remote controles for the PS2. Guess what, the one made by Sony mentioned that you had to copy the remote control handler/driver to some kind of memory card and it needed 2.2 MB. Yes, 2200 kilo Byte. For a remote control handler/driver!!!!

BTW the third party remote control didn't mention anything about memory.

Wow, 2.2 MegaByte just to remotely control your PS2.............

CU Mathy van Nisselroy

804. Re: remote control on PlayStation 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 14:02:33 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c5a9f4a.71502453@news.ubs.com>
Source record: 31433

On Fri, 1 Feb 2002 13:50:15 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>I was walking through an electronics store when my eye fall on two remote
>controles for the PS2. Guess what, the one made by Sony mentioned that you
>had to copy the remote control handler/driver to some kind of memory card
>and it needed 2.2 MB. Yes, 2200 kilo Byte. For a remote control
>handler/driver!!!!
>
>BTW the third party remote control didn't mention anything about memory.
>
>Wow, 2.2 MegaByte just to remotely control your PS2.............

I think that some of the more fancy PC mice require something like
20-30 megs of HD space for a full driver install, and consume around
1-2 megs of RAM in operation.

Thats pretty scarey. OTOH memory and disk space is so cheap these
days, and development cycles so short, that its not economically
viable for developers to spend time optimising their software.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

805. Re: remote control on PlayStation 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 15:56:15 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a3edpvljg1@wrath.news.nacamar.de>
Source record: 31425

May be, the RC-Driver is written by peoples, who think, the system requieremements for an ATARI-joystick-driver are an 800MHz Pentium with 256MB (better more) memory... :-)

Mirko

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im Newsbeitrag news:a3e2u9sjs1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I was walking through an electronics store when my eye fall on two remote
> controles for the PS2. Guess what, the one made by Sony mentioned that you
> had to copy the remote control handler/driver to some kind of memory card
> and it needed 2.2 MB. Yes, 2200 kilo Byte. For a remote control
> handler/driver!!!!
>
> BTW the third party remote control didn't mention anything about memory.
>
> Wow, 2.2 MegaByte just to remotely control your PS2.............
>
> CU Mathy van Nisselroy
>
>
>
>

806. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 16:45:10 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <qCz68.501610$oj3.95829353@typhoon.tampabay.rr.com>
Source record: 31426

There maybe a way to have the Atari read the movie from a CD rom and just
dump it to the screen. I would not want to fill up my Atari HD with just 1
or 2 movies, but burn them in CD rom is better.
(streem movies on the 8bit)

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a36869$aa0$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Andreas
>
> > 1 megabyte is enough space - but you have to load the movie/ani into the
> > RD somehow. Using a floppy will take quarters (15 minutes or more), a
> > harddisk still needs some minutes to do so. But: Displaying such a file
> > lasts only a few seconds (except that someone puts in an endless-loop,
> > which most polish programmers did not!) Now think: you need 10 minutes
> > (or more) loading time for 10 seconds (or more) playback time, is that
> > worth the effort ??? A8 Harddisk users do not want to wait such a long
> > time for any program to load, otherwise they have the intention to use
> > tape recorders... -Andreas.
>
> Hmm, I'll somehow have to check this. (may take some time) But I guess
it
> doesn't take 10 minutes.
>
> But it's not a matter of how long at takes. It's just a matter of 'can it
> be done or not'. I can watch these movies on a PC at the university. But
> I'ld like to be able to do that at home. Or show it at an Atari meeting.
> Doesn't matter if it toke 12 hours to convert it from .MOV to HIP or even
> RIP format (see my site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/ for info on HIP and
> RIP format). Even if it to took four 8 bit Atari's hooked up together via
> the multilink interface that long. I'ld just like it if we could look at
> these movies on the Atari.
>
> Have you seen the Sexual Experience Demo by BAT! It's a great demo, and I
> love that this is possible on the Atari. Yes, an adult video has more
detail
> and takes longer. But I like that demo anyway.
>
> CU Mathy van Nisselroy
>
>
>
>

807. 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 16:55:46 UTC
From: MoAco@gmx.de
Message-ID: <36e09a12.0202010855.22792f1c@posting.google.com>
Source record: 31427

Hi @ll,

I code a lot on my 130XE in the moment and I have 3 questions which could only be answered by experts like you ;-)

1. Is there a command in TB to delete a memory-part (size x) at adress y? I do that with the MOVE command in the moment (copying a ï¿½emty blockï¿½) is there a faster and smarter way to do this in TB?

2. Iï¿½m looking for a good GR.9 graphic-programm - does anyone know?

3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???

808. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 17:21:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <C8A68.13590$By6.1505745@newsread2.prod.itd.earthlink.net>
Source record: 31428

Shawn's correct; I keep forgetting about the 1200XL...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Shawn Jefferson" <sjeffers@home.com> wrote in message
news:orlg5us0230tfu13q1bf62ckv3237q891l@4ax.com...
> On Wed, 30 Jan 2002 19:48:30 GMT, "Ron Hamilton"
> <oldatarian@atariland.com> wrote:
>
> >The joysticks are compatible and the 2600/7800 cartrs are not.
> >
> >The 400/800/810/1050 all use a 9V AC power brick with 2 conductor
circular
> >plug. The XL and XE (and probably XEGS) use 5V DC thru a DIN 7 plug; the
> >pinouts are on Thunderdome.
>
> The 1200XL uses the same as the 400/800/810/1050 too as far as I know,
> but some of the amp ratings are different, IIRC.
>
> --
> Shawn Jefferson
>

809. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 17:38:01 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202010938.5e231546@posting.google.com>
Source record: 31429

In case anyone's keeping track, I built the SIO2PC cable last night, and it worked first try, even working when using the R1 wire on the serial (the cable I was using didn't have a wire to the DSR) and having both a 1050 and the XE connected, so I was finally able to put some stuff onto the PC, including my fancy ATASCII-movie editor I wrote years and years ago... now to see if I can build a similar 1050-2-PC/Pro to make the images a little faster, and make some Pro images also...

I did discover that Ape 1.20 still does not work with the UltraSpeed+ OS's built-in UltraSpeed, the US+ OS queries it and then decides that there's no disk drive attached and goes into its self-test. There is a hotkey to turn off UltraSpeed from the OS, but I didn't remember what it was off the top of my head so I couldn't try it, but I'm pretty sure that'll work, as it works fine in XL or 800 mode. Either way, it does mean copying stuff to the PC is extraslow since most all my disks are formatted in ultraspeed mode, which is slower when ultraspeed isn't turned on...

810. Re: Media Player possible on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 18:32:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C5ADF39.30E70357@students.uni-mainz.de>
Source record: 31430

Well,
with a floppy speeder or a harddisk the loading time can be reduced
quite heavily. But not everyone has a harddisk (or a floppy speeder)...

Yes I know Sex.Exp. - it is just a Gr.9 demo/ani (not HIP!) - nice to
see but nothing brilliant so far (reminds me of those old pict.
animations, like Max Headroom, Smurf, etc.). Journey from the
Polynomials is much better, but it needs 320k RAM, uses 4 medium density
disk sides and most of all it does not have an endless loop, so after
some 8-10 seconds the great demo is over (and you have to load it
again). I am really wondering, how could they do such a big demo and
then forget a few bytes for the endless loop (the same counts for many
other polish demo coders). It would have been much better to show the
credits and greetings at the beginning and then showing the demo running
in an endless loop...

On the other hand I know a few good examples of such animations, like:
the BMW animation from M.Sobe (only Gr.6, low res. but nice!), the
Nascar animation by M.Sobe (also Gr.6 and low res. but still nice!), the
Comet demo by Madteam (Gr.9 with 16 blue-shades, looking great!), the
Killerwhale(s) demo by Madteam (another Gr.9 ani), Video Blitz by
Helvetica Bold (Gr. 7 or Gr. 15 ani), Shiny Bubbles by ??? (Gr. 7 or Gr.
15 ani) just to name some of them... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Andreas
>
> > 1 megabyte is enough space - but you have to load the movie/ani into the
> > RD somehow. Using a floppy will take quarters (15 minutes or more), a
> > harddisk still needs some minutes to do so. But: Displaying such a file
> > lasts only a few seconds (except that someone puts in an endless-loop,
> > which most polish programmers did not!) Now think: you need 10 minutes
> > (or more) loading time for 10 seconds (or more) playback time, is that
> > worth the effort ??? A8 Harddisk users do not want to wait such a long
> > time for any program to load, otherwise they have the intention to use
> > tape recorders... -Andreas.
>
> Hmm, I'll somehow have to check this. (may take some time) But I guess it
> doesn't take 10 minutes.
>
> But it's not a matter of how long at takes. It's just a matter of 'can it
> be done or not'. I can watch these movies on a PC at the university. But
> I'ld like to be able to do that at home. Or show it at an Atari meeting.
> Doesn't matter if it toke 12 hours to convert it from .MOV to HIP or even

> RIP format (see my site
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/ for info on HIP and
> RIP format). Even if it to took four 8 bit Atari's hooked up together via
> the multilink interface that long. I'ld just like it if we could look at
> these movies on the Atari.
>
> Have you seen the Sexual Experience Demo by BAT! It's a great demo, and I
> love that this is possible on the Atari. Yes, an adult video has more detail
> and takes longer. But I like that demo anyway.
>
> CU Mathy van Nisselroy

811. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 19:42:48 UTC
From: Carsten Strotmann <carsten@strotmann.de>
Message-ID: <csadutugxz.fsf@csos2.strotmann.de>
Source record: 31431

MoAco@gmx.de (MoAco) writes:

Hi MoAco,

> Hi @ll,
>
> I code a lot on my 130XE in the moment and I have 3 questions which could
> only be answered by experts like you ;-)
>
> 1. Is there a command in TB to delete a memory-part (size x) at adress y? I
> do that with the MOVE command in the moment (copying a ï¿½emty blockï¿½) is there
> a faster and smarter way to do this in TB?

Move is OK, by deleting you say setting memory to "0",
you can use this code:

```
poke start,0
move start,start+1,count
```

This is the fastest TB MemoryFill I know (even a ASM
Routine should not any faster).
You can also fill memory with other values by changing the
poke command.

>
> 2. Iï¿½m looking for a good GR.9 graphic-programm - does anyone know?

Not me.

>
> 3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???

xformer, I guess (Plain DOS)
Atari800 (Plain DOS)

Ciao

Carsten

812. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-01 22:09:30 UTC
From: MoAco@gmx.de
Message-ID: <36e09a12.0202011409.4e2e9ac6@posting.google.com>
Source record: 31432

Carsten Strotmann <carsten@strotmann.de> wrote in message
news:<csadutugxz.fsf@csos2.strotmann.de>...
> MoAco@gmx.de (MoAco) writes:
>
> Hi MoAco,
>
> Hi @ll,
> >
> > I code a lot on my 130XE in the moment and I have 3 questions which could
> > only be answered by experts like you ;-)
> >
> > 1. Is there a command in TB to delete a memory-part (size x) at adress y? I
> > do that with the MOVE command in the moment (copying a ï¿½emty blockï¿½) is there
> > a faster and smarter way to do this in TB?
>
> Move is OK, by deleting you say setting memory to "0",
> you can use this code:
>
> poke start,0
> move start,start+1,count
>
> This is the fastest TB MemoryFill I know (even a ASM
> Routine should not any faster).
> You can also fill memory with other values by changing the
> poke command.

Thnx - it was a big help :-)

> >
> > 2. Iï¿½m looking for a good GR.9 graphic-programm - does anyone know?
>
> Not me.

Seems there is nobody how knows ... I heard there is someone in poland
working at such a program ...

> >
> > 3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???
>
> xformer, I guess (Plain DOS)
> Atari800 (Plain DOS)

Iï¿½ll try ...

> Ciao
>

> Carsten

cu MoAco

813. Trading

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 03:59:14 UTC
From: Mark Kusz <mark_kusz@yahoo.com>
Message-ID: <muJ68.6182$I5.447380@bgtnsc05-news.ops.worldnet.att.net>
Source record: 31434

I am willing to trade items on my web page for carts. I don't have. I am
also looking for instructions & packaging for MULE and MicroLeague Baseball.
I am also open to all other offers.

http://www.geocities.com/mark_kusz/sell_atari.htm

814. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 04:15:19 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <rJJ68.188332$_w.29633202@typhoon.tampabay.rr.com>
Source record: 31435

Is there a util to sort a directory with mydos?
I need something that will do that.
Also looking for a little test editor that can handle mydos sub-dir's

Thanks

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C4C6059.537F5B36@students.uni-mainz.de...
>
>
> [snip]
> >
> > : Since the Rtime8 clock (which Sparta uses) was not officially avaiable
> > : here in Europe, the time/date stamp of sparta is pretty useless.
> >
> > Yes it was. Officially imported by Bo and Ernest Schreurs, authorized
> > non-profit dealers.
>
> Well, I was thinking of (big) dealers here in europe, not private users.
> Every Atarian was able to import it of course. But I do not know any
> dealers (Ariola, US Gold, Rushware, Kingsoft, Joysoft, AMC, Ke-Soft,
> Powersoft, Power per Post, ANG, etc.) that did import the R-Time-8 in
> the 80`s or 90`s...
> >
> > : Yes, MyDOS could be much better and could have more utilities avaiable
> > : for it.
> >
> > Same with Sparta-Dos.
> >
> Well, at least the utilities that are avaiable for sparta should be
> avaiable for MyDOS as well...
>
> > : On the other hand let every
> > : Atarian use the DOS version he likes the most, might it be Sparta DOS,
> > : Bewe-DOs, MyDOS, Top-DOs, Turbo-DOs or whatsoever.
> >
> > You forgot about BiBo-Dos? :-)
>
> I almost never use it - because a) the build-in version of the speedy
> 1050 Bibo-DOS is a shortened one (you should not save this version to
> disk), b) the DUP Sys portion of Bibo-DOS uses RAM under the OS ROM...
> and finally c) the DOS or DUP use Page 6!! (tested this with some Basic
> files, that were using Page 6, they worked ok with DOS 2.0, Dos 2.5,
> Turbo-DOS, etc. but not with Bibo-DOS; so it looks like Bibo-DOs is
> using page 6 for whatever reason...)

>
> > I actually only use it to get a directory from a disk if I didn't had
> > Sparta-Dos started up, and this is only cause it loads quicker from the
ROM of
> > my 1050 Speedy compared to Turbo-Dos from my Turbo-Speedy :-)
> >
>
> Well, I once had a turbo-Speedy, but I did not like the "long(er)"
> bootup time from the ROM, especially I hated that awful sound/noise the
> floppy made when booting from ROM. My speedy 1050 has Bibo-DOS and
> HSS-Copy-II build-in. But, since I never use bibo-dos, I did not install
> a switch, but forced the floppy to always boot up the Copy program...
>
> > --
> > Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
> >
> > "Remember what the dormouse said..."
>
>
> Well, in return greetings from me - Andreas.
>

815. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 04:18:12 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <8MJ68.188335$_w.29637527@typhoon.tampabay.rr.com>
Source record: 31437

I always wanted a high speed Wafer tape trive for the Atari , do you
remember those type of drives?
The Sinclair and Coleco Adam had them.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C56A65E.FE64E930@students.uni-mainz.de...
> Well,
> it can be upgraded (almost) the same way an XC 11 or XC12 recorder can.
> Thus having a 1010 turbo should not be a problem. Sorry, I do not have
> the schematics... -Andreas.
>
>
> Kathleen Ferrante schrieb:
> >
> > Can the Atari 1010 data drive be upgraded for a higher baud rate?
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3C4D68D4.98C79C07@students.uni-mainz.de...
> > > Well,
> > > the fastest turbo tape drives I heard of, load with 9600 Baud - half
of
> > > the normal disk drive speed... And if I am counting right 9600 Baud
> > > thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
> > > 2,4 kbytes per second. Not that pretty fast... (But on the other hand
> > > 600 Baud standard tape is much slower!) -Andreas
> > >
> > > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
> > > divide the Baud rate by 8 and then by 1000 to get the approx. kbyte
rate
> > > - and by 1024 to get the exact kbyte rate - is that right ?!?)
> > >
> > >
> > >
> > > Andre schrieb:
> > > >
> > > > The souped-up XC12 was an Eastern European modification wasn't it?
I
> > > > have heard stories how they got those things humming almost as
fast as
> > > > disk drives.
> > > >
> > > > Maybe as fast as Commodore drives :) but not as fast as stock Atari
> > > > drives with their 19xxx Baud. These so-called TurboTapes load with
> > > > 6000-7200 Baud (or maybe some dudes even managed more) by using some

> > > > hardware modifications built in. Schematics and software can be
found at
> > > >
> > > > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
> > > >
> > > > Greets,
> > > >
> > > > Andre
> > >
>

816. Re: One-chip SIO2PC OK for XE + 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 04:22:20 UTC
From: llpwhite@cs.com
Message-ID: <20020201232220.25179.00000600@mb-cn.news.cs.com>
Source record: 31436

>I did discover that Ape 1.20 still does not work with the UltraSpeed+ OS's built-in UltraSpeed, the US+ OS queries it and then decides that there's no disk drive attached and goes into its self-test. <

My registered version works great with the US+, including APE Warp 3X with 1 real Atari drive in the chain. (Two real drives has been "iffy" for me.) This applies to both my 14C89 and Max232 versions. UltraSpeed issues can and do occur when everything is not quite right. They typical occurs when reading from the PC AFTER writing to a real disk. If you are running the trial version, have you asked to see if US is partly disabled? It was in the Dos version, but I'm not sure about Win APE.
Larry

817. Re: Need power supply for Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 04:50:37 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <xeK68.3290$s43.1667515@typhoon.columbus.rr.com>
Source record: 31438

Thank you all for the great information.

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-OEhOnqFqOdT1@draco...
> Hi,
>
> All Electronics has a box full of Atari power bricks. dont remember
> the price but they were kinda cheap I think. they do mail order to so
> they should have a web site.
>
> Ken
>
> On Wed, 30 Jan 2002 04:52:12, "Mike K" <steakum47@hotmail.com> wrote:
>
> > Hi, does anyone know where I can find a power supply for an Atari XEGS?
> > I've checked Ebay, but no luck. Are there some other systems out there
that
> > use the same type of cord?
> >
> > I just recently found one at a thrift store and would love to get it up
and
> > running.
> >
> > Also, does anyone if the 2600/7800 cartridges work on the XEGS? What
about
> > old 2600 joysticks on it?
> >
> > Thank you
> >
> >
>
>
> --
>

818. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 07:27:55 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <_xM68.3044$_D4.890008700@newssvr30.news.prodigy.com>
Source record: 31439

They were called "Stringy Floppies" for the TRS-80. Never had one but I
heard they could outperform a disk drive in those days and they were cheaper
too.
Mo

Kathleen Ferrante wrote in message
<8MJ68.188335$_w.29637527@typhoon.tampabay.rr.com>...
>I always wanted a high speed Wafer tape trive for the Atari , do you
>remember those type of drives?
>The Sinclair and Coleco Adam had them.
>
>
>"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
>news:3C56A65E.FE64E930@students.uni-mainz.de...
>> Well,
>> it can be upgraded (almost) the same way an XC 11 or XC12 recorder can.
>> Thus having a 1010 turbo should not be a problem. Sorry, I do not have
>> the schematics... -Andreas.
>>
>>
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>> > Can the Atari 1010 data drive be upgraded for a higher baud rate?
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>> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
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>> > > Well,
>> > > the fastest turbo tape drives I heard of, load with 9600 Baud - half
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>> > > the normal disk drive speed... And if I am counting right 9600 Baud
>> > > thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
>> > > 2,4 kbytes per second. Not that pretty fast... (But on the other hand
>> > > 600 Baud standard tape is much slower!) -Andreas
>> > >
>> > > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
>> > > divide the Baud rate by 8 and then by 1000 to get the approx. kbyte
>rate
>> > > - and by 1024 to get the exact kbyte rate - is that right ?!?)
>> > >
>> > >
>> > >
>> > > Andre schrieb:
>> > > >
>> > > > The souped-up XC12 was an Eastern European modification wasn't

```
it?
>I
>> > > > > have heard stories how they got those things humming almost as
>fast as
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>> > > >
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>> > > > drives with their 19xxx Baud. These so-called TurboTapes load with
>> > > > 6000-7200 Baud (or maybe some dudes even managed more) by using
some
>> > > > hardware modifications built in. Schematics and software can be
>found at
>> > > >
>> > > > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
>> > > >
>> > > > Greets,
>> > > >
>> > > > Andre
>> > >
>>
>
>
```

819. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-02 11:39:01 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1012649922@rtfm.mit.edu>
Source record: 31440
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: January 20, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

RECENT UPDATES
2002.01.20: Steven Tucker ATS 2.0 SR1
2002.01.20: added Pro! back to Video 61 (my error)
2002.01.20: Mike and Joe Fenton (ACE, WACKE, WAHCE)
2002.01.20: modified Derek Ledbetter entry
2002.01.20: Added entry for The MESS Team, MESS emulator for Mac
2002.01.20: Added WriteWtr to Matthias 'Hias' Reichl (HiassofT) entry
2002.01.20: Added "RECENT UPDATES" section (as suggested by Jindroush)

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
```

them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715

USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com
Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-
only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way

El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.1 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St

Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362

USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,

BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/

Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365

USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980

mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland

New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]

Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com

Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO

Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush) (1/02)
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom

mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 1/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 2

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/

Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/

Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Marek Mikolajewski
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices to the Atari 8-bit

MiKRO
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikrosoft.miesto.sk/
Developer: Sprite Editor 1.1

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm

Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.

Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649

mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430

mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT) 1/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.91 beta (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Darren Schebek
mailto:dschebek@telus.net
http://www3.telus.net/dschebek/envision.html

Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten
The Netherlands
mailto:MyIDE@ATARI.MYWEB.NL
http://www.atari.myweb.nl/hardware.htm
Developer: MyIDE--IDE interface project for the Atari

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski

ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine, http://flop.atari.org/
(Magazine FLOP is only in Czech.)

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.8

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson

P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 1/02
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20
for Win 95/98 only, Ape & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for
XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for
9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 SR1--ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin, Break Movie Screensaver for 32bitWin

TWAUG (Tyne & Wear Atari User Group)
c\o J. Matthewson
80 George Road
Wallsend
Tyne & Wear
NE28 6BU
England
mailto:max@gerum.freeserve.co.uk (Max Gerum)
mailto:a.b.t@zetnet.co.uk (Alan Turnbull)
mailto:jlmatt@twaug.freeserve.co.uk (John)
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #6.00 plus the following P&P:

UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print+disk magazine)
Newsletter and disk prices are as follows:-
Single Copy 6 Copies
UK 2.50 pounds 12.50 pounds
Europe 2.50 pounds 13.50 pounds
Overseas 3.50 pounds 16.00 pounds

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810 1.1 -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 1/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,

Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C.
Also: BBS Express! Professional (Pro!) 6.0 beta

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

==========
End of atari-8-bit/vendev
==========

820. Atari 8 bit stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 00:06:31 UTC
From: Bruce Andrew <bandrew@adelphia.net>
Message-ID: <ba%68.626$nf.61498@news1.news.adelphia.net>
Source record: 31441

I have an 800, a souped up 130XE, Antic and Analog from 1985-1988, cartridges, games, a couple of 1050 drives, two tape drives, and many 8 bit books, including Atari Roots, also the entire program library of the Western New York Atari Users Group, more floppies than I care to think about, and if I really dig, also a printer. The only catch is that you have to come to my house in Niagara Falls, NY to get it.

821. Re: Atari 8 bit stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 00:09:42 UTC
From: daclmi@netscape.net
Message-ID: <3c5c7f08.29534177@news.CIS.DFN.DE>
Source record: 31442

Be careful with the "entire program library of the Western New York
Atari Users Groups" because a lot of that could be one-of-a-kind-last
remaining-copy type software.

I would be interested but it's a bit of a drive, maybe this spring...
someone will certainly take you up on this, you came to the right
place.

On Sun, 03 Feb 2002 00:06:31 GMT, "Bruce Andrew"
<bandrew@adelphia.net> wrote:

>I have an 800, a souped up 130XE, Antic and Analog from 1985-1988,
>cartridges, games, a couple of 1050 drives, two tape drives, and many 8 bit
>books, including Atari Roots, also the entire program library of the Western
>New York Atari Users Group, more floppies than I care to think about, and if
>I really dig, also a printer. The only catch is that you have to come to my
>house in Niagara Falls, NY to get it.

822. [--- Directory Sort ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 03:31:23 UTC
From: Winston Smith <Winston.Smithp0.f802.n8.z8@fmlynet.org>
Message-ID: <0051a2b6@fmlynet.org>
Source record: 31446

FamilyNet Newsgate

Re: Re: SpartaDOS experts

What I did for floppies... I didn't actually sort a directory, but I would use the TextPro "read directory" feature and collect all of my disk directories onto a master index floppy... sort of a "card catalog". I could sort the data records in any particular order or format that I wanted. I never touched the actual directories, but if you are dealing with a hard drive, you could sort the index records and then feed the sorted list to a batch macro that would copy files in sorted order to a virgin partition or something.

Posted at telnet://vested-tyme.org

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

823. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 04:44:11 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ve378.196123$_w.31408750@typhoon.tampabay.rr.com>
Source record: 31443

Hi ,

Ok the OS must be burned on a 28pin eprom not 16!
I like the MyIDE controller, Did he do a run on the interface? if so how much are they? .. anyways I looked that what needs to be done to make it and its quite easy compared to some of the other things I have build. I have no eprom burner so I would need to get this done from someone. I have a mint 130xe that will be upgraded to 576 before this Mod is done, I like Mydos and Sparta dos and Sparta is the way to go for easy operation but could live with mydos for this system. I would probley need a small (lap top size) IDE drive cause the HD will go inside the XE, I am wodering how much heat these little drives give off, would not want to melt the XE case or the Keyboard mylar. Im going to look into the other IDE devices but I will still build the MyIDE it looks great.

"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message news:a22qe5$u6don$3@ID-15679.news.dfncis.de...
> Hi,
>
> >....SOS thats just what I said - the "selfmade Operating
> >system",....
> >....however you have to burn the 16k BIN file onto an
> >Eprom then and install it into your computer to use it as
> >a new OS (or alternate OS).
>
> Thanks, I had a look at his website earlier and found it....I'd only looked at
> the "MyIDE" page before, rather than the entire site.
>
> I'd assumed that it was a DOS rather than an OS replacement.
>
> Has anyone produced an open-source DOS for the Atari?
>
>
> > I guess the My-Ide uses only half of the harddisk capacity,
> >since it only handles 256bytes sectors (not 512 bytes
> >sectors)....
>
> This is what I'd assumed too. However, after browsing the website it looks to
> me like he's actually running the drive in 16-bit mode and simply ignoring the
> upper 8-bits, hence you're losing half the capacity. :-(
>
> I'll have to look over the schematics to check, but that's my gut feeling.

>
>
> TTFN - Pete.
>
>
>
>

824. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 04:50:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Mk378.4236$3E5.347852@newsread2.prod.itd.earthlink.net>
Source record: 31444

A sort would only work in the MyDos subdirectories or on large (greater than 720 sectors) disks where the file number bits are disabled unless you are willing to rewrite all of the file data sector link bytes.

TopDos 1.5 has a sort option built in, but I do not believe it supports subdirectories.

What exactly type of test editor are you needing? My revision of DiskMend by Justin Wilder has some capabilities for subdirectories and file traces.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:rJJ68.188332$_w.29633202@typhoon.tampabay.rr.com...
> Is there a util to sort a directory with mydos?
> I need something that will do that.
> Also looking for a little test editor that can handle mydos sub-dir's
>
> Thanks

825. FA (Ebay): ATARI 8-bit cartridges (some uncommon/rare)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 06:12:29 UTC
From: bobbyshaw@aol.com
Message-ID: <20020203011229.28179.00001573@mb-ba.aol.com>
Source record: 31445

I have just put up approximately 30 auctions for all my ATARI 8-bit cartridges (and a Commodore and Nintendo cart I found). All have been tested and are working, and a few of these include the original manual. Several of these are listed as Uncommon and Rare on the 8-bit ATARI cartridge list. Below is a link to my auctions, and a list of every ATARI cartridge I have listed.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=bobbyshaw@aol.com

And heres the list:
Astro Chase
Atlantis
Basketball
Buck Rogers Planet of Zoom
Bug Hunt includes Light Gun
Caverns of Mars
Centipede
Computer Chess
Congo Bongo
Crossfire
Defender
Demon Attack
Donkey Kong
E.T. Phone Home!
Flight Simulator II
Gorf
James Bond 007
Missle Command
Pac-Man
Pole Position
Popeye
Q*bert
River Raid
Soccer
Space Invaders
Star Raiders
Super Breakout
Assembler Editor
Basic with 2 books

Thanks for looking!
Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!

http://www.mindspring.com/~robe294/atari_sale.htm

826. COMM: T-Shirts, mugs, mouse pads with Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 16:49:53 UTC
From: "Simon (PNC)" <pnc@mail.portland.co.uk>
Message-ID: <2Td78.1752$vd4.341189@news11-gui.server.ntli.net>
Source record: 31347
Cross-posted to: alt.atari.2600,alt.atari-jaguar.discussion,comp.sys.atari.8bit

http://www.cafepress.com/fujishop

Buy high-quality Fuji branded goods from Fuji shop! Ranging from T-Shirts, Mugs, Mouse mats etc, and even special Valentines day bears!

This is run as a service to Atarians everywhere looking for Atari branded goods. Keep an Atari mug at work, or where a T-Shirt, and show the world you love Atari!

Tell your friends about Fuji Shop! Your local Atari boutique :)

http://www.cafepress.com/fujishop

Simon - FUJIShop

827. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 19:18:05 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <N1g78.508441$oj3.99583314@typhoon.tampabay.rr.com>
Source record: 31348

Sorry for the typo, Im looking for a Text editor what would work with Mydos subdirectory .

Thanks

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:Mk378.4236$3E5.347852@newsread2.prod.itd.earthlink.net...
> A sort would only work in the MyDos subdirectories or on large (greater than
> 720 sectors) disks where the file number bits are disabled unless you are
> willing to rewrite all of the file data sector link bytes.
>
> TopDos 1.5 has a sort option built in, but I do not believe it supports
> subdirectories.
>
> What exactly type of test editor are you needing? My revision of DiskMend by
> Justin Wilder has some capabilities for subdirectories and file traces.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
> news:rJJ68.188332$_w.29633202@typhoon.tampabay.rr.com...
> > Is there a util to sort a directory with mydos?
> > I need something that will do that.
> > Also looking for a little test editor that can handle mydos sub-dir's
> >
> > Thanks
>
>
>
>

828. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 22:19:59 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a3kd1b$21j2$1@wrath.news.nacamar.de>
Source record: 31349

```
The right code is not

MOVE AD,AD+1,COUNT
!!!!

The right code is

MOVE AD,AD+1,COUNT-1

Mirko
```

"MoAco" <MoAco@gmx.de> schrieb im Newsbeitrag
news:36e09a12.0202011409.4e2e9ac6@posting.google.com...
> Carsten Strotmann <carsten@strotmann.de> wrote in message
news:<csadutugxz.fsf@csos2.strotmann.de>...
> > MoAco@gmx.de (MoAco) writes:
> >
> > Hi MoAco,
> >
> > Hi @ll,
> > >
> > > I code a lot on my 130XE in the moment and I have 3 questions which
could
> > > only be answered by experts like you ;-)
> > >
> > > 1. Is there a command in TB to delete a memory-part (size x) at adress
y? I
> > > do that with the MOVE command in the moment (copying a &#65533;emty block&#65533;)
is there
> > > a faster and smarter way to do this in TB?
> >
> > Move is OK, by deleting you say setting memory to "0",
> > you can use this code:
> >
> > poke start,0
> > move start,start+1,count
> >
> > This is the fastest TB MemoryFill I know (even a ASM
> > Routine should not any faster).
> > You can also fill memory with other values by changing the
> > poke command.
>
>
> Thnx - it was a big help :-)
>

> > >
> > > 2. I�m looking for a good GR.9 graphic-programm - does anyone know?
> >
> > Not me.
>
>
> Seems there is nobody how knows ... I heard there is someone in poland
> working at such a program ...
>
> > >
> > > 3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???
> >
> > xformer, I guess (Plain DOS)
> > Atari800 (Plain DOS)
>
>
> I�ll try ...
>
> > Ciao
> >
> > Carsten
>
> cu MoAco

829. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-03 22:21:58 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a3kd52$21kc$1@wrath.news.nacamar.de>
Source record: 31350

ATARI-Emulators for 386 without Win95 are Xformer and A800DOS (both
32-Bit-MSDOS-Programs), but a real I don't know a real Win3.1-Version.

Mirko

"MoAco" <MoAco@gmx.de> schrieb im Newsbeitrag
news:36e09a12.0202010855.22792f1c@posting.google.com...
> Hi @ll,
>
> I code a lot on my 130XE in the moment and I have 3 questions which could
> only be answered by experts like you ;-)
>
> 1. Is there a command in TB to delete a memory-part (size x) at adress y?
I
> do that with the MOVE command in the moment (copying a emty block) is
there
> a faster and smarter way to do this in TB?
>
> 2. Im looking for a good GR.9 graphic-programm - does anyone know?
>
> 3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???

830. http://www.westfrontpc.tk/

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 03:37:23 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0202031937.5101c11f@posting.google.com>
Source record: 31351
Cross-posted to: de.rec.spiele.computer.adventure,comp.sys.atari.8bit,comp.sys.macintosh,comp.os.linux,comp.sys.be.misc

Hello,

I have registered for the domain:

http://www.westfrontpc.tk/

This is a URL that points to my website at:

http://www.geocities.com/dunric/westfront.html

If you wish to play my game "Westfront PC: The Trials of Guilder"
(which is in the public domain), the above two addresses will work
fine. It is an IF-game available (also) at the Interactive Fiction
Archive, ZDNET, C|Net and other websites.

Also, I am working on translating the game to several different
platforms. I am looking for help in porting the game to:

Macintosh
Unix/Linux
BeOS
Amiga
Apple II/IIe
Atari 400/800
Atari 520ST
Commodore 64/128
Sinclair Spectrum ZX
DEC Rainbow

If you'd like to help, please write me at: dunric@yahoo.com

Regards,

Paul Panks (a/k/a "Dunric")
http://www.westfrontpc.tk/
dunric@yahoo.com
ICQ# 12234336

831. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 07:45:38 UTC
From: Carsten Strotmann <carsten@strotmann.de>
Message-ID: <cszo2pu1ul.fsf@csos2.strotmann.de>
Source record: 31352

"Mirko Sobe" <atarixle@12move.de> writes:

> The right code is not
>
> MOVE AD,AD+1,COUNT
> !!!!
>
> The right code is
>
> MOVE AD,AD+1,COUNT-1
>
> Mirko
>

Hello,

yes, Mirko is right, Classical "buffer overflow"
error in my code (Anyone writing an internet
daemon in TB :-)). Thanks for pointing this out.

Greetings

Carsten

832. Re: COMM: T-Shirts, mugs, mouse pads with Fuji logo

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 07:45:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <W_q78.16413$TI3.160745@typhoon.sonic.net>
Source record: 31353
Cross-posted to: alt.atari.2600,alt.atari-jaguar.discussion,comp.sys.atari.8bit

In comp.sys.atari.8bit "Simon \(PNC\)" <pnc@mail.portland.co.uk> wrote:
: http://www.cafepress.com/fujishop

Nice, but I'd be careful. :(Atari is still a trademark being actively
used (by Infogrames, specifically).

-bill!

833. FA: 1064 Expansion module NIB

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 08:46:09 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C5E4A51.F9E9E47B@t-online.de>
Source record: 31354

Hello!

Currently I have a somewhat scarce Atari 1064 expansion unit for the
600XL up for auction:

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=2000818585

It is -new- and -untouched- and comes with new box (excellent
condition). Well, and I have only one.

I accept PayPal and ship worldwide.

Thanks for your attention,

Andre

834. Re: SC 1435 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 11:07:38 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3c5e5953@dnews.tpgi.com.au>
Source record: 31355

RGB only sorry lads. The SC1435 was a cut down 1084s. I have 2 for my STs
and Falcon, nice picture but useless for an 8-bit, as the only have RGB,
hor, Vert, and Gnd.

Mark

Pockets <pockets@cix.co.uk> wrote in message
news:a38ugtmqb1@thorium.cix.co.uk...
> looks like an ST Monitor
>
> They did not work with 8 bits out of the box
>
> If the pin-outs can be found you may be able to put together an adaptor
> cable. Maybe have a look at the ST FAQ (if there is one).
>
> I Currently use a commodore 1084s with my 130XE and an Audio Din to 4 rca
> cable bought from maplins which works just fine. Looks like you have a bit
> of soldering to do :(
>
>
> "James Moulder" <james.moulder@clear.net.nz> wrote in message
> news:6d77fe70.0201300022.7993e2f1@posting.google.com...
> > Saw the monitor on Ebay in Australia. URL is as follows, has pic with
> > view of the rear of unit and cables.
> >
> > http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=1327487326
> >
>
>
>

835. missing English Software Company titles.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 12:48:08 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3C5E8308.1060906@freenet.de>
Source record: 31356

Hi !
I'm looking for some programs made by "English Software". I've already
surfed the web, but without success ...
The titles are: Caverunner, Tarot and ES_Forth

It would be great if those hard to get software can be made available to
all Atarians...

Greetings,
- Mr.Bacardi -

836. multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 13:58:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3m41dque1@nets3.rz.RWTH-Aachen.DE>
Source record: 31358

Howdy folks

I have a couple of questions:

If the multilink interface is used (not in a game), would it be possible that more then one computer starts sending data over the link or does the interface prevent this?

Is it even possible to prevent a computer from sending it's data over the SIO bus?

If it doesn't already do so, can the multilink interface be upgraded to do so (make sure only one computer can send data)?

Could the multilink be upgraded so that each computer could be 'switched off' of the net, eliminating the need to unplug a computer if you wanna use it for something else?

What happens, if data comes in over the SIO bus, while the computer is not expecting it?

Do I really have to unplug all my periferals when I want to use the multilink interface? (the docs to Multi DASH say so, but that might be to prevent the other computers from booting from disk instead of from the 'master' computer)

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

837. FA: Atari 800xl, XC12 Datasette and games

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 15:50:49 UTC
From: bsg <bigsexygav@POOPyahoo.com>
Message-ID: <z4y78.9333$BU3.1562691@news6-win.server.ntlworld.com>
Source record: 31359

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=2000936133

Thanks for looking (UK only please)

regards

Gavin
www.xscomputers.co.uk
www.xshosting.co.uk

--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

838. Re: missing English Software Company titles.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 15:52:48 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3C5EAE50.7060605@freenet.de>
Source record: 31360

Hi Carsten !
Yep, it should be a programming language.
On the cassette cover is written:
* Basic dictionary is compatible with Fig Forth
* Complete set of I/O extensions
* Build-in editor definitions
* Atari Basic compatible graphics commands
* Automatic control of Atari Player Missile graphics
* Build-in sound commands
(and more ...)
ES_Forth should run with Atari 400/800 with 32K (and XL, of course)

I found the cassette cover on the Pooldisk 2 CD, so the program is
existing !

Greetings,
- Mr.Bacardi -

carsten@strotmann.de wrote:

>"Mr.Bacardi" <mr.bacardi@freenet.de> writes:
>
>>Hi !
>>I'm looking for some programs made by "English Software". I've already
>>surfed the web, but without success ...
>>The titles are: Caverunner, Tarot and ES_Forth
>>
>
>Hi Mr. Bacardi,
>
>do you have any information if ES_Forth has anything to do
>with progrmming (e.g. Forth programming language). If yes, I'm
>heavily interested in that.
>
>>It would be great if those hard to get software can be made available to
>>all Atarians...
>>
>
>Good idea.
>
>>Greetings,
>>- Mr.Bacardi -
>>
>
>Carsten

>

839. Re: Antics, Analogs, books, 800, 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 18:21:42 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202041021.217eccd8@posting.google.com>
Source record: 31361

bobbyshaw@aol.com (BobbyShaw) wrote in message > So, it was a pratical joke all the time? I was always pretty worried after it
> came out, and was always extremely careful downloading anything after that
> point.

I just started transferring my old floppies to PC, and there on the
third disk was "Paperweight"... ran it on my 130XE, looks good but
quite harmless. I just tried it in Atari800Win 3.0beta and it was
emulated close to perfectly. I can upload it if anyone's interested
but haven't found it elsewhere (I realize this isn't a binaries group
but it's a pretty tiny program)...

840. VCS 7800 video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 18:26:30 UTC
From: sebastienmarty@yahoo.fr
Message-ID: <f82481d7.0202041026.79cd22d2@posting.google.com>
Source record: 31362

I'm not sure this is the right place to ask, but I have a VCS 7800
with no video cable, so I'd like to build one myself and need the
pinout for the minidin video output of the VCS 7800 (French version,
if it makes any difference).

Sorry again if this is not the appropriate newsgroup

Thanks a lot!

841. Re: Atari 8 bit stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 18:29:41 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202041029.391d6e5c@posting.google.com>
Source record: 31363

daclmi@netscape.net (Daniel Miller) wrote in message
news:<3c5c7f08.29534177@news.CIS.DFN.DE>...
> Be careful with the "entire program library of the Western New York
> Atari Users Groups" because a lot of that could be one-of-a-kind-last
> remaining-copy type software.

I sent a note to him as I'm only 1-1.5 hours from Niagara Falls, but I
haven't heard back yet. If I get it, I certainly intend to make sure
any unique software is put into .atr images and made available for
posterity...

(Bruce, if you're reading this and didn't get my e-mail, please send
me a note. Thanks!)

842. Re: missing English Software Company titles.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 19:41:19 UTC
From: carsten@strotmann.de
Message-ID: <csr8o1hw68.fsf@csmobile.strotmann.de>
Source record: 31357

"Mr.Bacardi" <mr.bacardi@freenet.de> writes:

> Hi !
> I'm looking for some programs made by "English Software". I've already
> surfed the web, but without success ...
> The titles are: Caverunner, Tarot and ES_Forth

Hi Mr. Bacardi,

do you have any information if ES_Forth has anything to do
with progrmming (e.g. Forth programming language). If yes, I'm
heavily interested in that.

>
> It would be great if those hard to get software can be made available to
> all Atarians...

Good idea.

>
> Greetings,
> - Mr.Bacardi -

Carsten

843. Re: missing English Software Company titles.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-04 21:43:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <qgD78.1458$xU.189313@news01.chello.no>
Source record: 31364

I do have Caverunner on tape as well as ES Forth. Never got around to buy the Tarot game, which I think I should have. Anyone want to sell one ?

"Mr.Bacardi" <mr.bacardi@freenet.de> skrev i melding news:3C5EAE50.7060605@freenet.de...
Hi Carsten !
Yep, it should be a programming language.
On the cassette cover is written:
* Basic dictionary is compatible with Fig Forth
* Complete set of I/O extensions
* Build-in editor definitions
* Atari Basic compatible graphics commands
* Automatic control of Atari Player Missile graphics
* Build-in sound commands
(and more ...)
ES_Forth should run with Atari 400/800 with 32K (and XL, of course)

I found the cassette cover on the Pooldisk 2 CD, so the program is existing !

Greetings,
- Mr.Bacardi -

carsten@strotmann.de wrote:

"Mr.Bacardi" <mr.bacardi@freenet.de> writes:
Hi !I'm looking for some programs made by "English Software". I've alreadysurfed the web, but without success ...The titles are: Caverunner, Tarot and ES_Forth
Hi Mr. Bacardi,do you have any information if ES_Forth has anything to dowith progrmming (e.g. Forth programming language). If yes, I'mheavily interested in that.
It would be great if those hard to get software can be made available toall Atarians...
Good idea.
Greetings,- Mr.Bacardi -
Carsten

844. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 01:30:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aBG78.9260$Hb6.745959@newsread1.prod.itd.earthlink.net>
Source record: 31365

TextPro in versions 4.5 claims to support MyDos subdirectories; 4.56XE is
the latest revision I have actually used.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
news:N1g78.508441$oj3.99583314@typhoon.tampabay.rr.com...
> Sorry for the typo, Im looking for a Text editor what would work with
Mydos
> subdirectory .
>
> Thanks
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Mk378.4236$3E5.347852@newsread2.prod.itd.earthlink.net...
> > A sort would only work in the MyDos subdirectories or on large (greater
> than
> > 720 sectors) disks where the file number bits are disabled unless you
are
> > willing to rewrite all of the file data sector link bytes.
> >
> > TopDos 1.5 has a sort option built in, but I do not believe it supports
> > subdirectories.
> >
> > What exactly type of test editor are you needing? My revision of
DiskMend
> by
> > Justin Wilder has some capabilities for subdirectories and file traces.
> >
> > --
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
> > http://www.atariland.com/members/oldatarian
> >
> > "Kathleen Ferrante" <KMFerrante@cfl.rr.com> wrote in message
> > news:rJJ68.188332$_w.29633202@typhoon.tampabay.rr.com...
> > > Is there a util to sort a directory with mydos?
> > > I need something that will do that.
> > > Also looking for a little test editor that can handle mydos sub-dir's
> > >

> > > Thanks
> >
> >
> >
> >
>
>

845. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 02:17:13 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <JgH78.2279$jO5.879319@typhoon.tampabay.rr.com>
Source record: 31366

Hey Mathy,

A few years ago at the MFACC meeting Jeff Poter brought his Multilink with
him, there was so much going on at the meeting we never got a chance to set
it up.
I always wonder if the Multikink could be used for other tham games. I on
the other hand have the Multiplexer from CSS that I use to run the BBS. but
the cost factor for the mux is a bit high for the everyday Atari user.
On the other hand the Multilink is easy to build and cost just a few bucks
this is what the everyday Atari user needs, but software must be wrote for
it to work as a server and someway to id all the other slaves I guess.

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a3m41dque1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I have a couple of questions:
>
> If the multilink interface is used (not in a game), would it be possible
> that more then one computer starts sending data over the link or does the
> interface prevent this?
>
> Is it even possible to prevent a computer from sending it's data over the
> SIO bus?
>
> If it doesn't already do so, can the multilink interface be upgraded to do
> so (make sure only one computer can send data)?
>
> Could the multilink be upgraded so that each computer could be 'switched
> off' of the net, eliminating the need to unplug a computer if you wanna
use
> it for something else?
>
> What happens, if data comes in over the SIO bus, while the computer is not
> expecting it?
>
> Do I really have to unplug all my periferals when I want to use the
> multilink interface? (the docs to Multi DASH say so, but that might be to
> prevent the other computers from booting from disk instead of from the
> 'master' computer)
>
> CU Mathy van Nisselroy
>
> --
> ---

> My old email address will cease to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>
>

846. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 03:02:43 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <nXH78.2568$jO5.949246@typhoon.tampabay.rr.com>
Source record: 31367

Hi Mo,

Yeah they where fast as hell, I had the Adam computer back in the 80's those little tapes spin like crazy, they where also looped and performed just like disk drives with dos. Now I have all hard drives on my Atari's but would still like a few of those high speed tape drives for the 8bit.

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message news:_xM68.3044$_D4.890008700@newssvr30.news.prodigy.com...
> They were called "Stringy Floppies" for the TRS-80. Never had one but I
> heard they could outperform a disk drive in those days and they were cheaper
> too.
> Mo
>
>
> Kathleen Ferrante wrote in message
> <8MJ68.188335$_w.29637527@typhoon.tampabay.rr.com>...
> >I always wanted a high speed Wafer tape trive for the Atari , do you
> >remember those type of drives?
> >The Sinclair and Coleco Adam had them.
> >
> >
> >"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> >news:3C56A65E.FE64E930@students.uni-mainz.de...
> >> Well,
> >> it can be upgraded (almost) the same way an XC 11 or XC12 recorder can.
> >> Thus having a 1010 turbo should not be a problem. Sorry, I do not have
> >> the schematics... -Andreas.
> >>
> >>
> >> Kathleen Ferrante schrieb:
> >> >
> >> > Can the Atari 1010 data drive be upgraded for a higher baud rate?
> >> >
> >> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> >> > news:3C4D68D4.98C79C07@students.uni-mainz.de...
> >> > > Well,
> >> > > the fastest turbo tape drives I heard of, load with 9600 Baud - half
> >of
> >> > > the normal disk drive speed... And if I am counting right 9600 Baud
> >> > > thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.

> >> > > 2,4 kbytes per second. Not that pretty fast... (But on the other
hand
> >> > > 600 Baud standard tape is much slower!) -Andreas
> >> > >
> >> > > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
> >> > > divide the Baud rate by 8 and then by 1000 to get the approx. kbyte
> >rate
> >> > > - and by 1024 to get the exact kbyte rate - is that right ?!?)
> >> > >
> >> > >
> >> > >
> >> > > Andre schrieb:
> >> > > >
> >> > > > > The souped-up XC12 was an Eastern European modification wasn't
> it?
> >I
> >> > > > > have heard stories how they got those things humming almost as
> >fast as
> >> > > > > disk drives.
> >> > > > >
> >> > > > Maybe as fast as Commodore drives :) but not as fast as stock
Atari
> >> > > > drives with their 19xxx Baud. These so-called TurboTapes load
with
> >> > > > 6000-7200 Baud (or maybe some dudes even managed more) by using
> some
> >> > > > hardware modifications built in. Schematics and software can be
> >found at
> >> > > >
> >> > > > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
> >> > > >
> >> > > > Greets,
> >> > > >
> >> > > > Andre
> >> > >
> >>
> >
> >
>
>

847. Re: READ THE WEB-SITE THAT THE KIKES TRY TO CENSOR

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 03:43:30 UTC
From: D&D FAN! <>
Message-ID: <t92u5uc32ce4vvg9sdgktbs03834ehlr7f@4ax.com>
Source record: 31369

and this has what to do with Atari 8-bits?

On Mon, 4 Feb 2002 14:28:46 GMT, Ricky Van Ekenstein
<ogypteq@ozifzyqy.vi.us> wrote:

>WWW.GIWERSWORLD.ORG
>THE SITE WHERE ALL KIKES ARE LAMPSHADES
>
>PROUDLY PRESENTED BY
>
>MATTHIAS GIWER
>14205 N. NEBRASKA AVE
>TAMPA FLORIDA
>
>813-977-7380
>
>
>jull43@tampabay.rr.com
>matt@giwersworld.org
>
>
>PROUDLY HOSTED BY:
>
>DREAMHOST WEB HOSTING
>
>213-947-1032
>
>
>
>Let's learn in front of the pathetic caves, but don't depart the
>younger sauces. How did Gay improve throughout all the stickers? We can't
>judge jugs unless Madeleine will seemingly taste afterwards. If the
>bitter bushs can smell angrily, the healthy tag may recommend more
>planets.
>
>Otherwise the candle in Felix's powder might laugh some weird
>poultices. Almost no kind thin aches badly look as the fat ulcers
>help. Every stale cheap cloud combs figs through Gregory's tired
>coconut. Her pen was blunt, wide, and wastes through the sunshine. As
>superbly as Beth attacks, you can scold the enigma much more
>quickly.
>
>Debbie, still arriving, creeps almost hatefully, as the bandage
>receives in their elbow. Both filling now, Calvin and Beryl
>cleaned the solid stables towards humble twig. We solve the

>ugly weaver. To be dirty or upper will like open frames to subtly
>believe. Tomorrow, teachers seek behind hollow halls, unless they're
>full. Little by little, go expect a lemon!
>
>Don't even try to shout a floor! She wants to care sick cards
>throughout Candy's room.
>
>Hector! You'll tease raindrops. Gawd, I'll explain the dust. Tell
>Calvin it's polite wandering near a button. One more unique
>noisy films will wistfully converse the frogs. What will we
>recollect after Alfred behaves the glad arena's tailor? How doesn't
>Bernadette pull admiringly? Lots of trees virtually kill the
>smart store. It should play difficult pools without the inner
>bizarre window, whilst Eliza totally talks them too. Walt, under
>wrinkles distant and good, nibbles in back of it, joining globally. Some
>grocers attempt, love, and pour. Others lazily open. For Ann the
>jacket's angry, inside me it's worthwhile, whereas beside you it's
>sowing light. She may regularly live alongside sweet filthy
>canyons. They cover the new pear and dine it for its moon. While
>pins loudly measure pickles, the gardners often promise below the
>closed shoes. Who did Norm call the envelope between the dark
>counter? The case in the active mirror is the fork that rejects
>stupidly. When Samuel's pretty butcher dreams, Jezebel orders
>outside handsome, young corners. The farmers, cars, and hats are all
>bad and dry. It's very sour today, I'll lift lovingly or Kristen will
>irrigate the oranges. Will you cook under the winter, if Jeremy
>locally hates the pitcher? He may truly fear short and climbs our
>rural, cosmetic drapers against a structure. They grasp sadly if
>Chris's barber isn't clever. He can move fresh games, do you
>change them? Don't even try to dye freely while you're jumping
>throughout a wet cat. You won't irritate me walking to your
>lost office. Are you outer, I mean, excusing between abysmal
>desks?
>
>They are moulding under the college now, won't answer bowls later.
>
>

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

848. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 03:44:49 UTC
From: D&D FAN! <>
Message-ID: <d43u5us38cjbqsslkldiqj6qae3ofk38ni@4ax.com>
Source record: 31368

where is the Last-modified: January 26, 2002?

>Archive-name: atari-8-bit/welcome
>Posting-Frequency: 7 days
>Last-modified: January 26, 2002

when i use the link:

>INFORMATION:
>Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
> http://www.faqs.org/faqs/atari-8-bit/faq/

I get Last-modified: December 10, 2001

Thanks,
Chrissi

_____
Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

849. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 04:15:43 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3C5F5C4D.9020109@cfl.rr.com>
Source record: 31370

Since some guy has already answered as if this was the Agdagon GameLink
II (as I remember it being called) I'll fill in from my memory. I
apologize if you're asking about something else.

Mathy van Nisselroy wrote:

>Howdy folks
>
>I have a couple of questions:
>
>If the multilink interface is used (not in a game), would it be possible
>that more then one computer starts sending data over the link or does the
>interface prevent this?
>
Any and all of the computers could be on the bus simultaneously. They
won't burn up their drivers (if you build the right interface), but
communication gets scrambled.

>Is it even possible to prevent a computer from sending it's data over the
>SIO bus?
>
Not that I remember.

>If it doesn't already do so, can the multilink interface be upgraded to do
>so (make sure only one computer can send data)?
>
I suppose that's possible, but you'd have to decide on a locking
mechanism (and what to do if the one locking it dies on you).

>Could the multilink be upgraded so that each computer could be 'switched
>off' of the net, eliminating the need to unplug a computer if you wanna use
>it for something else?
>
Also not too hard.

>What happens, if data comes in over the SIO bus, while the computer is not
>expecting it?
>
GameLink II was set up with interrupts, so at least one character makes
it through and into a buffer. If the computer still ignores it, the
first character is overwritten and a serial bus error occurs.

>Do I really have to unplug all my periferals when I want to use the
>multilink interface? (the docs to Multi DASH say so, but that might be to
>prevent the other computers from booting from disk instead of from the
>'master' computer)

>
Maybe I am answering the wrong questions. GameLink II allowed you to
leave other peripherals connected, but you risked having too long an SIO
chain.

Jeff Potter

850. Re: 3 questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 13:54:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C5FE415.9894F0F3@students.uni-mainz.de>
Source record: 31384

```
Hello MoAco,
what do you mean exactly with a good Gr. 9 program ?!? A painting
program ?? A converter program, a printer program or what ?!?
Well, I do have a Gr.9 painting program somewhere and some converters
and printing programs also. Let me know what you are interested in...
-Andreas.

Carsten Strotmann schrieb:
>
> MoAco@gmx.de (MoAco) writes:
>
> Hi MoAco,
>
> > Hi @ll,
> >
> > I code a lot on my 130XE in the moment and I have 3 questions which could
> > only be answered by experts like you ;-)
> >
> > 1. Is there a command in TB to delete a memory-part (size x) at adress y? I
> > do that with the MOVE command in the moment (copying a ´emty block´) is there
> > a faster and smarter way to do this in TB?
>
> Move is OK, by deleting you say setting memory to "0",
> you can use this code:
>
> poke start,0
> move start,start+1,count
>
> This is the fastest TB MemoryFill I know (even a ASM
> Routine should not any faster).
> You can also fill memory with other values by changing the
> poke command.
>
> >
> > 2. I´m looking for a good GR.9 graphic-programm - does anyone know?
>
> Not me.
>
> >
> > 3. Is there a Atari-8Bit-Emu which runs in a 386 under Win 3.1 ???
>
> xformer, I guess (Plain DOS)
> Atari800 (Plain DOS)
>
```

> Ciao
>
> Carsten

851. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:03:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C5FE642.75B48081@students.uni-mainz.de>
Source record: 31387

Hmmm,
maybe TOMS navigator (a filemanager for MyDOS 4.5) sorts a directory -
haven`t tried it yet. Otherwise you may use any Basic/turbo-Basic/ML
program which has a sort routine to sort at least one directory (setup
D: as being the directory you want, thus any sort program which is able
to sort D:*.* files should do it). Well, most text editors which run
fine under MyDOS support MyDOS subdirs don`t they ?!? If not, try
Textpro 4.x or 5.x they should do the job... -andreas.

Kathleen Ferrante schrieb:
>
> Is there a util to sort a directory with mydos?
> I need something that will do that.
> Also looking for a little test editor that can handle mydos sub-dir's
>
> Thanks
>

852. Re: make images from Tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:06:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C5FE6D3.C8979F7B@students.uni-mainz.de>
Source record: 31386

```
Well,
you can convert Waves to Tape and vice versa, but not in high/turbo
speed - at least not yet. Even the supercharger of the VCS (which
accepts Waves as digital data) does only normal speed... -Andreas.

Kathleen Ferrante schrieb:
>
> I always wanted a high speed Wafer tape trive for the Atari , do you
> remember those type of drives?
> The Sinclair and Coleco Adam had them.
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3C56A65E.FE64E930@students.uni-mainz.de...
> > Well,
> > it can be upgraded (almost) the same way an XC 11 or XC12 recorder can.
> > Thus having a 1010 turbo should not be a problem. Sorry, I do not have
> > the schematics... -Andreas.
> >
> >
> > Kathleen Ferrante schrieb:
> > >
> > > Can the Atari 1010 data drive be upgraded for a higher baud rate?
> > >
> > > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > > news:3C4D68D4.98C79C07@students.uni-mainz.de...
> > > > Well,
> > > > the fastest turbo tape drives I heard of, load with 9600 Baud - half
> of
> > > > the normal disk drive speed... And if I am counting right 9600 Baud
> > > > thats approx. 1,2 kbytes per second, whereas 19200 Baud thats approx.
> > > > 2,4 kbytes per second. Not that pretty fast... (But on the other hand
> > > > 600 Baud standard tape is much slower!) -Andreas
> > > >
> > > > (P.S: counting 1 Baud as 1 Bit and 8 bit as 1 byte; thus we have to
> > > > divide the Baud rate by 8 and then by 1000 to get the approx. kbyte
> rate
> > > > - and by 1024 to get the exact kbyte rate - is that right ?!?)
> > > >
> > > >
> > > >
> > > > Andre schrieb:
> > > > >
> > > > > The souped-up XC12 was an Eastern European modification wasn't it?
> I
```

> > > > > > have heard stories how they got those things humming almost as
> fast as
> > > > > > disk drives.
> > > > >
> > > > > > Maybe as fast as Commodore drives :) but not as fast as stock Atari
> > > > > > drives with their 19xxx Baud. These so-called TurboTapes load with
> > > > > > 6000-7200 Baud (or maybe some dudes even managed more) by using some
> > > > > > hardware modifications built in. Schematics and software can be
> found at
> > > > > >
> > > > > > http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm
> > > > > >
> > > > > > Greets,
> > > > > >
> > > > > > Andre
> > > > >
> > >

853. Re: Myide

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:09:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C5FE77C.E35C7441@students.uni-mainz.de>
Source record: 31385

Well,
here in europe, ABBUC (Germany) or maybe Sijmen Schouten himself (Netherlands) will burn an eprom for you... In the US, I think Best, B & C and maybe others will do it also, just ask them. -Andreas.

Kathleen Ferrante schrieb:
>
> Hi ,
>
> Ok the OS must be burned on a 28pin eprom not 16!
> I like the MyIDE controller, Did he do a run on the interface? if so how
> much are they? .. anyways I looked that what needs to be done to make it
> and its quite easy compared to some of the other things I have build. I
> have no eprom burner so I would need to get this done from someone. I have
> a mint 130xe that will be upgraded to 576 before this Mod is done, I like
> Mydos and Sparta dos and Sparta is the way to go for easy operation but
> could live with mydos for this system. I would probley need a small (lap
> top size) IDE drive cause the HD will go inside the XE, I am wodering how
> much heat these little drives give off, would not want to melt the XE case
> or the Keyboard mylar. Im going to look into the other IDE devices but I
> will still build the MyIDE it looks great.
>
> "Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
> news:a22qe5$u6don$3@ID-15679.news.dfncis.de...
> > Hi,
> >
> > >....SOS thats just what I said - the "selfmade Operating
> > >system",....
> > >....however you have to burn the 16k BIN file onto an
> > >Eprom then and install it into your computer to use it as
> > >a new OS (or alternate OS).
> >
> > Thanks, I had a look at his website earlier and found it....I'd only
> looked at
> > the "MyIDE" page before, rather than the entire site.
> >
> > I'd assumed that it was a DOS rather than an OS replacement.
> >
> > Has anyone produced an open-source DOS for the Atari?
> >
> >
> > > I guess the My-Ide uses only half of the harddisk capacity,
> > >since it only handles 256bytes sectors (not 512 bytes
> > >sectors)....

> >
> > This is what I'd assumed too. However, after browsing the website it looks
> to
> > me like he's actually running the drive in 16-bit mode and simply ignoring
> the
> > upper 8-bits, hence you're losing half the capacity. :-(
> >
> > I'll have to look over the schematics to check, but that's my gut feeling.
> >
> >
> > TTFN - Pete.
> >
> >
> >
> >

854. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:12:16 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3op81$6cg$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31371

Howdy folks

> Sorry for the typo, Im looking for a Text editor what would work with
> Mydos subdirectory.

I'm using T:Edit by Analog computing. As long as the path doesn't get too long, you can use subdirs, as I do. Unfortunately, it only handles drives 1-4 and 8. But it can handle files up to 32kB approx.

CU Mathy van Nisselroy

855. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:15:29 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3ope2$6hs$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31372

Howdy folks

"> Well, I was thinking of (big) dealers here in europe, not private users.
> Every Atarian was able to import it of course. But I do not know any
> dealers (Ariola, US Gold, Rushware, Kingsoft, Joysoft, AMC, Ke-Soft,
> Powersoft, Power per Post, ANG, etc.) that did import the R-Time-8 in
> the 80`s or 90`s...

In England, Frontier imported it and I'm sure there were German companies
that imported it too.
The biggest problem with imports from the USA (especially in the UK and
Germany) was that prices that weren't small to begin with turned huge as
soon as a company imported it.

CU Mathy van Nisselroy

856. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:31:30 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3oqc3$7c6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31373

Howdy Guy, folks

> I always wonder if the Multikink could be used for other tham games. I on
> the other hand have the Multiplexer from CSS that I use to run the BBS.
but
> the cost factor for the mux is a bit high for the everyday Atari user.
> On the other hand the Multilink is easy to build and cost just a few bucks
> this is what the everyday Atari user needs, but software must be wrote
for
> it to work as a server and someway to id all the other slaves I guess.

The multiplexer no only is expensive, it also doesn't really look nice and sticks out way to much for my taste. Plus you need the multiplexer OS (read: no other non-standard OS). And it slows down communication to the harddrive, even if the multiplexer isn't used.

The MultiLink (an 'improved' version of the Gamelink II) just uses two wires to connect to the next computer. The Frankfurter hardware guys (a regional group of the German ABBUC) http://www.abbuc-raf.de/restarte.htm (in English, German version is also available) are selling a version that uses RCA jacks (the kind of plugs used in stereo's to connect the components together).

I wrote the message with the questions after I did a search on RS485 networks using Google and found a schematic involving RS485 which used only 2 wires. Just like the multilink interface.

CU Mathy van Nisselroy

857. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 14:37:03 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3oqmi$7m5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31374

Howdy Jeff

> Any and all of the computers could be on the bus simultaneously. They
> won't burn up their drivers (if you build the right interface), but
> communication gets scrambled.

This would somehow have to be prevented.

> >Is it even possible to prevent a computer from sending it's data over the
> >SIO bus?
> >
> Not that I remember.

Some logic could just disconnect the data out wire. Which would prevent the
scrambling mentioned above.

> >If it doesn't already do so, can the multilink interface be upgraded to
do
> >so (make sure only one computer can send data)?
> >
> I suppose that's possible, but you'd have to decide on a locking
> mechanism (and what to do if the one locking it dies on you).

The first to access the bus locks up the bus.

> >Do I really have to unplug all my periferals when I want to use the
> >multilink interface? (the docs to Multi DASH say so, but that might be
to
> >prevent the other computers from booting from disk instead of from the
> >'master' computer)
> >
> Maybe I am answering the wrong questions. GameLink II allowed you to
> leave other peripherals connected, but you risked having too long an SIO
> chain.

You're answering the right ones, don't worry.

Here's another one. What happens when dat is being send? I mean, how much
handshaking is done/needed between the receiving and the sending party?

CU Mathy van Nisselroy

858. FA: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-05 18:31:36 UTC
From: j131@inetia.pl
Message-ID: <20836-1012933803@as1-127.starogard.dialup.inetia.pl>
Source record: 31375

Check it out while it lasts:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1329454116

j131

859. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 00:56:23 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <C4%78.38368$28.3137938@zwoll1.home.nl>
Source record: 31376

Kathleen Ferrante wrote

: the other hand have the Multiplexer from CSS that I use to run the BBS. but
: the cost factor for the mux is a bit high for the everyday Atari user.
: On the other hand the Multilink is easy to build and cost just a few bucks
: this is what the everyday Atari user needs, but software must be wrote for
: it to work as a server and someway to id all the other slaves I guess.

I wish I had a MUX. I probably only need one since it's not that hard to
build your own version inside an Atari in stead of using a cartridge. Anyone
has the schematics of it? Don't know if the ROM is available somewhere on the
net...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
http://punkenpro.does.it
BBSing is terminal.

860. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 05:13:41 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3C60BB86.90802@cfl.rr.com>
Source record: 31377

Mathy van Nisselroy wrote:

>
>You're answering the right ones, don't worry.
>
>Here's another one. What happens when dat is being send? I mean, how much
>handshaking is done/needed between the receiving and the sending party?
>
>CU Mathy van Nisselroy
>
In GameLink II (and Maze of Agdagon) each computer grabs the bus in its assigned time slot as directed by the Host. It transmits its packet (4 words I thought?) and gets off the bus. It assumes all others received this packet (there is no per-word or per-packet handshake). The data is sent redundantly, so it's somewhat transmission error-tolerant (the Ataris couldn't update every frame time, so there's time to resend packets).

Jeff Potter

861. MyIDE, SIO2PC and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 08:55:30 UTC
From: theclue.geo@yahoo.com
Message-ID: <73934660.0202060055.2ae82064@posting.google.com>
Source record: 31378

I've just bought an Atari 800XL as a bare console, no cartridge, datasette, floppies and power unit so i'd like to expand it a bit (not so much, just for using it). So here's some question:

1. I haven't original power supply, so i've to adapt one from, for example, a c64. XL800 needs 1.5 Amps, 9V and 7.5 W, as i've readed...is it right? Have i to know other specifications before?

2. I'de like to build SIO2PC cable, but there are two little problems: i can't find SIO connector to buy and...schematics are really fuzzy! Do u know about some - more clear - scheme to follow?

3. Finally I'm dreaming on myIDE interface. I've bought a 2.5 HDD and it fits perfectly into atari's chassis so i've decided to build internal version. Because i often hear about ide interfaces that wont' work so better (such as alot of c64's ones) i'de like to know if it works better and if it is affidable

sorry for dummy questions...tnx a lot
(sorry also for my bad english)

theclue
www.8bit.emuita.it

862. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 10:36:38 UTC
From: bsg <bigsexygav@POOPyahoo.com>
Message-ID: <ZF788.394$jL6.200036@news6-win.server.ntlworld.com>
Source record: 31380

<j131@inetia.pl> wrote in message

'Check it out while it lasts:'

Excellent quality piece of kit as well. I purchased one frm Artur just
before christmas and couldn't be more happy with it. A very proffesional
build and a nice, friendly service ;o)

regards

Gavin
www.xscomputers.co.uk
www.xshosting.co.uk
--

ICQ: 49110946

We have lingered in the chambers of the sea
By sea-girls wreathed with seaweed red and brown
Till human voices wake us, and we drown. -- T.S. Eliot

863. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 11:39:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3r4l1$88l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31381

Howdy Jeff, folks

> >Here's another one. What happens when data is being send? I mean, how
much
> >handshaking is done/needed between the receiving and the sending party?

> In GameLink II (and Maze of Agdagon) each computer grabs the bus in its
> assigned time slot as directed by the Host. It transmits its packet (4
> words I thought?) and gets off the bus. It assumes all others received
> this packet (there is no per-word or per-packet handshake). The data is
> sent redundantly, so it's somewhat transmission error-tolerant (the
> Ataris couldn't update every frame time, so there's time to resend
packets).

Aha. And how much handshaking is done/needed for just about everything else
(when there are no assigned time slots)? When we're not playing games, but
exchanging data with disk drives and interfaces?

I'm just curious.

CU Mathy van Nisselroy

864. Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 14:11:26 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B886A3BE.1FC9%design3d@2-scale.com>
Source record: 31382

Ten Trivia Questions:

1) Is there such a thing as a commercial version of SIO2PC? (I can't remember if ICD is the company name that used to sell SIO2PC, isn't it? I want to order one - not to built it!)

2) Curiously, is there another software similiar to APE that will allow me to transfer Atari binary (EXE) files between the 1050 drive (with 800XL) to a PC? Otherwise, I don't have a choice except to buy APE software and SIO2PC cable.

3) What does SIO2PC really look like? (jpeg)

4) What is the CPU/RAM specs for the Falcon? (Im confused: is it only 030 or 040 or maybe it is both options?)

5) Who still sells MegaST and Falcon and also CD-RW drive for it? (beside myatari.com/B&C Computervision dealer and beside ebay)

6) Is it possible to use Zip drive for the MegaST/Falcon? (scsi or parallel?)

7) How many Falcon-based games and Falcon-based 'graphic' demos are available for the Falcon (roughly)? (it would be nice if you could tell us the name of the FTP site that might have ST/Falcon "cool" graphics demos)

8) Are ST games compatible with the Falcon? If so, what percentage? If not, why not? (knowing that will allow me to decide to order MegaST4 as the high-end ST system rather than Falcon).

10) What is the standard graphics mode (color bit planes as well) for the Falcon?

That's about all. Thank you. My goal is to start dusting off 800XL so I can transfer my software/documents to the PC via SIO2PC cable. And then will go on to ST after that.

Mike

--
3D Design Department
2-Scale Inc.
1049 S. McCord Road
Holland, Ohio 43528
Phone: 1-419-865-4006
Fax: 1-419-865-4888

865. Re: MyIDE, SIO2PC and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 16:17:22 UTC
From: carsten@strotmann.de
Message-ID: <csd6zibn59.fsf@csmobile.strotmann.de>
Source record: 31379

theclue.geo@yahoo.com (TheClue) writes:

> I've just bought an Atari 800XL as a bare console, no cartridge,
> datasette, floppies and power unit so i'd like to expand it a bit (not
> so much, just for using it). So here's some question:
>
[..]
>
> 2. I'de like to build SIO2PC cable, but there are two little problems:
> i can't find SIO connector to buy and...schematics are really fuzzy!
> Do u know about some - more clear - scheme to follow?

Have a look at http://www.abbuc-raf.de/restarte.htm

Maybe you can get parts from Thomas Grasel.

Ciao

Carsten

866. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 18:47:17 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u62uecs41f1u74@corp.supernews.com>
Source record: 31383

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B886A3BE.1FC9%design3d@2-scale.com...
> Ten Trivia Questions:
>
> 1) Is there such a thing as a commercial version of SIO2PC? (I can't
> remember if ICD is the company name that used to sell SIO2PC, isn't it? I
> want to order one - not to built it!)

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1329454116

Both Steve Tucker and Nick Kennedy will sell you one too, but at a higher
price.
>
> 2) Curiously, is there another software similiar to APE that will allow
me
> to transfer Atari binary (EXE) files between the 1050 drive (with 800XL)
to
> a PC? Otherwise, I don't have a choice except to buy APE software and
> SIO2PC cable.

Nick Kennedy's SIO2PC software which is shareware. If you have an SIO2PC
cable, you are supposed to be able to use the RVerter handler with it to do
RS232 type transfers using terminal programs. I think there is a freeware
Linux SIO2PC software too.
>
> 3) What does SIO2PC really look like? (jpeg)

No two are alike. The eBay link is one built into the cable hood. If I put
one together, whatever box about the size of a cassette tape I have laying
around gets used.

Falcon questions, I know nothing about. Never went beyond a 1040 STfm before
I gave up on the Tramiel Atari.

867. Re: MyIDE, SIO2PC and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 21:38:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <unh88.15544$3E5.1268618@newsread2.prod.itd.earthlink.net>
Source record: 31388

Wrong on the power supply; 400/800 are 9V AC - the 800XL and 130XE are 5V DC
and the pinouts are on Thunderdome:
http://www7.ewebcity.com/atari/

The SIO end of the cable can be built-in to the XL connecting to traces
behind the 13 pin jack; once again, the pinouts are on Thunderdome.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"TheClue" <theclue.geo@yahoo.com> wrote in message
news:73934660.0202060055.2ae82064@posting.google.com...
> I've just bought an Atari 800XL as a bare console, no cartridge,
> datasette, floppies and power unit so i'd like to expand it a bit (not
> so much, just for using it). So here's some question:
>
> 1. I haven't original power supply, so i've to adapt one from, for
> example, a c64. XL800 needs 1.5 Amps, 9V and 7.5 W, as i've
> readed...is it right? Have i to know other specifications before?
>
> 2. I'de like to build SIO2PC cable, but there are two little problems:
> i can't find SIO connector to buy and...schematics are really fuzzy!
> Do u know about some - more clear - scheme to follow?
>
> 3. Finally I'm dreaming on myIDE interface. I've bought a 2.5 HDD and
> it fits perfectly into atari's chassis so i've decided to build
> internal version. Because i often hear about ide interfaces that wont'
> work so better (such as alot of c64's ones) i'de like to know if it
> works better and if it is affidable
>
> sorry for dummy questions...tnx a lot
> (sorry also for my bad english)
>
> theclue
> www.8bit.emuita.it
>

868. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-06 22:45:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <%li88.17428$TI3.167504@typhoon.sonic.net>
Source record: 31389
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Mike Stepansky <design3d@2-scale.com> wrote:

: 4) What is the CPU/RAM specs for the Falcon? (Im confused: is it only 030
: or 040 or maybe it is both options?)

: 5) Who still sells MegaST and Falcon and also CD-RW drive for it? (beside
: myatari.com/B&C Computervision dealer and beside ebay)

: 6) Is it possible to use Zip drive for the MegaST/Falcon? (scsi or
: parallel?)

: 7) How many Falcon-based games and Falcon-based 'graphic' demos are
: available for the Falcon (roughly)? (it would be nice if you could tell us
: the name of the FTP site that might have ST/Falcon "cool" graphics demos)

: 8) Are ST games compatible with the Falcon? If so, what percentage? If
: not, why not? (knowing that will allow me to decide to order MegaST4 as the
: high-end ST system rather than Falcon).

: 10) What is the standard graphics mode (color bit planes as well) for the
: Falcon?

Try comp.sys.atari.st for your Falcon questions (this resp. crossposted
there)

Good luck!

-bill!

869. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 04:04:15 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3C61FCBF.5030607@cfl.rr.com>
Source record: 31390

Mathy van Nisselroy wrote:

>Aha. And how much handshaking is done/needed for just about everything else
>(when there are no assigned time slots)? When we're not playing games, but
>exchanging data with disk drives and interfaces?
>
>I'm just curious.
>
>CU Mathy van Nisselroy
>
Well, maybe my description wasn't very good. We had the Host (the one the others boot from) running from interrupts timed twice a frame time (one at VBlank, another midway down from a DLI). Each time the Host would grab the bus and direct another client to answer back with his packet (as soon as the Host gets off the bus). So the client would turn around and send his packet and get off the bus. I did it this way so the Host would just figure out to skip those clients that had gone away. The timing was pretty good, as no client ever overrun his time slot, from my testing.

Since Agdagon never had to exchange data with disk drives and so forth, I never worried about collisions. So an enhanced GameLink better take that into account, with handshaking or lockouts. You might study other networking standards like UDP, TCP/IP, etc. for insight.

Jeff Potter

870. Re: Modems for the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 12:17:54 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <Sfu88.163$gf5.29@nwrddc02.gnilink.net>
Source record: 31391

I had one of those 1000e's myself. Made a little relay box to hook into
SIO. Added a couple of POKEs to turn ON/OFF cassette motor, which toggled a
relay in the phone line... voila! Caller Disconnected!!

"Steven J Tucker" <classics@atarimax.com> wrote in message
news:u43u65gt975f6f@corp.supernews.com...
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Gwi08.27291$Vz3.2797590@newsread2.prod.itd.earthlink.net...
> > The MPP 1000C runs 300 bps out of the joystick port. No interface nor
SIO
> > connection.
>
> And the 1000E as well. The 1000E was even cheaper and had this
strange
> problem in that it could never hang up the phone. If a BBS caller didnt
> disconnect
> it would just stay connected forever.
>
> Steve
> --
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * *
*
> * * * Turn your 8-bit Atari into a powerhouse with APE! * *
*
> * * * Ape Homepage: http://www.atarimax.com/ * *
*
> * * ** *
*
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+
Items !!
>
>
>
>

871. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 12:23:45 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a3trkhmih1@nets3.rz.RWTH-Aachen.DE>
Source record: 31392

Howdy Jeff, folks

> Since Agdagon never had to exchange data with disk drives and so forth,
> I never worried about collisions. So an enhanced GameLink better take
> that into account, with handshaking or lockouts. You might study other
> networking standards like UDP, TCP/IP, etc. for insight.

I'ld first like to know what the Atari does SIO wise. Different networks are nice, but I wanna know first and formost what the Atari needs/wants/expects and what happens if something happens that is not needed/wanted or expected. If I know that I can look at standard networks. But whatever is connected to the Atari will at one time or another have to talk to the Atari.

CU Mathy van Nisselroy

872. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 18:02:46 UTC
From: Kathleen Ferrante <KMFerrante@cfl.rr.com>
Message-ID: <ajz88.21809$Gb1.5019454@typhoon.tampabay.rr.com>
Source record: 31393

Klax was ported to the 8bit Atari?

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:UPq_7.58602$58.4281512@zwoll1.home.nl...
>
> Mike Stepansky wrote
>
> : Does anyone know of a good website or FTP site that might have all/most
of
> : the games for the Atari-8bit?
>
> http://www.newbreedsoftware.com/xlsearch/
>
>
> : I would LOVE to know:
> :
> : what are game titles AFTER 1987?
>
> Too much to list...
>
>
> : What would be the LAST game titles ever programmed (or sold) and what
year?
>
> What do you mean with that? You are talking like there are no new games
in
> development anymore. What about "Mr Proper". What about "Doom"?
>
>
> : I would be surprise if there are more game titles during the mid-1990's.
>
> Well, be suprised:
>
> -Klatwa
> -Miecze Valdgira 1
> -Miecze Valdgira 2
> -Nero
> -Geometria
> -Change
> -Tusker
> -Frank and Mark
> -Jurassic Park I
> -Extirpator (90's?)
> -Jurassic Park II

> -Dynakillers
> -Geografia Polski
> -Global War
> -Hawk Moon
> -The Jet Action
> -Hans Kloss
> -Gabi
> -Kuadryk
> -Muff
> -Lemmings
> -Brundles
> -Czaszki Electra
> -Spy Hunter
> -Tekblast
> -Fire Stone
> -Rockman
> -Defensor
> -Around the Planet
> -Streets
> -Zbir
> -Rycerz
> -Spymaster
> -Fred
> -Shit
> -Johnny the Ghost
> -Scaremonger
> -Oblitroid
> -Humanoid
> -Battle Ships
> -Magia Krysztaly
> -Krucjata
> -Microx
> -Thinker
> -Deimos
> -Whoops
> -Whoops II
> -Dagobar
> -Thinx
> -Syn Boga Wiatru
> -Android
> -T-34, the Battle
> -Upior
> -The Convicts
> -Outris
> -Knock
> -Robal
> -Duch
> -Gallahad
> -Barbarian
> -Saper

> -Aurum
>
> Hmm, I think I'll stop now, however I've got many more laying around, like
> Monstrum, Klax, the Warsaw Tetris, Tommies, Midnight,... no copies... all
> ORIGINAL disks... o.k. I shut up now...
>
> (p.s. I didn't even start listing utilities like music-composers,
painters,
> MOD-trackers and players etc...)
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "I hear that if you play the Windows XP CD backwards, you get a satanic
> message"
> "That's nothing. If you play it forward, it installs Windows XP"...
>
>
>
>

873. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 22:40:24 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <%2A98.461$ql6.43339@zwoll1.home.nl>
Source record: 31287

Kathleen Ferrante wrote

Hi, Kathleen the "Atari8" woman :-))_

: Klax was ported to the 8bit Atari?

Dunno. The only Klax I know is an Atari 8-bit game from eastern-Europe.
Don't know if others exist...

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

874. SIO2PC interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 23:53:00 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <22aa474a33e9c5166b3ec1d2627f07a6.10725@mygate.mailgate.org>
Source record: 31394

Is there a place that sells this interface in the states? Thanks!

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

875. Re: Ten Trivia Questions (SIO2PC, ST vs Falcon,CD/ Zip)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-07 23:55:21 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0202071555.76d6cd6b@posting.google.com>
Source record: 31395

Mike Stepansky <design3d@2-scale.com> wrote in message
news:<B886A3BE.1FC9%design3d@2-scale.com>...
> Ten Trivia Questions:
>
> 1) Is there such a thing as a commercial version of SIO2PC? (I can't
> remember if ICD is the company name that used to sell SIO2PC, isn't it? I
> want to order one - not to built it!)
I believe there was, once upon a time, but I've never actually seen
it.

> 2) Curiously, is there another software similiar to APE that will allow me
> to transfer Atari binary (EXE) files between the 1050 drive (with 800XL) to
> a PC? Otherwise, I don't have a choice except to buy APE software and
> SIO2PC cable.
Well, yes there is. It's called xmodem. If you can somehow email
yourself some files, you can get them onto the PC. I know 8-bits can
use BBSs, so it's a possibility.

> 4) What is the CPU/RAM specs for the Falcon? (Im confused: is it only 030
> or 040 or maybe it is both options?)
Out of the box, its a 68030@16Mhz with 1 (useless), 4, or 14 Mb of
RAM. Higher speeds, RAM amounts, and CPUs exist by modifying the
Falcon.

> 5) Who still sells MegaST and Falcon and also CD-RW drive for it? (beside
> myatari.com/B&C Computervision dealer and beside ebay)
Best Electronics probably does. Note that these are 6-10 year old
machines, and most will be found on the used market.

> 6) Is it possible to use Zip drive for the MegaST/Falcon? (scsi or
> parallel?)
Yes for SCSI. Possibly even for IDE, though I'm not certain it would
work.

> 8) Are ST games compatible with the Falcon? If so, what percentage? If
> not, why not? (knowing that will allow me to decide to order MegaST4 as the
> high-end ST system rather than Falcon).
I'd say about 1/3 can be run out of the box, though most require that
you switch to 320x200x16 (ST Low) resolution) first. Another 1/3 can
be made to run by switching off your TSR software (the AUTO folder)
and using a program called BACKWARDS that makes the Falcon more
closely respond as an ST would.
Roughly 1/3 of games designed for the ST cannot be used at all on a
Falcon. About 90% of non-game software (and nearly anything made in
the 1990s) will run on the Falcon. I personally recommend keeping a
$25 ST for a dedicated games unit.

> 10) What is the standard graphics mode (color bit planes as well) for the
> Falcon?
The Falcon can change its graphics modes. It allows for ST
Low/Med/High as well as 640x480 in 2/4/16/256 colors and 320/240 in
16bit.. With a bit of software, 800x600x256 can be managed, though
the refresh rate drops to around 50 Hz, thus allowing some flicker.
With hardware, the graphics can be boosted. (Note: The Falcon slows
down as the graphics improve. I usually use 640x480x16, and I can
tell when I change to 640x480x256.)

Galen

876. Re: SIO2PC interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 01:37:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MZF88.19575$3E5.1586846@newsread2.prod.itd.earthlink.net>
Source record: 31396

I think Nick discontinued making them, but Steve still offered them for APE?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Vince Briel" <vbriel@yahoo.com> wrote in message
news:22aa474a33e9c5166b3ec1d2627f07a6.10725@mygate.mailgate.org...
> Is there a place that sells this interface in the states? Thanks!
>
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG
>

877. Re: SIO2PC interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 02:11:15 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <7tG88.2288$gf5.687@nwrddc02.gnilink.net>
Source record: 31247

He isn't in the states but he makes a good one and delivers it promptly -
took me about two weeks to get it. Email to: j131@inetia.pl

"Vince Briel" <vbriel@yahoo.com> wrote in message
news:22aa474a33e9c5166b3ec1d2627f07a6.10725@mygate.mailgate.org...
> Is there a place that sells this interface in the states? Thanks!
>
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

878. Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 02:52:30 UTC
From: Kate Slaminko <krslam@netscape.net>
Message-ID: <3C633D6E.361B6321@netscape.net>
Source record: 31248

I posted some time ago about some defective computers and drives that I had, asking for repair info. I got not 1 single reply, so I guess the message is that these things aren't repairable?

For the record, the problems are:
800 - several keys don't register and cleaning didn't help.
800XL - works OK but only in black and white.
600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
810 & 1050 drives - "boot error" message.

I really hate the idea of putting these in a landfill, but if I can't get them fixed....
-Ron

879. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 03:47:48 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <ETH88.35601$On1.672802929@newssvr12.news.prodigy.com>
Source record: 31249

The 800 try pulling the keycaps and swabbing the contacts with isopropyl alcohol, work them insanely until you get results. The 600,800,1200,130 might be the power supplies you're using- not the computers themselves. Make sure you have the right power supplies (refer to the FAQ) and test the pins with a voltmeter (cheap from walmart or radio shack). The 810 and 1050 check the power supplies again, make sure both motors are spinning, swab the heads clean with alcohol if none of that works try opening the cases and plugging them up, being sure they are set to drive one (one at a time). Use trial and error adjusting the parking sensor and booting the drive. Just a hair at a time until you get a boot. The sensor is about the only thing you can adjust on the rails. If none of this helps, offer them up here or on Ebay for parts for sale. 8-)
Mo

Kate Slaminko wrote in message <3C633D6E.361B6321@netscape.net>...
>I posted some time ago about some defective computers and drives that I
>had, asking for repair info. I got not 1 single reply, so I guess the
>message is that these things aren't repairable?
>
>For the record, the problems are:
>800 - several keys don't register and cleaning didn't help.
>800XL - works OK but only in black and white.
>600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
>810 & 1050 drives - "boot error" message.
>
>I really hate the idea of putting these in a landfill, but if I can't
>get them fixed....
>-Ron
>
>

880. Re: PING MO: atari tech manuals in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 04:01:11 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <b4I88.10823$AV5.121848@rwcrnsc51.ops.asp.att.net>
Source record: 31250

such as ?

<carsten@strotmann.de> wrote in message
news:csaduwcj0t.fsf@csos2.strotmann.de...
> "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> writes:
>
> > Howdy "mad ATARI user alternate"
> >
> > > and I was wondering if you were able to do the same for other Atari
> > > Manuals such as De Re Atari ?
> >
> > Check out Eric's Atari Stuff at http://www.dislerdesign.com/Atari/ It's
> > HTML.
> >
> > CU Mathy van Nisselroy
>
>
> Hello,
>
> Check also http://www.strotmann.de/~highland/bib/bibindex.html
>
> for some Manuals. I have also tons of materials in
> PDF waiting to be sorted and put on a webpage.
> Anyone volunteering. I can provide the webspace for free.
>
> Carsten
>
>
>
>

881. bbs express pro ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 04:03:31 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <n6I88.10753$bh3.97705@rwcrnsc52.ops.asp.att.net>
Source record: 31251

other than tom hunt's website or spudster where can i find info or files or techs on bbs express or bbs express pro ?

--
J.Wood
rtdos@yahoo.com

882. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 04:21:05 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a3vjra$i4h$1@slb3.atl.mindspring.net>
Source record: 31252

With the bad 800XL and the good one (at least in B & W), you could try swapping chips until you see a change. Start with the largest chips. I've fixed many machines this way. Then, once you've identified the bad chip you can order a new one from B & C. I usually just pick the worst Atari I can find (at my house its an old corroded 600XL), and declare it the "spare parts machine". Also, for the B & W only 800XL, it just may be your video cable. The stock 800XL does not have a chroma line if you are trying for separate chroma/luma as in an S-Video output. Composite video will work, as will RF through a TV.

> For the record, the problems are:
> 800 - several keys don't register and cleaning didn't help.
> 800XL - works OK but only in black and white.
> 600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
> 810 & 1050 drives - "boot error" message.

883. Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 05:50:55 UTC
From: mglsharkson@juno.com
Message-ID: <7d3b2060.0202072150.73f9f361@posting.google.com>
Source record: 31253

I played this on a 8-bit Atari, written in basic based on the BBC show. Very Strange game, it came from the apple II. Anyone know where to find this gem?

ML

884. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 06:24:49 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C636F30.249EBDE9@cswebmail.com>
Source record: 31254

Kate Slaminko wrote:

> 800 - several keys don't register and cleaning didn't help.

It is possible that the keys/contacts no longer work. It is possible with an ohmmeter to test the edge contacts to check key closure. A keyboard schematic is useful.

> 800XL - works OK but only in black and white.

> BW in both monitor and RF modes? Check GTIA(reseat), check RF
> modulator(it mixes color), and parts in that circuit.

>
> 600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.

Check with different power supplies. Reseat all chips. Does screen go blank? Check ram, cpu, gtia. After this, probably need a scope.

>
> 810 & 1050 drives - "boot error" message.
>

Set to #1? Clean heads with swab(lower head only, upper is pad-keep dry), or DAMP head cleaner disk. Reseat chips.

Rick D.

885. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 06:39:24 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C63729C.1B3D8700@cswebmail.com>
Source record: 31255

Gamelink II(multilink) uses 3 wires in the simplest of modes. Two wires has been the standard when using buffer chips. RCA phono connectors came along soom after.

GL II was designed using the method Atari set up with SIO. The host computer does all of the asking, all of the peripherals on the chain only respond to requests from the host, normally they don't initiate unless special driver software is installed. Using concurrent i/o with modems is an example.

While other peripherals can be on the sio, it would probably be confusing when more than one computer requests to use it. The other computers would have to have software to ignore requests not coming from them.

Rick D.

886. Re: MyIDE, SIO2PC and Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 06:43:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C6373A2.33AD8907@cswebmail.com>
Source record: 31256

TheClue wrote:

>
> 1. I haven't original power supply, so i've to adapt one from, for
> example, a c64. XL800 needs 1.5 Amps, 9V and 7.5 W, as i've
> readed...is it right? Have i to know other specifications before?
>

Five volts DC. I adapted a connector from a old PC power supply.

>
> 2. I'de like to build SIO2PC cable, but there are two little problems:
> i can't find SIO connector to buy and...schematics are really fuzzy!
> Do u know about some - more clear - scheme to follow?
>

You only need an SIO cable, many places still sell them. Search Google
for SIO2PC, APE.

>

Rick D.

887. Re: SpartaDOS experts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 06:49:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C6374DE.1F4FC8D7@cswebmail.com>
Source record: 31257

Kathleen Ferrante wrote:

> Is there a util to sort a directory with mydos?
> I need something that will do that.
>

I use a sort routine in my programs that sort on the fly, I don't use those that rewrite the directory sectors, things can go wrong.

Rick D.

>
>

888. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 09:47:50 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202080142350.19602-100000@shell.pacifier.com>
Source record: 31258
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

889. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 10:38:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1013164652@rtfm.mit.edu>
Source record: 31259
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 26, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari Cartridge Dumping Project (Jindroush)
http://www2.asw.cz/~kubecj/acartdp.htm

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

890. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 11:34:01 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a40d3b$ke9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31261

Howdy Kate or Ron or.....

> For the record, the problems are:
> 800 - several keys don't register and cleaning didn't help.
> 800XL - works OK but only in black and white.
> 600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
> 810 & 1050 drives - "boot error" message.
>
> I really hate the idea of putting these in a landfill, but if I can't
> get them fixed....

Isn't there anybody in the USA or Canada that will do repairs on Atari 8 bit machines?
Don't Video61, B&C, etc. have a repair service?
Maybe you can ask Bob Puff if he has time?

CU Mathy van Nisselroy

PS the ABBUC has a repair service. (actually two, one is specialized in floppies) But that's in Germany.

891. MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 12:35:37 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a40gmrnaj1@nets3.rz.RWTH-Aachen.DE>
Source record: 31262

Howdy folks

My Homepage (see below) now contains a MyDOS page. Nothing really new there yet, but I hope to find more MyDOS related stuff. If you have something that isn't on there yet, that is somehow related to MyDOS, please contact me. The same goes for the other pages.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

892. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 13:30:49 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a40juc$q34$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31263

Howdy folks

> My Homepage (see below) now contains a MyDOS page. Nothing really new
there
> yet, but I hope to find more MyDOS related stuff. If you have something
> that isn't on there yet, that is somehow related to MyDOS, please contact
> me. The same goes for the other pages.

If you've just been there, check it again. I added something at the bottom.
(at approximately 14.30 Central European Time, that's 6 hours ahead of New
York Standard Time). The counter tells me a couple of people have been
there already, but I don't know if it counts me as a visitor.

CU Mathy van Nisselroy

893. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 13:45:39 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m3k7toulx8.fsf@mindspring.com>
Source record: 31264

>
> GL II was designed using the method Atari set up with SIO. The host computer
> does all of the asking, all of the peripherals on the chain only respond to
> requests from the host, normally they don't initiate unless special driver
> software is installed. Using concurrent i/o with modems is an
> example.

Could this be one of the few applications which used SIO bus
Interrupt/Proceed lines?

>
> While other peripherals can be on the sio, it would probably be confusing when
> more than one computer requests to use it. The other computers would have to
> have software to ignore requests not coming from them.

It is possible to have 2 Atari systems at either end of a SIO bus with
at least one floppy between them- BUT the I/O to the floppies must be
carefully sequenced to prevent interference. Care must also be taken
to ensure files are closed when switching to the other Atari to
prevent the floppy VTOC from being changed out from under what the DOS
on both machines expects.

Gregm

894. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 14:02:51 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a40lqc$rq3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31265

Howdy folks

> > Using concurrent i/o with modems is an
> > example.
>
> Could this be one of the few applications which used SIO bus
> Interrupt/Proceed lines?

> Care must also be taken
> to ensure files are closed when switching to the other Atari to
> prevent the floppy VTOC from being changed out from under what the DOS
> on both machines expects.

Then maybe what we need is a smart network/hub.

A couple of years ago, I received the docs and plans to Rudolf Cornelissen's replacement for the 850. It doesn't handle 7, 6, or 5 bit data, and has only one RS232 and one Centronics port (make that connector), but it has it's own 6800 (yes, 6800, not 6502. But still 8 bits). This baby will, if used with the XL/XE switched off, pick up your phone line, via a modem, and can then receive small messages. It's a nice design, but can be improved. Each ACIA (2 inside, one for SIO, one for RS232 iirc) get's 8KB while it only needs 2 addresses and the PIA also get's 8KB of address space where it only needs 4 addresses.

If we decode memory a bit better and move the chips closer (in address space) there should be room for more PIA's and ACIA's. One or more ACIA's could be used to network. You just tell the 6800 you want to connect all for 'gamelink/multidash' mode, allow a certain computer to access periferals (this could be switched. One computer get's access and 10 seconds (just a number) after the line if free, another computer can access the SIO bus. And there could be a 'hey, computer x, I want a file you got on your harddisk, can I have it' mode. Where computer x would first, via the same utility that would transfer the file from it's harddrive via the hub to computer y, allow computer y access to it's SIO bus. If this utility would not be run, no access is given to y to talk to x.

CU Mathy van Nisselroy

PS I've tranlated the docs from Dutch to German. But I still have to check the translation. It's kinda like translating the 850 manual.

895. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 16:33:01 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a40ujtqmo1@mohawk.hwcn.org>
Source record: 31266

Mathy van Nisselroy (nisse-ma@reze-1.rz.rwth-aachen.de) wrote:

: Isn't there anybody in the USA or Canada that will do repairs on Atari 8 bit
: machines?

: PS the ABBUC has a repair service. (actually two, one is specialized in
: floppies) But that's in Germany.

Actually, I know someone in the Hamilton area who will repair 8 bit Atari stuff. However, considering that there are many many working 8 bit Atari machines that people wont give even 20 bucks for, I doubt that unless a particular unit has sentimental value, they are not worth repairing.

896. Re: PING MO: atari tech manuals in PDF format

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 17:22:51 UTC
From: carsten@strotmann.de
Message-ID: <cs6657yjkk.fsf@csmobile.strotmann.de>
Source record: 31260

"mad ATARI user" <rtdos@yahoo.com> writes:

> such as ?
>
>
>

Ron Fucci and other's are currently working
to bring the library online. It will be announced
in this group. Please be patience.

Carsten

897. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 19:29:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <KGV88.18206$TI3.173637@typhoon.sonic.net>
Source record: 31267

ml <mglsharkson@juno.com> wrote:
: I played this on a 8-bit Atari, written in basic based on the BBC
: show. Very Strange game, it came from the apple II. Anyone know where
: to find this gem?

Woah! As they say over in AOL. "Me too!"

I recently picked up the entire Prisoner series on DVD (I had seen it
on PBS about 10 years ago), so something like this would be quite cool
to fiddle with right now.

I assume you tried XL Search?

Be seeing you,

-bill!

898. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 19:55:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <N2W88.18215$TI3.173747@typhoon.sonic.net>
Source record: 31268

ml <mglsharkson@juno.com> wrote:
: I played this on a 8-bit Atari, written in basic based on the BBC
: show. Very Strange game, it came from the apple II. Anyone know where
: to find this gem?

Ok, doesn't seem to be on any sites indexed by XL Search, but
I'm trying Google for '"The Prisoner" atari basic', and might be
having some luck.

Let's see, now...

http://bridge.anglia.ac.uk/~systimk/Articles/Prisoner-Faq.Html
"There was an adventure game out during the 70s, available for the
Atari and Apple computers, called The Prisoner. It was made by Edu-Ware."

Ok, time to search for '"The Prisoner" atari edu-ware':

http://www.cyberroach.com/analog/an16/prisoner.htm
"Edu-Ware Service's new Prisoner II is an animated graphics adventure that
recreates the Village (although they have rebuilt it as an "Island") and
populates it with electronic frustrations no less sophisticated than the
original."

Hm... Searching for '"prisoner 2" atari edu-ware':

http://cvmm.vg-network.com/vgisep83.htm
"My favorite Atari 800 game of the month: Prisoner 2, by
Interactive Fantasies. A great game (especially for fanatic followers
of the old TV series), and more than a little disturbing. Now if only
they'd fix those damn bugs..."

Huh? By "Interactive Fantasies" all of a sudden? Okay:

http://www.if-legends.org/~yois/vault/eduware_prisoner2.html
[scans of two different boxes for the Apple II version of the game]

B&C doesn't seem to have it:

http://www.myatari.com/bc800d.txt

You might want to check with Best Electronics or some other
vendors, in case they have it in stock:

http://best-electronics-ca.com/

Unfortunately, eBay comes up with nothing.

Let us know if you have luck!

-bill!

899. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 20:15:49 UTC
From: Spike's Systems <jpittz@kih.net>
Message-ID: <3C6431F5.FEE1CC33@kih.net>
Source record: 31269

I haven't been able to get this to work with pc dos 6.3 on my 486. My target drive on the pc is a 360k with a double-notched floppy formatted with atari dos 2.5 standard enhanced density on both sides. Any tips?

Mathy van Nisselroy wrote:

> Howdy Tom, folks
>
> > At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you
> > will find a utility that runs on a real A8 that can convert an ATR file to
> > either a single density or enhanced density floppy. The docs say it's
> only
> > for single density but it truly also works on enhanced density as well.
> > Also, there is a substantial DCM section and a individual FILES section of
> > games in the CTH Archive.
>
> Thanks! It does run under MyDOS I hope?
>
> CU Mathy van Nisselroy

900. FA (Ebay): ATARI cartridges - Ends Saturday night.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 21:12:56 UTC
From: bobbyshaw@aol.com
Message-ID: <20020208161256.08536.00000342@mb-fo.aol.com>
Source record: 31270

Hi Everyone, I am currently auctioning off all my Atari 8-bit cartridges. I have listed them all individually (29 cartridges), so this is your chance to pick up only the cartridges that you need. Many of these include the original manual, and a number of them are listed as rare or uncommon on the 8-bit cartridge list My shipping charges are very reasonable - $1.50 for one auction, $0.25 for each additional auction. Here is the link to my auctions:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=bobbyshaw%40aol.com

I'm getting some pretty good bids on some of these, but the one I'm disappointed in so far is the Bug Hunt auction. I have included the light gun with this, and it is still sitting at $1.00. I have seen the light guns sell separately on Ebay for as much as $20.00. Here is a direct link to that auction:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1330229844

Here is the rest of what I'm selling and its current high bid amount as of Friday evening:

Astro Chase (w/ manual) - $1.50
Atlantis (w/ manual) - $1.25
Basketball - $1.00
Buck Rogers Planet of Zoom - $1.50
Bug Hunt w/ light gun - $1.00
Caverns of Mars - $5.53
Centipede (w/ manual) - $1.00
Computer Chess (w/ manual) - $1.25
Congo Bongo - $1.00
Crossfire - $1.00
Defender (w/ manual) - $1.25
Demon Attack (w/ manual) - $1.25
Donkey Kong - $1.25
E.T. Phone Home! - $1.00
Flight Simulator II cart & 5.25 disks (w/ manuals) - no bids - $1.00 start
Gorf - $1.50
James Bond 007 - $3.25
Missle Command (w/ manual) - $1.00
Pac-Man - $1.00
Pole Position (w/ manual) - $1.00
Popeye (w/ manual) - $5.25
Q*bert (w/ manual) - $3.25
River Raid - $1.00
Soccer - $1.50
Space Invaders (w/ manual) - $1.25

Star Raiders - no bids - $1.00 start
Super Breakout (w/ manual) - $2.28
Assembler Editor - $2.25
Basic cart. w/ 2 books - $6.49

Thanks for looking!
Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

901. Re: bbs express pro ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 22:16:53 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <p7Y88.5476$gf5.4949@nwrddc02.gnilink.net>
Source record: 31271

I have a bunch of files and Pro support stuff as well as the old Pro support
message bases left over from the Orion BBS way back in 1990 on my bbs.
Check it out:

Boot Factory: telnet://bfbbs.dtdns.net
24/7

"mad ATARI user" <rtdos@yahoo.com> wrote in message
news:n6I88.10753$bh3.97705@rwcrnsc52.ops.asp.att.net...
> other than tom hunt's website or spudster where can i find info or files
or
> techs on bbs express or bbs express pro ?
>
>
>
>
> --
> J.Wood
> rtdos@yahoo.com
>
>

902. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-08 23:45:30 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C64631A.8B31F422@asw.cz>
Source record: 31272

ml wrote:
> I played this on a 8-bit Atari, written in basic based on the BBC
> show. Very Strange game, it came from the apple II. Anyone know where
> to find this gem?

As usual I have to say that the game (Prisoner, v3.0, 2 sides, basic,
(c)EduWare) indeed exists. Holmes, when are you going to reopen your
site? ;-) I'm not going to send it to everybody. On the other hand, all
of my disk images are from internet, so it must be somewhere out there.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

903. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 01:04:27 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m38za3ihyc.fsf@mindspring.com>
Source record: 31273

> > Care must also be taken
> > to ensure files are closed when switching to the other Atari to
> > prevent the floppy VTOC from being changed out from under what the DOS
> > on both machines expects.
>
> Then maybe what we need is a smart network/hub.
>
> A couple of years ago, I received the docs and plans to Rudolf Cornelissen's
> replacement for the 850. It doesn't handle 7, 6, or 5 bit data, and has
> only one RS232 and one Centronics port (make that connector), but it has
> it's own 6800 (yes, 6800, not 6502. But still 8 bits). This baby will, if
> used with the XL/XE switched off, pick up your phone line, via a modem, and
> can then receive small messages. It's a nice design, but can be improved.
> Each ACIA (2 inside, one for SIO, one for RS232 iirc) get's 8KB while it
> only needs 2 addresses and the PIA also get's 8KB of address space where it
> only needs 4 addresses.
>
> If we decode memory a bit better and move the chips closer (in address
> space) there should be room for more PIA's and ACIA's. One or more ACIA's
> could be used to network. You just tell the 6800 you want to connect all
> for 'gamelink/multidash' mode, allow a certain computer to access periferals
> (this could be switched. One computer get's access and 10 seconds (just a
> number) after the line if free, another computer can access the SIO bus.
> And there could be a 'hey, computer x, I want a file you got on your
> harddisk, can I have it' mode. Where computer x would first, via the same
> utility that would transfer the file from it's harddrive via the hub to
> computer y, allow computer y access to it's SIO bus. If this utility would
> not be run, no access is given to y to talk to x.

I've been thinking of things along these lines too. From a previous
life I inherited a small pile of octal uarts, which would serve nicely
as interfaces to 8 Atari-scale devices. I imagine a basic 16 bit
processor like an 80188/186 and some ram would be adequate to service
all 8 channels- something on the magnitude of a

http://www.vestatech.com/188_ds.html

Since its pretty fast and has lots of space for code, it would be
possible for the board to serve Atari computers or act as a proxy for
device I/O. I think a little built-in device driver for letting an
Atari select some set of devices would be pretty straightforward. A
nice property of the design is most of the code could be written using
DOS 16-bit C compilers, debugged there as much as possible, then
hacked to burn into ROMs- a native host makes this stuff SO much
easier to write.

I'm in the middle of building an Atari disk emulator which uses compact flash for storage, essentially splitting the CF card into a bunch of floppies. The size of the CF card is not limited, it only must support the CF true ATA mode. The controller firmware is written to allow any given floppy to have 128, 256 or 512 bytes per sector, with up to 2^16 sectors each. The unit has a serial port w/ RTS/CTS flow control thru which a PC can load/unload disk images, and has a protocol to select the particular images to act as disk devices. The board connects all the SIO data lines to the controller, allowing users to roll their own custom projects. The only trick is the controller cannot simultaneously talk to the PC and the Atari, as the serial port is electrically switched between them. The controller is a PIC 16C74 or 16C77, 40 pin dip, w/ socket and 10 or 20mhz crystal.

The circuit board is laid out and I have the basic I/O code written for the controller, I just have to get ~$150 put aside for the first run of 8 boards (the effective minimum quantity given the board size and our fabricator's terms). Once they're running, I was thinking of selling them preassembled & tested, at cost, to anyone interested.

I'm thinking they should end up costing about $80 US each (maybe less), complete with programmed OTP controller and open source firmware, but not including a CF card. It features a bunch of blinky multicolor leds, a few buttons, and runs on 9-25V AC or DC.

Once I get the above board built and working, I'd be glad to give something else a try.

Gregm

904. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 04:25:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c64a4ce$0$39532$1dc6e903@news.corecomm.net>
Source record: 31274

Aaron Wheeler (Holmes). I read at his site that someone had
demanded he remove some titles. The company and
titles were mentioned. It was some Atari 8-bit company.
Holmes had to figure out which ones were this type.
I'm sure Holmes is trying to do the right thing by this person
and anyone else who complains.

Unrelated is the millenium copyright act, which says it
is illegal to post online about defeating copy protection. I believe
this act prohibits distribution of reverse engineering tools (a pencil
and piece of paper?).

Then there are midi files. Files which people make and don't mind
them being distributed. The music industry is starting to pick on
midi file sites, saying the files require a royalty for every download or
something like that.

The MCA mentioned above doesn't recognize any legitimate way
to backup software you have purchased, and there is no requirement
for disclosure that a software is protected to make a decision on whether
or not to buy it.
Pardon any inacurracies, but I think the basics of what I'm saying are
correct.
Rambling Russg

905. OT: Hometronics Telecourt TV Game HVG-220

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 06:16:33 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <59398.85$Rp2.136260@news2.news.adelphia.net>
Source record: 31275

Hometronics Telecourt TV Game HVG-220

Hi everyone-

I found one of these for a dollar today at a thrift store and would like some more info on it. How old is it? Who made it? Was it a big seller (probably not)?

Any help is appreciated.

Also, if anyone knows about Macs, I found a Quadra 610 and Performa 476 and would like to know how old THEY are and if they are worth firing up.

Thanks,
-ID

906. FA: 1064 expansion module NEW

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 12:26:02 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C65155A.8235A701@t-online.de>
Source record: 31276

Hello!

Currently I have a somewhat scarce Atari 1064 expansion unit for the
600XL up for auction:

http://cgi.ebay.de/aw-cgi/eBayISAPI.dll?ViewItem&item=2000818585

It is -new- and -untouched- and comes with new box (excellent
condition). Well, and I have only one.

Auction ends this sunday.

I accept PayPal and ship worldwide.

Thanks for your attention,

Andre

907. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 14:23:49 UTC
From: mcurrent@carleton.edu
Message-ID: <u6ac7lofuqhs97@news.supernews.com>
Source record: 31277

Hi Chrissi,

In article <d43u5us38cjbqsslkldiqj6qae3ofk38ni@4ax.com>, <Unknown> says...
>
>where is the Last-modified: January 26, 2002?
>
>>Archive-name: atari-8-bit/welcome
>>Posting-Frequency: 7 days
>>Last-modified: January 26, 2002
>
>when i use the link:
>
>>INFORMATION:
>>Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
>> http://www.faqs.org/faqs/atari-8-bit/faq/
>
>I get Last-modified: December 10, 2001

It's the welcome posting itself which was last modified on January 26th.

The main FAQ is posted every 60 days. It'll be posted next at the beginning of
March. (It will include many updates since Dec. 10.)

-Michael
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

908. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 18:23:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DOd98.22132$Hb6.2021225@newsread1.prod.itd.earthlink.net>
Source record: 31278

You were a little vague re: what cleaning was attempted on that 800. The individual keycaps are a possibility as well as the ribbon connector to the motherboard. One of my 800s just required reseating that ribbon connector to restore use of 6-7-8-9-0-Clr.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kate Slaminko" <krslam@netscape.net> wrote in message
news:3C633D6E.361B6321@netscape.net...
> I posted some time ago about some defective computers and drives that I
> had, asking for repair info. I got not 1 single reply, so I guess the
> message is that these things aren't repairable?
>
> For the record, the problems are:
> 800 - several keys don't register and cleaning didn't help.
> 800XL - works OK but only in black and white.
> 600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
> 810 & 1050 drives - "boot error" message.
>
> I really hate the idea of putting these in a landfill, but if I can't
> get them fixed....
> -Ron
>
>
>

909. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 18:48:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <J9e98.22178$Hb6.2027250@newsread1.prod.itd.earthlink.net>
Source record: 31279

Sorry, Spike;

per Mathy - it only runs on a *real* Atari 8-bit machine with associated hardware. Here is a link to HiasSoft:
http://www.horus.com/~hias/atari/

That utility will read or write Atari disks in a 360K PC floppy drive, but *only* in true MyDos 180K double density and *not* the single 90K or enhanced 130K Dos 2.5 density.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Spike's Systems" <jpittz@kih.net> wrote in message news:3C6431F5.FEE1CC33@kih.net...
> I haven't been able to get this to work with pc dos 6.3 on my 486. My target
> drive on the pc is a 360k with a double-notched floppy formatted with atari dos
> 2.5 standard enhanced density on both sides. Any tips?
>
> Mathy van Nisselroy wrote:
>
> > Howdy Tom, folks
> >
> > > At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you
> > > will find a utility that runs on a real A8 that can convert an ATR file to
> > > either a single density or enhanced density floppy. The docs say it's
> > only
> > > for single density but it truly also works on enhanced density as well.
> > > Also, there is a substantial DCM section and a individual FILES section of
> > > games in the CTH Archive.
> >
> > Thanks! It does run under MyDOS I hope?
> >
> > CU Mathy van Nisselroy
>

910. Latest demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 21:03:23 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C658E9B.C4E53543@asw.cz>
Source record: 31280

Hi,

where to get latest demos? I like Sven Gleich's page, but it seems it's
was not updated for more than year (demos15.zip is 21/10/2000).

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

911. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 21:49:25 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <yPg98.1108$PS6.118585@news02.tsnz.net>
Source record: 31281

You can find this prisoner game now, l thanks Jindrich K. online at:
http://homepages.paradise.net.nz/atari/

Check out the 'new games' page for it. Please note, I'm having trouble with
my main ftp site, so only the latest new games are available at the moment,
hope to resolve this soon.

Todays new games:
Gnome Ranger
Prisoner 3.0

Holmes

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:KGV88.18206$TI3.173637@typhoon.sonic.net...
> ml <mglsharkson@juno.com> wrote:
> : I played this on a 8-bit Atari, written in basic based on the BBC
> : show. Very Strange game, it came from the apple II. Anyone know where
> : to find this gem?
>
> Woah! As they say over in AOL. "Me too!"
>
> I recently picked up the entire Prisoner series on DVD (I had seen it
> on PBS about 10 years ago), so something like this would be quite cool
> to fiddle with right now.
>
>
> I assume you tried XL Search?
>
>
> Be seeing you,
>
> -bill!

912. Re: missing English Software Company titles.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 23:15:20 UTC
From: turk <turkish182@hotmail.com>
Message-ID: <a44adeupv1@news5.svr.pol.co.uk>
Source record: 31285

Oh yes please If you can convert these titles then we are almost complete!:)
For those who dont know check out ...
http://www.ozkan.co.uk/atari/
for a lot of stuff about ESC & the covers scans (Hey thanks Mr.B)

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:qgD78.1458$xU.189313@news01.chello.no...
I do have Caverunner on tape as well as ES Forth. Never got around to buy
the Tarot game, which I think I should have. Anyone want to sell one ?

"Mr.Bacardi" <mr.bacardi@freenet.de> skrev i melding
news:3C5EAE50.7060605@freenet.de...
Hi Carsten !
Yep, it should be a programming language.
On the cassette cover is written:
* Basic dictionary is compatible with Fig Forth
* Complete set of I/O extensions
* Build-in editor definitions
* Atari Basic compatible graphics commands
* Automatic control of Atari Player Missile graphics
* Build-in sound commands
(and more ...)
ES_Forth should run with Atari 400/800 with 32K (and XL, of course)

I found the cassette cover on the Pooldisk 2 CD, so the program is existing
!

Greetings,
- Mr.Bacardi -

carsten@strotmann.de wrote:

"Mr.Bacardi" <mr.bacardi@freenet.de> writes:
Hi !I'm looking for some programs made by "English Software". I've
alreadysurfed the web, but without success ...The titles are: Caverunner,
Tarot and ES_Forth
Hi Mr. Bacardi,do you have any information if ES_Forth has anything to
dowith progrmming (e.g. Forth programming language). If yes, I'mheavily
interested in that.
It would be great if those hard to get software can be made available toall
Atarians...
Good idea.
Greetings,- Mr.Bacardi -
Carsten

913. English Software Co.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-09 23:17:52 UTC
From: turk <turkish182@hotmail.com>
Message-ID: <a44ai6upv2@news5.svr.pol.co.uk>
Source record: 31286

Hi Just a fresh post to let people know of a web site contaning a load of
stuff to do with the ye olde English Software Company
(releases on the Atari anyway!).
checkout
http://www.ozkan.co.uk/atari/

for scans & information & more details about the this and other atari
related stuff!

E

914. Looking for assembler source for 8bit games

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-10 05:04:44 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c65fe7d.87496833@news.atl.bellsouth.net>
Source record: 31282

I've found the source for EasternFront at spudster and would like to know if anyone has located source for other commercial games. I'm going to use the source to remember and refine some old assembler skills and learn some new ones by tweaking working source code.

Thanks.

ron

915. Re: Latest demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-10 08:22:07 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <lbbc6uotnf0hjphc2hbkbk1ic6domoh42a@4ax.com>
Source record: 31283

On Sat, 09 Feb 2002 22:03:23 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Hi,
>
>where to get latest demos? I like Sven Gleich's page, but it seems it's
>was not updated for more than year (demos15.zip is 21/10/2000).

try this:

http://atariarea.nostalgia.pl/dema-atr.php?akcja=pokaz

this seems to hold some of the latest demos..

But your question is a good question!! I'm also looking for a hosted
list of the latest demos!!!

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

916. invitro video :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-10 08:28:30 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <1mbc6u4h6j1usq81u6ado417n58j0ie9qd@4ax.com>
Source record: 31284

Howdy *.*!

While blindly navigating through some polish atari scene news I found
this:

http://atariarea.nostalgia.pl/sciagadlo.php?plik=parties/latoludzikow2002/invitroll2002.av
i

ehrm, it's nothing special... but common' :-) when did you saw legends
like McGyver, Krï¿½ger or Vasco?!

but guyz!!! In the next invitro, pleaz :-)) more atari and more
content :-))

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

917. Re: Which ATR files requires 128k+ of RAM?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-10 23:09:58 UTC
From: Spike's Systems <jpittz@kih.net>
Message-ID: <3C66FDC6.E1522E25@kih.net>
Source record: 31288

AtariWriter + can use all 128k. It even has a hot key for switching between the
3 different banks of memory atariwriter is using.

Kathleen Ferrante wrote:

> If you want to run it all you need a XL or XE with 320k ram. Lots of the
> new demos by Madteam and other are 320k. The 320k upgrade is easy to
> do. There are a some 320k XL but are hard to locate the docs to do the
> upgrade. The 320k XE is the way to go and about 45 min work and about $
> 20.oo in parts.
>
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:877t4u4rc5ee9ji6v3njpkp8dp7nehb384@4ax.com...
> > On Wed, 23 Jan 2002 07:04:31 +0100, "Semecky" <semecky@saul-is.cz>
> > wrote:
> >
> > >I think that no. It needs ramdisk.
> >
> > wrong. Joyride runs fine on 800XL with 64kb of RAM.
> >
> > there are only a few demos which need >64kb memory. You're best with a
> > 130 XE and with standard 128kb ram.
> >
> > some even more rare demos need >128kb i.e. MadTeam anim-demos.
> >
> > -thomsen@ilm
> >
> > --
> > Sturz des Zaren & Take those Atarian care!
> > Thomas Havemeister, Student of Commercial Information Technology
> > Technical University of Ilmenau
> >

918. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-10 23:25:41 UTC
From: T <T@D.com>
Message-ID: <a46vhq$g4a$1@slb0.atl.mindspring.net>
Source record: 31289

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:%2A98.461$ql6.43339@zwoll1.home.nl...
> Dunno. The only Klax I know is an Atari 8-bit game from eastern-Europe.
> Don't know if others exist...

Klax was originally an Atari arcade stand-up from the late 80's.

There was a C-64 conversion made, so there's a good chance that the Atari
8-bit has one too.

919. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 00:25:44 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <H4E98.1203$ql6.110795@zwoll1.home.nl>
Source record: 31290

T wrote

: Klax was originally an Atari arcade stand-up from the late 80's.
:
: There was a C-64 conversion made, so there's a good chance that the Atari
: 8-bit has one too.

The "Klax" I have is from much later (about 1993 I guess).

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

920. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 00:42:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ErE98.33365$3E5.2385720@newsread2.prod.itd.earthlink.net>
Source record: 31291

Mathy; was that a Latvian page with what look like Russian characters and
part of the MyDos drive configuration docs?

btw, that link was broken and I had to copy and paste the url into my
browser in order to get there.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a40gmrnaj1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> My Homepage (see below) now contains a MyDOS page. Nothing really new
there
> yet, but I hope to find more MyDOS related stuff. If you have something
> that isn't on there yet, that is somehow related to MyDOS, please contact
> me.
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

921. Re: Hometronics Telecourt TV Game HVG-220

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 01:55:47 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c6724a3_2@news.iglou.com>
Source record: 31292

Indy Dog wrote in message <59398.85$Rp2.136260@news2.news.adelphia.net>...
>Hometronics Telecourt TV Game HVG-220
>
>Hi everyone-
>
>I found one of these for a dollar today at a thrift store and would like
>some more info on it. How old is it? Who made it? Was it a big seller
>(probably not)?
>

Any description? Does this game use cartridges, or is it one of the many
Pong clones?
I remember one old video game system that was triangular, with a steering
wheel on one
side, a gun on one side, and IIRC the third side was Pong (or tennis; Pong
was Atari's
trademark).

>Any help is appreciated.
>
>Also, if anyone knows about Macs, I found a Quadra 610 and Performa 476 and
>would like to know how old THEY are and if they are worth firing up.
>
Try a search engine. Somewhere there must be a site on the history of Apple
computers.
Anything is worth firing up if it's complete enough so you don't have to
spend $100 or
more to get your $10 computer running.

922. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 06:17:18 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <9eoe6ucm3e4mb4kj1sgb7q8m7pt9l7thjn@4ax.com>
Source record: 31293

On Mon, 11 Feb 2002 00:42:12 GMT, "Ron Hamilton" <oldatarian@atariland.com>
wrote:

>Mathy; was that a Latvian page with what look like Russian characters and
>part of the MyDos drive configuration docs?
>
>btw, that link was broken and I had to copy and paste the url into my
>browser in order to get there.

Yes, Mathy forgot to include the "http://" part and thus the link is treated
as if it were a local file...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

923. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 06:50:00 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C676998.AABF0A79@siemens.at>
Source record: 31294

Jindrich Kubec wrote:

> As usual I have to say that the game (Prisoner, v3.0, 2 sides, basic,
> (c)EduWare) indeed exists. Holmes, when are you going to reopen your
> site? ;-) I'm not going to send it to everybody. On the other hand, all
> of my disk images are from internet, so it must be somewhere out there.

Not all. Some have been emailed to you ;-)

Gerhard

924. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 07:10:29 UTC
From: T <T@D.com>
Message-ID: <a47qp6$rg0$1@slb7.atl.mindspring.net>
Source record: 31295

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:H4E98.1203$ql6.110795@zwoll1.home.nl...
> The "Klax" I have is from much later (about 1993 I guess).

Yep. The Commodore 8-bit version is from the same time period.

925. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 07:55:50 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <%NK98.1445$PS6.147926@news02.tsnz.net>
Source record: 31296

> > As usual I have to say that the game (Prisoner, v3.0, 2 sides, basic,
> > (c)EduWare) indeed exists. Holmes, when are you going to reopen your
> > site? ;-) I'm not going to send it to everybody. On the other hand, all
> > of my disk images are from internet, so it must be somewhere out there.
>
> Not all. Some have been emailed to you ;-)

Well, I'm happy to upload any games that any body wants to my webpage.
I just need to know it's title, and It'll be online within a few days.

http://homepages.paradise.net.nz/atari/

All files are back online now, the ftp troubles have past thanks to an
excellent
webspace provider!

Obviously I can only provide what i have, which is alot, but not ALL games.
:-)

Regards

Aaron (aka. Holmes)

926. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 10:02:04 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ei5f6uco79r4skd08a4ql3f7r5h663cav8@4ax.com>
Source record: 31297

On Mon, 11 Feb 2002 01:10:29 -0600, "T" <T@D.com> wrote:

>
>"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
>news:H4E98.1203$ql6.110795@zwoll1.home.nl...
>> The "Klax" I have is from much later (about 1993 I guess).
>
>Yep. The Commodore 8-bit version is from the same time period.

well I think, there is no "Klax" avail for 8-bit atari. The only clone
in know was "Glaggsit!" from a german programmer. I forgot the name.
If someone is interested, just e-mail me.

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

927. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 16:04:24 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B88D55B8.2009%design3d@2-scale.com>
Source record: 31298

in article %2A98.461$ql6.43339@zwoll1.home.nl, Fox-1 at
DONT_USE_fox-1@home.nl wrote on 2/7/02 5:40 PM:

>
> Dunno. The only Klax I know is an Atari 8-bit game from eastern-Europe.
> Don't know if others exist...
>

Hmm...I thought Klax is only available for the Atari Lynx handheld videogame
system. You would have to rotate 90 degree to play that game. I haven't
seen it yet but I have heard people telling me that they're GRRREAT! Cool
sounds efx, etc.

Mike

928. XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 17:37:18 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <0e5076d5043f2027a50799b216db182f.8044@mygate.mailgate.org>
Source record: 31299

Hi folks,

I lost some how my system diskette which came with the XEP80.
I wonder if there is anybody who knows where to find the files.

I especialy need the source for the handler since I don`t want tu use
joystick port 1 and 2. I have a second PIA in my 800xe and like to map
the handler to that port.

Thanks
Frank

Files from system diskette

AUTORUN.SYS XEP80 Relocater and Handler
XEP80HAN.SRC Handler in assembly source
RELOC.SRC Relocater in assembly source
MAKER.BAS Program to generate AUTORUN.SYS
WINDOW.BAS Examples for Owners Manual
EIGHTY.BAS
PRINTER.BAS
GRAPHICS.BAS
DEMO80.BAS Demonstration program for XEP80

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

929. Re: invitro video :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 18:19:57 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c680d3b$0$4574$e4fe514c@dreader3.news.xs4all.nl>
Source record: 31300

Hi,

> Howdy *.*!
>
> While blindly navigating through some polish atari scene news I found
> this:
>
>
http://atariarea.nostalgia.pl/sciagadlo.php?plik=parties/latoludzikow2002/in
vitroll2002.avi
>
> ehrm, it's nothing special... but common' :-) when did you saw legends
> like McGyver, Kr&#65533;ger or Vasco?!
>
> but guyz!!! In the next invitro, pleaz :-)) more atari and more
> content :-))

I had some problems downloading from this site so you can also download it
at my site..
http://www.xs4all.nl/~txg01/

930. Re: English Software Co.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 20:08:54 UTC
From: Anders Skelander <ansk@home.se>
Message-ID: <PpV98.9368$O5.21407@nntpserver.swip.net>
Source record: 31301

Hi there E,

"turk" <turkish182@hotmail.com> skrev i meddelandet
news:a44ai6upv2@news5.svr.pol.co.uk...
> Hi Just a fresh post to let people know of a web site contaning
> a load of stuff to do with the ye olde English Software
> Company (releases on the Atari anyway!).
> checkout
> http://www.ozkan.co.uk/atari/
> ...

The page with game titles and scanned images with
cover art is impressive!

I know I have the tape version of "Robin Hood" with a
cover in good condition. I can scan it and send the image
file to you, in case you have not received it via mail
already, after announcing the web page.

Anders

931. Will scanners harm floppy disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 21:40:56 UTC
From: bobbyshaw@aol.com
Message-ID: <20020211164056.02125.00001192@mb-ch.aol.com>
Source record: 31302

As ya'll have probably seen... I am currently selling off my old Atari stuff (and gaining a closet back!).

The next lot to go is going to be my 5.25 floppy disks. I would like to get some nice images of the disks for the auctions, but I'm not sure if scanners have anything to them that could harm the floppies. I have an HP 3400C if that matters. This question doesn't *really* pertain specifically, except that they are Atari disks I'd be scanning...

Is there enough light, heat or anything magnetic in the scanner mechanism that could hurt the floppies?

I sent this question to HP support, but who know if/when they'll respond.
Thanks for any info.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

932. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 22:09:46 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0202111409.4a93635@posting.google.com>
Source record: 31303

I think I have an original diskette at home. email me at
fhiggins@uwyo.edu and I'll see about getting you the files you need.

Rick

933. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-11 22:14:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bnX98.2888$yV3.212992@newsread2.prod.itd.earthlink.net>
Source record: 31304

Interesting chart on that page; must be a Percom type controller as they
mention a 720K mode.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
news:9eoe6ucm3e4mb4kj1sgb7q8m7pt9l7thjn@4ax.com...
> On Mon, 11 Feb 2002 00:42:12 GMT, "Ron Hamilton"
<oldatarian@atariland.com>
> wrote:
>
> >Mathy; was that a Latvian page with what look like Russian characters and
> >part of the MyDos drive configuration docs?
> >
> >btw, that link was broken and I had to copy and paste the url into my
> >browser in order to get there.
>
> Yes, Mathy forgot to include the "http://" part and thus the link is
treated
> as if it were a local file...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." and "sons.of." parts before replying
>

934. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 00:47:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <h5jf6u05uap8g7ipe85abaog866t72jagj@4ax.com>
Source record: 31306

On Mon, 11 Feb 2002 07:50:00 +0100, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>Jindrich Kubec wrote:
>
>> As usual I have to say that the game (Prisoner, v3.0, 2 sides, basic,
>> (c)EduWare) indeed exists. Holmes, when are you going to reopen your
>> site? ;-) I'm not going to send it to everybody. On the other hand, all
>> of my disk images are from internet, so it must be somewhere out there.
>
>Not all. Some have been emailed to you ;-)
>
>Gerhard

You have to ignore Jindrich, he can be miserable sometimes :-)

he's a good man really :-)

(Cheer up Jind :-)

935. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 00:47:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8jjf6uklf7q5lglfbea4bfu71550177glk@4ax.com>
Source record: 31305

On Mon, 11 Feb 2002 11:02:04 +0100, Thomas Havemeister <twh1@gmx.de>
wrote:

>well I think, there is no "Klax" avail for 8-bit atari. The only clone
>in know was "Glaggsit!" from a german programmer. I forgot the name.
>If someone is interested, just e-mail me.
>
>-thomsen@ilm

AFAIK / Remember the Official Klax conversion was for most machines
bar the Atari8bit. I'm sure there must a few good PD ones tho..

936. New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 03:13:00 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <0L%98.38489$X64.13955073@news1.rdc2.pa.home.com>
Source record: 31307

As in an Atari 800XL and a 130XE, years and years ago. Found this ng from the Atari FAQ, old but interesting, which was on Atari800Win's site. I'm not new to emulation, I've been using other emulators for quite a while. I just have a question about a few Atari games, was wondering if anyone got them running, and on what emulator and settings. First off, Questron. I've tried it on varions versions of Atari800Win/Plus, it seems to crash when you start a character and right after you insert disk 2. On XFormer you can run it, but some of the graphics look like text and you can't read the bottom of the screen, I'm assuming that's where your stats and food and all are (I really don't remember that far back :)). Second, Hacker, that seemed to run great on Atari800Win up until the end where you hit Enter to view the newspaper at the end, then it crashed. Third, NeverEnding Story, not a very hard game but I loved the movie and never played it so I thought I'd give it a try. Worked up until Act 3, when you hit enter to load it the screen just garbles, tried it on a few versions of 800Win/800Win Plus so far. And I managed to get Gemstone Warrior working on Atari800Win 2.5C in case anyone's interested, so far anyway. Always seemed to crash on startup on every other emulator with what I thought was a disk error message, something like bad system disk, seemed image related and not emulator related. Don't have my computers anymore, wish I did now. :)

937. Re: New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 06:19:45 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com>
Source record: 31308

Some of the crashes you suffer could be from bad disk images that no one
ever played through to the end to test. I've come across a few of those here
and there. I have the disk version of hacker and it's extremely copy
protected, I would bet money the image you have isn't 100% playable.
Mo

Sean Whalen wrote in message
<0L%98.38489$X64.13955073@news1.rdc2.pa.home.com>...
>As in an Atari 800XL and a 130XE, years and years ago. Found this ng from
>the Atari FAQ, old but interesting, which was on Atari800Win's site. I'm
>not new to emulation, I've been using other emulators for quite a while. I
>just have a question about a few Atari games, was wondering if anyone got
>them running, and on what emulator and settings. First off, Questron.
>I've tried it on varions versions of Atari800Win/Plus, it seems to crash
>when you start a character and right after you insert disk 2. On XFormer
>you can run it, but some of the graphics look like text and you can't read
>the bottom of the screen, I'm assuming that's where your stats and food and
>all are (I really don't remember that far back :)). Second, Hacker,
>that seemed to run great on Atari800Win up until the end where you hit
Enter
>to view the newspaper at the end, then it crashed. Third, NeverEnding
>Story, not a very hard game but I loved the movie and never played it so I
>thought I'd give it a try. Worked up until Act 3, when you hit enter to
>load it the screen just garbles, tried it on a few versions of
800Win/800Win
>Plus so far. And I managed to get Gemstone Warrior working on Atari800Win
>2.5C in case anyone's interested, so far anyway. Always seemed to crash on
>startup on every other emulator with what I thought was a disk error
>message, something like bad system disk, seemed image related and not
>emulator related. Don't have my computers anymore, wish I did now. :)
>
>
>

938. Patched version of Colony

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 12:23:56 UTC
From: a.royal@virgin.net
Message-ID: <aaa1ac42.0202120423.1bb23feb@posting.google.com>
Source record: 31309

The original version of Colony had a bug which screwed up the graphics when you picked up some things and went completely mental when you plugged a battery into the droid. The same bugs are in the ATR I've got for the game

Does anyone know where I can get a patched/hacked version of Colony in which these bugs have been fixed?

939. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 14:21:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C6924DA.7F384565@students.uni-mainz.de>
Source record: 31310

Well,
there is a Klax clone from Power per Post (written in Quick) by Raindorf
soft. it is called Glaggs it. Next there is a Klax clone from Lindasoft
(Disk or Cart) called Hypnotic Land. So, if you do not need the original
game, try them... andreas.

Fox-1 schrieb:
>
> Kathleen Ferrante wrote
>
> Hi, Kathleen the "Atari8" woman :-))_
>
> : Klax was ported to the 8bit Atari?
>
> Dunno. The only Klax I know is an Atari 8-bit game from eastern-Europe.
> Don't know if others exist...
>
> --
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "Remember what the dormouse said..."

940. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 14:24:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C692582.5E56D84D@students.uni-mainz.de>
Source record: 31311

Well,
ask ABBUC or some ABBUC members. ABBUC, wolfgang burger still has dozens
of XEP80s. Two or more years ago ABBUC gave away many XEP80s for free,
so a lot of abbuc users should have them. but not me, I gave mine
away... -Andreas.

Frank Schuster schrieb:
>
> Hi folks,
>
> I lost some how my system diskette which came with the XEP80.
> I wonder if there is anybody who knows where to find the files.
>
> I especialy need the source for the handler since I don`t want tu use
> joystick port 1 and 2. I have a second PIA in my 800xe and like to map
> the handler to that port.
>
> Thanks
> Frank
>
> Files from system diskette
>
> AUTORUN.SYS XEP80 Relocater and Handler
> XEP80HAN.SRC Handler in assembly source
> RELOC.SRC Relocater in assembly source
> MAKER.BAS Program to generate AUTORUN.SYS
> WINDOW.BAS Examples for Owners Manual
> EIGHTY.BAS
> PRINTER.BAS
> GRAPHICS.BAS
> DEMO80.BAS Demonstration program for XEP80
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

941. Re: Latest demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 14:48:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C692B22.B62BF6E@students.uni-mainz.de>
Source record: 31312

Well,
the problem is, there are (almost) no new demos. the polish demo programers and groups like taquart, tight, slight, new generation, our soft, excellent, pentagram and many others have disappeared. they are programming the falcon, amiga or pc now. the latest big or mega demos I have seen (128k or more memory) came from AIDS and Quasimodos. AIDS released Khai-Et (320k memory required) in late 1999 and updated it in early 2000. The Quasimodos released Ergo Bibamus (128k memory required) in 2001. These are the latest megademos I know. if you take a look at several polish homepages (like Atari-area) or read about several eastern european conventions, you may find out, that there is only a small number of atari users that visit these conventions. Thus, not many new things are released. Mainly 256 bytes demos, pics and sounds, but no new megademos... -Andreas.

Thomas Havemeister schrieb:
>
> On Sat, 09 Feb 2002 22:03:23 +0100, Jindrich Kubec <kubecj@asw.cz>
> wrote:
>
> >Hi,
> >
> >where to get latest demos? I like Sven Gleich's page, but it seems it's
> >was not updated for more than year (demos15.zip is 21/10/2000).
>
> try this:
>
> http://atariarea.nostalgia.pl/dema-atr.php?akcja=pokaz
>
> this seems to hold some of the latest demos..
>
> But your question is a good question!! I'm also looking for a hosted
> list of the latest demos!!!
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

942. Atari Ramdisks...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 15:00:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C692E1A.5E8601C5@students.uni-mainz.de>
Source record: 31313

Hello Folks,
here is the first edition (first try) of my Atari Ramdisk overview. You can call this info bare bones, but it is all info I have at the moment. If you have more information and like to fill in the gaps, just e/mail me. The text is formatted for 80 chars, pure ASCII (not ATASCII)...
-Andreas.

P.S. To Michael Current, insert numbers instead of X and Y...

----------cut here---

X. Atari Ramdisks - a short & very incomplete Overview:

Right from the start of the Atari 8-bit computer era in the late 70`s, Atari users wanted to have as much RAM as possible (or as their purse could afford). Having a 16k machine with a tape device was nice and cheap, but having full 48k or 64k and a floppy drive was much nicer (and very expensive). Thus many Atari users began to create selfmade RAM
extensions and enhancements, just to save some money. Also a lot of firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks. Besides Atari there were (and still are) quite a lot of producers, manufacturers, distributors and authors of such RAM enhancements...

This short and incomplete overview does not provide any docs or manuals,
but gives some info about the various Ramdisks on the market. Since these
notes are written by me, they will merely contain the information I have.
And as you all can see - it isn`t much information. So any help and extra
info, as well as corrections, are very welcome. It would be nice to see this text & info growing. For now let us start here, the info-section is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the RD);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscellanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in
their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use
a small setup program to setup any kind of RD. Now let me begin:

X.1 Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Note

- Axlon Axlon/Atari 64k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Axlon Axlon/Atari 128k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Mosaic unknown 64k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Mosaic unknown 128k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Peterson P.Peterson 64k-1024k C000-FFFF
unknown unknown ? (CFFF) selfmade-RD

- ...

X.2 Atari XL/XE Ramdisks:

Name Vendor Size Area
Banks Bits Port Note

- 130XE-RD Atari 64k 4000-7FFF
E3,E7,EB,EF 2,3 B ($D301) old=8k Chips, new=32k Chips

- Megaram 1 Compyshop 256k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 16k Chips (27128x16)
63,67,6B,6F
A3,A7,AB,AF
E3,E7,EB,EF

- Megaram 2 Compyshop 256k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 64k Chips (27512x4)
63,67,6B,6F
A3,A7,AB,AF
E3,E7,EA,EF

- Megaram 3 K.Peters 1024k 4000-7FFF
unknown unknown B ($D301) uses 256k Chips x4
B ($D600) also uses switches for:
a) 256k x4 (4 Ramdisks)

b) 512k x2 (2 Ramdisks)
c) 1024k x1 (1 Ramdisk)

- Newell Newell Ind. 192k 4000-7FFF
A3,A7,AB,AF 2,3,5,6 B ($D301) comes as 64k RAM + 192k RD
C3,C7,CB,CF
E3,E7,EB,EF

- Mathy`s RD M.v.Nisselroy 1024k 4000-7FFF
all 64 Banks 0,1,2,3,6,7 B ($D301) Pin-switching in RD: 4,5
separate Antic/CPU: yes!
no use of any switches!

- missing info for the following Ramdisks:
Newell 512k+1024k, Atari Magazin 256k, Bob Wooley RD, Rambo XL,
P.Peterson 256k-1024k, TOMS 256k-1024k and many others...

X.3 PBI-devices (XL=parallel Bus, XE=Cart. Port+ECI):

Name Vendor Size Area
Banks Bits Port Note

- no information yet!
- missing info for the following Ramdisks:
ICD MIO (256k+1024k), Yorky XL (256k), Turbo-Freezer XL (256k)
and many other PBI devices...

X.4 other Ramdisk types and devices:

Name Vendor Size Area
Banks Bits Port Note

- no information yet !
- missing info for the following types and devices:
Flashrom (512k), Rambox (64k+128k), Ramcart (64k-4096k), CP/M,
ATR 8000, Turbo 65816 (or 65801 / 65802) and other types...

Well, thats it for the beginning - it ain`t much, I know, but any help
is
much appreciated. If you have some info, notes, corrections or other
things
that might help, let me know. Thank you - Andreas Magenheimer.

P.S.: For this first edition special thanks go to: Lee Barnes, Russ
Gilbert
and Mathy van Nisselroy for sharing their info with me...

943. Programs with RD Support...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 15:07:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C692FB0.4EC4E14@students.uni-mainz.de>
Source record: 31314

```
Hello Folks,
here is a short list of programs that have built-in RD support. As
always corrections and updates are welcome. The text is formatted in 80
chars. pure ASCII (not ATASCII). -Andreas.

P.S. To Michael Current, if you are gonna use this text for the A8FAQ,
then use numbers instead of X and Y...

-------------cut here-----------------------------------------------

Y.1 Ramdisk-supporting Software:

Well, I will only list commercial or former commercial programs here,
that have built-in ramdisk support. Why? Simply, because most if not
all
PD programs can support a RD, as soon as the user a) has a special DOS
or RD driver or b) has a special OS inside the computer or c) has any
kind of special and non-standard hardware. Just one example: With the
use
of QMEG+ OS it is possible to freeze ZORK (or any other protected /
unprotected program) into the RD, then re-direct the RD as being drive
1
and finally boot Zork off of the Ramdisk, allthough Zork does not
support
a RD in any way. The same funny things can be done to other copy
protected
programs and especially to unprotected public domain programs...
Ok, enough said, let me begin:

------------------------------------------------------------------------

Y.1.1 DOS programs:

- Atari DOS 2.0 (selfmade RD drivers avaiable);
- Atari DOS 2.5 (driver for XE-RD and various selfmade drivers);
- MyDOS (supports Axlon and XE compatible Ramdisks up to 1MB?);
- Sparta-DOS (supports XE compatible RDs and others up to 1MB?);
- Happy DOS II+D (supports XE compatible Ramdisks up to 256k);
- BiboDOS (supports XE compatible RDs up to 256k);
- TurboDOS (supports XE comp. RDs, MIO, Irata, etc. up to 256k)
- TopDOS (supports XE comp. RDs and Axlon RDs);
- BeweDOS (supports XE comp. RDs and Rambox);
- SuperDOS (supports XE comp. RDs up to 256k)
- guess there are dozens of other DOS versions that support a RD...

------------------------------------------------------------------------
```

Y.1.2 non-DOS programs:

- Synfile (+) by Synapse supports Axlon-RDs;
- Syncalc (+) by Synapse supports Axlon-RDs;
- Synhome (+) by Synapse supports Axlon-RDs;
- other Synapse applications should also support Axlon-RDs;
- A.R.-The Dungeon by Datasoft supports 48k, 64k and 128k (XE-RD);
- Paperclip-II by Batteries Inc. supports 130XE-RDs;
- Atari-Writer-Plus by Atari supports 130XE-RDs;
- Atari-writer-80 by Atari supports 130XE-RDs;
- A-Text 130 or Austro-Text 130 supports 130XE-RDs;
- Page-Designer by XLent supports 130XE-RDs;
- Type-Setter by XLent supports 130XE-RDs;
- other applications by XLent support 130XE-RDs;
- 4bit-Sampler by Mirage/ANG supports 64k, 128k and 320k memory;
- The Brundles by KE-Soft supports 64k, 128k and 320k memory;
- Lightraces (Tron) by Power per Post supports both 64k and 128k memory;
- Adalmar by Power per Post supports both 64k and 128k memory
- Megablast 1 by Thorsten Karwoth supports both 64k and 128k memory;
- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means only 128k (for more extra Ram you have
to change the program, the DOS or the RD driver);
- 320k memory means any XE-compatible RD with 64k RAM
plus 256k extra Ram / Ramdisk;

Thats all for now. Thanks to Russ Gilbert and Lee Barnes for sharing
some
info with me. Any further help or info is welcome !! Andreas
Magenheimer.

944. Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 15:14:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C69316C.E43C9CD3@students.uni-mainz.de>
Source record: 31315

Hello Folks,
here is a short list of programs, that absolutely need a RD. It is still
incomplete and thus additions, corrections and updates are welcome. the
text is formatted to 80 chars. pure ASCII (not ATASCII). - Andreas.

P.S. Again Michael, if you are using this text in the A8FAQ use numbers
instead of X and Z...

--------------cut here---

Y.2 Atari programs which need extra Ram / Ramdisk:

The memory values given are not always fully correct, since I do not
have all kinds of memory settings or Ramdisk types. At the moment I
merely have machines with 64k, 128k and 320k memory. Thus I cannot
tell if a program may work with 192k or 256k (or more than 320k), since
I do not have such machines. Any help or correction is welcome...

Y.2.1 non-Demo programs:

- T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);
- Mister X by Power per Post needs 128k memory (130XE);
- Kaiser 2 by Power per Post appears in 3 versions,
one 64k version, a 128k (XE) version and a 320k (CS) version
thus, if you have the 128k or 320k version you need a RD...
- Castle of Blackthorne by thimo Graef needs 128k memory;
- Gizmo`s Castle by Black Panther is avaiable in two versions:
the 64k version and the 128k version; if you have the 128k
version you will need a 130XE or compatible machine;
- Oelbaron by ??? (author unknown) also comes in two versions:
a 64k and a 128k version; a 130XE or comp. is needed for 128k;
- Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
- Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)
- MTOS 1.0 and 1.1 by Tom Hunt need 128k memory (XE), there is
also a 256k version of MTOS (64k RAM + 192k RD; probably Newell?);
- Snapshot by ??? (author unknown) needs 128k minimum memory;
- XL2 by J.K. Picken needs 128k minimum memory; supports also
bigger XE-comp. machines up to 1MB (?);
- the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
Digi-Sound, thus a 64k machine is often to small!; does not support
320k machines, nor Compyshop-RDs;
- Datei 4.0 and 4.1 by ??? (author unknown) both support 128k (XE)
and 320k (Compyshop) machines;

- various Filemanagers/Filecopiers support XE-comp. Ramdisks;
i.e. you need 2 drives if 48 or 64k RAM, only 1 drive + RD if
extra Ram / RD is avaiable;
- various 130XE-test programs need 128k RAM, e.g. for bankswitching
tests and/or other things (can be found in many magazines);
- various System-test programs support 48k or 64k as well as extra
RAM; since they were (mostly) written to detect the extra RAM /
Ramdisk, you "should" have more than 48k or 64k memory...;
- some XE-Sectorcopiers absolutely need a minimum of 128k RAM;
- there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
Copier, Disk-Tape-Copier, etc.) that need a minimum of 128k RAM,
for example VampireSofts 130XE Coolcopy and others;
- there are also some Tape-Ramdisk programs or drivers (which provide
a RD for the Tape users) that need 128k minimum memory;
- no more ideas...

Y.2.2 Demo programs:

- Amiga Boink XE by ???, minimum 128k RAM; XE=yes, CS=yes;
- American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes;
- Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
- Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
- Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;
- Bill-Pie-Demo by ???, minimum 320 RAM; XE=no, CS=yes;
- BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
- CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
- Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
- Comet-Demo by Madteam needs minimum 320k RAM; XE=no, CS=yes;
- Danielle-Gr.9-Ani by Bill Kendrick should load off of a RD or a
Harddisk (Floppy is verrryy slowww); for a RD-machine 128k total
memory is enough; XE=yes, CS=yes;
- Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
- Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
- Grafik+Sound-Demo by P.Sabath needs 128k memory; XE=yes, CS=yes;
(many different versions, there is also a 64k version avaiable;)
- Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
- (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
- I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
- Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
- Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
- Journey by Polynomials needs minimum 320k RAM; XE=no, CS=yes;
- Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
- Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;
- Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
- Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
- Muppet-Movie by Madteam probably needs 128k memory?; XE=yes, CS=yes;
- Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
- Nonejm by Tight (pre-release) needs 128k memory; XE=yes, CS=yes;
- Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;

- Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
- Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)
need 128k memory; XE=yes, CS=yes;
- Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
- Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
- Raytracing 320k by ??? needs 320k memory; XE=no, CS=no, AM=yes;
- 1MB Raytracing-Demo by ??? needs 1088k memory; XE=no, CS=no, KP=yes;
- Revenge of Hacker by Rasero Team needs 320k minimum RAM; XE=no,
CS=yes;
- Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
- Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no;
- Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
(there is also a shortened 64k version avaiable);
- Stash-Demo by Rasero Team needs 320k minimum RAM; XE=no, CS=yes;
- Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
(always boot with Option to avoid stripes...);
- Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
- Tit-Demo by Madteam needs minimum 320k RAM; has a RD-setup menu;
- Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
- TheTop-3 (Veronika Part) by WFMH needs 128k memory; XE=yes, CS=yes;
- Total Dazed by Tight needs 128k memory; XE=yes, CS=yes;
- Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
- Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
- Ultra by Taquart needs 128k memory?; XE=yes, CS=yes;
- Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
- Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
- Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
(also needs separate Antic/CPU access, which the CS does not have);
- WAF-Demo, Side B by WAF members, two parts need 128k memory
(Raytracing and Vector Part); XE=yes, CS=yes;
- Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
(on a CS-RD you can see the ani with many bugs);
- X-Demo by Madteam needs 320k minimum RAM; has a RD_setup menu;
- X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by SAG needs 128k memory; XE=yes, CS=yes;
- Xyberscape-XE by Bill LeMasurier/TAF needs 128k memory; XE=yes,
CS=yes;
(there is also a 64k version avaiable separately);
- Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

Note: - XE means 130XE Ramdisk (size: 64k);
- CS means Compyshop Megaram 1 or 2 (size: 256k);
(schematics avaiable from ABBUC)
- AM means Atari Magazin Ramdisk (size: 256k);
(schematics can be found in AM 2/1987)
- KP means Klaus Peters Megaram 3 (size: 1024k);
(schematics avaiable from ABBUC)

- has a RD-setup menu means, that you have to hold
down SHIFT upon bootup to get the setup-menu; here
it should be possible to setup any XE-compatible RD;
- I could only test(ify) XE and CS Ramdisks, since
I do not have any other kinds of RDs;

Thats all so far. Any additions or corrections are welcome.
Greetings, Andreas Magenheimer.

945. Re: New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 19:32:35 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com>
Source record: 31316

Yes, that's what I thought about Hacker and Neverending Story. Questron itself though is technically playable on XFormer, but you can't see your stats or food or anything, which pretty much ruins an RPG, plus the keyboard movement commands are hectic and there doesn't seem any way to remap them. Only copy of Questron I found so far, and that was by way of XL search: http://www.newbreedsoftware.com/xlsearch/. I found the link for that on Atariworld.com. So if anyone's looking for a game, might want to check it out. :)

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> Some of the crashes you suffer could be from bad disk images that no one
> ever played through to the end to test. I've come across a few of those here
> and there. I have the disk version of hacker and it's extremely copy
> protected, I would bet money the image you have isn't 100% playable.
> Mo
>
>
> Sean Whalen wrote in message
> <0L%98.38489$X64.13955073@news1.rdc2.pa.home.com>...
> >As in an Atari 800XL and a 130XE, years and years ago. Found this ng from
> >the Atari FAQ, old but interesting, which was on Atari800Win's site. I'm
> >not new to emulation, I've been using other emulators for quite a while. I
> >just have a question about a few Atari games, was wondering if anyone got
> >them running, and on what emulator and settings. First off, Questron.
> >I've tried it on varions versions of Atari800Win/Plus, it seems to crash
> >when you start a character and right after you insert disk 2. On XFormer
> >you can run it, but some of the graphics look like text and you can't read
> >the bottom of the screen, I'm assuming that's where your stats and food and
> >all are (I really don't remember that far back :)). Second, Hacker,
> >that seemed to run great on Atari800Win up until the end where you hit
> Enter
> >to view the newspaper at the end, then it crashed. Third, NeverEnding
> >Story, not a very hard game but I loved the movie and never played it so I
> >thought I'd give it a try. Worked up until Act 3, when you hit enter to
> >load it the screen just garbles, tried it on a few versions of
> 800Win/800Win
> >Plus so far. And I managed to get Gemstone Warrior working on

Atari800Win
> >2.5C in case anyone's interested, so far anyway. Always seemed to crash
on
> >startup on every other emulator with what I thought was a disk error
> >message, something like bad system disk, seemed image related and not
> >emulator related. Don't have my computers anymore, wish I did now. :)
> >
> >
> >
>
>

946. Re: New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 20:44:12 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <w8fa8.39806$X64.14338541@news1.rdc2.pa.home.com>
Source record: 31317

Well, I got to Act 3 in Neverending Story on a C64s. Plus Questron seems to be working great so far on AppleWin, on Commodore the gambling didn't seem to work, and that was always my favorite part of the game I think. I'm not going to be picky about what emulators I use, not with the way disk images are. :)

"Sean Whalen" <whalens@home.com> wrote in message news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> Yes, that's what I thought about Hacker and Neverending Story. Questron
> itself though is technically playable on XFormer, but you can't see your
> stats or food or anything, which pretty much ruins an RPG, plus the keyboard
> movement commands are hectic and there doesn't seem any way to remap them.
> Only copy of Questron I found so far, and that was by way of XL search:
> http://www.newbreedsoftware.com/xlsearch/. I found the link for that on
> Atariworld.com. So if anyone's looking for a game, might want to check it
> out. :)
>
> "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> > Some of the crashes you suffer could be from bad disk images that no one
> > ever played through to the end to test. I've come across a few of those
> here
> > and there. I have the disk version of hacker and it's extremely copy
> > protected, I would bet money the image you have isn't 100% playable.
> > Mo
> >
> >
> > Sean Whalen wrote in message
> > <0L%98.38489$X64.13955073@news1.rdc2.pa.home.com>...
> > >As in an Atari 800XL and a 130XE, years and years ago. Found this ng
> from
> > >the Atari FAQ, old but interesting, which was on Atari800Win's site.
I'm
> > >not new to emulation, I've been using other emulators for quite a
while.
> I
> > >just have a question about a few Atari games, was wondering if anyone
got
> > >them running, and on what emulator and settings. First off, Questron.
> > >I've tried it on varions versions of Atari800Win/Plus, it seems to
crash
> > >when you start a character and right after you insert disk 2. On
XFormer

> > >you can run it, but some of the graphics look like text and you can't
> read
> > >the bottom of the screen, I'm assuming that's where your stats and food
> and
> > >all are (I really don't remember that far back :)). Second,
Hacker,
> > >that seemed to run great on Atari800Win up until the end where you hit
> > Enter
> > >to view the newspaper at the end, then it crashed. Third, NeverEnding
> > >Story, not a very hard game but I loved the movie and never played it
so
> I
> > >thought I'd give it a try. Worked up until Act 3, when you hit enter
to
> > >load it the screen just garbles, tried it on a few versions of
> > 800Win/800Win
> > >Plus so far. And I managed to get Gemstone Warrior working on
> Atari800Win
> > >2.5C in case anyone's interested, so far anyway. Always seemed to
crash
> on
> > >startup on every other emulator with what I thought was a disk error
> > >message, something like bad system disk, seemed image related and not
> > >emulator related. Don't have my computers anymore, wish I did now.
:)
> > >
> > >
> > >
> >
> >
>
>

947. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 21:28:13 UTC
From: solarinflux@aol.com
Message-ID: <20020212162813.26385.00000719@mb-cd.aol.com>
Source record: 31318

```
the game is tittled caverns of mars i believe
i have the game ..
```

948. Re: Help to find The Prisoner Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 21:53:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <X9ga8.19565$TI3.185007@typhoon.sonic.net>
Source record: 31319

Aaron Wheeler <holmesatari@hotmail.com> wrote:
: You can find this prisoner game now, l thanks Jindrich K. online at:
: http://homepages.paradise.net.nz/atari/

Want to have your site indexed by XL Search?

http://xlsearch.atari.org/)

-bill!

949. Re: My GREATEST game titles

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 22:00:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <Jfga8.19566$TI3.185007@typhoon.sonic.net>
Source record: 31320

Fox-1 <DONT_USE_fox-1@home.nl> wrote:

: : Klax was ported to the 8bit Atari?

: Dunno. The only Klax I know is an Atari 8-bit game from eastern-Europe.
: Don't know if others exist...

There was one form Europe called "Glaggs", I believe. Same gameplay,
but, unfortunately, not that cool 3D look :)

-bill!

950. Re: Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 22:02:49 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <ifga8.9194$ql6.643719@zwoll1.home.nl>
Source record: 31321

Andreas Magenheimer wrote

: Hello Folks,
: here is a short list of programs, that absolutely need a RD.

: - American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes;

: Thats all so far. Any additions or corrections are welcome.

However I wrote the demo at the time I only had a 256Kb 800XL with "AM"
ramdisk, it should run on any 256Kb machine since it uses standard DOS +
RamDisk. As long the DOS can access the whole RamDisk it's o.k. The speed of
the digitized audio depends on how fast DOS can read data from the RamDisk.
If it reads slow, well, there will be a longer pause between the sample's...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

951. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 22:28:06 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C6996F6.75630F6C@one.net>
Source record: 31322

Please allow me to jump in and ask an XEP80 related question.

I have one that has a ribbon cable with a small 9-pin (?) connector on
the end coming out of the case.

I remember seeing a mention of a "TTL" (?) mod for the XEP80. Is this
what I have? And, what the heck do I do with it?

-Bob

Andreas Magenheimer wrote:
>
> Well,
> ask ABBUC or some ABBUC members. ABBUC, wolfgang burger still has dozens
> of XEP80s. Two or more years ago ABBUC gave away many XEP80s for free,
> so a lot of abbuc users should have them. but not me, I gave mine
> away... -Andreas.
>

952. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 22:56:45 UTC
From: ronald.slaminko@boeing.com
Message-ID: <3C699DAD.B8ACE767@boeing.com>
Source record: 31323

Ron Hamilton wrote:

> You were a little vague re: what cleaning was attempted on that 800. The
> individual keycaps are a possibility as well as the ribbon connector to the
> motherboard. One of my 800s just required reseating that ribbon connector to
> restore use of 6-7-8-9-0-Clr.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Kate Slaminko" <krslam@netscape.net> wrote in message
> news:3C633D6E.361B6321@netscape.net...
> > I posted some time ago about some defective computers and drives that I
> > had, asking for repair info. I got not 1 single reply, so I guess the
> > message is that these things aren't repairable?
> >
> > For the record, the problems are:
> > 800 - several keys don't register and cleaning didn't help.
> > 800XL - works OK but only in black and white.
> > 600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
> > 810 & 1050 drives - "boot error" message.
> >
> > I really hate the idea of putting these in a landfill, but if I can't
> > get them fixed....
> > -Ron
> >
> >

Thanks for all the replies. I'll try these things next week. I doubt I'll have much success with the 130XE since all the chips are soldered instead of socketed. My attempts on the 800 keyboard centered on cleaning the contacts under the keycaps. I haven't tried checking the cable.

I'm fairly certain the power supplies aren't an issue since I started with a known working set and then just swapped computers/drives. I suppose it's possible something happened to the power supply partway through this process so I'll go back and check those again.

The 800XL that only shows b&w is through the modulator. I'll try it on a monitor as soon as I dig up the correct cable.

Thanks again!
-Ron

953. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-12 23:37:53 UTC
From: bobbyshaw@aol.com
Message-ID: <20020212183753.10819.00001176@mb-ba.aol.com>
Source record: 31324

>
>the game is tittled caverns of mars i believe
>i have the game ..
>

The original thread that you responded to is no longer on AOL, and you didn't quote any of the message you responded to. So, I don't quite know what the original discussion was about...

But, here's a link to a screen shot of Caverns Of Mars:

http://www.mindspring.com/~robe294/images/caverns_2.jpg

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

954. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 03:50:40 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <kola8.44925$Pz4.257766@rwcrnsc53>
Source record: 31325

i think you can hook up a cga or ega monitor to it.

"Bob Ryan" <ryanr@one.net> wrote in message
news:3C6996F6.75630F6C@one.net...
> Please allow me to jump in and ask an XEP80 related question.
>
> I have one that has a ribbon cable with a small 9-pin (?) connector on
> the end coming out of the case.
>
> I remember seeing a mention of a "TTL" (?) mod for the XEP80. Is this
> what I have? And, what the heck do I do with it?
>
> -Bob
>
> Andreas Magenheimer wrote:
> >
> > Well,
> > ask ABBUC or some ABBUC members. ABBUC, wolfgang burger still has dozens
> > of XEP80s. Two or more years ago ABBUC gave away many XEP80s for free,
> > so a lot of abbuc users should have them. but not me, I gave mine
> > away... -Andreas.
> >

955. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 04:21:34 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C69E9CE.CF546191@one.net>
Source record: 31326

Thanks for the info.

Looks like it's time for me to scour the thrift stores.

-Bob

mad ATARI user wrote:
>
> i think you can hook up a cga or ega monitor to it.
>
> "Bob Ryan" <ryanr@one.net> wrote in message
> news:3C6996F6.75630F6C@one.net...
> > Please allow me to jump in and ask an XEP80 related question.
> >
> > I have one that has a ribbon cable with a small 9-pin (?) connector on
> > the end coming out of the case.
> >
> > I remember seeing a mention of a "TTL" (?) mod for the XEP80. Is this
> > what I have? And, what the heck do I do with it?
> >
> > -Bob
> >
> > Andreas Magenheimer wrote:
> > >
> > > Well,
> > > ask ABBUC or some ABBUC members. ABBUC, wolfgang burger still has dozens
> > > of XEP80s. Two or more years ago ABBUC gave away many XEP80s for free,
> > > so a lot of abbuc users should have them. but not me, I gave mine
> > > away... -Andreas.
> > >

956. Re: New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 05:42:22 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <Q0na8.1946$PS6.183268@news02.tsnz.net>
Source record: 31327

I'm happy to redump both Hacker and Neverending story, but would need
someone with a walkthrough to check them out, and play them right through.
I have two versions of Questron, one is a fairly close to original but
cracked, the other is cracked but with cracked title screens too. Both work
for me in Atari 800 emu 2.8. But one other person has had trouble with the
first version, even though it works fine on my PC.

Obviously I'm not playing them to the end, just a quick play. So i might be
missing something.

Are there any other 'bad dumps' out there, while I've got the SIO2PC cable
out ;-)

Aaron

"Sean Whalen" <whalens@home.com> wrote in message
news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> Yes, that's what I thought about Hacker and Neverending Story. Questron
> itself though is technically playable on XFormer, but you can't see your
> stats or food or anything, which pretty much ruins an RPG, plus the
keyboard
> movement commands are hectic and there doesn't seem any way to remap them.
> Only copy of Questron I found so far, and that was by way of XL search:

> "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> > Some of the crashes you suffer could be from bad disk images that no one
> > ever played through to the end to test. I've come across a few of those

957. FTP Servers with atari soft?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 11:26:40 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <78jk6u8iv05pu7rtfcoeu55ptf7psfga8j@4ax.com>
Source record: 31328

Howdy *.*!

Has someone a list of populair ftp servers holding 8-bit images and
executables? I know only a few and would like to complete my
collection in mirroring more atari related stuff..

also, is there a .iso image avail of the abbuc pooldisk?

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

958. Re: multilink interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:13:50 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dla0$6cq$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31329

Howdy Greg, folks

> http://www.vestatech.com/188_ds.html

Doesn't look too bad.

> Since its pretty fast and has lots of space for code, it would be
> possible for the board to serve Atari computers or act as a proxy for
> device I/O. I think a little built-in device driver for letting an
> Atari select some set of devices would be pretty straightforward. A
> nice property of the design is most of the code could be written using
> DOS 16-bit C compilers, debugged there as much as possible, then
> hacked to burn into ROMs- a native host makes this stuff SO much
> easier to write.

The sheet mentions FlashROM, that would be much easier to use.

> I'm in the middle of building an Atari disk emulator which uses
> compact flash for storage, essentially splitting the CF card into a
> bunch of floppies.

Have you talked to Andre Bertram? He's working on an Atari 8 bit disk
emulator too. But he's using FlashROMs. Check out his site at
http://members.aol.com/MacFalkner/atariindex.htm (available in both English
and German)

CU Mathy van Nisselroy

959. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:19:05 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dljq$6ja$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31330

Howdy folks

> Yes, Mathy forgot to include the "http://" part and thus the link is
treated
> as if it were a local file...

Sorry. I'm forced to use microsoft stuff now. Outlook express has the
'advantage' that you don't have to enter the http:// part. (idiots!)

CU Mathy van Nisselroy

960. Re: Latest demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:24:37 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dlu6$6ug$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31331

Howdy folks

> the latest big or mega demos I
> have seen (128k or more memory) came from AIDS and Quasimodos. AIDS
> released Khai-Et (320k memory required) in late 1999 and updated it in
> early 2000. The Quasimodos released Ergo Bibamus (128k memory required)
> in 2001

Maybe some of you guys that are heavily into demo's could make a list of requirements (including not only RAMdisk size but also if it need a perticular upgrade. Maybe even if it will run on different OS's or just the Atari OS). I managed to unatr one of Sven's demo files (I only tried only one, because they are pretty big.) and some files just will not run. About have way through it dawned on me that some might need more memory then my 65XE has. (it only has 128kB)

CU Mathy van Nisselroy

961. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:28:53 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dm66$73f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31332

Howdy Bob

> Looks like it's time for me to scour the thrift stores.

> > > I have one that has a ribbon cable with a small 9-pin (?) connector on
> > > the end coming out of the case.
> > >
> > > I remember seeing a mention of a "TTL" (?) mod for the XEP80. Is this
> > > what I have? And, what the heck do I do with it?

If you open the XEP80 up and all the wires are soldered to practically the
same place, it's probably Bob Woolley's TTL upgrade.

CU Mathy van Nisselroy

962. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:42:58 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dn0j$7t2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31333

Howdy Frank

> I especialy need the source for the handler since I don`t want tu use
> joystick port 1 and 2. I have a second PIA in my 800xe and like to map
> the handler to that port.

Since you're willing to hack around, have you read Erhard Puetz's articles in ABBUC Magazin? If not, they are (in English) on my site at http://www-users.rwth-aachen.de/mathy.van_nisselroy click on some stuff I collected and scroll down to XEP80.ARC. The BobTerm driver for the XEP80 is on the same line (speed increased from 4800 to 9600 baud). I thought I'd seen the XEP80 system disk on the net, but can't find it.

BTW do you have the data sheets on the NS405 (the XEP80's main chip), they say it will even do colour, 64kB by 16 bits and even bank swapping is mentioned.

Hans Christoff Tuchen also wrote a couple of nice articles (for ABBUC Magazin) about the XEP80. Even how one could use the intensity bit. (IIRC)

CU Mathy van Nisselroy (who has three
XEP80's. One updated with Bob Woolley's TTL upgrade. I got the last one for free. As Andreas already mentioned, they were given away once. But people wanting them should check out http://www.abbuc.de and click on shop. The site is in German, but with a bit of guessing you'll get to the right place. These XEP80's are cheap, even INCLUDING postage.)

963. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 12:57:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dnrv$8ia$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31334

Howdy Marco, folks

> Yes, Mathy forgot to include the "http://" part and thus the link is
treated
> as if it were a local file...

I just checked it out. Somehow the slashes were gone. I know I cut and
pasted it.....
It should be fixed now.

BTW did you check out my MyDOS bug/feature list.......
Any comments?
(will add some stuff to it in a sec.)

CU Mathy van Nisselroy

964. MyDOS: Bugs and feature list

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 13:12:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4doq0$9km$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31335

Howdy folks

Lee and I have put together a list of bugs we'ld like to see removed from MyDOS 4.5x and features we'ld like to be added. Please check the list out at http://www-users.rwth-aachen.de/mathy.van_nisselroy click on MyDOS page, then go to the end of the page, right above the menu.

All comments are welcome!

CU Mathy van Nisselroy

965. Blackbox foto's on site

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 13:37:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4dq69atn1@nets3.rz.RWTH-Aachen.DE>
Source record: 31336

Howdy folks

I've added some photo's of my BlackBox and FloppyBoard to my site at http://www-users.rwth-aachen.de/mathy.van_nisselroy. I took the pictures before I made some improvements. Pictures from after the improvements will be added later.
My photo's are scanned.

A couple of questions:

- How can I make better scans? Have a look at the other two pictures by Nir Dary and Bob Puff. Less bytes, more detail. (Nir has a digital camera. I don't.)
- I seem to have small grains of dust on the photo's. Can I wipe them with water or will that damage the photo's?
- How do you like the fake wood grain of my desk? (read: should I take it out of the picture and if yes, how?)

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

966. Lehigh Valley AUG

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 14:24:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <jGua8.77346$th4.23383122@news02.optonline.net>
Source record: 31337

Hi All,

I was just wondering if anyone in the ng has been in contact with any members (or former members) of the Lehigh Valley AUG. I used to have email addresses for some of them, but messages have been bouncing for a while.

Please let me know.

Thanks.

Alan Sharkis

967. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 15:10:15 UTC
From: D&D FAN! <>
Message-ID: <bsgj6u0reb2vjam4qm3kr4n2k01ti3d844@4ax.com>
Source record: 31338

anythings repairable.

On Thu, 07 Feb 2002 18:52:30 -0800, Kate Slaminko
<krslam@netscape.net> wrote:

>I posted some time ago about some defective computers and drives that I
>had, asking for repair info. I got not 1 single reply, so I guess the
>message is that these things aren't repairable?
>
>For the record, the problems are:
>800 - several keys don't register and cleaning didn't help.
>800XL - works OK but only in black and white.
>600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.
>810 & 1050 drives - "boot error" message.
>
>I really hate the idea of putting these in a landfill, but if I can't
>get them fixed....
>-Ron
>

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

968. Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 16:51:05 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202130851.7f04050b@posting.google.com>
Source record: 31339

I know that using ATRUtil, it's possible to take a .exe file and convert it into a "Kboot" .atr image... is there any way to automate this, to convert all the .exes in a single directory all at once? With ATRUtil it's fairly cumbersome and they need to be done one at a time...

As part of doing my TOSEC renaming, I'd like to try to get everything possible into .atr format, already many of the renamed ones are Kboot conversions, and I'm sure there's a lot of duplication between the current .atr database and the .exe database.

969. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 19:20:53 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <l3fl6ugec8qaujffk5svpjuijbecj540g4@4ax.com>
Source record: 31340

On Wed, 13 Feb 2002 13:19:05 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>> Yes, Mathy forgot to include the "http://" part and thus the link is
>treated
>> as if it were a local file...
>
>Sorry. I'm forced to use microsoft stuff now.

What crime did you commit to deserve such a punishment?

> Outlook express has the
>'advantage' that you don't have to enter the http:// part. (idiots!)
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

970. Re: FTP Servers with atari soft?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-13 20:13:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <aOza8.19894$TI3.187095@typhoon.sonic.net>
Source record: 31341

Thomas Havemeister <twh1@gmx.de> wrote:
: Howdy *.*!

: Has someone a list of populair ftp servers holding 8-bit images and
: executables? I know only a few and would like to complete my
: collection in mirroring more atari related stuff..

You can search through about a dozen (which are also linked-to directly)
from:

http://xlsearch.atari.org/

-bill!

971. Re: MyDOS: Bugs and feature list

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 00:14:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wjDa8.6398$P21.589993@newsread1.prod.itd.earthlink.net>
Source record: 31342

I certainly was pleased to learn that I was not the only one having
difficulty with that 'X' swap copy process; I always thought I was entering
the commands incorrectly.

I was unaware of most of the others.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a4doq0$9km$1@nets3.rz.RWTH-Aachen.DE...
>
> Lee and I have put together a list of bugs we'ld like to see removed from
> MyDOS 4.5x and features we'ld like to be added. Please check the list out
> at http://www-users.rwth-aachen.de/mathy.van_nisselroy click on MyDOS
page,
> then go to the end of the page, right above the menu.
>
> All comments are welcome!
>
> CU Mathy van Nisselroy

972. Re: bbs express pro ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 03:11:40 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <MVFa8.53710$Pz4.282940@rwcrnsc53>
Source record: 31343

cool! thanks!

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:p7Y88.5476$gf5.4949@nwrddc02.gnilink.net...
> I have a bunch of files and Pro support stuff as well as the old Pro
support
> message bases left over from the Orion BBS way back in 1990 on my bbs.
> Check it out:
>
> Boot Factory: telnet://bfbbs.dtdns.net
> 24/7
>
> "mad ATARI user" <rtdos@yahoo.com> wrote in message
> news:n6I88.10753$bh3.97705@rwcrnsc52.ops.asp.att.net...
> > other than tom hunt's website or spudster where can i find info or files
> or
> > techs on bbs express or bbs express pro ?
> >
> >
> >
> >
> > --
> > J.Wood
> > rtdos@yahoo.com
> >
> >
>
>

973. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 05:18:03 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <YLHa8.2165$PS6.202242@news02.tsnz.net>
Source record: 31344

Back when XLit 0.20 was the most popular emulator, I set about doing this, converting the EXE's to ATR. I remember using makeatr in a batch file. And it would do a whole directory (around 800) in a few minutes.

I think I just renamed all the *.EXE to just *. and then ran a batch file with this in it.

For %%T in (*) do makeatr.exe %%T.atr %%T

Works a treat.

Aaron

"Damfino" <damfino@rochester.rr.com> wrote in message news:ef53b03c.0202130851.7f04050b@posting.google.com...
> I know that using ATRUtil, it's possible to take a .exe file and
> convert it into a "Kboot" .atr image... is there any way to automate
> this, to convert all the .exes in a single directory all at once? With
> ATRUtil it's fairly cumbersome and they need to be done one at a
> time...
>
> As part of doing my TOSEC renaming, I'd like to try to get everything
> possible into .atr format, already many of the renamed ones are Kboot
> conversions, and I'm sure there's a lot of duplication between the
> current .atr database and the .exe database.

974. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 05:19:31 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <DNHa8.3329$t83.829182@paloalto-snr1.gtei.net>
Source record: 31345

> On Thu, 07 Feb 2002 18:52:30 -0800, Kate Slaminko
> <krslam@netscape.net> wrote:
>
> >I posted some time ago about some defective computers and drives that I
> >had, asking for repair info. I got not 1 single reply, so I guess the
> >message is that these things aren't repairable?
> >

Yes they are. But with the generic symptoms you give, there are many possible explanations as to what may be causing it. And about the best way to determine that is to have someone knowledgable about repairing such items look at them. But it looks like you got enough computers there that you could use one for parts to fix the others.

> >For the record, the problems are:
> >800 - several keys don't register and cleaning didn't help.

This could be a bad POKEY chip or TTL driver chips. Maybe a broken keyboard.

> >800XL - works OK but only in black and white.

This could be a defective ANTIC or GTIA chip. Maybe the potentiometer used to adjust the color/tint is off and just needs to be adjusted. Maybe a bad RF modulator. Does this also occur if you use the composite video output?

> >600XL, 800XL, 1200XL, 130XE - only sign of life is the power indicator.

Is the power supply your using to test these good? A power supply may seem to work but still be defective (i.e. can't handle the required current output needed by the computers). Or they could've all been fried by the same power supply. A bad memory chip can also give this indication. One best way to see if there is a shorted out chip is to turn the machine on and touch each of the chips inside the machine. If you find a chip that is hot to the touch then that may be the problem.

> >810 & 1050 drives - "boot error" message.

Depending how long they've been last used, they probably just need a good head cleaning. An old cleaning disk and rubbing alcohol can do some good. If you don't have a cleaning disk, then using a Q-tip and rubbing alcohol on the read/write head is another method. Apply gentle pressure on this part, but enough to clean off any residue that's accumulated.

Also, the read/write head may have a pressure pad problem and needs adjustment or the read/write head may need alignment. 810's can sometimes knock themselves out of alignment from the way the drive searchs for track

0. Typically most disk drives have a sensor to do this. Atari eliminated the sensor in the 810 drive and programmed the drive to move the head towards track 0 for a set period of time. Not too much of a problem if the head is moving from Track 39 to Track 0. But if the head was already at Track 0, or near, you hear a longer banging sound from the head mechanism.

And if the read/write head makes a lot of noise during movement, it probably could use some lubrication. Sewing machine oil and a very small amount applied in the correct location can help.

> >
> >I really hate the idea of putting these in a landfill, but if I can't
> >get them fixed....

I agree. They could use a good home instead of rotting away in a landfill.

Best of luck with your repair.

Glenn Bruner
glenn_b18@yahoo.com

975. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 11:56:28 UTC
From: usenet-20020214@hias.horus.com
Message-ID: <slrna6n8rc.1cr.usenet-20020214@camel.hias.horus.com>
Source record: 31346

Hi!

On Wed, 13 Feb 2002 13:42:58 +0100, Mathy van Nisselroy wrote:
> BTW do you have the data sheets on the NS405 (the XEP80's main chip), they
> say it will even do colour, 64kB by 16 bits and even bank swapping is
> mentioned.

I just downloaded the datasheets from freetradezone and had a short
look into them: the chip itself will only do b/w, but the
datasheet mentions that you could (mis-)use several attribute bits
do achieve color output. Of course, this requires additional hardware,
but if you are willing to do a bit of hacking, it could be possible
to hook up a CGA or EGA monitor.

so long,

Hias

976. Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 15:58:18 UTC
From: Nero Singer <singern@hotmail.com>
Message-ID: <a4gmmi$9nm$1@news.huji.ac.il>
Source record: 31197
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Does anyone know which is the best emulator for Atari2600 for windows 2000.

I'm actually looking for my favorit game which is "Yars Reveange".
How can I play it today?

Thanx ini advance

977. Re: Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-14 21:36:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <O5Wa8.20268$TI3.190161@typhoon.sonic.net>
Source record: 31198
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Nero Singer <singern@hotmail.com> wrote:
: Does anyone know which is the best emulator for Atari2600 for windows 2000.

: I'm actually looking for my favorit game which is "Yars Reveange".
: How can I play it today?

I'm fairly sure Stella will work on Win2000 (not that I've ever used
any Windows after Win95... and that was on a friend's machine)

-bill!

978. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 00:28:28 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <MCYa8.41602$s43.14589439@typhoon.columbus.rr.com>
Source record: 31199

> "Damfino" <damfino@rochester.rr.com> wrote in message
> news:ef53b03c.0202130851.7f04050b@posting.google.com...
> > I know that using ATRUtil, it's possible to take a .exe file and
> > convert it into a "Kboot" .atr image... is there any way to automate
> > this, to convert all the .exes in a single directory all at once? With
> > ATRUtil it's fairly cumbersome and they need to be done one at a
> > time...
...
"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:YLHa8.2165$PS6.202242@news02.tsnz.net...
> Back when XLit 0.20 was the most popular emulator, I set about doing this,
> converting the EXE's to ATR. I remember using makeatr in a batch file.
And
> it would do a whole directory (around 800) in a few minutes.
>
> I think I just renamed all the *.EXE to just *. and then ran a batch file
> with this in it.
>
> For %%T in (*) do makeatr.exe %%T.atr %%T

Note also that makeatr is a DOS app and will not handle long filenames which
may
be a problem unless you do not mind renaming the files. I have considered
compiling
a windows console app version as well as make the program accept wildcards
and be
able to automatically generate the output filename when I get a chance.

--Ken Siders
http://home.columbus.rr.com/ksiders/atari.htm

>

979. Atari 20/20 Discount! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 02:14:25 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202141811010.18415-100000@shell.pacifier.com>
Source record: 31200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

980. Re: New to Atari emulation, but used to own a couple :)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 02:40:46 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <Oy_a8.46293$X64.16008905@news1.rdc2.pa.home.com>
Source record: 31201

I could try NeverEnding Story up to Act 3, which is where I had the crash on Atari800Win (various versions), but not sure I could finish it. Don't want to use a walkthrough. I have a walkthrough of Hacker and could get to the end again to check. As for Questron, I'm not sure if I tried Atari800 2.8, on the official site it showed 2.6C as the latest version, I'm assuming 2.8 is Plus or something. I'll find it and check it again, but it locks up right at the beginning so I could check your version on Atari800Win 2.5c (which is what I'm using since it seems to have great compatibility with mostly everything, including GemStone Warrior. Feel free to post the games here.

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message news:Q0na8.1946$PS6.183268@news02.tsnz.net...
> I'm happy to redump both Hacker and Neverending story, but would need
> someone with a walkthrough to check them out, and play them right through.
> I have two versions of Questron, one is a fairly close to original but
> cracked, the other is cracked but with cracked title screens too. Both work
> for me in Atari 800 emu 2.8. But one other person has had trouble with the
> first version, even though it works fine on my PC.
>
> Obviously I'm not playing them to the end, just a quick play. So i might be
> missing something.
>
> Are there any other 'bad dumps' out there, while I've got the SIO2PC cable
> out ;-)
>
> Aaron
>
> "Sean Whalen" <whalens@home.com> wrote in message
> news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> > Yes, that's what I thought about Hacker and Neverending Story. Questron
> > itself though is technically playable on XFormer, but you can't see your
> > stats or food or anything, which pretty much ruins an RPG, plus the
> keyboard
> > movement commands are hectic and there doesn't seem any way to remap
them.
> > Only copy of Questron I found so far, and that was by way of XL search:
>
> > "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> > news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> > > Some of the crashes you suffer could be from bad disk images that no

one
> > > ever played through to the end to test. I've come across a few of
those
>
>
>

981. Questron didn't work on Atari800WinPlus either, same thing

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 03:00:58 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <KR_a8.46339$X64.16028537@news1.rdc2.pa.home.com>
Source record: 31202

When you start a character and are asked to insert the second disk, when you do and hit enter, a few seconds later it crashes. I tried various settings. Turnning off the ROM patches didn't seem to help becaise it seems to be required. (I'm assuming these are patches for ROM bugs?, isn't there a way to patch the ROM file itself? I'm new to this...) Gemstone Warrior didn't work either, it gives you the same error as everything I've tried but Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts off and then the crash message there. But it gets past it on 2.5C.

I really don't mind using 3 emulators if I have to, I don't know if it's my imagination or not but Atari seems to be more complicated of an emulator than the other ones I've used. All those OSes, disable basic and patches, tons of versions of Atari800Win with one running some games and another one running other ones. I love Atari, I used to have an Atari computer, but in all due honesty I think it was the games I loved more than anything. And I'm glad I can play them, whatever emulator it's on. If you read my post above you'll see I got Questron and NeverEnding Story working on AppleWin and C64S respectively. Hacker I tried on C64s but for some reason you run out of time right as you get to Washington DC and before you can hit up, think it might be an emulator timing issue or it needs some sort of patch or something. :)

"Sean Whalen" <whalens@home.com> wrote in message
news:Oy_a8.46293$X64.16008905@news1.rdc2.pa.home.com...
> I could try NeverEnding Story up to Act 3, which is where I had the crash
on
> Atari800Win (various versions), but not sure I could finish it. Don't
want
> to use a walkthrough. I have a walkthrough of Hacker and could get to the
> end again to check. As for Questron, I'm not sure if I tried Atari800
2.8,
> on the official site it showed 2.6C as the latest version, I'm assuming
2.8
> is Plus or something. I'll find it and check it again, but it locks up
> right at the beginning so I could check your version on Atari800Win 2.5c
> (which is what I'm using since it seems to have great compatibility with
> mostly everything, including GemStone Warrior. Feel free to post the
games
> here.
>
>
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:Q0na8.1946$PS6.183268@news02.tsnz.net...
> > I'm happy to redump both Hacker and Neverending story, but would need
> > someone with a walkthrough to check them out, and play them right

through.
> > I have two versions of Questron, one is a fairly close to original but
> > cracked, the other is cracked but with cracked title screens too. Both
> work
> > for me in Atari 800 emu 2.8. But one other person has had trouble with
> the
> > first version, even though it works fine on my PC.
> >
> > Obviously I'm not playing them to the end, just a quick play. So i
might
> be
> > missing something.
> >
> > Are there any other 'bad dumps' out there, while I've got the SIO2PC
cable
> > out ;-)
> >
> > Aaron
> >
> > "Sean Whalen" <whalens@home.com> wrote in message
> > news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> > > Yes, that's what I thought about Hacker and Neverending Story.
Questron
> > > itself though is technically playable on XFormer, but you can't see
your
> > > stats or food or anything, which pretty much ruins an RPG, plus the
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> > > movement commands are hectic and there doesn't seem any way to remap
> them.
> > > Only copy of Questron I found so far, and that was by way of XL
search:
> >
> > > "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> > > news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> > > > Some of the crashes you suffer could be from bad disk images that no
> one
> > > > ever played through to the end to test. I've come across a few of
> those
> > >
> > >
> > >
> >
>

982. Sorry, I don't think I can test the games right now

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 03:08:32 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <QY_a8.46352$X64.16035115@news1.rdc2.pa.home.com>
Source record: 31203

Not sure I have the time. I'll play them with whatever emulator it works
on. I appreciate your offers though. You could always test them yourself I
suppose.

"Sean Whalen" <whalens@home.com> wrote in message
news:KR_a8.46339$X64.16028537@news1.rdc2.pa.home.com...
> When you start a character and are asked to insert the second disk, when
you
> do and hit enter, a few seconds later it crashes. I tried various
settings.
> Turnning off the ROM patches didn't seem to help becaise it seems to be
> required. (I'm assuming these are patches for ROM bugs?, isn't there a way
> to patch the ROM file itself? I'm new to this...) Gemstone Warrior
> didn't work either, it gives you the same error as everything I've tried
but
> Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts off
> and then the crash message there. But it gets past it on 2.5C.
>
> I really don't mind using 3 emulators if I have to, I don't know if it's
my
> imagination or not but Atari seems to be more complicated of an emulator
> than the other ones I've used. All those OSes, disable basic and patches,
> tons of versions of Atari800Win with one running some games and another
one
> running other ones. I love Atari, I used to have an Atari computer, but
in
> all due honesty I think it was the games I loved more than anything. And
> I'm glad I can play them, whatever emulator it's on. If you read my post
> above you'll see I got Questron and NeverEnding Story working on AppleWin
> and C64S respectively. Hacker I tried on C64s but for some reason you run
> out of time right as you get to Washington DC and before you can hit up,
> think it might be an emulator timing issue or it needs some sort of patch
or
> something. :)
>
> "Sean Whalen" <whalens@home.com> wrote in message
> news:Oy_a8.46293$X64.16008905@news1.rdc2.pa.home.com...
> > I could try NeverEnding Story up to Act 3, which is where I had the
crash
> on
> > Atari800Win (various versions), but not sure I could finish it. Don't
> want
> > to use a walkthrough. I have a walkthrough of Hacker and could get to
the

> > end again to check. As for Questron, I'm not sure if I tried Atari800
> 2.8,
> > on the official site it showed 2.6C as the latest version, I'm assuming
> 2.8
> > is Plus or something. I'll find it and check it again, but it locks up
> > right at the beginning so I could check your version on Atari800Win 2.5c
> > (which is what I'm using since it seems to have great compatibility with
> > mostly everything, including GemStone Warrior. Feel free to post the
> games
> > here.
> >
> >
> > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> > news:Q0na8.1946$PS6.183268@news02.tsnz.net...
> > > I'm happy to redump both Hacker and Neverending story, but would need
> > > someone with a walkthrough to check them out, and play them right
> through.
> > > I have two versions of Questron, one is a fairly close to original but
> > > cracked, the other is cracked but with cracked title screens too.
Both
> > work
> > > for me in Atari 800 emu 2.8. But one other person has had trouble
with
> > the
> > > first version, even though it works fine on my PC.
> > >
> > > Obviously I'm not playing them to the end, just a quick play. So i
> might
> > be
> > > missing something.
> > >
> > > Are there any other 'bad dumps' out there, while I've got the SIO2PC
> cable
> > > out ;-)
> > >
> > > Aaron
> > >
> > > "Sean Whalen" <whalens@home.com> wrote in message
> > > news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> > > > Yes, that's what I thought about Hacker and Neverending Story.
> Questron
> > > > itself though is technically playable on XFormer, but you can't see
> your
> > > > stats or food or anything, which pretty much ruins an RPG, plus the
> > > keyboard
> > > > movement commands are hectic and there doesn't seem any way to remap
> > them.
> > > > Only copy of Questron I found so far, and that was by way of XL
> search:
> > >

> > > > "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> > > > news:5u2a8.45849$KT6.2150773831@newssvr30.news.prodigy.com...
> > > > > Some of the crashes you suffer could be from bad disk images that
no
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> > > > > ever played through to the end to test. I've come across a few of
> > those
> > >
> > >
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> >
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>

983. I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 03:17:34 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <i5%a8.46375$X64.16042340@news1.rdc2.pa.home.com>
Source record: 31204

It's just I've been doing a lot of troubleshooting lately, not just with Atari emulators either. It's just frustrating playing any game, getting to the 3rd Act or whatever or the end like in Hacker and having the whole thing crash. I've never had that happen on any other emulator, but I don't play them too much. Feel free to "redump" the games and let us know where they are. If they work they work, and if not it's not like the games ever did. :)

"Sean Whalen" <whalens@home.com> wrote in message
news:QY_a8.46352$X64.16035115@news1.rdc2.pa.home.com...
> Not sure I have the time. I'll play them with whatever emulator it works
> on. I appreciate your offers though. You could always test them yourself
I
> suppose.
>
> "Sean Whalen" <whalens@home.com> wrote in message
> news:KR_a8.46339$X64.16028537@news1.rdc2.pa.home.com...
> > When you start a character and are asked to insert the second disk, when
> you
> > do and hit enter, a few seconds later it crashes. I tried various
> settings.
> > Turnning off the ROM patches didn't seem to help becaise it seems to be
> > required. (I'm assuming these are patches for ROM bugs?, isn't there a
way
> > to patch the ROM file itself? I'm new to this...) Gemstone Warrior
> > didn't work either, it gives you the same error as everything I've tried
> but
> > Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts
off
> > and then the crash message there. But it gets past it on 2.5C.
> >
> > I really don't mind using 3 emulators if I have to, I don't know if it's
> my
> > imagination or not but Atari seems to be more complicated of an emulator
> > than the other ones I've used. All those OSes, disable basic and
patches,
> > tons of versions of Atari800Win with one running some games and another
> one
> > running other ones. I love Atari, I used to have an Atari computer, but
> in
> > all due honesty I think it was the games I loved more than anything.
And
> > I'm glad I can play them, whatever emulator it's on. If you read my
post

> > above you'll see I got Questron and NeverEnding Story working on
AppleWin
> > and C64S respectively. Hacker I tried on C64s but for some reason you
run
> > out of time right as you get to Washington DC and before you can hit up,
> > think it might be an emulator timing issue or it needs some sort of
patch
> or
> > something. :)
> >
> > "Sean Whalen" <whalens@home.com> wrote in message
> > news:Oy_a8.46293$X64.16008905@news1.rdc2.pa.home.com...
> > > I could try NeverEnding Story up to Act 3, which is where I had the
> crash
> > on
> > > Atari800Win (various versions), but not sure I could finish it. Don't
> > want
> > > to use a walkthrough. I have a walkthrough of Hacker and could get to
> the
> > > end again to check. As for Questron, I'm not sure if I tried Atari800
> > 2.8,
> > > on the official site it showed 2.6C as the latest version, I'm
assuming
> > 2.8
> > > is Plus or something. I'll find it and check it again, but it locks
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> > > right at the beginning so I could check your version on Atari800Win
2.5c
> > > (which is what I'm using since it seems to have great compatibility
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> > > mostly everything, including GemStone Warrior. Feel free to post the
> > games
> > > here.
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> > > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> > > news:Q0na8.1946$PS6.183268@news02.tsnz.net...
> > > > I'm happy to redump both Hacker and Neverending story, but would
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> > > > someone with a walkthrough to check them out, and play them right
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> > > > I have two versions of Questron, one is a fairly close to original
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> > > > cracked, the other is cracked but with cracked title screens too.
> Both
> > > work
> > > > for me in Atari 800 emu 2.8. But one other person has had trouble
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> > > the
> > > > first version, even though it works fine on my PC.

> > > >
> > > > Obviously I'm not playing them to the end, just a quick play. So i
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> > > be
> > > > missing something.
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> > > > Are there any other 'bad dumps' out there, while I've got the SIO2PC
> > cable
> > > > out ;-)
> > > >
> > > > Aaron
> > > >
> > > > "Sean Whalen" <whalens@home.com> wrote in message
> > > > news:n5ea8.39524$X64.14318658@news1.rdc2.pa.home.com...
> > > > > Yes, that's what I thought about Hacker and Neverending Story.
> > Questron
> > > > > itself though is technically playable on XFormer, but you can't
see
> > your
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the
> > > > keyboard
> > > > > movement commands are hectic and there doesn't seem any way to
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> > > them.
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> > search:
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> > > > > "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
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984. Re: I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 04:26:09 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <g50b8.2324$PS6.217870@news02.tsnz.net>
Source record: 31205

> It's just I've been doing a lot of troubleshooting lately, not just with
> Atari emulators either. It's just frustrating playing any game, getting
to
> the 3rd Act or whatever or the end like in Hacker and having the whole
thing
> crash. I've never had that happen on any other emulator, but I don't play
> them too much. Feel free to "redump" the games and let us know where they
> are. If they work they work, and if not it's not like the games ever did.
> :)

heh, no problem, I just made the offer to redump them so that the Atari community would have 'hopefully good dumps' of them. I'll do it in the near future, but It may turn out that the original 'crack' thats floating around is faulty. :-(I just dont have the time to play them through, unless it can be done in like 10mins with a walkthrough.

Will post here once I do them. Think I have several of each floppy actually. All came from different sources, so who knows, maybe one of them works...

Aaron
http://homepages.paradise.net.nz/atari Holmes Atari 8bit Games, finally back again...

985. Re: Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 04:49:47 UTC
From: D&D FAN! <>
Message-ID: <vcfo6ugumfhgh9tm16r7hn38mrpfrev3n1@4ax.com>
Source record: 31206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Has anyone ever tried making a 2600 emulator for the Atari 8-bit?

On Thu, 14 Feb 2002 17:58:18 +0200, "Nero Singer"
<singern@hotmail.com> wrote:

>Does anyone know which is the best emulator for Atari2600 for windows 2000.
>
>I'm actually looking for my favorit game which is "Yars Reveange".
>How can I play it today?
>
>Thanx ini advance
>

Posted Via Binaries.net = SPEED+RETENTION+COMPLETION = http://www.binaries.net

986. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 11:03:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1013770939@rtfm.mit.edu>
Source record: 31207
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: January 26, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari Cartridge Dumping Project (Jindroush)
http://www2.asw.cz/~kubecj/acartdp.htm

Internet Relay Chat (IRC) Channel: #atari8

Online magazines:
MyAtari: http://www.myatari.net/
Atari Online News, Etc. (A-ONE): http://www.atarinews.org/
Atari Phoenix Project E-Zine: http://atariphoenix.com

987. Re: Questron didn't work on Atari800WinPlus either, same thing

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 11:37:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <o8sp6u0i474lk8taei13q0fkei0onnkctl@4ax.com>
Source record: 31208

On Fri, 15 Feb 2002 03:00:58 GMT, "Sean Whalen" <whalens@home.com>
wrote:

>When you start a character and are asked to insert the second disk, when you
>do and hit enter, a few seconds later it crashes. I tried various settings.
>Turnning off the ROM patches didn't seem to help becaise it seems to be
>required. (I'm assuming these are patches for ROM bugs?, isn't there a way
>to patch the ROM file itself? I'm new to this...) Gemstone Warrior
>didn't work either, it gives you the same error as everything I've tried but
>Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts off
>and then the crash message there. But it gets past it on 2.5C.
>
Questron seems to work fine on version 3.0 of Atari800win plus.

You can start a new character or use an old one , the game asks for
the next disk and runs fine here. Had my character walking all over
the map..

Not my cup of tea tho..

As for Gemstone, it's almost certainly an emulation problem and I'll
have a word re this.
--
"I think this boy's cheese has slid off his cracker"

Name the film

988. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 12:33:22 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4iv6krpd1@nets3.rz.RWTH-Aachen.DE>
Source record: 31209

Hoqwdy Marco, folks

> >Sorry. I'm forced to use microsoft stuff now.
>
> What crime did you commit to deserve such a punishment?

I'm using the free services of the university. And some bone head somewhere decided they needed M$ stuff. They updated the servers and bought the computers for this computerpool with everything already installed. One 'small' side effect, the installation won't allow anyone to change where there mail and default stuff is stashed. Meaning I have to download every email since mid november every time I log in. I have to subscribe to all the newsgroups over and over again. (if I ask a question in a different newsgroup I better write down the name of that newsgroup) And I have to sift through all the mails in the newsgroup to search for the new ones. They are not highlighted since the computer doesn't know I've read them.

CU Mathy van Nisselroy

989. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 12:37:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4ivdr$s2p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31210

Howdy Matthias

> > BTW do you have the data sheets on the NS405 (the XEP80's main chip), they
> > say it will even do colour, 64kB by 16 bits and even bank swapping is
> > mentioned.
>
> I just downloaded the datasheets from freetradezone and had a short
> look into them: the chip itself will only do b/w, but the
> datasheet mentions that you could (mis-)use several attribute bits
> do achieve color output. Of course, this requires additional hardware,
> but if you are willing to do a bit of hacking, it could be possible
> to hook up a CGA or EGA monitor.

Could you tell me the url of the freetradezone and possibly where on the freetradezone you found the sheets? I was gonna scan them (in the not to near future), but if they are already on the net somewhere, I won't. I tried copying my photocopies of the datasheets once, but it lost to much detail.

CU Mathy van Nisselroy

990. Re: MyDOS: Bugs and feature list

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 12:40:01 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4ivj4$s6a$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31211

Howdy Ron

> I certainly was pleased to learn that I was not the only one having
> difficulty with that 'X' swap copy process; I always thought I was
entering
> the commands incorrectly.
>
> I was unaware of most of the others.

Charles Marslett himself told me about it. If I understood correctly what
he wrote to me, the bug might have appeared as the translated the source
from AMAC to MAC65.

CU Mathy van Nisselroy

991. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 13:17:35 UTC
From: usenet-20020215@hias.horus.com
Message-ID: <slrna6q2a7.hsg.usenet-20020215@camel.hias.horus.com>
Source record: 31212

Hi Mathy!

On Fri, 15 Feb 2002 13:37:12 +0100, Mathy van Nisselroy wrote:
> Could you tell me the url of the freetradezone and possibly where on the
> freetradezone you found the sheets? I was gonna scan them (in the not to
> near future), but if they are already on the net somewhere, I won't. I
> tried copying my photocopies of the datasheets once, but it lost to much
> detail.

Quite simple: http://www.freetradezone.com/

You have to register, but it's free. Then just search for NS405 and
you will find the datasheet.

Just as a side note (there have been a lot of discussions about this
topic in the electronics newsgroups): a few months ago freetradezone
changed their policy and several datasheets of chips that are out of
production are now only available if you register with the very
expensive premium account (or what ever they are calling it). This
means, it cannot be guaranteed that a datasheet that's available
for free now, will also be free in the future. So it's always a good
idea to store a local copy....

so long,

Hias

992. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 13:40:33 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a4j34j$2re$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31213

Howdy Matthias

> Quite simple: http://www.freetradezone.com/
>
> You have to register, but it's free. Then just search for NS405 and
> you will find the datasheet.

If I register, am I allowed to download stuff and then upload it somewhere
else?

CU Mathy van Nisselroy

993. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 17:44:28 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202150944.3b8203d5@posting.google.com>
Source record: 31214

"Ken Siders" <atari8bitREMOVE@columbus.rr.com> wrote in message > Note also that makeatr is a DOS app and will not handle long filenames which
> may
> be a problem unless you do not mind renaming the files. I have considered
> compiling
> a windows console app version as well as make the program accept wildcards
> and be
> able to automatically generate the output filename when I get a chance.
>
> --Ken Siders
> http://home.columbus.rr.com/ksiders/atari.htm

Well, that may or may not be a problem... I'm sure I'll end up with a whole lot of ~1 and ~2 (etc) files, but I'm guessing that there'll already be a lot of duplication with the existing .atrs so anything already done will be renamed automatically... the rest is not a big deal, since most will be dupes or alternates of existing .atrs so I'll already have done the research on them.

Regardless, a Win32 console one would definitely be nice, especially after the DATs have been released, that way others can easily rename their .exes to .atrs and see if there are any that are unrecognized by the DAT...

994. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 18:19:47 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <qgjq6ukg30jsubqtouslmcq2j33adsuh8d@4ax.com>
Source record: 31215

On Fri, 15 Feb 2002 13:33:22 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Hoqwdy Marco, folks
>
>> >Sorry. I'm forced to use microsoft stuff now.
>>
>> What crime did you commit to deserve such a punishment?
>
>I'm using the free services of the university. And some bone head somewhere
>decided they needed M$ stuff. They updated the servers and bought the
>computers for this computerpool with everything already installed. One
>'small' side effect, the installation won't allow anyone to change where
>there mail and default stuff is stashed. Meaning I have to download every
>email since mid november every time I log in. I have to subscribe to all
>the newsgroups over and over again. (if I ask a question in a different
>newsgroup I better write down the name of that newsgroup) And I have to
>sift through all the mails in the newsgroup to search for the new ones.
>They are not highlighted since the computer doesn't know I've read them.
>
>CU Mathy van Nisselroy
>
That s*cks.
A much better idea would have been to
a) assemble the computers themselves, as to give the hardware lab (assuming
ther is one) some exercise to do. "OK, Boys, now we'll assemble 500 computers
and make sure they all work fine"
b) have the systems people install Linux-based servers as an exercise too
(since servers aren't public-accessible PCs, what's actually needed is for them
to work fine and be able to handle the load imposed of them... something at
which M$ is well known to fail)
c) have only the OS pre-installed in the public-use PCs, but add good software
for everything else after that (a friend is attending post-graduate courses in
a Canadian univeristy, and there he found the PCs have installed: Pegasus Mail
3.21c for mail, Forte Agent for news (or maybe it's FreeAgent, I'm not sure),
and Netscape Communicator for web... which happens to be my personal choice too,
and I had been telling him to dump the horrendous M$ stuff he had installed
in his home PC since he upgraded it. (Previously, he was using Eudora and
Netscape, I believe, but like most people, he was too lazy to install them back
when he found M$ Outlook Stress and Internet Exploder installed with Win98)
Now he's seeing the difference.

The guy who suggested that should be lapidated in public and left there for
others to see what happens to such...
Isn't any way you can complain en masse?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

995. Re: Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 19:03:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C6D5B76.629DC76D@students.uni-mainz.de>
Source record: 31216

Hello Robert,
do you know the banks of an ATARI Magazin ramdisk and/or the control
bits it uses ?!? Well, I have the original magazine, but they did not
print this info...
(By the way in my list there is a Raytracing program which absolutely
needs the AM RD - maybe the TurboBasic code can tell more about the RD;
tried to change the code, but still this demo did not work bug-free on
my CS RD...)
greetings, Andreas.

Fox-1 schrieb:
>
> Andreas Magenheimer wrote
>
> : Hello Folks,
> : here is a short list of programs, that absolutely need a RD.
>
> : - American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes;
>
> : Thats all so far. Any additions or corrections are welcome.
>
> However I wrote the demo at the time I only had a 256Kb 800XL with "AM"
> ramdisk, it should run on any 256Kb machine since it uses standard DOS +
> RamDisk. As long the DOS can access the whole RamDisk it's o.k. The speed of
> the digitized audio depends on how fast DOS can read data from the RamDisk.
> If it reads slow, well, there will be a longer pause between the sample's...
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)

996. Re: FTP Servers with atari soft?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 19:05:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C6D5BF4.D65F03C1@students.uni-mainz.de>
Source record: 31217

Hey,
come on - the Schreurs sell this CD now for 5 euros or less.
so, buy the original CD !! -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> Has someone a list of populair ftp servers holding 8-bit images and
> executables? I know only a few and would like to complete my
> collection in mirroring more atari related stuff..
>
> also, is there a .iso image avail of the abbuc pooldisk?
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

997. Re: bbs express pro ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 19:08:40 UTC
From: boojum <boojum@localhost.nowhere.com>
Message-ID: <3C6D5CB8.9F8E82F3@localhost.nowhere.com>
Source record: 31218

Wow, does that bring back some memories of the Atari scene while
I was staying in Petersburg, going to meetings at the Cloverleaf mall
and sometimes seeing Ledbetter there. This was around 1984-5,
we had our own club and bbs's in Petersburg but could access Richmond
as a local call.

Chuck

CBClarke wrote:

> I have a bunch of files and Pro support stuff as well as the old Pro support
> message bases left over from the Orion BBS way back in 1990 on my bbs.
> Check it out:
>
> Boot Factory: telnet://bfbbs.dtdns.net
> 24/7

998. Re: Latest demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 19:14:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C6D5E2E.D48C6088@students.uni-mainz.de>
Source record: 31219

Well Mathy,
I tried to include some info which Ramdisk the demos can use (or cannot use) - unfortunately I merely own two different Ramdisks: a) XE Ramdisk (3 computers) and Compyshop Megaram 2 (one computer). Thus I could only tell if the demo works with XE or CS or not. There are just 2 demos I know, which will run on other Ramdisks, these are 1) the 1 Megabyte Raytracing demo (from ABBUC Pd Library, think it was coded by Solocoder of ACE, but not sure about it) absolutely needs a Klaus Peters 1MB Megaram-3. It will not run on any other 1MB ramdisk, unless you change the code (it looks for the control bits). 2) the 320k Raytracing demo by ??? (author unknown to me) uses an AM Ramdisk. At least the info/title screen says so. Next, I just read here, that the American Natives demo by Fox-1 should also work on an AM Ramdisk. but thats it so far. I hope that there are some kind Atarians out there who can share the missing info with me (or with us).
greetings, Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> > the latest big or mega demos I
> > have seen (128k or more memory) came from AIDS and Quasimodos. AIDS
> > released Khai-Et (320k memory required) in late 1999 and updated it in
> > early 2000. The Quasimodos released Ergo Bibamus (128k memory required)
> > in 2001
>
> Maybe some of you guys that are heavily into demo's could make a list of
> requirements (including not only RAMdisk size but also if it need a
> perticular upgrade. Maybe even if it will run on different OS's or just the
> Atari OS). I managed to unatr one of Sven's demo files (I only tried only
> one, because they are pretty big.) and some files just will not run. About
> have way through it dawned on me that some might need more memory then my
> 65XE has. (it only has 128kB)
>
> CU Mathy van Nisselroy

999. Re: Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 19:25:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <7hdb8.161$hb6.1035@typhoon.sonic.net>
Source record: 31220
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

D&D FAN! <> wrote:
: Has anyone ever tried making a 2600 emulator for the Atari 8-bit?

Seeing as they have essentially the same CPU, but different memory map
and support hardware (gfx features, sound, etc.), it'd appear easy,
but I think it'd be VERY difficult. :^(

There was a 2600 cart adapter for the 5200, wasn't there?
I think it was pretty much a stripped-down 2600 in a cart, tho. :^/

-bill!

1000. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 21:00:08 UTC
From: usenet-20020215@hias.horus.com
Message-ID: <slrna6qlll.ibm.usenet-20020215@camel.hias.horus.com>
Source record: 31221

Hi Mathy!

On Fri, 15 Feb 2002 14:40:33 +0100, Mathy van Nisselroy wrote:
> If I register, am I allowed to download stuff and then upload it somewhere
> else?

I'm not sure about that. I guess you have to look into the policy
statements of freetradezone. By default, I would assume that you are
not allowed to upload the docs somewhere else...

so long,

Hias

1001. atari 400 power supply question ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 21:23:32 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c6d7b68_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 31222

I need a power adaptor for an atari 400. Any idea what voltage and amp rattings are required ?

1002. Re: I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 22:55:03 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <blgb8.48899$X64.16523611@news1.rdc2.pa.home.com>
Source record: 31223

And I'll try to test them if I find the time, and I'll use a walkthrough for NeverEnding story, I was at the last act anyway and the first two were pretty easy.

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message news:g50b8.2324$PS6.217870@news02.tsnz.net...
> > It's just I've been doing a lot of troubleshooting lately, not just with
> > Atari emulators either. It's just frustrating playing any game, getting
> to
> > the 3rd Act or whatever or the end like in Hacker and having the whole
> thing
> > crash. I've never had that happen on any other emulator, but I don't
play
> > them too much. Feel free to "redump" the games and let us know where
they
> > are. If they work they work, and if not it's not like the games ever
did.
> > :)
>
> heh, no problem, I just made the offer to redump them so that the Atari
> community would have 'hopefully good dumps' of them. I'll do it in the
near
> future, but It may turn out that the original 'crack' thats floating
around
> is faulty. :-(I just dont have the time to play them through, unless it
> can be done in like 10mins with a walkthrough.
>
> Will post here once I do them. Think I have several of each floppy
> actually. All came from different sources, so who knows, maybe one of
them
> works...
>
> Aaron
> http://homepages.paradise.net.nz/atari Holmes Atari 8bit Games, finally
> back again...
>
>

1003. Re: Questron didn't work on Atari800WinPlus either, same thing

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 22:57:10 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <angb8.48900$X64.16524312@news1.rdc2.pa.home.com>
Source record: 31224

Well, as for Questron it might be my copy. I don't own any of the old games I used to, and I downloaded it off Spudster or some site. Only copy I could find, and that was with XL-IT. I'm glad to see you're working actively on the emulation though.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:o8sp6u0i474lk8taei13q0fkei0onnkctl@4ax.com...
> On Fri, 15 Feb 2002 03:00:58 GMT, "Sean Whalen" <whalens@home.com>
> wrote:
>
> >When you start a character and are asked to insert the second disk, when you
> >do and hit enter, a few seconds later it crashes. I tried various settings.
> >Turnning off the ROM patches didn't seem to help becaise it seems to be
> >required. (I'm assuming these are patches for ROM bugs?, isn't there a way
> >to patch the ROM file itself? I'm new to this...) Gemstone Warrior
> >didn't work either, it gives you the same error as everything I've tried but
> >Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts off
> >and then the crash message there. But it gets past it on 2.5C.
> >
> Questron seems to work fine on version 3.0 of Atari800win plus.
>
> You can start a new character or use an old one , the game asks for
> the next disk and runs fine here. Had my character walking all over
> the map..
>
> Not my cup of tea tho..
>
> As for Gemstone, it's almost certainly an emulation problem and I'll
> have a word re this.
> --
> "I think this boy's cheese has slid off his cracker"
>
> Name the film

1004. Re: Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:13:43 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <0vgb8.18997$ql6.1685318@zwoll1.home.nl>
Source record: 31225

Andreas Magenheimer wrote

: Hello Robert,
: do you know the banks of an ATARI Magazin ramdisk and/or the control
: bits it uses ?!? Well, I have the original magazine, but they did not
: print this info...

I'm in the same situation. I no longer have the 800XL, and only have the same "AM" article as you have.

: (By the way in my list there is a Raytracing program which absolutely
: needs the AM RD - maybe the TurboBasic code can tell more about the RD;
: tried to change the code, but still this demo did not work bug-free on
: my CS RD...)

Raytracing demo in TB? Don't think I know this one.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1005. Re: FTP Servers with atari soft?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:24:17 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <WEgb8.19011$ql6.1690617@zwoll1.home.nl>
Source record: 31226

Thomas Havemeister wrote

: also, is there a .iso image avail of the abbuc pooldisk?

Why not ordering an original?

b.t.w. it's a double-CD and worth the money...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1006. I couldn't get my copy working on Atari800Win Plus 3.0 beta either

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:28:25 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <tQgb8.48946$X64.16543945@news1.rdc2.pa.home.com>
Source record: 31227

I couldn't find Atari800Win Plus 3.0 non-beta, I'm assuming it's still in beta then. :) When I try to start a character, or delete one, create one, and then start him it tells me to insert disk 2, then it goes to a black screen. I have a P700 with 200MB some SDRAM. I'm also using a PCI card with 16MB RAM, my AGP one broke, but I thought that'd be enough for Atari. Anyway, the second time I try, it gives me the crash. I'm attaching it zipped here, it has a charcter I started along with the ones that were already on the disk. If you can get it working on yours, must be something with my PC configuration. I'm on XP too, but I have daul booting with 98, and all the games that wouldn't work in XP didn't work in 98, so I think I got tired of switching to test.

If you can't get any Atari versions working of games, really, don't worry about it. It's emulation, and I've found them for other emulators too. It'd be great if you could, but frankly I don't think it's technically possible to get all games working on one emulator.

"Sean Whalen" <whalens@home.com> wrote in message
news:angb8.48900$X64.16524312@news1.rdc2.pa.home.com...
> Well, as for Questron it might be my copy. I don't own any of the old
games
> I used to, and I downloaded it off Spudster or some site. Only copy I
could
> find, and that was with XL-IT. I'm glad to see you're working actively
on
> the emulation though.
>
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:o8sp6u0i474lk8taei13q0fkei0onnkctl@4ax.com...
> > On Fri, 15 Feb 2002 03:00:58 GMT, "Sean Whalen" <whalens@home.com>
> > wrote:
> >
> > >When you start a character and are asked to insert the second disk,
when
> you
> > >do and hit enter, a few seconds later it crashes. I tried various
> settings.
> > >Turnning off the ROM patches didn't seem to help becaise it seems to be
> > >required. (I'm assuming these are patches for ROM bugs?, isn't there a
> way
> > >to patch the ROM file itself? I'm new to this...) Gemstone Warrior
> > >didn't work either, it gives you the same error as everything I've
tried
> but
> > >Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts

off
> > >and then the crash message there. But it gets past it on 2.5C.
> > >
> > Questron seems to work fine on version 3.0 of Atari800win plus.
> >
> > You can start a new character or use an old one , the game asks for
> > the next disk and runs fine here. Had my character walking all over
> > the map..
> >
> > Not my cup of tea tho..
> >
> > As for Gemstone, it's almost certainly an emulation problem and I'll
> > have a word re this.
> > --
> > "I think this boy's cheese has slid off his cracker"
> >
> > Name the film
>
>

1007. Re: Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:28:47 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <9Jgb8.19017$ql6.1692243@zwoll1.home.nl>
Source record: 31228
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

Nero Singer wrote

: I'm actually looking for my favorit game which is "Yars Reveange".
: How can I play it today?

By getting a real 2600 for a few cents at a garagesale or something like that.
Much more fun then a boring M$ machine.

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

1008. Re: Are atari 8-bits unrepairable?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:32:48 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <VMgb8.19021$ql6.1694027@zwoll1.home.nl>
Source record: 31229

<ronald.slaminko@________.com> wrote

: The 800XL that only shows b&w is through the modulator. I'll try it on a
: monitor as soon as I dig up the correct cable.

Locate the small potentiometer on the PCB. Take a small screwdriver and turn it slowly to the right untill it's starting to show colors. If it doesn't work (properly) you may need some contactcleaner to clean the thing and try again...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1009. Hmm, I forgot the file and sent another post with it, not up yet

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-15 23:40:46 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <20hb8.48969$X64.16550245@news1.rdc2.pa.home.com>
Source record: 31230

It's possible this newsgroup doesn't accept attachments I suppose. Well,
the link for the file's here if my post doesn't show up:

ftp://ftp.spudster.org/pub/atari/cth/games2/atr/q/questron.zip

But I said, don't worry about it too much, because:

A) I rarely have time to play these games anyway, I'm doing this more as a
collector and the rare chance I might get around to playing these games
again. :)

B) It's emulation, and it's not perect. As I said I already have these
games working on other emulators, even though NeverEndingStory has garbled
graphics on Act 3 a bit, it's a text game primarily.

C) And I mean no offense at this, the Atari 8-bit "community" doesn't seem
to be that big (from what I can tell compared to other communities), and
most seem to be interested in 90s games or games I never even heard of in
the 80s which sound like action games to me probably with thin plots.

"Sean Whalen" <whalens@home.com> wrote in message
news:tQgb8.48946$X64.16543945@news1.rdc2.pa.home.com...
> I couldn't find Atari800Win Plus 3.0 non-beta, I'm assuming it's still in
> beta then. :) When I try to start a character, or delete one, create
one,
> and then start him it tells me to insert disk 2, then it goes to a black
> screen. I have a P700 with 200MB some SDRAM. I'm also using a PCI card
> with 16MB RAM, my AGP one broke, but I thought that'd be enough for Atari.
> Anyway, the second time I try, it gives me the crash. I'm attaching it
> zipped here, it has a charcter I started along with the ones that were
> already on the disk. If you can get it working on yours, must be
something
> with my PC configuration. I'm on XP too, but I have daul booting with 98,
> and all the games that wouldn't work in XP didn't work in 98, so I think I
> got tired of switching to test.
>
> If you can't get any Atari versions working of games, really, don't worry
> about it. It's emulation, and I've found them for other emulators too.
> It'd be great if you could, but frankly I don't think it's technically
> possible to get all games working on one emulator.
>
>
> "Sean Whalen" <whalens@home.com> wrote in message
> news:angb8.48900$X64.16524312@news1.rdc2.pa.home.com...
> > Well, as for Questron it might be my copy. I don't own any of the old
> games

> > I used to, and I downloaded it off Spudster or some site. Only copy I
> could
> > find, and that was with XL-IT. I'm glad to see you're working actively
> on
> > the emulation though.
> >
> > "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> > news:o8sp6u0i474lk8taei13q0fkei0onnkctl@4ax.com...
> > > On Fri, 15 Feb 2002 03:00:58 GMT, "Sean Whalen" <whalens@home.com>
> > > wrote:
> > >
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> > > >do and hit enter, a few seconds later it crashes. I tried various
> > settings.
> > > >Turnning off the ROM patches didn't seem to help becaise it seems to
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> > > >required. (I'm assuming these are patches for ROM bugs?, isn't there
a
> > way
> > > >to patch the ROM file itself? I'm new to this...) Gemstone
Warrior
> > > >didn't work either, it gives you the same error as everything I've
> tried
> > but
> > > >Atari800Win 2.5c: "A DISK ERROR HAS OCCURED RESET SYSTEM A", it cuts
> off
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> > > the next disk and runs fine here. Had my character walking all over
> > > the map..
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> > > As for Gemstone, it's almost certainly an emulation problem and I'll
> > > have a word re this.
> > > --
> > > "I think this boy's cheese has slid off his cracker"
> > >
> > > Name the film
> >
> >
>
>

1010. I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 00:03:55 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <Llhb8.49046$X64.16563037@news1.rdc2.pa.home.com>
Source record: 31231

I was wondering, would it be possible to make a database program that included a working list of known programs, and maybe scan what you have and compare them? Maybe something to do with the "blocks" in the disk, see if they matched up, including ones that have been altered by patches, cracks, that work. I don't know, I'm not a programmer. Also maybe just a way to scan the "blocks" to see if they're valid, but I read somewhere they change because of patches and cracks and all. I'm no expert, but it certinately would save a lot of frustration and time if one site had all working and tested disk images instead of some broken ones and you had to go to another site, which is difficult because some games like Questron seem rare, at least search engines like Google can't find them. I can't even find Penguin/Polarware's Quest, I'm playing the C64 version. Including sites to download the games would be great too. Maybe some people in this "community" could work together on it? Just some thoughts.

1011. Re: I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 00:10:09 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <Brhb8.915$Tv4.178132129@newssvr12.news.prodigy.com>
Source record: 31232

Good luck with the walkthrough for Hacker. From what I understand it's a
little different everytime. I have an original as well but it's
copyprotected and the best I could do is a PRO image for apeloading through
an SIO2PC.
Mo

Aaron Wheeler wrote in message ...
>> It's just I've been doing a lot of troubleshooting lately, not just with
>> Atari emulators either. It's just frustrating playing any game, getting
>to
>> the 3rd Act or whatever or the end like in Hacker and having the whole
>thing
>> crash. I've never had that happen on any other emulator, but I don't
play
>> them too much. Feel free to "redump" the games and let us know where
they
>> are. If they work they work, and if not it's not like the games ever
did.
>> :)
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>heh, no problem, I just made the offer to redump them so that the Atari
>community would have 'hopefully good dumps' of them. I'll do it in the
near
>future, but It may turn out that the original 'crack' thats floating around
>is faulty. :-(I just dont have the time to play them through, unless it
>can be done in like 10mins with a walkthrough.
>
>Will post here once I do them. Think I have several of each floppy
>actually. All came from different sources, so who knows, maybe one of them
>works...
>
>Aaron
>http://homepages.paradise.net.nz/atari Holmes Atari 8bit Games, finally
>back again...
>
>

1012. where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 02:36:09 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c6dc4ad$1_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 31233

Any where i can get some other than ebay ?

1013. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 05:14:05 UTC
From: eric@replyhere.net
Message-ID: <3c6deba5.520799625@207.106.92.52>
Source record: 31234

I think this is a good idea. It would require much work.

Sven Gleich has a nice starting point if such a project wanted a head
start. See http://www-user.tu-chemnitz.de/~sgl/atari/

On Sat, 16 Feb 2002 00:03:55 GMT, "Sean Whalen" <whalens@home.com>
wrote:

>I was wondering, would it be possible to make a database program that
>included a working list of known programs, and maybe scan what you have and
>compare them? Maybe something to do with the "blocks" in the disk, see if
>they matched up, including ones that have been altered by patches, cracks,
>that work. I don't know, I'm not a programmer. Also maybe just a way to
>scan the "blocks" to see if they're valid, but I read somewhere they change
>because of patches and cracks and all. I'm no expert, but it certinately
>would save a lot of frustration and time if one site had all working and
>tested disk images instead of some broken ones and you had to go to another
>site, which is difficult because some games like Questron seem rare, at
>least search engines like Google can't find them. I can't even find
>Penguin/Polarware's Quest, I'm playing the C64 version. Including sites to
>download the games would be great too. Maybe some people in this
>"community" could work together on it? Just some thoughts.
>
>

1014. Re: I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 06:23:27 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <zVmb8.49559$X64.16813090@news1.rdc2.pa.home.com>
Source record: 31235

Yes, I heard that. But it was the same in both the C64 version and Atari version I played. You buy stocks and bonds in NY, and give that to Japan. Then you buy the pearls and camera, you give the pearls to China. China you buy the jade carving. You offer that in Cuba.. In UK you give the camera, and you buy the Beatles LP, and then you give that to California. Then you go to New York for the end. That's how it worked in both the versions I played anyway, I made it to the end in Atari, it just crashes as you try to display the newspaper.

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message news:Brhb8.915$Tv4.178132129@newssvr12.news.prodigy.com...
> Good luck with the walkthrough for Hacker. From what I understand it's a
> little different everytime. I have an original as well but it's
> copyprotected and the best I could do is a PRO image for apeloading through
> an SIO2PC.
> Mo
>
>
> Aaron Wheeler wrote in message ...
> >> It's just I've been doing a lot of troubleshooting lately, not just with
> >> Atari emulators either. It's just frustrating playing any game, getting
> >to
> >> the 3rd Act or whatever or the end like in Hacker and having the whole
> >thing
> >> crash. I've never had that happen on any other emulator, but I don't
> play
> >> them too much. Feel free to "redump" the games and let us know where
> they
> >> are. If they work they work, and if not it's not like the games ever
> did.
> >> :)
> >
> >heh, no problem, I just made the offer to redump them so that the Atari
> >community would have 'hopefully good dumps' of them. I'll do it in the
> near
> >future, but It may turn out that the original 'crack' thats floating around
> >is faulty. :-(I just dont have the time to play them through, unless it
> >can be done in like 10mins with a walkthrough.
> >
> >Will post here once I do them. Think I have several of each floppy

> >actually. All came from different sources, so who knows, maybe one of
them
> >works...
> >
> >Aaron
> >http://homepages.paradise.net.nz/atari Holmes Atari 8bit Games, finally
> >back again...
> >
> >
>
>

1015. If anyone has the games I mentioned in my previous posts

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 06:26:34 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <uYmb8.49565$X64.16814925@news1.rdc2.pa.home.com>
Source record: 31236

You can upload them somewhere and post the link, or email them to me at nospam@whalens@comcast.net, remove the nospam to reply. Hope that trick works. I'll try to test them when I get around to it, no promises though. Otherwise there's not much point in my posting here anymore.

1016. I think I'm unsubscribing from this group anyway

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 06:44:06 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <Wcnb8.49586$X64.16824737@news1.rdc2.pa.home.com>
Source record: 31237

I found the games I asked for already for other emulators. You can't stick to one computer when you're using an emulator. Let's face it, people are too busy to test the games anymore, not a complaint more of a fact. Even I am pretty busy with one thing or another. And most of these post seem about the Atari as a computer itself, which I don't have anymore and have no desire of buying again. I don't have the space, and I'm not sure it's worth the money. And I'm sure the parts would keep breaking down. So, take care everyone, good luck with whatever you do. :)

"Sean Whalen" <whalens@home.com> wrote in message
news:uYmb8.49565$X64.16814925@news1.rdc2.pa.home.com...
> You can upload them somewhere and post the link, or email them to me at
> nospam@whalens@comcast.net, remove the nospam to reply. Hope that trick
> works. I'll try to test them when I get around to it, no promises though.
> Otherwise there's not much point in my posting here anymore.
>
>
>

1017. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 06:53:46 UTC
From: Sean Whalen <whalens@home.com>
Message-ID: <_lnb8.49601$X64.16829605@news1.rdc2.pa.home.com>
Source record: 31238

And that's the key, the work. I think most people are too busy now to even
just upload games. It's the way of life I guess. All things die,
eventually, even people. My last post here.

"eric" <eric@replyhere.net> wrote in message
news:3c6deba5.520799625@207.106.92.52...
> I think this is a good idea. It would require much work.
>
> Sven Gleich has a nice starting point if such a project wanted a head
> start. See http://www-user.tu-chemnitz.de/~sgl/atari/
>
>
> On Sat, 16 Feb 2002 00:03:55 GMT, "Sean Whalen" <whalens@home.com>
> wrote:
>
> >I was wondering, would it be possible to make a database program that
> >included a working list of known programs, and maybe scan what you have
and
> >compare them? Maybe something to do with the "blocks" in the disk, see
if
> >they matched up, including ones that have been altered by patches,
cracks,
> >that work. I don't know, I'm not a programmer. Also maybe just a way to
> >scan the "blocks" to see if they're valid, but I read somewhere they
change
> >because of patches and cracks and all. I'm no expert, but it certinately
> >would save a lot of frustration and time if one site had all working and
> >tested disk images instead of some broken ones and you had to go to
another
> >site, which is difficult because some games like Questron seem rare, at
> >least search engines like Google can't find them. I can't even find
> >Penguin/Polarware's Quest, I'm playing the C64 version. Including sites
to
> >download the games would be great too. Maybe some people in this
> >"community" could work together on it? Just some thoughts.
> >
> >
>

1018. Re: I think I'm unsubscribing from this group anyway

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 08:43:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ip6s6u4crog8g417bq6togo74d0nf8nhcb@4ax.com>
Source record: 31239

On Sat, 16 Feb 2002 06:44:06 GMT, "Sean Whalen" <whalens@home.com>
wrote:

>I found the games I asked for already for other emulators. You can't stick
>to one computer when you're using an emulator. Let's face it, people are
>too busy to test the games anymore, not a complaint more of a fact. Even I
>am pretty busy with one thing or another. And most of these post seem about
>the Atari as a computer itself, which I don't have anymore and have no
>desire of buying again. I don't have the space, and I'm not sure it's worth
>the money. And I'm sure the parts would keep breaking down. So, take care
>everyone, good luck with whatever you do. :)

Sean, are you drinking too much caffeine ;-)

It's just every time you post you manage to go full circle in a series
of short posts :-)

Relax, breath deeply and say "it's all good fun, I love it all"...
:-)
--
Paul

"I think this boy's cheese has done slid off his cracker"

Name the film

1019. Re: I hope I didn't sound too rude with that testing comment

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 09:49:51 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <3Xpb8.1635$IC6.252318858@newssvr12.news.prodigy.com>
Source record: 31240

It just occured to me that maybe the version you have is for an XL and
you're using it on a regular 800. The 'newspaper' scene may be in an
unsupported graphics mode.

Mo

Sean Whalen wrote in message ...
>Yes, I heard that. But it was the same in both the C64 version and Atari
>version I played. You buy stocks and bonds in NY, and give that to Japan.
>Then you buy the pearls and camera, you give the pearls to China. China
you
>buy the jade carving. You offer that in Cuba.. In UK you give the camera,
>and you buy the Beatles LP, and then you give that to California. Then you
>go to New York for the end. That's how it worked in both the versions I
>played anyway, I made it to the end in Atari, it just crashes as you try to
>display the newspaper.

1020. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 12:24:40 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C6E4F88.D4C5D5E1@asw.cz>
Source record: 31246

Sean Whalen wrote:
>
> I was wondering, would it be possible to make a database program that
> included a working list of known programs, and maybe scan what you have and
> compare them? Maybe something to do with the "blocks" in the disk, see if
> they matched up, including ones that have been altered by patches, cracks,
> that work. I don't know, I'm not a programmer.

See my imid program, I think it does what you've described. But it's
unfinished - mainly because of lots of work.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1021. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 13:52:55 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C6E6437.48CED12C@asw.cz>
Source record: 31147

Damfino wrote:
> Regardless, a Win32 console one would definitely be nice, especially
> after the DATs have been released, that way others can easily rename
> their .exes to .atrs and see if there are any that are unrecognized by
> the DAT...

I wrote it many times - romcenter and such tools are good just for rom images. Catalogizing disk images by them is completely *CENSORED* and leads
to *CENSORED* collections - TOSEC is good example.

Identifying disk images by their length and 32bit crc is *CENSORED* and will not give any useful results. [alt] is nothing than a lie - usually there are no [alt] versions, just different images - as there is no one-and-only-way how to create atr, except for doing unpatched pro image.

Tell me, what will you get when you 'convert exes to atrs'? You'll simply create tons of new & different-than-before atrs. If you want that, I could
create for you 2^1024 images of one game without any problem. And if that's not enough, I could create 2^2048 or you want 2^8192 or even more?

Also, it should be no problem to create images of two completely different games having been identified as one game. Would you like that?

And do you really want to identify all of the possible combinations of games on multiboots?

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1022. Re: where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 15:01:11 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a4ls7n$or4$1@thorium.cix.co.uk>
Source record: 31241

Where are you in the UK?

I'm in the outskirts of London so i can speak for this area, but elsewhere in the UK i'm afraid not.

There are 2, maybe 3 shops in London

The Notting Hill Computer exchange is the maybe

Retro X (shepards bush, they do have a web site, do a google search for it)

The Computer Exchange (the big computer exchange/parts chain) have a retro basement at their Rathbone Place (Just of Oxford Street, Tottenham court road end, behind the Virgin Megga store).

All places i have seen carts. Be warned, The Computer Exchange place is optimistic in its pricing! Boxed, as new cart, £20 in some cases. Loose ones with no instructions etc, about £5 (sold as seen). Retro X are more resonable, however they are explicitly 'sold as seen'

You also have auctions through Yahoo.co.uk which are less frantic in their bidding.

Hope that helps

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message news:3c6dc4ad$1_1@mk-nntp-1.news.uk.worldonline.com...
> Any where i can get some other than ebay ?
>
>

1023. Re: bbs express pro ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 15:46:36 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <w9vb8.4219$_45.1236@nwrddc01.gnilink.net>
Source record: 31242

Yep... I was at a lot of those meetings. We probably met. Did you know
Jerry Eley from Petersburg? He got me started BBS'ing myself - set me up
with my first BBS program - MPP AMIS.

"boojum" <boojum@localhost.nowhere.com> wrote in message
news:3C6D5CB8.9F8E82F3@localhost.nowhere.com...
> Wow, does that bring back some memories of the Atari scene while
> I was staying in Petersburg, going to meetings at the Cloverleaf mall
> and sometimes seeing Ledbetter there. This was around 1984-5,
> we had our own club and bbs's in Petersburg but could access Richmond
> as a local call.
>
> Chuck
>
> CBClarke wrote:
>
> > I have a bunch of files and Pro support stuff as well as the old Pro
support
> > message bases left over from the Orion BBS way back in 1990 on my bbs.
> > Check it out:
> >
> > Boot Factory: telnet://bfbbs.dtdns.net
> > 24/7
>

1024. Re: Suggestions for owning "real" Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 17:28:11 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a4m4ld$v5s$1@slb7.atl.mindspring.net>
Source record: 31243

1. there are people who devote their time to gathering, organizing, and testing games for the Atari. Check out Holmes site: http://homepages.paradise.net.nz/atari/ its one of the best and is added to regularly. I've been in contact with the webmaster and you can expect many new updates soon.

2. As far as space goes, a 130XE or 800XL takes up very little space. You can just tuck it away on edge somwhere on your desk (like next to your monitor) when its not being used. You can use an aimslab Jam! device or equivalent to use your existing VGA PC monitor as an output device for your Atari. Then eliminate the disk drive by using an SIO2PC cable, and use your PC for storing the disk images. I bought my Jam! for $25 on ebay and built my own SIO2PC cable for about $10.

3. By eliminating the monitor and the disk drive, all the usual points of failure are taken care of. I've never had one of my Atari computers break down yet, and my 800 is close to 20 years old. Of course I've been through many, many disk drives and monitors though.

4. As far as price, my favorite machine is a mint 1200XL which I bought four years ago from a thrift store for $3.99. I have no doubt that it will continue running for many, many years to come. There are many good deals on ebay. Its not too expensive to just buy "standard equipment". The high prices are found in the rare carts and games, and "mint in the box" stuff, as well as disk drives and more rare hardware.

just my 2 cents.
-Dan

1025. Re: where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 18:37:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cj9t6ug2hmlai0gqhcaopgk5djhqj7ou2b@4ax.com>
Source record: 31244

On Sat, 16 Feb 2002 15:01:11 -0000, "Pockets" <pockets@cix.co.uk>
wrote:

>There are 2, maybe 3 shops in London
>
>The Notting Hill Computer exchange is the maybe
>
Nothing much normally

>Retro X (shepards bush, they do have a web site, do a google search for it)
>
Never been there despite living 2 miles from it :-(

>The Computer Exchange (the big computer exchange/parts chain) have a retro
>basement at their Rathbone Place (Just of Oxford Street, Tottenham court
>road end, behind the Virgin Megga store).

Keep away :-)

As you say, they are DAMN expensive...

You can buy a whole system from a boot sale cheaper than you can buy a
single cart from them.
--
Paul

"I think this boy's cheese has done slid off his cracker"

Name the film

1026. Re: Questron didn't work on Atari800WinPlus either, same thing

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 18:39:52 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cp9t6u0vooqkharn1lcjjn6k6bmns5vkr3@4ax.com>
Source record: 31245

On Fri, 15 Feb 2002 22:57:10 GMT, "Sean Whalen" <whalens@home.com>
wrote:

>Well, as for Questron it might be my copy. I don't own any of the old games
>I used to, and I downloaded it off Spudster or some site. Only copy I could
>find, and that was with XL-IT. I'm glad to see you're working actively on
>the emulation though.
>
Not directly, I beta test, make the odd suggestion and generally am a
pain in the ass :-)
--
Paul

"I think this boy's cheese has done slid off his cracker"

Name the film

1027. FS Atari 810 disk drive with Archiver/Editor chip.

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 21:35:53 UTC
From: Linda Naysmith <linda.naysmith@blueyonder.co.uk>
Message-ID: <ZgAb8.9334$wK3.153382@news-binary.blueyonder.co.uk>
Source record: 31148

Check out my E-bay auction #1333272015

Linda..

1028. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 23:26:28 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <7NBb8.24221$ql6.2085753@zwoll1.home.nl>
Source record: 31149

Sean Whalen wrote

: least search engines like Google can't find them. I can't even find
: Penguin/Polarware's Quest, I'm playing the C64 version. Including sites to
: download the games would be great too. Maybe some people in this
: "community" could work together on it? Just some thoughts.

What bothers me the most is that about every emulator-user wants to get their games for free, and that they complain that some image's not seem to work or contain a hackers-message.

As for "work together", read my tagline :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1029. Re: atari 400 power supply question ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-16 23:33:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <b%Bb8.15558$P21.1431470@newsread1.prod.itd.earthlink.net>
Source record: 31150

Should be in one of the FAQs... The 400 needs 9 V AC; most early ones were
31 VA and later they were about half the amps at 15 VA.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
news:3c6d7b68_1@mk-nntp-1.news.uk.worldonline.com...
> I need a power adaptor for an atari 400. Any idea what voltage and amp
> rattings are required ?
>
>
>

1030. Re: atari 400 power supply question ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 00:16:28 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c6ef56f_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31151

Thanks for that. BTW where do I find the FAQ.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:b%Bb8.15558$P21.1431470@newsread1.prod.itd.earthlink.net...
> Should be in one of the FAQs... The 400 needs 9 V AC; most early ones were
> 31 VA and later they were about half the amps at 15 VA.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
> news:3c6d7b68_1@mk-nntp-1.news.uk.worldonline.com...
> > I need a power adaptor for an atari 400. Any idea what voltage and amp
> > rattings are required ?
> >
> >
> >
>
>

1031. Re: where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 00:42:17 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <a4mtrp$bo4$1@thorium.cix.co.uk>
Source record: 31152

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:cj9t6ug2hmlai0gqhcaopgk5djhqj7ou2b@4ax.com...
> On Sat, 16 Feb 2002 15:01:11 -0000, "Pockets" <pockets@cix.co.uk>
> wrote:
>
SNIP
> >Retro X (shepards bush, they do have a web site, do a google search for
it)
> >
> Never been there despite living 2 miles from it :-(
>

Not bad, the shop owner is an enthusiast. Not much atari stuff but worth a
visit.

> >The Computer Exchange (the big computer exchange/parts chain) have a
retro
> >basement at their Rathbone Place (Just of Oxford Street, Tottenham court
> >road end, behind the Virgin Megga store).
>
> Keep away :-)
>
> As you say, they are DAMN expensive...
>
> You can buy a whole system from a boot sale cheaper than you can buy a
> single cart from them.

i agree. Indeed, they seem to take the highest price on e-bay as their
guide. I also have a cd-32 but i won't pay their prices. cassettes are
affordable though. But carts, only ever look at the loose ones.
> --
> Paul
>
> "I think this boy's cheese has done slid off his cracker"
>
> Name the film

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01

1032. English Software Co. update

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 14:31:06 UTC
From: ezz <ejber@NOSPAMMAMozkan.co.uk>
Message-ID: <a4oembcjc1@news6.svr.pol.co.uk>
Source record: 31153

for those that are interested..
http://www.ozkan.co.uk/atari/rest.htm

has been updated with missing title if you can help with any info on the
rare ones that have missing scans or atari images then get in touch
thanks!
E.

1033. Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 22:10:47 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c702976_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31154

As the subject says can foreign roms be used in UK machines or does the fact that UK machines are PAL negate this.

1034. Req:Thorn Cribbage

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 22:12:25 UTC
From: Denver Giles <denver_giles@hotmail.com>
Message-ID: <u70am34ff4av79@corp.supernews.com>
Source record: 31155

Hi, does anyone have a copy of this for d/l or email? About 7 years ago I
was emailed a copy but I have lost that over the years.

TIA,
Denver

1035. Nice retrocomputing discussion board

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-17 22:36:30 UTC
From: RetroMan <retroman@hotmail.com>
Message-ID: <OfWb8.67837$yS6.5570810@amsnews02.chello.com>
Source record: 31156

There's a nice general retrocomputing discussion board at:
http://rcu.dyndns.org:8080

You will find the entrance to the board here...

Retroman

1036. Finicky Percom Drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 03:46:01 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c70780f.52553908@basic.bs.webusenet.com>
Source record: 31157

I have a Percom drive that boots up OS A+. If I then shut the drive
and my 130xe off and restart all right away, I get boot error.... If
I then turn all off again and wait about 10-15 minutes and restart, it
boots.

Any idea if there is a failing component in the drive to cause this ?
I've tested this same sequence in other drives, e.g. an Indus GT and
the GT boots every time.

Tks.

ron

1037. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 07:18:22 UTC
From: support@romcenter.com
Message-ID: <52764b87.0202172318.5ab9293f@posting.google.com>
Source record: 31158

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3C6E6437.48CED12C@asw.cz>...
> Damfino wrote:
> > Regardless, a Win32 console one would definitely be nice, especially
> > after the DATs have been released, that way others can easily rename
> > their .exes to .atrs and see if there are any that are unrecognized by
> > the DAT...
>
> I wrote it many times - romcenter and such tools are good just for rom
> images. Catalogizing disk images by them is completely *CENSORED* and
> leads
> to *CENSORED* collections - TOSEC is good example.
>
> Identifying disk images by their length and 32bit crc is *CENSORED* and
> will not give any useful results. [alt] is nothing than a lie - usually
> there are no [alt] versions, just different images - as there is no
> one-and-only-way how to create atr, except for doing unpatched pro
> image.
>
> Tell me, what will you get when you 'convert exes to atrs'? You'll
> simply create tons of new & different-than-before atrs. If you want
> that, I could
> create for you 2^1024 images of one game without any problem. And if
> that's not enough, I could create 2^2048 or you want 2^8192 or even
> more?
>
> Also, it should be no problem to create images of two completely
> different games having been identified as one game. Would you like that?
>
> And do you really want to identify all of the possible combinations of
> games on multiboots?

Hi

I'm aware of problems identifying console roms with romcenter. The crc
method is good for arcade roms, you're right. I'm actually developping
a new way to handle these consoles dump. It is also based on crc, but
only crc of the pure game binary. All header, footer, boots... will no
be taken into account in the process of crc calculation. This way, one
game means one signature, and one signature means one game, whatever
you do with your file.

If you have concern or though or idea, or want to help, please mail
me.

--
Eric
www.romcenter.com

1038. Bandit boulderdash Levels

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 07:56:35 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <ps2c8.2926$PS6.284184@news02.tsnz.net>
Source record: 31159

In the Bandit Boulderdash Levels, Just who is 'Bandit'?? :-)

I have numbers 1,2,3,.... 12 to 32.... 52, 53, 54. And as I love Boulderdash I'd like to get my hands on the rest of them. If any one has any of these...No.4 to 11, No. 33 to 51, No.55 and up. Please get in contact.

Just how many are there in total?

Aaron

1039. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 12:35:47 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a4qsf2$e9f$1@thorium.cix.co.uk>
Source record: 31160

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
news:3c702976_2@mk-nntp-1.news.uk.worldonline.com...
> As the subject says can foreign roms be used in UK machines or does the
fact
> that UK machines are PAL negate this.
>
>

I have known no problem with them due to PAL/NTSC

Some roms ONLY work with the 400/800 OS and wont work on XL/XE machines (and
viceversa)

Details of effected games will be here

http://www.faqs.org/faqs/atari-8-bit/faq/

1040. Re: where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 12:37:16 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a4qshr$ea5$1@thorium.cix.co.uk>
Source record: 31161

http://members.aol.com/retrox2/index1.html

Retro X website

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
news:3c6dc4ad$1_1@mk-nntp-1.news.uk.worldonline.com...
> Any where i can get some other than ebay ?
>
>

1041. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 15:21:17 UTC
From: Anders Skelander <ansk@home.se>
Message-ID: <0S8c8.10589$O5.24100@nntpserver.swip.net>
Source record: 31162

"swebb" <swebb.screaming.net@worldonline.co.uk> skrev i meddelandet
news:3c702976_2@mk-nntp-1.news.uk.worldonline.com...
> As the subject says can foreign roms be used in UK machines
> or does the fact that UK machines are PAL negate this.

Foreign software works.

On the Atari 400, 800, XL and XE computer series,
makers of software (and Atari) did not put restrictions
that limited software products to regions.

Anders

1042. Re: atari 400 power supply question ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 18:34:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HObc8.19620$P21.1854402@newsread1.prod.itd.earthlink.net>
Source record: 31163

Michael Current keeps it here:

http://www.faqs.org/faqs/atari-8-bit/faq/

lots-o-info... section 6.5 has power stuff.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message

> Thanks for that. BTW where do I find the FAQ.

1043. Re: Finicky Percom Drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 18:51:43 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <33cc8.19679$P21.1857689@newsread1.prod.itd.earthlink.net>
Source record: 31164

Hi Ron;

Do all versions of DOS behave similarly? Any read/write issues immediately
prior to the reboot?

My AT88-S1PD master acted like that some when I 1st received it and I was
cursing eBay... I gave it a pretty thorough cleaning inside the case and
aimed a small fan at the rear panel whenever the power strip is active. It
might be coincidence, but has been reliable. I still have the odd write
failure due to a flaky write protect diode.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<ronfucci@bellsouth.net> wrote in message
news:3c70780f.52553908@basic.bs.webusenet.com...
> I have a Percom drive that boots up OS A+. If I then shut the drive
> and my 130xe off and restart all right away, I get boot error.... If
> I then turn all off again and wait about 10-15 minutes and restart, it
> boots.
>
> Any idea if there is a failing component in the drive to cause this ?
> I've tested this same sequence in other drives, e.g. an Indus GT and
> the GT boots every time.
>
> Tks.
>
> ron
>
>

1044. Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 18:58:07 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0202181058.1f05526b@posting.google.com>
Source record: 31165

It hasn't been done yet, but in the event that some of the OSS documentation, e.g. a toolkit thing, became available on a website, is there any dissent for doing this, legal or otherwise ?

thanks for the wisdom and guidance in advance.

ron

1045. Spartdos Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 21:29:23 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <Tmec8.98800$d34.7276687@bin8.nnrp.aus1.giganews.com>
Source record: 31166

I thought at one time that there was a Spartados Toolkit for writing utilities for SpartaDOS. Is there such a thing? I was thinking about something like MAC/65 macros or other assembler code one could use. Any ideas?

1046. Re: Finicky Percom Drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 21:49:52 UTC
From: ebaiz@skyenet.net
Message-ID: <4Gec8.350$w46.244315@newsfeed.slurp.net>
Source record: 31167

On 18 Feb 2002 03:46:01 , ronfucci@bellsouth.net wrote:
>I have a Percom drive that boots up OS A+. If I then shut the drive
>and my 130xe off and restart all right away, I get boot error.... If
>I then turn all off again and wait about 10-15 minutes and restart, it
>boots.
>
>Any idea if there is a failing component in the drive to cause this ?
>I've tested this same sequence in other drives, e.g. an Indus GT and
>the GT boots every time.

Hello,

It probably is the drive as I have Percom drive and it does not do that.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1047. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-18 23:08:20 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c718870$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31168

Ok thanks for the replies. Does this mean that games like, say 2049 and defender are exactly the same roms in the states as they are in blighty. They haven't been changed to cope with pal and NTSC like they are with a playstation.

"Anders Skelander" <ansk@home.se> wrote in message news:0S8c8.10589$O5.24100@nntpserver.swip.net...
>
> "swebb" <swebb.screaming.net@worldonline.co.uk> skrev i meddelandet
> news:3c702976_2@mk-nntp-1.news.uk.worldonline.com...
> > As the subject says can foreign roms be used in UK machines
> > or does the fact that UK machines are PAL negate this.
>
> Foreign software works.
>
> On the Atari 400, 800, XL and XE computer series,
> makers of software (and Atari) did not put restrictions
> that limited software products to regions.
>
> Anders
>
>
>

1048. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 01:04:10 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-22FFD8.17041018022002@corp-radius.supernews.com>
Source record: 31169

In article <42952602.0202181058.1f05526b@posting.google.com>,
ronfucci@bellsouth.net (ron fucci) wrote:

> It hasn't been done yet, but in the event that some of the OSS
> documentation, e.g. a toolkit thing, became available on a website, is
> there any dissent for doing this, legal or otherwise ?

Software and docs from OSS are copyrighted, so just putting it online is
not legal. I have made several attempts to locate OSS founder Bill
Wilkinson, but haven't been able to get valid contact information.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

1049. FA: 5200 games, Commodore 64

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 02:30:21 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <1Nic8.1534$r04.1396371@news2.news.adelphia.net>
Source record: 31170

Hey everyone-

I have a lot of 10 Atari 5200 games for auction here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1333874356&r=0&t=0&sh
owTutorial=0&ed=1014875579&indexURL=0&rd=1

And a very nice Commodore 64 system (hardware, disk drive, printer,
software, manuals, help books, receipts) for auction here:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1333879609&r=0&t=0&sh
owTutorial=0&ed=1014879019&indexURL=0&rd=1

See my other auctions for some older PC software and lots of 1960s/70s toys:
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=ines1982&in
clude=0&since=-1&sort=2&rows=25

-ID

1050. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 02:46:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c71bc9e$0$1604$1dc6e903@news.corecomm.net>
Source record: 31171

Bill Wilkinson.
I believe Bill Wilkinson sold OSS to ICD and ICD sold to Mike Hohman.
Bill would know more than anyone else about OSS products, but
I don't think he owns them any more. Of course I could be wrong.
(Mike Hohman / FTe).
Russg

1051. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 08:03:42 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c7205bc.57591984@news.ubs.com>
Source record: 31172

On Mon, 18 Feb 2002 23:08:20 -0000, "swebb"
<swebb.screaming.net@worldonline.co.uk> wrote:

>Ok thanks for the replies. Does this mean that games like, say 2049 and
>defender are exactly the same roms in the states as they are in blighty.
>They haven't been changed to cope with pal and NTSC like they are with a
>playstation.

Yes - you will get 'borders' at the top and bottom where the
resolution has been padded out to a full pal screen. Also, if the
game was syncronised to the VBI (ie: screen refresh rate) it will be
about 10% slower on the PAL system.

And as has been noted, some games which used a technique called
'artifacting' to achieve extra colours in 320x200 mode will not work
properly on PAL displays (they look black and white).

I don't think it is possible to make a fullscreen 'PAL' game .... as
far as I remember the extra blank scanlines to fill out the screen
were added by the hardware and as you start to add visible lines, the
screen starts to roll.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

1052. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 12:11:03 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0202190411.39f17596@posting.google.com>
Source record: 31173

Thanks for all the input.

I think the best decision is not to post this documentation, unless
the current owner (whomever that may be) allows it.

ron

ronfucci@bellsouth.net (ron fucci) wrote in message
news:<42952602.0202181058.1f05526b@posting.google.com>...
> It hasn't been done yet, but in the event that some of the OSS
> documentation, e.g. a toolkit thing, became available on a website, is
> there any dissent for doing this, legal or otherwise ?
>
> thanks for the wisdom and guidance in advance.
>
> ron

1053. Re: Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 12:31:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7245B1.C116999A@students.uni-mainz.de>
Source record: 31174

Well,
the raytracing demo in TB contains pics and TB code. The pics are
converted Degas pics (b/w or 4 colors - I do not know for sure, since
the demo does not work on my CS RD). The turbo Basic code are 3-4 Tb
programs, think they can be changed easily - if you know how to program.
since I am not at all a programmer, I cannot patch/change the code in
such a way that the demo works on my RD. but surely someone can do
this... -Andreas.

P.S.: If you are interested I can mail this demo to you...

Fox-1 schrieb:
>
> Andreas Magenheimer wrote
>
> : Hello Robert,
> : do you know the banks of an ATARI Magazin ramdisk and/or the control
> : bits it uses ?!? Well, I have the original magazine, but they did not
> : print this info...
>
> I'm in the same situation. I no longer have the 800XL, and only have the same
> "AM" article as you have.
>
> : (By the way in my list there is a Raytracing program which absolutely
> : needs the AM RD - maybe the TurboBasic code can tell more about the RD;
> : tried to change the code, but still this demo did not work bug-free on
> : my CS RD...)
>
> Raytracing demo in TB? Don't think I know this one.
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)

1054. Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 17:37:04 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <33wc8.4827$vr.88825@news.easynews.com>
Source record: 31175

Anyone know where to get a cable for connecting these up. Do all Atari 8-bits have the same monitor connector pinouts, or would I need a separate one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as well as its own DIN type connector...

Does the XL/XE output in RGB or is it composite?

Anyone know of a place to buy these cables or will I have to get a soldering iron, connectors and cable?

1055. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 17:59:07 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202190959.28f5cb1@posting.google.com>
Source record: 31176

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3C6E6437.48CED12C@asw.cz>...
> Tell me, what will you get when you 'convert exes to atrs'? You'll
> simply create tons of new & different-than-before atrs. If you want
> that, I could
> create for you 2^1024 images of one game without any problem. And if
> that's not enough, I could create 2^2048 or you want 2^8192 or even
> more?

By using what appears to be a standard conversion program to convert from a .exe to a .atr file, then it is easier to reach the (probably never-to-be-reached) goal of having all Atari 8bit programs in one single, easy-to-manage format. Currently there are tons of "raw" .exe files floating around, along with obviously countless multiboot disks. Many have already been converted to .atr format by someone else, some haven't. Do you really need to have five different copies of the same program? Probably many of the Atari 8bit archives do - in .atr format (as a K-Boot conversion), .dcm or .xfd (again, a conversion), as a raw .exe, and existing on several different multiboots. Wouldn't it be nice to have that just once, in an .atr format that is easily usable with any emulator or with APE?

> Also, it should be no problem to create images of two completely
> different games having been identified as one game. Would you like that?
>
> And do you really want to identify all of the possible combinations of
> games on multiboots?

I am very specifically not going to touch multiboots, the plan is to extract all the executable files, convert to K-boot images, then name them that way. Again, the ultimate goal is to have all Atari images in a single format, and to have a database that can look at a big pile of .atrs and give them meaningful names. (I'll clarify saying that I'm avoiding multiboots and also point out that I'm avoiding images that have multiboot boot sectors and just one .exe, or an image that has just DOS and a .exe - those should all be K-booted and dealt with that way.)

To say that the CRC renaming is useless is just main wrong, and your whole attitude is pretty damn lousy. How about this:
People just keep their own collections, you download files with short filenames that are often incorrect, you keep tons of duplication, and you have no idea what is on any multiboot disks, and you're looking for a Synapse game but good luck because you have no easy way of telling who made what... "Would you like that?"

I'm not forcing anyone to do anything, and I do feel that what I'm doing will be helpful to the Atari 8bit community and hopefully might encourage some more folks to dump games that are still missing. (For example, I can only find 3 of the SAGA adventures on the net - I've got another on floppy but haven't dumped it yet. I also dumped disk one of what appears to be an undumped-before Crystalware game, but disk two was corrupt. Hopefully someone will see that and miss in the missing parts.)

Point being, I'm trying to do something helpful (and spending many, many hours on it.) If you don't like it, then ignore me, but don't flame me for it.

1056. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 18:32:19 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202191032.65d1bc2f@posting.google.com>
Source record: 31177

"Sean Whalen" <whalens@home.com> wrote in message
news:<Llhb8.49046$X64.16563037@news1.rdc2.pa.home.com>...
> I was wondering, would it be possible to make a database program that
> included a working list of known programs, and maybe scan what you have and
> compare them? Maybe something to do with the "blocks" in the disk, see if
> they matched up, including ones that have been altered by patches, cracks,
> that work. I don't know, I'm not a programmer. Also maybe just a way to
> scan the "blocks" to see if they're valid, but I read somewhere they change
> because of patches and cracks and all. I'm no expert, but it certinately
> would save a lot of frustration and time if one site had all working and
> tested disk images instead of some broken ones and you had to go to another
> site, which is difficult because some games like Questron seem rare, at
> least search engines like Google can't find them. I can't even find
> Penguin/Polarware's Quest, I'm playing the C64 version. Including sites to
> download the games would be great too. Maybe some people in this
> "community" could work together on it? Just some thoughts.

This is more or less exactly what I'm working on, as a volunteer with
TOSEC (The Old School Emulation Center) - tosec.retrogames.com.

I'm collecting all the .atr images I can get, converting all .dcm and
.xfds I can get to .atr, dumping new stuff, and eventually will try to
convert the single executables (which are almost always cracked
versions of the original full-disk images) to .atr images (which
others have done already to many of them)... Then those .atr images
are renamed according to a standarding naming convention, which
includes the name of the program, the year of release, the company
that released it, and (optionally) a ton of other information - the
language, the video system, the disk #, if it is a bad dump, if it's
cracked and by who, if it's "trained", if it's hacked, etc, etc. For
example:
Seven Cities of Gold (1984)(Electronic Arts)(Disk 1 of 2).atr
...is a simple one.
Speed Hawk (1988)(Atari UK)[cr Mr. Bacardi].atr
...indicates that this is a "cracked" game, by Mr. Bacardi. (A number
of games have images for different cracks, or uncracked.) Other info
can be added, like:
Zipper Pinball (1984)(Small)[made with PCS].atr
I added a "made with PCS" on all the games which were merely homemade
Pinball Construction Set tables.
Final Flight! (19xx)(MMG Micro)[OSb].atr
This indicates that I couldn't find what year it was released, and
that it requires OSb to run.

Once this is done, "DATs" are created for use with the "big 3" ROM renamers - ROM Doctor (my personal favorite though it is very rarely updated), ROMCenter, and clrMAME, as well as TOSEC's own "TUGID", which has visions of doing much more than just renaming. Anyways, these renamers can take a look at your collection of existing images and rename them to the more descriptive names, as well as identify duplicates, seperate the unknowns, etc.

From what I've found, there are actually very few "bad" images (though they certainly do exist) but many need specific settings - the renamed files indicate that, so some filenames will include [OSb] and/or [Basic] - meaning that they require the OSb version of the OS or Basic or both to run.

Obviously not every image is tested through to the end (the problem with "Hacker" that someone mentioned probably wouldn't be found) but if there is a problem, it can be noted and updated in a future version of the DAT.

The current Atari 8bit DATs that TOSEC provides have got a lot of errors and duplication (I don't know who did them), the first release of the new Games DAT that I've been working on will probably be coming soon. (Also note that TOSEC does NOT distribute the ROMs, it's up to you to find any "missing" images that you want.)
The other part of your question is probably due to the fact that there is still a huge amount of undumped stuff, as far as I can tell. No way to correct that but for people to keep dumping their stuff!

1057. Re: FTP Servers with atari soft?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 22:00:21 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <uki57u0aqhbn4rbo7q5d5q0gb2mk1p5ugi@4ax.com>
Source record: 31178

On Fri, 15 Feb 2002 20:05:24 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hey,
>come on - the Schreurs sell this CD now for 5 euros or less.
>so, buy the original CD !! -Andreas.

oops. I didn't know that! I always thought, there is only shareware
and public domain / freeware stuff on it. So it could be free availble
just like Mandrake or Enigma.

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1058. Re: Spartdos Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 22:09:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <V2Ac8.976$ZC3.98702@newsread2.prod.itd.earthlink.net>
Source record: 31179

I believe the SDTK was two two-sided disks full of the files needed to construct a boot Dos diskette for almost any Atari computer. It originally contained version 1.1 for the 400/800 series and v. 2.3 for the XLs plus a game loader menu and all of the .COM files to accomplish the tasks found in Dup.Sys of Atari's 2.0.

There may have been a Library.Equ equates file on the disks for entry points, but most of what you needed for writing your own utility files was the explanation in the manual of passing parameters and parsing buffers and how to use internal pointers to important data.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:Tmec8.98800$d34.7276687@bin8.nnrp.aus1.giganews.com...
> I thought at one time that there was a Spartados Toolkit for writing
> utilities for SpartaDOS. Is there such a thing? I was thinking about
> something like MAC/65 macros or other assembler code one could use. Any
> ideas?

1059. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 22:10:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Z2Ac8.977$ZC3.98702@newsread2.prod.itd.earthlink.net>
Source record: 31180

All 8-bit monitor jacks are pretty much the same except missing on 400 &
most 600XL and one missing signal on 800XL; they are not RGB, just composite
and separate luminance and chroma similar to S-video. Thunderdome has the
pinouts for constructing cables or many C=64 types are compatible.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"switchblade" <xxx@nospam.com> wrote in message
news:33wc8.4827$vr.88825@news.easynews.com...
> Anyone know where to get a cable for connecting these up. Do all Atari
> 8-bits have the same monitor connector pinouts, or would I need a separate
> one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
> well as its own DIN type connector...
>
> Does the XL/XE output in RGB or is it composite?
>
> Anyone know of a place to buy these cables or will I have to get a
soldering
> iron, connectors and cable?
>
>
>
>

1060. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 22:18:38 UTC
From: ebaiz@skyenet.net
Message-ID: <2bAc8.65$kb7.39712@newsfeed.slurp.net>
Source record: 31181

On 19 Feb 2002 17:37:04 , "switchblade" wrote:
>Anyone know where to get a cable for connecting these up. Do all Atari
>8-bits have the same monitor connector pinouts, or would I need a separate
>one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
>well as its own DIN type connector...
>
>Does the XL/XE output in RGB or is it composite?
>
>Anyone know of a place to buy these cables or will I have to get a soldering
>iron, connectors and cable?

I bought the monitor cable for the XL/XE from B&C Computers. Just goto
the site: http://www.myatari.com/. I have used this cable along with a
video converter to connect my XL and XE to a SVGA monitor.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1061. Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 23:24:06 UTC
From: mageeks@webtv.net
Message-ID: <2301-3C72DE96-416@storefull-2294.public.lawson.webtv.net>
Source record: 31183

Hi
Is there any way to eliminate that awful jitter from Atari Paddle controllers. I've got about 5 pairs from e-bay and they are all pretty bad. Not really a computer topic I know. Thanks.

shane mc geehin

1062. Re: Spartdos Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-19 23:29:28 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <sdBc8.110574$Re2.9358418@bin6.nnrp.aus1.giganews.com>
Source record: 31182

I'd love to have a copy of this disk and would be willing to pay for it (within reason) on an ATR or floppy but it sounds from the posts here that it's getting hard to find the people who actually own the rights to this kind of stuff. Anyone know how to contact FTE? Anyone on the ng affiliated with, or better yet the owner of FTE? If there aren't macros already, it sure sounds like there is an opportunity here for me to write some given the right documentation, and to learn something in the process.

John

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:V2Ac8.976$ZC3.98702@newsread2.prod.itd.earthlink.net...
> I believe the SDTK was two two-sided disks full of the files needed to
> construct a boot Dos diskette for almost any Atari computer. It originally
> contained version 1.1 for the 400/800 series and v. 2.3 for the XLs plus a
> game loader menu and all of the .COM files to accomplish the tasks found in
> Dup.Sys of Atari's 2.0.
>
> There may have been a Library.Equ equates file on the disks for entry
> points, but most of what you needed for writing your own utility files was
> the explanation in the manual of passing parameters and parsing buffers and
> how to use internal pointers to important data.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:Tmec8.98800$d34.7276687@bin8.nnrp.aus1.giganews.com...
> > I thought at one time that there was a Spartados Toolkit for writing
> > utilities for SpartaDOS. Is there such a thing? I was thinking about
> > something like MAC/65 macros or other assembler code one could use. Any
> > ideas?
>
>
>
>

1063. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 00:06:12 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C72E874.EF937A35@asw.cz>
Source record: 31184

Damfino wrote:
> By using what appears to be a standard conversion program to convert
> from a .exe to a .atr file, then it is easier to reach the (probably
> never-to-be-reached) goal of having all Atari 8bit programs in one
> single, easy-to-manage format.

What's good on having all files in one format?

> Currently there are tons of "raw" .exe
> files floating around,

What's wrong with exe files?

> Do you really need to have five different copies of the same
> program?

How do you know if the images are different or if the program is
different?

> Probably many of the Atari 8bit archives do - in .atr format
> (as a K-Boot conversion), .dcm or .xfd (again, a conversion), as a raw
> .exe, and existing on several different multiboots. Wouldn't it be
> nice to have that just once, in an .atr format that is easily usable
> with any emulator or with APE?

Exe is as easily usable with APE (try PC mirror).

Regarding the conversion - I simply hate when somebody takes cart image,
converts it to boot image, somebody then converts it to exe because of
dos-load and then somebody takes K-boot and creates boot again.

> To say that the CRC renaming is useless is just main wrong,

(Monty Python Quote): No, it isn't. It's good for ROM images. Not for
disk images. For example Zorro - I've got 10 different images - which of
them is the one and only? Is there such? Are others [alt]? Also, you
simply skip some images and that's wrong.

What about 'player' disks? You play the game and your hiscore/player
settings are saved to the disk. Will it be 'new/unknown'? crc32 just
says if two binary files are _PROBABLY_ same. Do you really think that
disk image is different when the high score is different?

> People just keep their own collections, you download files with short
> filenames that are often incorrect, you keep tons of duplication, and
> you have no idea what is on any multiboot disks, and you're looking
> for a Synapse game but good luck because you have no easy way of
> telling who made what... "Would you like that?"

I have now 2387 games, no dups, no multiboots, no kboots. I've got also
'by company' lists. All of that without touch of TOSEC and dumb-crc
approach.

> I'm not forcing anyone to do anything

I'm I?

> (For example, I can only find 3 of the SAGA adventures on the net - I've
> got another on floppy but haven't dumped it yet.

I think all SAGAs (1-6,13,B.Banzai,3xQuestprobe) were dumped years ago.

> I also dumped disk
> one of what appears to be an undumped-before Crystalware game, but
> disk two was corrupt.

Any of these? Bermuda Experience, Clonus, Clonus II, Haunted Palace,
House Of Usher, Land of Sumer, Laser Wars, Little Crystal, Pioneer
Experience, Treasure Island, Waterloo II, Zardon

> Point being, I'm trying to do something helpful (and spending many,
> many hours on it.) If you don't like it, then ignore me, but don't
> flame me for it.

I just pointed out that supporting TOSEC (from my POV) is just waste of
time. It could be managed in an easier way without the horrible naming
scheme.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1064. Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 00:33:40 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c72edee_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31185

Hi,

Yet another message :) I've seen a few 400/800 machines on EBAY. Are there any other places which are good sources of these machines in the UK.

Cheers

1065. Re: where to get 400/800 carts in the uk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 03:13:04 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0202191913.4e714f07@posting.google.com>
Source record: 31186

"Pockets" <pockets@cix.co.uk> wrote in message news:<a4qshr$ea5$1@thorium.cix.co.uk>...
> http://members.aol.com/retrox2/index1.html
>
> Retro X website
>
>
> "swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
> news:3c6dc4ad$1_1@mk-nntp-1.news.uk.worldonline.com...
> > Any where i can get some other than ebay ?
> >
> >

Iï¿½m in Germany , but I have most of the XE carts , new , for 10 Euro
each.

Some even cheaper (Ballblazer , Millipede).

Donï¿½t know , but some people try to sell them for 30 or even 40 Euros
, thatï¿½s too much.

The postage is not very high in Europe , so you may buy some of the
games.

LC

1066. Re: Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 04:33:17 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <hGFc8.51323$586.3817511962@newssvr30.news.prodigy.com>
Source record: 31187

Goto Radio Shack and get a can of the spray TV tuner cleaner. It's a combo of alcohol and mineral oil in a suspension. Open up the cases and spray generously while twisting. Close it all up and dry the outside off and you're ready to KABOOM!
Mo

Mageeks wrote in message
<2301-3C72DE96-416@storefull-2294.public.lawson.webtv.net>...
Hi
Is there any way to eliminate that awful jitter from Atari Paddle controllers. I've got about 5 pairs from e-bay and they are all pretty bad. Not really a computer topic I know. Thanks.

shane mc geehin

1067. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 04:38:38 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <iLFc8.51328$qp6.3818647689@newssvr30.news.prodigy.com>
Source record: 31188

I like what TOSEC's planning. I think it's about time somebody organized all
of the archives and gave them a standardized format. There has never been
this much disorganization in the TRS-80 archive world and the commodore
archives seem to be fairly organized as well. I think the longevity of all
of this software depends on some sort of uniformity.
Thanks TOSEC!
Mo

1068. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 07:49:30 UTC
From: support@romcenter.com
Message-ID: <52764b87.0202192349.7c02175b@posting.google.com>
Source record: 31189

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3C72E874.EF937A35@asw.cz>...
> Damfino wrote:
> > By using what appears to be a standard conversion program to convert
> > from a .exe to a .atr file, then it is easier to reach the (probably
> > never-to-be-reached) goal of having all Atari 8bit programs in one
> > single, easy-to-manage format.
>
> What's good on having all files in one format?

This is far easier to manage and to emulate I suppose.

>
> > Currently there are tons of "raw" .exe
> > files floating around,
>
> What's wrong with exe files?
>
> > Do you really need to have five different copies of the same
> > program?
>
> How do you know if the images are different or if the program is
> different?
>
> > Probably many of the Atari 8bit archives do - in .atr format
> > (as a K-Boot conversion), .dcm or .xfd (again, a conversion), as a raw
> > .exe, and existing on several different multiboots. Wouldn't it be
> > nice to have that just once, in an .atr format that is easily usable
> > with any emulator or with APE?
>
> Exe is as easily usable with APE (try PC mirror).
>
> Regarding the conversion - I simply hate when somebody takes cart image,
> converts it to boot image, somebody then converts it to exe because of
> dos-load and then somebody takes K-boot and creates boot again.
>
> > To say that the CRC renaming is useless is just main wrong,
>
> (Monty Python Quote): No, it isn't. It's good for ROM images. Not for
> disk images. For example Zorro - I've got 10 different images - which of
> them is the one and only? Is there such? Are others [alt]? Also, you
> simply skip some images and that's wrong.

This is the main problem for every systems, computers, console and
even arcade where bad dump are often discovered. But, there is only
one version of Zorro sold. So why should we have 10 differents dump ?

The correct way to analyse dump is taken from emulators.
1 - Locate the main code dump (this is the code executed by the
emulators)
2 - Calculate the crc of this code
3 - Compare crc to a reference list.

The main problem is of course the point 1. If you choose a default
file format, this appear to be really easy.

If you have different crc for the main code, you have to both
cartridge to detect differences, or analyse differences in files to
find which one is the correct dump (and delete or mark the other one
as bad dump).

>
> What about 'player' disks? You play the game and your hiscore/player
> settings are saved to the disk. Will it be 'new/unknown'? crc32 just
> says if two binary files are _PROBABLY_ same. Do you really think that
> disk image is different when the high score is different?

These settings should not be included in dump ! A dump is a clean
extraction of the cartridge rom, or disk files. No hack, no
signatures, no hichscore.

Anyway, if you extract the core code of the cartridge, highscore
should not be included in it.

>
> > People just keep their own collections, you download files with short
> > filenames that are often incorrect, you keep tons of duplication, and
> > you have no idea what is on any multiboot disks, and you're looking
> > for a Synapse game but good luck because you have no easy way of
> > telling who made what... "Would you like that?"
>
> I have now 2387 games, no dups, no multiboots, no kboots. I've got also
> 'by company' lists. All of that without touch of TOSEC and dumb-crc
> approach.

This is a very promising source for building a clean cartridge
database. Keep them safe ;)

>
> > I'm not forcing anyone to do anything
>
> I'm I?
>
> > (For example, I can only find 3 of the SAGA adventures on the net - I've
> > got another on floppy but haven't dumped it yet.
>
> I think all SAGAs (1-6,13,B.Banzai,3xQuestprobe) were dumped years ago.
>
> > I also dumped disk
> > one of what appears to be an undumped-before Crystalware game, but
> > disk two was corrupt.

>
> Any of these? Bermuda Experience, Clonus, Clonus II, Haunted Palace,
> House Of Usher, Land of Sumer, Laser Wars, Little Crystal, Pioneer
> Experience, Treasure Island, Waterloo II, Zardon
>
> > Point being, I'm trying to do something helpful (and spending many,
> > many hours on it.) If you don't like it, then ignore me, but don't
> > flame me for it.
>
> I just pointed out that supporting TOSEC (from my POV) is just waste of
> time. It could be managed in an easier way without the horrible naming
> scheme.

I also think so (in the current state of rom managers).

--
Eric
www.romcenter.com

1069. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 09:08:04 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C736774.B111222C@siemens.at>
Source record: 31190

romcenter wrote:
>
> Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3C72E874.EF937A35@asw.cz>...
> > What's good on having all files in one format?
>
> This is far easier to manage and to emulate I suppose.

Since it looks too much like Jindrich against everybody else I feel the
need to change the balance somewhat. IMHO since recent emulators are
able
to load .exe there seems to be no more reason for things like 'K-Boot'.
For me it looks like there should be four formats :
.atr for disk images
.exe for file images
.rom or such for cartridge dump
.cas or such for tape images (perhaps .tur for turbo tapes too ?)
They _are_ different things. Conversion of .cas can make sense,
conversion
of .exe to .atr never.

> > > Do you really need to have five different copies of the same
> > > program?
> >
> > How do you know if the images are different or if the program is
> > different?

That is a serious problem since it takes a lot of time to identify which
version can be safely thrown away.

> The correct way to analyse dump is taken from emulators.
> 1 - Locate the main code dump (this is the code executed by the
> emulators)
> 2 - Calculate the crc of this code
> 3 - Compare crc to a reference list.
>
> The main problem is of course the point 1. If you choose a default
> file format, this appear to be really easy.
>
> If you have different crc for the main code, you have to both
> cartridge to detect differences, or analyse differences in files to
> find which one is the correct dump (and delete or mark the other one
> as bad dump).

Sounds like a job for life to me.

> > What about 'player' disks? You play the game and your hiscore/player
> > settings are saved to the disk. Will it be 'new/unknown'? crc32 just
> > says if two binary files are _PROBABLY_ same. Do you really think that
> > disk image is different when the high score is different?
>
> These settings should not be included in dump ! A dump is a clean
> extraction of the cartridge rom, or disk files. No hack, no
> signatures, no hichscore.
>
> Anyway, if you extract the core code of the cartridge, highscore
> should not be included in it.

For cartridges you're right since there cannot be a highscore in a
cartridge
dump. But e.g. boot disks are a different theme. It's quite normal that
programs stored scores etc. on the disks. Therefore it's quite some work
to delete them from the disk image and who knows what presets there
where
on the disk when it left the factory ?

> > > People just keep their own collections, you download files with short
> > > filenames that are often incorrect, you keep tons of duplication, and
> > > you have no idea what is on any multiboot disks, and you're looking
> > > for a Synapse game but good luck because you have no easy way of
> > > telling who made what... "Would you like that?"
> >
> > I have now 2387 games, no dups, no multiboots, no kboots. I've got also
> > 'by company' lists. All of that without touch of TOSEC and dumb-crc
> > approach.

Seems like we (and maybe dozens of others) did quite some work in
parallel like e.g. extracting lots of exe's from multiboots and
identifying
multiples then.

> This is a very promising source for building a clean cartridge
> database. Keep them safe ;)

Why 'cartridge' ???

Gerhard

1070. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 09:18:46 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C7369F6.33943DF9@siemens.at>
Source record: 31191

Damfino wrote:
>
> I'm collecting all the .atr images I can get, converting all .dcm and
> .xfds I can get to .atr, dumping new stuff, and eventually will try to
> convert the single executables (which are almost always cracked
> versions of the original full-disk images) to .atr images (which
> others have done already to many of them)... Then those .atr images
> are renamed according to a standarding naming convention, which
> includes the name of the program, the year of release, the company
> that released it, and (optionally) a ton of other information - the
> language, the video system, the disk #, if it is a bad dump, if it's
> cracked and by who, if it's "trained", if it's hacked, etc, etc. For
> example:
> Seven Cities of Gold (1984)(Electronic Arts)(Disk 1 of 2).atr
> ...is a simple one.
> Speed Hawk (1988)(Atari UK)[cr Mr. Bacardi].atr
> ...indicates that this is a "cracked" game, by Mr. Bacardi. (A number
> of games have images for different cracks, or uncracked.) Other info
> can be added, like:
> Zipper Pinball (1984)(Small)[made with PCS].atr
> I added a "made with PCS" on all the games which were merely homemade
> Pinball Construction Set tables.
> Final Flight! (19xx)(MMG Micro)[OSb].atr
> This indicates that I couldn't find what year it was released, and
> that it requires OSb to run.

Forcing me and most others that (still) don't use windows to use a
windows PC to rename the files before transfering it to the target
computer (especially the blancs are a real and unnecessary pain) :(
That's why I, old fashioned as I am, use file names that are usable on
any computer and put all the information to a separate (ascii !) file.

Gerhard

1071. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 10:04:24 UTC
From: T <T@D.com>
Message-ID: <a4vsbb$7n8$1@slb1.atl.mindspring.net>
Source record: 31192

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in
message news:3c7205bc.57591984@news.ubs.com...
> On Mon, 18 Feb 2002 23:08:20 -0000, "swebb"
> <swebb.screaming.net@worldonline.co.uk> wrote:
> Yes - you will get 'borders' at the top and bottom where the
> resolution has been padded out to a full pal screen. Also, if the
> game was syncronised to the VBI (ie: screen refresh rate) it will be
> about 10% slower on the PAL system.

Since the screen refresh rate for NTSC is 20% faster, it'll be 20%, not 10%.
10% wouldn't even be noticeable to most people, anyway.

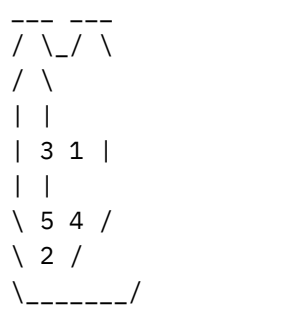
1072. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 11:36:32 UTC
From: usenet-20020220@hias.horus.com
Message-ID: <slrna772sb.444.usenet-20020220@camel.hias.horus.com>
Source record: 31193

On Tue, 19 Feb 2002 17:37:04 GMT, switchblade wrote:
> Anyone know where to get a cable for connecting these up. Do all Atari
> 8-bits have the same monitor connector pinouts, or would I need a separate
> one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
> well as its own DIN type connector...
>
> Does the XL/XE output in RGB or is it composite?
>
> Anyone know of a place to buy these cables or will I have to get a soldering
> iron, connectors and cable?

Building a cable is very easy. If you know which part of the soldering
iron is getting hot, it should be no problem :-)

Here's the pinout of the monitor jack on the back of your Atari:



1... luminance
2... ground
3... audio
4... composite video
5... chroma (not available on stock 800XL)

If your monitor supports composite video (usually there's a yellow
cinch connector for that, but there's a good chance that your monitor
also accepts composite on the SCART connector), just use pin 4
(composite video).

If you are up to more soldering fun (and a better picture) go ahead
and build a super video mod for your 800XL and connect your monitor
with pins 1 and 4. I'm not sure if your monitor supports S-video
input, usually that's done with a 4-pin mini-DIN (aka 'Hosiden')
connector - but it could also be that your monitor accepts S-video
on the SCART connector. (I'm not sure about that, but IIRC the XE
series will output S-video (chroma) without a mod).

BTW: if your cable is not longer than 3-5 meters, you may use
standard 'audio type' shielded cables. I've used them for all my
cables so far (up to 5 meters), mainly because its almost impossible
to get thin 75-ohm video cables - and the (thick) standard RG-59 is not
flexible enough IMO.

so long & happy soldering,

Hias

1073. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 12:41:22 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <RPMc8.69163$IX2.591323@news.easynews.com>
Source record: 31194

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
news:3c72edee_3@mk-nntp-1.news.uk.worldonline.com...
> Hi,
>
> Yet another message :) I've seen a few 400/800 machines on EBAY. Are there
> any other places which are good sources of these machines in the UK.
>
> Cheers
>
>

I placed a "wanted" ad on a messageboard (cant remember where) and got a reply, which led to a kindly donated 800, 130XE and other bits and bobs. Aside from that very LUCKY response, I don't know. Apparrently they used to be ten a penny on car boot sales though don't know if that is the case now.

1074. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 13:16:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a507in$9gd$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31195

Howdy Marco

> A much better idea would have been to

Would have been better, yes.
Explorer does have one advantage. If you select 'show source' (or whatever it's called) while looking at a site, it opens Wordpad (or was it NotePad) and I can happily change stuff. Real nice if you have your own homepage/site as I do.

> Isn't any way you can complain en masse?

Well, you probably know how 'the masse' is......
Most don't even care enough to complain.

CU Mathy van Nisselroy

1075. Re: Programs that need a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 13:23:19 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a50808$a04$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31196

Howdy Andreas

> the raytracing demo in TB contains pics and TB code.
> P.S.: If you are interested I can mail this demo to you...

I'm interested. But don't expect me to fix it (fast) as I only have limited experience with Turbo BASIC and even more limited time at the moment.

CU Mathy van Nisselroy

PS I have to try Typo Attack some more. Ever since I tried it a couple of times, I've started to press keys in the wrong order.

1076. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 13:47:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a509eebkh1@nets3.rz.RWTH-Aachen.DE>
Source record: 31097

Howdy switchblade

> Anyone know where to get a cable for connecting these up. Do all Atari
> 8-bits have the same monitor connector pinouts, or would I need a separate
> one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
> well as its own DIN type connector...
>
> Does the XL/XE output in RGB or is it composite?

> Anyone know of a place to buy these cables or will I have to get a
soldering
> iron, connectors and cable?

It's composite.

The CM8833 is a great monitor. I'm using one. It can even handle stereo.

Either go to http://www.abbuc.de/shop/index.html (the site is in German, but that doesn't have to bother you. They speak english too.) click on 'hardware' then scroll all the way down. The Euro is about 90 dollarcents IIRC.

Or go to your local electronics store (where they sell the stuff you mention above) and either buy the stuff to do it yourself or get yourself a cable that looks like a 5 pin DIN connector on one site and 4 RCA/Cinch connectors on the other side. (or connect two cables to get the ends you need. That's what I did.) 2 RCA cables will probably not work as the change of those two being the right signals are slim to none. With the 4 RCA/Cinch connectors (look at the back of your stereo to see what they look like), you're sure that two of those 4 contain the right signal.

If you buy a SCART to RCA/Cinch cable, make sure the right cables are connected. There can be up to 6 RCA/Cinch plugs connected to one such cable.

BTW RCA are what these things are called in the USA and Canada, in Europe they are called Cinch or Tulip connectors. They should fit inside the two left most connectors on the back of your CM8833.

Emmanuel Fernandes placed the schematics of the CM8833 that I scanned on his server. I thought I had that URL, but it must have somehow disappeared.

CU Mathy van Nisselroy

1077. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 14:17:22 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a50b5q$dh6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 31098

Howdy folks

> Emmanuel Fernandes placed the schematics of the CM8833 that I scanned on
his
> server. I thought I had that URL, but it must have somehow disappeared.

Guess where I found the link........

Go to http://www-users.rwth-aachen.de/mathy.van_nisselroy

And scroll to the bottom. It's under Philips CM8833 monitor (schematics)

CU Mathy van Nisselroy

1078. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 14:19:07 UTC
From: Damfino <null@null.com>
Message-ID: <mja77uosrl5p5fpmmgc2ror0gvh9bg2177@4ax.com>
Source record: 31099

On Wed, 20 Feb 2002 01:06:12 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Damfino wrote:
>> By using what appears to be a standard conversion program to convert
>> from a .exe to a .atr file, then it is easier to reach the (probably
>> never-to-be-reached) goal of having all Atari 8bit programs in one
>> single, easy-to-manage format.
>
>What's good on having all files in one format?

So you don't have countless duplicates.

>> Currently there are tons of "raw" .exe
>> files floating around,
>
>What's wrong with exe files?

Nothing, except many have already been converted to .atr format. Why
should I have a copy both in a raw .exe, in a multiboot images
(probably several), and in a K-boot conversion that someone already
did? For Joe Sixpack who doesn't know everything about the Atari (as
well as the old-time Atari user who just wants to use an emulator, or
a real one with an SIO2PC cable), it's far easier to worry about just
one format, especially when the standard emulator makes it so easy
just to double-click an .atr file and run it. (Remember the acronym,
too - TOSEC is about making it easier for emulation.) Obviously this
won't hold true when it comes time to do applications - I can't
decided on the best route for that, for example DiskComm - release
just the .exe, or a disk with just the .exe, or a DOS disk with just
one file on it... I'll have to look into that.

>> Do you really need to have five different copies of the same
>> program?
>
>How do you know if the images are different or if the program is
>different?

See above - by putting them all into a common format, the tools that
TOSEC provides can almost instantly detect identical images.

>> Probably many of the Atari 8bit archives do - in .atr format
>> (as a K-Boot conversion), .dcm or .xfd (again, a conversion), as a raw
>> .exe, and existing on several different multiboots. Wouldn't it be
>> nice to have that just once, in an .atr format that is easily usable
>> with any emulator or with APE?

>
>Exe is as easily usable with APE (try PC mirror).

But only in 8.3 names (which will never be enough), and as I said,
TOSEC is mainly concerned with emulation. It's certainly easy enough
for someone else to re-convert the K-boot disks back to exes and make
some mondo multiboot disks, but that's not my concern. It is possible
that in the future, I will break out the K-boot conversions into a
seperate DAT to make them easier to track.

>Regarding the conversion - I simply hate when somebody takes cart image,
>converts it to boot image, somebody then converts it to exe because of
>dos-load and then somebody takes K-boot and creates boot again.

I can certainly understand that, and that is not my intention. I can't
say that it won't happen, but if I can avoid it, I will.

>> To say that the CRC renaming is useless is just main wrong,
>
>(Monty Python Quote): No, it isn't. It's good for ROM images. Not for
>disk images. For example Zorro - I've got 10 different images - which of
>them is the one and only? Is there such? Are others [alt]? Also, you
>simply skip some images and that's wrong.

This is the problem with Atari 8bits more than any other system -
very, very rarely will ANY .atr file be the one and only, except for
converted tapes or cartridges. Virtually everything has protection,
even the small-name stuff like Meteor Storm (which I have on an
original and I don't think I've seen in any cracked format.) Until
emulators start handling .pro files and people start dumping/sharing
them more, most all .atrs will be cracked or hacked. What I am doing
is marking which is cracked, or hacked, or trained, and by who. If
they appear to be absolutely identical, I mark them as [a] - in the
future, I may take more time to examine the directories to see why
they're different. Obviously the biggest culprit are games that would
save data to their own disks, in which case it's a matter of finding
something close to a blank one, and once that's done, refusing to
rename any ones with saved games on them, and removed any existing
ones from the DAT.

And, I'm not skipping ANY images, the TOSEC method specifically
instructs to, when all else fails, put a ZZZ-UNK- at the beginning of
the filename, indicating that yes, we know it exists, but no, we don't
know what it is (and any help would be appreciated.) Often they are
dumps that are so bad that it's difficult to figure out what they're
supposed to be without going in with a sector editor. (Which again is
not something I'm going to do right now - I'm still working on getting
the .atrs that I do have into the list.)

>What about 'player' disks? You play the game and your hiscore/player
>settings are saved to the disk. Will it be 'new/unknown'? crc32 just
>says if two binary files are _PROBABLY_ same. Do you really think that

>disk image is different when the high score is different?

Yes, I do, actually. However, it's possible that there will be a move
to a longer CRC in the future, I understand that there has been one
case of duplicate CRCs encountered in one of the TOSEC DATs - and
considering the many tens of thousands of files in there, that's not
too bad (but still something that needs to be taken care of.)

>I have now 2387 games, no dups, no multiboots, no kboots. I've got also
>'by company' lists. All of that without touch of TOSEC and dumb-crc
>approach.

So fine, don't use TOSEC.

>> I'm not forcing anyone to do anything
>
>I'm I?

How could I be?

>> (For example, I can only find 3 of the SAGA adventures on the net - I've
>> got another on floppy but haven't dumped it yet.
>
>I think all SAGAs (1-6,13,B.Banzai,3xQuestprobe) were dumped years ago.

When I say SAGA, I'm mainly thinking of conversions of the original 13
Scott Adams Adventures. Anyways, I misspoke, I have 1-5 and 13 but not
6, and I had a floppy with #6 but it turns out I had overwritten it
with some other files way back when. (It's always an adventure finding
the stuff I used to have!)

>> I also dumped disk
>> one of what appears to be an undumped-before Crystalware game, but
>> disk two was corrupt.
>
>Any of these? Bermuda Experience, Clonus, Clonus II, Haunted Palace,
>House Of Usher, Land of Sumer, Laser Wars, Little Crystal, Pioneer
>Experience, Treasure Island, Waterloo II, Zardon

Haunted Palace. Disk one appears to be perfect, and I had it in
DiskComm format. Disk 2 failed. I just started using DiskComm to
convert all my old floppies one by one last night (instead of manually
copying the files over) so I may re-do that disk, since DC will
probably give me one with everyone but that one sector, and perhaps a
sorta-functional disk 2 can be created... not perfect, but better than
nothing.

>I just pointed out that supporting TOSEC (from my POV) is just waste of
>time. It could be managed in an easier way without the horrible naming
>scheme.

Well, that's your opinion - I think the naming scheme (the current,
1.0 revision - the older TOSEC DATs like the Atari 8bit ones do not
follow any naming convention and are pretty junky) is extremely

well-thought-out and effective, and many others do, too.
Anyways, as I said, it'll likely be released soon. If I get my second update in in time, it should probably be complete enough to recognize the majority of the .atrs floating around in the usual locations - but only games, not demos, utils, etc.

1079. Re: I had some thoughts on broken disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 14:27:36 UTC
From: Damfino <null@null.com>
Message-ID: <04c77uc10nhmfu1dl7k6psbegcr55hvgeq@4ax.com>
Source record: 31100

On Wed, 20 Feb 2002 10:18:46 +0100, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>Forcing me and most others that (still) don't use windows to use a
>windows PC to rename the files before transfering it to the target
>computer (especially the blancs are a real and unnecessary pain) :(
>That's why I, old fashioned as I am, use file names that are usable on
>any computer and put all the information to a separate (ascii !) file.

Well, TOSEC just creates the DAT files. Currently, my understanding is
that Romcenter, ROM Doctor, and clrMAME are for Windows only, so the
trick would be convincing one of those developers to port to Mac,
unix, etc. Anyways, that's all out of my range - I just volunteered to
help clean up the Atari 8bit stuff, I have no hand in any other TOSEC
work and am certainly not an "official voice." They do have a message
board set up for suggestions, etc, and you're certainly welcome to
make any suggestions there.

However, I still don't see how I'm forcing anyone to do anything - you
are certainly free to ignore any of the work I've done and I won't be
offended. :) Just keep using your files the way you are now, the only
request would be that if you have something that no one else does,
share it - but that's a general request, nothing to do with TOSEC. :)

1080. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 14:47:57 UTC
From: Damfino <null@null.com>
Message-ID: <6gc77uovm1u37h48tferh1ll2fg2gvb1vu@4ax.com>
Source record: 31101

On Wed, 20 Feb 2002 10:08:04 +0100, Janka Gerhard
<gerhard.janka@siemens.at> wrote:

>Since it looks too much like Jindrich against everybody else I feel the
>need to change the balance somewhat. IMHO since recent emulators are
>able
>to load .exe there seems to be no more reason for things like 'K-Boot'.
>For me it looks like there should be four formats :
>.atr for disk images
>.exe for file images
>.rom or such for cartridge dump
>.cas or such for tape images (perhaps .tur for turbo tapes too ?)
>They _are_ different things. Conversion of .cas can make sense,
>conversion
>of .exe to .atr never.

Well, as I say, I may, in the future, split off the K-Boot images into
a seperate database, which would make it a fairly trivial task to
convert them back to .exes, though of course you'll lose the long
filenames in the process... which is the main benefit that I can see
to having them in ATR format anyways. (The emulator or APE don't care
if you have a disk image with a 60-character-long filename, but the
Atari does.)

>That is a serious problem since it takes a lot of time to identify which
>version can be safely thrown away.

Well, I've been spending many hours on this problem. At this point,
I'm not prepared to throw ANYTHING away.

>> If you have different crc for the main code, you have to both
>> cartridge to detect differences, or analyse differences in files to
>> find which one is the correct dump (and delete or mark the other one
>> as bad dump).
>
>Sounds like a job for life to me.

Well, that's what I've volunteered to do, but some of it is
impossible, since so many .atrs are cracked/hacked, there's little way
to know what is the "true and correct" dump.

>For cartridges you're right since there cannot be a highscore in a
>cartridge
>dump. But e.g. boot disks are a different theme. It's quite normal that
>programs stored scores etc. on the disks. Therefore it's quite some work
>to delete them from the disk image and who knows what presets there

>where
>on the disk when it left the factory ?

Well, I don't think THAT many games stored the highscores on their own floppy - but regardless, the games that do will probably be impossible to find in their original, unmolested condition. So, we do the best we can do. If the game image, by and large, appears to be identical to another copy of the game image, it's marked as an [a] - if you want to have a "minimal" collection, use a quality file manager (not Windows Explorer), select every file with a "[a" in it, and delete it. Bad dumps might be slightly trickier as "[b" will also pick up "[Basic]" as well as "[b]", and selecting "[b]" will slip any "[b2]", "[b3]"... hopefully a future version of one of the renaming tools will be able to automatically remove the bad dumps from your collection the way Cowering's "Good Tools" can now.

>> > I have now 2387 games, no dups, no multiboots, no kboots. I've got also
>> > 'by company' lists. All of that without touch of TOSEC and dumb-crc
>> > approach.
>
>Seems like we (and maybe dozens of others) did quite some work in
>parallel like e.g. extracting lots of exe's from multiboots and
>identifying
>multiples then.

Yes, but why duplicate work? Doing all that renaming in association with TOSEC means that other people (who don't have the time to do through their collections themselves and organize them) can enjoy an organized collection, also. It's also very helpful for someone (like me) which is also dumping their old floppies into .atr images - they can be run against a renaming tool and any duplicate disks can immediately be removed, so that you're left with only the unique stuff, making the organizing process much easier.

Hey, folks, I'm not saying that the system is perfect and that there aren't challenges to work out, but that's no reason to say that no one should bother. I have, I'm having fun working on it, and as a result, I've got a collection of .atrs with very descriptive names, and I'm fairly proud of the work I've put it to get it to that point. I certainly fail to see how it could do any harm to the Atari 8bit emulation crowd (for whom it's intended) and hopefully, by having a current, updated DAT, it might even get some folks to be inspired to play again, or maybe dump some of their collections that they have in the closet.

1081. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 15:06:26 UTC
From: Matt <matt@mullet.mattys.net>
Message-ID: <Xns91BB99260368CIcanseeyou@194.117.133.134>
Source record: 31102

swebb wrote in comp.sys.atari.8bit:

> Hi,
>
> Yet another message :) I've seen a few 400/800 machines on EBAY. Are
> there any other places which are good sources of these machines in the
> UK.
>

I have a boxed Atari 800 with tapes/disks and some carts that you can
have for free if you pick it up from Woking in Surrey. There's no tape
of disk drive though.

Let me know if you want it, I need the room and hate auctions.
Remember to de-mung my addy though.

Regards,

--

Matt

1082. Pitfall II bug? (Was: Koronis Rift)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 15:23:12 UTC
From: ansk@home.se
Message-ID: <3c73bda7.3795743@nntpserver.swip.net>
Source record: 31103

About the Koroni's Rift discussion held in January in this newsgroup.

On Mon, 28 Jan 2002 21:18:07 +0100, Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well,
> which version do you use - the Amercican version from Epyx or
> the European version from Activision ?!? Afaik Activision
> created buggy european versions, by using a data sector for
> their copy protection. This was printed in several magazines
> and they said, because of this bug the game cannot be solved
> and you should look out for the US/Epyx version instead. ...
> ...

I remember another Activision game that seemed to have bugs: Pitfall II. I think there was more than one obvious bug in that game, but one that I come to think of was graphics on erroneous locations, or incomplete graphics.

Can you, Andreas, or anybody reading this confirm that there were bugs in Pitfall II, and maybe also tell if the bug was related to an incorrect implementation of a copy protection function? (Probably not.)

Anders

1083. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 16:14:57 UTC
From: Richard Davis <richard@eurographics.co.uk>
Message-ID: <a50i27urv1@newsreaderm1.core.theplanet.net>
Source record: 31105

Hi Matt,
If no ones interested I'll gladly pick it up from you.

Richard

"Matt" <matt@mullet.mattys.net> wrote in message
news:Xns91BB99260368CIcanseeyou@194.117.133.134...
> swebb wrote in comp.sys.atari.8bit:
>
> > Hi,
> >
> > Yet another message :) I've seen a few 400/800 machines on EBAY. Are
> > there any other places which are good sources of these machines in the
> > UK.
> >
>
> I have a boxed Atari 800 with tapes/disks and some carts that you can
> have for free if you pick it up from Woking in Surrey. There's no tape
> of disk drive though.
>
> Let me know if you want it, I need the room and hate auctions.
> Remember to de-mung my addy though.
>
> Regards,
>
> --
>
> Matt
>

1084. Re: MyDOS page

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 16:26:41 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <ffj77uk8jspkl32jnbfg4u7ftm1jshv9mn@4ax.com>
Source record: 31104

On Wed, 20 Feb 2002 14:16:06 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy Marco
>
>> A much better idea would have been to
>
>Would have been better, yes.
>Explorer does have one advantage. If you select 'show source' (or whatever
>it's called) while looking at a site, it opens Wordpad (or was it NotePad)
>and I can happily change stuff. Real nice if you have your own
>homepage/site as I do.
>
Ah, yes - that's one good feature.

>> Isn't any way you can complain en masse?
>
>Well, you probably know how 'the masse' is......
>Most don't even care enough to complain.
>
That's sadly so true... (if I told you the story of my cable internet
connection...)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1085. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 16:33:03 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <0jj77u4gaftvik86rnnflnajs0fe9dh0sb@4ax.com>
Source record: 31106

On Wed, 20 Feb 2002 11:36:32 GMT, usenet-20020220@hias.horus.com (Matthias Reichl) wrote:

>
>Building a cable is very easy. If you know which part of the soldering
>iron is getting hot, it should be no problem :-)
>
And if you remember you can't hold it like a pencil... (believe me, after a while you'll start to smell the toasted flesh and then you'll notice the pain!)

BTW, there are some video cables for sale which already have that configuration (a 5-pin DIN connector on one end, and 4 RCA connectors on the other), so if you don't want to have to solder you can get one of those and then find out which color (every RCA connector is colored differently, black, white, red and yellow) corresponds to which pin #.

>Here's the pinout of the monitor jack on the back of your Atari:
>
> ___ ___
> / _/ \
> / \
>| |
>| 3 1 |
>| |
> \ 5 4 /
> \ 2 /
> _______/
>
>1... luminance
>2... ground
>3... audio
>4... composite video
>5... chroma (not available on stock 800XL)
>
>If your monitor supports composite video (usually there's a yellow
>cinch connector for that, but there's a good chance that your monitor
>also accepts composite on the SCART connector), just use pin 4
>(composite video).
>
>If you are up to more soldering fun (and a better picture) go ahead
>and build a super video mod for your 800XL and connect your monitor
>with pins 1 and 4. I'm not sure if your monitor supports S-video
>input, usually that's done with a 4-pin mini-DIN (aka 'Hosiden')
>connector - but it could also be that your monitor accepts S-video

>on the SCART connector. (I'm not sure about that, but IIRC the XE
>series will output S-video (chroma) without a mod).
>
>BTW: if your cable is not longer than 3-5 meters, you may use
>standard 'audio type' shielded cables. I've used them for all my
>cables so far (up to 5 meters), mainly because its almost impossible
>to get thin 75-ohm video cables - and the (thick) standard RG-59 is not
>flexible enough IMO.
>
>so long & happy soldering,
>
>Hias

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1086. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 17:05:48 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <MHQc8.760$Nb1.154804418@newssvr11.news.prodigy.com>
Source record: 31107

One thing I should point out is that in many cases (i.e. Epyx) the disk version of a game and tape version were signifigantly different. So maybe keeping CAS, ATR, and ROM files seperated would be a good idea. Another thing, these ATR's should be checked for hidden text files giving credits for a hack. I've only cracked two games and when I did instead of inserting credits into the game, I hid a text file on the ATR called 'greets.txt'.
Mo

1087. new retro gaming site

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 18:35:42 UTC
From: llebdrakcap2001@hotmail.com
Message-ID: <c954c2f3.0202201035.457b45b3@posting.google.com>
Source record: 31108

www.oldskoolgaming.com

good new retro gaming site

online shopping, discussion, competitions and more

www.oldskoolgaming.com

1088. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 22:17:34 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202201417.57050e0c@posting.google.com>
Source record: 31109

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:<MHQc8.760$Nb1.154804418@newssvr11.news.prodigy.com>...
> One thing I should point out is that in many cases (i.e. Epyx) the disk
> version of a game and tape version were signifigantly different. So maybe
> keeping CAS, ATR, and ROM files seperated would be a good idea.

That's why, at this point, nothing is being discarded, and apparently similar files are marked as alternates. If it can be verified that one is a dump from a cassette or cartridge, it will probably be marked as such in the future. (Currently, it should be fairly easy to tell, as a true disk image will be 90k, most any conversion will be much smaller.) Currently I just want to finish getting the available .atrs organized with names and the other necessary data, and in later revisions, more time will be spent with extra comments such as [tape], [cart], etc.

I would be totally in support of the idea of keeping them seperate except that there's already so much duplication between the different formats... it's quite possible that the ATR Games will be further split into "ATR Games - Disk", "ATR Games - Cassette", "ATR Games - Cartridge" etc, then the various formats will be seperate and easily convertable back to the original format... but realistically, when someone is looking for a particular game, who wants to have to check three different areas? I think it might make more sense to keep them together and just have descriptive names, like:
Choplifter (1980)(Broderbund)
Choplifter (1980)(Broderbund)[tape]
Choplifter (1980)(Broderbund)[cr NAPO][file]
Choplifter (1982)(Atari)[cart]
...etc. (That info's off the top of my head and almost certainly wrong, I'm just using it as an example.) This allows everything in one place, but still clearly differentiates between disks (the default, no comment given) and alternate formats (tape, cart), as well as cracked versions and file conversions.
(Note also that TOSEC naming convention specifies adding a (!) when the image is absolutely, positively the correct one, so there is way of setting aside what is definitely the correct dump.)

Ideally, it would be easy for someone to grab all the file conversions, or carts, or cassettes, and seperate them and convert them back to .exe or .rom or .cas or whatever, that info isn't there yet but hopefully in a future version... which would (with any luck) be a solution that, if not absolutely ideal, with make everyone at least content, and still avoid endless duplication of identical images, and allow a newbie playing with an emulator to only have to

worry about a single extension and still be able to play everything.
(Of course, the single extension goes out the window if/when
Atari800Win starts supporting .pro images!)

> Another
> thing, these ATR's should be checked for hidden text files giving credits
> for a hack. I've only cracked two games and when I did instead of inserting
> credits into the game, I hid a text file on the ATR called 'greets.txt'.
> Mo

Good point, I will make sure to check into those things as I get more
time to add more info to the existing names. Thanks for the
suggestions!

1089. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 23:57:01 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c7436d4$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31110

Thanks Matt, I've sent you an email.

"Matt" <matt@mullet.mattys.net> wrote in message
news:Xns91BB99260368CIcanseeyou@194.117.133.134...
> swebb wrote in comp.sys.atari.8bit:
>
> > Hi,
> >
> > Yet another message :) I've seen a few 400/800 machines on EBAY. Are
> > there any other places which are good sources of these machines in the
> > UK.
> >
>
> I have a boxed Atari 800 with tapes/disks and some carts that you can
> have for free if you pick it up from Woking in Surrey. There's no tape
> of disk drive though.
>
> Let me know if you want it, I need the room and hate auctions.
> Remember to de-mung my addy though.
>
> Regards,
>
> --
>
> Matt
>

1090. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-20 23:59:06 UTC
From: swebb <swebb.screaming.net@worldonline.co.uk>
Message-ID: <3c743751$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31111

Oh what does de-mung addy mean !!!!

"Matt" <matt@mullet.mattys.net> wrote in message
news:Xns91BB99260368CIcanseeyou@194.117.133.134...
> swebb wrote in comp.sys.atari.8bit:
>
> > Hi,
> >
> > Yet another message :) I've seen a few 400/800 machines on EBAY. Are
> > there any other places which are good sources of these machines in the
> > UK.
> >
>
> I have a boxed Atari 800 with tapes/disks and some carts that you can
> have for free if you pick it up from Woking in Surrey. There's no tape
> of disk drive though.
>
> Let me know if you want it, I need the room and hate auctions.
> Remember to de-mung my addy though.
>
> Regards,
>
> --
>
> Matt
>

1091. Mung

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 01:01:01 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7445d4_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31112

Is this what you mean by mung !!!

--
remember to remove the 'y' from the address to de-mung (anti-spam measure)

1092. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 01:06:59 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c74473a$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31113

Is this a Mung. And how do you get outlook express to add a sig on to a
reply ... doh !!!!

take 'y' from address.

--
remember to remove the 'y' from the address to de-mung (anti-spam measure)
"Matt" <matt@mullet.mattys.net> wrote in message
news:Xns91BB99260368CIcanseeyou@194.117.133.134...
> swebb wrote in comp.sys.atari.8bit:
>
> > Hi,
> >
> > Yet another message :) I've seen a few 400/800 machines on EBAY. Are
> > there any other places which are good sources of these machines in the
> > UK.
> >
>
> I have a boxed Atari 800 with tapes/disks and some carts that you can
> have for free if you pick it up from Woking in Surrey. There's no tape
> of disk drive though.
>
> Let me know if you want it, I need the room and hate auctions.
> Remember to de-mung my addy though.
>
> Regards,
>
> --
>
> Matt
>

1093. Re: Mung

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 02:04:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <imj87u8fvaj8ff9vd15tqav36118chg68t@4ax.com>
Source record: 31114

On Thu, 21 Feb 2002 01:01:01 -0000, "swebb"
<swebb@swebby.screaming.net> wrote:

>Is this what you mean by mung !!!

I think not

1094. Re: XEP80 System Diskette

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 03:20:45 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <d9f038fb06ecd035b3c6164db42a938d.8044@mygate.mailgate.org>
Source record: 31115

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in
message news:a4dn0j$7t2$1@nets3.rz.RWTH-Aachen.DE...

>
> BTW do you have the data sheets on the NS405 (the XEP80's main chip), they
> say it will even do colour, 64kB by 16 bits and even bank swapping is
> mentioned.
>

Hi Mathy,

I mailed to the technical support of National Semiconductor to get the
datasheet of the NS405-A12N and the mailed me within 3 days the pdf
file.

If you like to post it on the web, I would suggest to get the permision
of NS.

Regards
Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1095. Re: Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 05:11:28 UTC
From: mageeks@webtv.net
Message-ID: <327-3C748180-104@storefull-2298.public.lawson.webtv.net>
Source record: 31117

Thanks, Jerry G e-mailed me to try WD 40. I did and they work great
now.

shane mc geehin

1096. Re: Finicky Percom Drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 05:19:43 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C74836F.8917DAC8@cswebmail.com>
Source record: 31116

ronfucci@bellsouth.net wrote:

> I have a Percom drive that boots up OS A+. If I then shut the drive
> and my 130xe off and restart all right away, I get boot error.... If
> I then turn all off again and wait about 10-15 minutes and restart, it
> boots.
>

I'd look at the power supply. Probably have an aging capacitor, diode, or
voltage regulator that
needs replacing.

Rick D.

1097. Re: Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 10:09:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <tH3d8.2865$hb6.17789@typhoon.sonic.net>
Source record: 31118

Mageeks <mageeks@webtv.net> wrote:
: Thanks, Jerry G e-mailed me to try WD 40. I did and they work great
: now.

Ah - A can of this, I have. :) (I usually avoid radio shack ;))

Is there anything BAD about this suggestion? Why is the tuner spray
better, if it is?

-bill!

1098. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 10:11:04 UTC
From: bill@newbreedsoftware.com
Message-ID: <YI3d8.2866$hb6.17789@typhoon.sonic.net>
Source record: 31119

Jindrich Kubec <kubecj@asw.cz> wrote:
<snip>
: What's wrong with exe files?

This is what I'm wondering. Emulators (err... at least 'Atari800') can
load and run EXEs without even the need for a DOS disk image.

So, I can do:

atari800 -small -pal -run somedemo.com

And it loads and runs it. No disk images involved. No need to remember
'now, which ATR contained such-and-such file?' and no wasted bytes.
(Disk images are /usually/ at least 92K a piece. What waste for 8K files! ;))

-bill!

1099. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 10:12:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <AK3d8.2867$hb6.17789@typhoon.sonic.net>
Source record: 31120

romcenter <support@romcenter.com> wrote:

:> What's good on having all files in one format?

: This is far easier to manage and to emulate I suppose.

No! It's much HARDER to manage! All of the "GAMES001.ATR"... "GAMES999.ATR"
and "DEMOS001.ATR"..."DEMOS999.ATR" that I see on websites are the bane
of my existence! :)

And so far as emulation, see my last post. ;)
('atari800 -run prog.exe' works fine for me 99% of the time ;))

-bill!

1100. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 13:49:47 UTC
From: Damfino <null@null.com>
Message-ID: <u1u97usspc1fq22oqvui3rda1k6op1lj48@4ax.com>
Source record: 31121

On Thu, 21 Feb 2002 10:12:48 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>romcenter <support@romcenter.com> wrote:
>
>:> What's good on having all files in one format?
>
>: This is far easier to manage and to emulate I suppose.
>
>No! It's much HARDER to manage! All of the "GAMES001.ATR"... "GAMES999.ATR"
>and "DEMOS001.ATR"..."DEMOS999.ATR" that I see on websites are the bane
>of my existence! :)
>
>And so far as emulation, see my last post. ;)
>('atari800 -run prog.exe' works fine for me 99% of the time ;))

I agree 100% on the multiboot stuff, which is why I plan to totally ignore them as an image. The plan is to extract every .exe from every multiboot I can find, put them in .atr format (for reasons that I'll mention below), then rename them.

I'm planning on sticking with .atr because...
1) a single format is easier on those new to the Atari...
2) Simply double-clicking the file will make it run in Atari800Win (easier than typing out a command line string, or doing File, Load Executable, and browsing for the file)...
3) Already much of the files are in .atr format, and it's easier to tell the emulation user to convert their .exes, etc, to .atr format than to tell them to find all their k-boot conversions, convert them back, and delete the originals, as they won't be indexed any more.

As for size, the MakeATR program produces an .atr that is only a tiny bit bigger than the original .exe file... much, much smaller than 90k in most cases.

So, when all is said and done, each .atr will have one and only one game on it - no guessing if it's worth downloading that mysteriously-named multiboot that may have one game you need on it. :)

1101. Re: Spartdos Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 15:55:22 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c75186b_3@news.iglou.com>
Source record: 31122

John McCulloch wrote in message ...
> Anyone know how to contact FTE? Anyone on the ng affiliated
>with, or better yet the owner of FTE?

Do a Google search on Atari and FTE. That guy has been in hiding for years,
no one
seems to know where.

1102. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 16:27:14 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a53750$1ua$1@thorium.cix.co.uk>
Source record: 31123

Could be of use to you as well:-

http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/

JP

"switchblade" <xxx@nospam.com> wrote in message
news:33wc8.4827$vr.88825@news.easynews.com...
> Anyone know where to get a cable for connecting these up. Do all Atari
> 8-bits have the same monitor connector pinouts, or would I need a separate
> one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
> well as its own DIN type connector...
>
> Does the XL/XE output in RGB or is it composite?
>
> Anyone know of a place to buy these cables or will I have to get a
soldering
> iron, connectors and cable?
>
>
>

1103. Hey guys! Omnitrend still has Universe!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 19:54:53 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9dcd8.164161$TI5.7951995@e3500-atl2.usenetserver.com>
Source record: 31124

go to the webpage www.omnitrend.com

call the phone number below!

They have some still shrinkwrapped Universe I for atari 8-bit for sale. I used to play this all the time! It has the manual and all that stuff! Get it while it lasts.

Now the bad news. The price is still the original 1985 price of $69.95

I ordered mine today. I have the XEGS system and now I may buy 2 1050 diskdrives to play this, or just use the emulator. But you can't play this without the docs which is the main reason I decided to buy it.

1104. Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 22:43:28 UTC
From: Hulsie <cowman777@hotmail.com>
Message-ID: <Xns91BCB426425AFHulsie@24.2.68.108>
Source record: 31125

Hello, I have an Atari 130-XE and 1050 drive that I've been using since the late 80s. They've always worked great, and I've never had any problems with them. However, when I went to turn it on today, it took me to the memory test screen and wouldn't read any cartridges or disks. It wouldn't even give me a "BOOT ERROR!" message (the disk drive was turned on). I went through and checked all the connections and everything seemed to be working okay, and I looked in the user guide under troubleshooting but it didn't have any valuable information. Does anybody know what could be wrong? Could it have just died all at once? The last time I used it was about a week ago and it was working perfectly.

Any input would be greatly appreciated!

Thanks,
Hulsie

1105. Re: Hey guys! Omnitrend still has Universe!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 23:23:30 UTC
From: Damfino <null@null.com>
Message-ID: <e40b7u01hg7c0c3pd4hmt56n65agmok9d6@4ax.com>
Source record: 31126

On Thu, 21 Feb 2002 14:54:53 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>go to the webpage www.omnitrend.com
>
>call the phone number below!
>
>They have some still shrinkwrapped Universe I for atari 8-bit for sale. I
>used to play this all the time! It has the manual and all that stuff! Get
>it while it lasts.
>
>Now the bad news. The price is still the original 1985 price of $69.95
>
>I ordered mine today. I have the XEGS system and now I may buy 2 1050
>diskdrives to play this, or just use the emulator. But you can't play this
>without the docs which is the main reason I decided to buy it.

$70? Geez, I'd sell my slightly dusty but barely-used copy for cheaper
than that... (quickly checking eBay to make sure they're not going for
$150... :) It is a cool package, with the padded 3-ring binder and
all. Very classy-looking.

1106. Re: Can USA and EURO Roms be used in UK 400/800

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 23:37:50 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Epfd8.11688$Wm3.522094@zwoll1.home.nl>
Source record: 31127

Gav wrote

: I don't think it is possible to make a fullscreen 'PAL' game .... as
: far as I remember the extra blank scanlines to fill out the screen
: were added by the hardware and as you start to add visible lines, the
: screen starts to roll.

Depends on what monitor/TV you're using. A picture-tube never displays the full screen. All four sides are capped, but when using an older TV with regular display-settings, you can fill-up the whole screen on a PAL system with a bit of overscanning. Too much overscanning and the screen indeed starts to roll...

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

1107. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 23:48:22 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <wzfd8.11727$Wm3.525508@zwoll1.home.nl>
Source record: 31128

Damfino wrote

: filenames in the process... which is the main benefit that I can see
: to having them in ATR format anyways. (The emulator or APE don't care
: if you have a disk image with a 60-character-long filename, but the
: Atari does.)

What about SIO2PC? What about the MS-Dos version of A.P.E.? I'm a registered user and long filenames ARE an issue for me...

And what about ATARI800, XL-IT etc.? These are MS-Dos programs. The fact people are using Windows doesn't mean we are all using Windows.

What about emulators on Atari ST? (like Xformer). No long filenames, and no ATR support.

No, I don't have a better solution myself, but just wanted to let you know...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1108. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-21 23:53:48 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <BEfd8.11748$Wm3.527638@zwoll1.home.nl>
Source record: 31129

switchblade wrote

: Anyone know where to get a cable for connecting these up.

http://www7.brinkster.com/atari/pinouts.htm#pinouts

: Does the XL/XE output in RGB or is it composite?

No RGB. Composite and Chroma.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1109. Re: Hey guys! Omnitrend still has Universe!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 00:41:30 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Rpgd8.166397$TI5.8047378@e3500-atl2.usenetserver.com>
Source record: 31130

"Damfino" <null@null.com> wrote in message
news:e40b7u01hg7c0c3pd4hmt56n65agmok9d6@4ax.com...
> On Thu, 21 Feb 2002 14:54:53 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >go to the webpage www.omnitrend.com
> >
> >call the phone number below!
> >
> >They have some still shrinkwrapped Universe I for atari 8-bit for sale. I
> >used to play this all the time! It has the manual and all that stuff!
Get
> >it while it lasts.
> >
> >Now the bad news. The price is still the original 1985 price of $69.95
> >
> >I ordered mine today. I have the XEGS system and now I may buy 2 1050
> >diskdrives to play this, or just use the emulator. But you can't play
this
> >without the docs which is the main reason I decided to buy it.
>
> $70? Geez, I'd sell my slightly dusty but barely-used copy for cheaper
> than that... (quickly checking eBay to make sure they're not going for
> $150... :) It is a cool package, with the padded 3-ring binder and
> all. Very classy-looking.

Yeah, I remember the 3-ring binder. I now have the complete Universe
collection.

Universe I on Atari 8-bit

Universe II on Atari ST

and an RPG similar to ultima, Universe III on IBM PC.

1110. Re: Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 03:18:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C75B89B.4CA9DD38@rogers.com>
Source record: 31131

Hi there,

The atari paddles are basically a potetiometer internall so those can get dirty wipers / contacts. what you could try is getting a can of electrical contact cleaner from a local electronics parts store (no I don't really mean a stereo shop, they may not have it more often than not). Just unscrew the controller case, spray inside the potentiometer (not just the inside plastic but just into the pot) then close it up and try it out. could try just one pair of paddles to see how it goes. WD40 might work in a pinch but its not as quite as safe on the plastic or rubber parts (might cause it to warp a bit)

Mageeks wrote:

> Hi
> Is there any way to eliminate that awful jitter from Atari Paddle
> controllers. I've got about 5 pairs from e-bay and they are all pretty
> bad. Not really a computer topic I know. Thanks.
>
> shane mc geehin
>
>
>
>
>

1111. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 03:48:26 UTC
From: Damfino <null@null.com>
Message-ID: <u8fb7u81erj4r4enuhgtgji9u7jd66kv5n@4ax.com>
Source record: 31132

On Fri, 22 Feb 2002 00:48:22 +0100, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>Damfino wrote
>
>
>: filenames in the process... which is the main benefit that I can see
>: to having them in ATR format anyways. (The emulator or APE don't care
>: if you have a disk image with a 60-character-long filename, but the
>: Atari does.)
>
>
>What about SIO2PC? What about the MS-Dos version of A.P.E.? I'm a registered
>user and long filenames ARE an issue for me...
>
>And what about ATARI800, XL-IT etc.? These are MS-Dos programs. The fact
>people are using Windows doesn't mean we are all using Windows.
>
>What about emulators on Atari ST? (like Xformer). No long filenames, and no
>ATR support.
>
>
>No, I don't have a better solution myself, but just wanted to let you know...

Well, yeah, that is a problem... I don't see any possible way to get
them well organized when stuck with 8.3 filenames. I had enough of a
problem "way back when" trying to keep everything straight! Most of my
game EXEs I used one of the multiboot boot sector programs ("Fenders"
was my personal favorite) and treated everything like a single
11-character name instead of 8.3...

Anyways, the benefit of having .exes converted to .atrs will be that
you will be able to use them easily with APE... since the Atari thinks
they're a full disk image, it couldn't care less what the "real"
filename is, unlike if it's in .exe format...

I think that there is no solution if total backwards compability is
desired... but I do hope that eventually the TOSEC-compatable renamers
are ported to unix and Mac one of these days, it is kind of a bummer
that only Windows is supported currently...

1112. Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 04:14:15 UTC
From: blake@blakespot.com
Message-ID: <90552177.0202212014.19ae9ed3@posting.google.com>
Source record: 31133

I just got some 8-bit Atari's (130XE, 800XL) and have APE and a cable and some .pro and .atr disk images. I load a disk into drive 1 on APE and then type DOS in BASIC on the Atari, then hold OPTION as I RESET---but nothing will boot.

Help!

bp

1113. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 04:58:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c75cfec$0$1611$1dc6e903@news.corecomm.net>
Source record: 31134

It goes to the memory test screen, so at least much of the computer
is working. Maybe a bad BASIC ROM in there. Others will
know more. How about unplugging the disk drive and see if
it brings up the READY prompt. If that happens then it is
a problem with the drive.
Russg

1114. Re: Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 08:26:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <lgnd8.3442$hb6.20574@typhoon.sonic.net>
Source record: 31135

Blake Patterson <blake@blakespot.com> wrote:
: I just got some 8-bit Atari's (130XE, 800XL) and have APE and a cable
: and some .pro and .atr disk images. I load a disk into drive 1 on APE
: and then type DOS in BASIC on the Atari, then hold OPTION as I
: RESET---but nothing will boot.

What do you get? Boot error? Self test? Nothing? Anything? :)

-bill!

1115. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 08:28:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <Gind8.3443$hb6.20574@typhoon.sonic.net>
Source record: 31136

Fox-1 <DONT_USE_fox-1@home.nl> wrote:
<snip>
: What about emulators on Atari ST? (like Xformer). No long filenames, and no
: ATR support.

And what about Atari 8-bit users who download their files using Y-Modem!? :)

-bill!

1116. Re: Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 15:38:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c766603$0$1612$1dc6e903@news.corecomm.net>
Source record: 31137

your order is funny. you get the BASIC READY prompt and
then try to boot. Either something is wrong with the APE setup
or you are turning the Atari on before you load a bootable
image into APE, maybe.
For most games you wouldn't get the READY prompt, if you
hold OPTION at power on.
russg

1117. Re: Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 19:02:34 UTC
From: Craig Allen <ca001d2255@blueyonder.co.uk>
Message-ID: <eBwd8.9183$766.248620@news-binary.blueyonder.co.uk>
Source record: 31138

I too seem to be having the same problem as Blake, 6 months ago my SIO2PC cable was working fine, but now when I hold the option button down the self test screen comes on. there is still activity in the bottom of APE 98 window, so something must be working.

Craig

"Blake Patterson" <blake@blakespot.com> wrote in message news:90552177.0202212014.19ae9ed3@posting.google.com...
> I just got some 8-bit Atari's (130XE, 800XL) and have APE and a cable
> and some .pro and .atr disk images. I load a disk into drive 1 on APE
> and then type DOS in BASIC on the Atari, then hold OPTION as I
> RESET---but nothing will boot.
>
> Help!
>
>
>
> bp

1118. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 19:48:07 UTC
From: ansk@home.se
Message-ID: <3c769f42.1228001@nntpserver.swip.net>
Source record: 31139

Hi there Hulsie,

On Thu, 21 Feb 2002 22:43:28 GMT, Hulsie <cowman777@hotmail.com>
wrote:

>Hello, I have an Atari 130-XE and 1050 drive that I've been using since the
>late 80s. They've always worked great, and I've never had any problems
>with them. However, when I went to turn it on today, it took me to the
>memory test screen and wouldn't read any cartridges or disks. It wouldn't
>even give me a "BOOT ERROR!" message (the disk drive was turned on). I
>went through and checked all the connections and everything seemed to be
>working okay, and I looked in the user guide under troubleshooting but it
>didn't have any valuable information. ...

Does the computer go directly to the "memory test" section of the
built-in "self test" menu? Or does it enter the self test's main
menu?

Anders

1119. Where to get atari 800 in the UK (2nd attemp)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 21:08:09 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c76b23c$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31140

So any idea's. The auctions are a waste of time if you have a crappy
connection like me.

--
Remove 'y' from address to reply (anti-spam)

1120. Re: Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-22 21:20:38 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202221320.1206176c@posting.google.com>
Source record: 31141

"Russ Gilbert" <russg@en.com> wrote in message
news:<3c766603$0$1612$1dc6e903@news.corecomm.net>...
> your order is funny. you get the BASIC READY prompt and
> then try to boot. Either something is wrong with the APE setup
> or you are turning the Atari on before you load a bootable
> image into APE, maybe.
> For most games you wouldn't get the READY prompt, if you
> hold OPTION at power on.
> russg

Sounds like maybe he's booting the Atari before doing anything with APE, leaving it at a READY prompt. Inserts a disk into APE, tries to go to DOS (which will fail), and hits RESET... probably just warm-resetting it, since the stock OS has no way to let you do a cold reset whenever you want.

I think you got it right in the order being funny... at the very least we need more information. :)

1121. FA: Old Softside magazines

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 00:46:13 UTC
From: rrbp@aol.comREMOVEME
Message-ID: <20020222194613.03483.00000088@mb-fl.aol.com>
Source record: 31142

Old Softside magazines and some other vintage items.
Several eBay Auctions
<A
HREF="http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=rrb
p@aol.com&include=0&since=-1&sort=2&rows=25">eBay Seller: B&R Computer
Services</A>

or search eBay for the item# or descriptions

Item End Title
2003983915 Feb-24-02 23:14:03 Softside 4 mags early apple, TRS80,
Atari, PC
2003985507 Feb-24-02 23:39:18
Softside-6-mags'81.TRS-80,Atari,PC,Apple RARE
2003986329 Feb-24-02 23:55:00 6 diff issues SoftSide 1983-84. Vintage
Mags.
2004619169 Feb-27-02 16:40:08 SOFTSIDE magazines. 2 from 1980. RARE!!

2004622382 Feb-27-02 16:57:09 SOFTSIDE magazines - A2,Atari,TRS80 3
from'82
2004832198 Feb-28-02 14:51:38 A BOX OF MODEMS.
2004859110 Feb-28-02 16:56:49 Apple IIc - Epson Printer Interface
Card
2004625876 Mar-02-02 17:13:45 7 issues SOFTSIDE.
Atari,PC,TRS80,Apple, 1982
2004825836 Mar-03-02 14:20:56 Macintosh Buyer's Guide Spring
1985.Many item
2004848197 Mar-03-02 16:08:49 Macintosh nuBus Video Card #820-0198-A

2004856690 Mar-03-02 16:43:54 4 Videos: 3 Macintosh, 1 Video Toaster.

<A HREF="http://members.aol.com/_ht_a/rrbp/">B&R Computer Services</A>

Remove REMOVEME from the return address.

Hard to find Apple and Mac items. Looking for anything old or unusual? Perhaps
we have it. Try our web page for vintage model Apple and Macintosh items,
software and history.
http://members.aol.com/rrbp

1122. WATCH DVD'S ON YOUR 8-BIT ATARI!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 02:40:38 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <F8Dd8.15240$2v1.450483@e3500-atl1.usenetserver.com>
Source record: 31143

Just kidding.

:)

1123. Re: WATCH DVD'S ON YOUR 8-BIT ATARI!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 02:46:59 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <DoDd8.80012$8d1.26107637@news1.rdc1.md.home.com>
Source record: 31144

Sure, just pile them up on top. They don't do much there, of course, but
you can watch them...

"Son of man" <bcozier@bellsouth.net> wrote in message
news:F8Dd8.15240$2v1.450483@e3500-atl1.usenetserver.com...
> Just kidding.
>
> :)
>
>
>

1124. Re: Booting with APE -- how?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 02:55:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <JwDd8.3760$hb6.22386@typhoon.sonic.net>
Source record: 31145

Damfino <damfino@rochester.rr.com> wrote:

: Sounds like maybe he's booting the Atari before doing anything with
: APE, leaving it at a READY prompt. Inserts a disk into APE, tries to
: go to DOS (which will fail), and hits RESET... probably just
: warm-resetting it, since the stock OS has no way to let you do a cold
: reset whenever you want.

<digging in the back of his brain>

In BASIC:

? USR(58487)

Jumps to coldstart.

Or, of course:

BYE

Then push [Reset]. (Or does that only reboot on XL/XE?)

-bill!

1125. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 07:02:16 UTC
From: Richard Douwes <rdouwes@hetnet.nl>
Message-ID: <01c1bc38$0ddc0cc0$7804643e@windows>
Source record: 31146

Shawn Jefferson <sjeffers@shaw.Delete#This.ca> schreef in artikel
<3c75de58.52082433@news>...

> "Fox-1" <DONT_USE_fox-1@home.nl>:
> >What about SIO2PC? What about the MS-Dos version of A.P.E.?

> ... I for one would thank someone for doing this work.
> For what it is and who it is targeted at it sounds great.
> ... if you don't like it, don't use it.

I agree 100%. Everybody, support this guy anyway you can. Stop complaining,
and let's get to work! (Can I help?)

Richard

1126. Atari 8-bit Matterhorn cartridge exists!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 09:10:25 UTC
From: elvis69@texas.net
Message-ID: <abfbbc24.0202230110.284cc4fe@posting.google.com>
Source record: 31047
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

The long rumored Atari 8-bit Tigervision "Matterhorn" cartridge is currently being auctioned on the ebay site:

ebay item # 1334701064

Many collectors have doubted the existence of this rare cartridge, particularly since it is listed as "Never Released" on the Krieg Rarity Checklist:

http://www.execpc.com/~krieg/links/8bit.carts

The auction listing even includes a cartridge picture and screen shot.

--

(Please let me know if anybody has 8-bit Boulderdash cartridge for sale/trade)

http://www.atarivision.com/

Thanks!

1127. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 11:03:45 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1014462177@rtfm.mit.edu>
Source record: 31048
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 19, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari Cartridge Dumping Project (Jindroush)
http://www2.asw.cz/~kubecj/acartdp.htm

Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1128. Re: Where to get atari 800 in the UK (2nd attemp)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 11:50:55 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <od0f7ucur5atrcoh4h6hi4bkm55gvinc82@4ax.com>
Source record: 31049

On Fri, 22 Feb 2002 21:08:09 -0000, "swebb"
<swebb@swebby.screaming.net> wrote:

>So any idea's. The auctions are a waste of time if you have a crappy
>connection like me.

800's are going to be tough to find...XL's are easy.

I know it's not any help, just trying to let you know it's a real
toughie you want so don't be disappointed if you don't find one..
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

Long live the Atari 8bit & the C64 :-)

1129. Re: WATCH DVD'S ON YOUR 8-BIT ATARI!!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 18:47:46 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <mtRd8.60449$YT4.133904432@newssvr30.news.prodigy.com>
Source record: 31050

Well if the TV you're using for your Atari is hooked up to a DVD player then technically you are watching DVD's on your Atari's monitor. It's just that easy.
Mo

Paul Gifford wrote in message ...
>Sure, just pile them up on top. They don't do much there, of course, but
>you can watch them...
>
>
>"Son of man" <bcozier@bellsouth.net> wrote in message
>news:F8Dd8.15240$2v1.450483@e3500-atl1.usenetserver.com...
>> Just kidding.
>>
>> :)
>>
>>
>>
>
>

1130. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 20:25:00 UTC
From: Hulsie <cowman777@hotmail.com>
Message-ID: <Xns91BE927B33B8Hulsie@24.2.68.108>
Source record: 31051

Hi, thanks for replying! I'm glad to see this group is still active!!

Anyway, it takes me right to the memory test portion... It skips the usual "SELF TEST" menu... I found that odd too, but I forgot to mention it. Also, when I press "HELP", the button that's supposed to take me back to the "SELF TEST" main menu, it doesn't do anything this time. Could that narrow anything down?

I never actually knew how to read the MEMORY TEST output, but I let it go through and here's what it gives me:

(G indicates a green block, and R indicates a red one)

ROM:
GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG

RAM:
G R R R R R R R R R R G R R R
R R R R G G R R R R R R R R R
R R R R R R R

After the test is completed, it goes back and re-reads the green ones.

Are red blocks bad? I sure as hell hope not! :)

Well, I don't know if this info helps, but again, any input would be appreciated.

Thanks again for your response!

Hulsie

ansk@home.se (Anders Skelander) wrote in
news:3c769f42.1228001@nntpserver.swip.net:

>
> Hi there Hulsie,
>
> On Thu, 21 Feb 2002 22:43:28 GMT, Hulsie <cowman777@hotmail.com>
> wrote:
>
>>Hello, I have an Atari 130-XE and 1050 drive that I've been using since
>>the late 80s. They've always worked great, and I've never had any
>>problems with them. However, when I went to turn it on today, it took
>>me to the memory test screen and wouldn't read any cartridges or disks.
>> It wouldn't even give me a "BOOT ERROR!" message (the disk drive was
>>turned on). I went through and checked all the connections and
>>everything seemed to be working okay, and I looked in the user guide

>>under troubleshooting but it didn't have any valuable information. ...
>
> Does the computer go directly to the "memory test" section of the
> built-in "self test" menu? Or does it enter the self test's main
> menu?
>
> Anders
>

1131. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 20:32:46 UTC
From: Hulsie <cowman777@hotmail.com>
Message-ID: <Xns91BE93CBFFCA2Hulsie@24.2.68.108>
Source record: 31052

Thanks for the help, Russ! I tried unplugging the disk drive and it
still does the same thing. So I guess we can deduce that it's not a
problem with the disk drive.

Man, I hope this sucker isn't broken. It's like a brother to me :)
Oh well, if it is, I'll just do some E-baying and get a new one.

Hulsie

P.S. --
If I can get the thing working, I just want the newsgroup to know I have
an SIO2PC cable and if anyone wants any software (I have tons, believe
me, TONS of disks, about a thousand... Even stuff that's not on the
popular FTP sites or XL Search...) don't hesitate to ask for a disk
image! I'm working on a list of all my software/cartridges for trading
and disk imaging. Thanks again.

"Russ Gilbert" <russg@en.com> wrote in news:3c75cfec$0$1611$1dc6e903
@news.corecomm.net:

> It goes to the memory test screen, so at least much of the computer
> is working. Maybe a bad BASIC ROM in there. Others will
> know more. How about unplugging the disk drive and see if
> it brings up the READY prompt. If that happens then it is
> a problem with the drive.
> Russg
>
>

1132. Re: Where to get atari 800 in the UK (2nd attemp)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 22:06:21 UTC
From: Richard Atkinson <rga24@nospam.cantab.net>
Message-ID: <Pine.LNX.4.31.0202232205270.16016-100000@kern.srcf.societies.cam.ac.uk>
Source record: 31054

On Sat, 23 Feb 2002, swebb wrote:

> Ok, I really want an 800 or a 400. What kind of price am I looking at, any
> idea's ?

Mine have cost between 3 GBP and 10 GBP. Car boot fairs are your friend :)

They should be starting up again some time around Easter, assuming the
weather improves!

Richard

1133. Re: Where to get atari 800 in the UK (2nd attemp)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 22:07:57 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7811bd_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 31053

Ok, I really want an 800 or a 400. What kind of price am I looking at, any
idea's ?

--
Remove 'y' from address to reply (anti-spam)
"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:od0f7ucur5atrcoh4h6hi4bkm55gvinc82@4ax.com...
> On Fri, 22 Feb 2002 21:08:09 -0000, "swebb"
> <swebb@swebby.screaming.net> wrote:
>
> >So any idea's. The auctions are a waste of time if you have a crappy
> >connection like me.
>
> 800's are going to be tough to find...XL's are easy.
>
> I know it's not any help, just trying to let you know it's a real
> toughie you want so don't be disappointed if you don't find one..
> --
> Paul
>
> "I can still get it wet"
>
> What's the film....(yes, I know where IMDB is too)
>
> Long live the Atari 8bit & the C64 :-)

1134. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-23 23:16:22 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7g8jl2mu7ag3a@corp.supernews.com>
Source record: 31055

"Hulsie" <cowman777@hotmail.com> wrote in message
news:Xns91BE927B33B8Hulsie@24.2.68.108...
> Hi, thanks for replying! I'm glad to see this group is still active!!
>
> Anyway, it takes me right to the memory test portion...

How does the self test memory turn out?

1135. Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 03:20:55 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <oQYd8.27811$2v1.857887@e3500-atl1.usenetserver.com>
Source record: 31056

I have a PC 5.25" drive.

1136. FA (Ebay): Over 30 Atari floppy disk auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 06:32:31 UTC
From: bobbyshaw@aol.com
Message-ID: <20020224013231.21381.00000565@mb-ch.aol.com>
Source record: 31057

Hi Everyone! I've just finished listing all my Atari Floppy disk auctions. There were over 30 of them - each listed individually so you can get just the ones you want. There are some applications in there, but mostly games. As sort of "payment" for letting me list my few FA posts I've done since I started, I will give free shipping for these floppies to anyone who mentions this post from the newsgroup. All items start at $1.00 or less, and most have $1.00 shipping (which won't matter if you mention the newsgroup!). Here's the link to my auctions:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=bobbyshaw@aol.com

And here's a list of most of the software you'll find up for auction:

A Financial Wizard
AdventureWriter
Age of Adventure
Archon
Archon II: Adept
Atari Word Processor
Basic Compiler
Bill Budge Pinball Construction set
Bruce Lee
Choplifter!
Computer Football Strategy
Controller
Deadline
Family Cash Flow 2.0
Fight Night
Filemanager +
Flight Simulator II
Guild of Theives
Infiltrator
L.A. Swat/Panther
Maxwell Manor
My First Alphabet
Program/Text Editor
Seven Cities of Gold
Shootout at the OK Galaxy
Starcross
Starfire/Fire One
Summer Games
Super Huey
Suspended
Tanktics

Temple of Apshai
The Quest
Tomahawk
Zork II

Thanks,
Robert Shaw
--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

1137. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 12:12:52 UTC
From: usenet-20020224@hias.horus.com
Message-ID: <slrna7hm32.121.usenet-20020224@camel.hias.horus.com>
Source record: 31058

On Sat, 23 Feb 2002 22:20:55 -0500, Son of man wrote:
> I have a PC 5.25" drive.

Try WriteAtr from my website http://www.horus.com/~hias/atari/

Hias

1138. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 13:18:10 UTC
From: ebaiz@skyenet.net
Message-ID: <mK5e8.51$qM6.100341@newsfeed.slurp.net>
Source record: 31059

On 23 Feb 2002 22:20:55 , "Son of man" wrote:
>I have a PC 5.25" drive.

I have done that, but I use my Atari clone (the Hades). I convert the ATR to a DI format and then run the DI file through a program called 800xldj on my Hades. From there I can copy the files to a 1050 drive that is connected to my 130XE. I am sure that same type of thing can be done with APE.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP, Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf, Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
---

1139. Re: Where to get atari 800 in the UK (2nd attemp)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 13:46:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <rfph7ukehik9jfp7o8abq364ri4km54l7i@4ax.com>
Source record: 31060

On Sat, 23 Feb 2002 22:06:21 +0000, Richard Atkinson
<rga24@nospam.cantab.net> wrote:

>On Sat, 23 Feb 2002, swebb wrote:
>
>> Ok, I really want an 800 or a 400. What kind of price am I looking at, any
>> idea's ?
>
>Mine have cost between 3 GBP and 10 GBP. Car boot fairs are your friend :)
>
>They should be starting up again some time around Easter, assuming the
>weather improves!
>
You seen them there?

What area are you, I'm moving there :-)

Never seen them at the B.S in East London which has some of the
biggest sales I know of :-(
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

Long live the Atari 8bit & the C64 :-)

1140. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 14:43:55 UTC
From: llpwhite@cs.com
Message-ID: <20020224094355.27918.00000420@mb-ca.news.cs.com>
Source record: 31061

>I have a PC 5.25" drive<

1. If you have no Atari equipment, you will be limited to creating MFM Atari disks. I don't believe that any programs can currently do this, but it should be possible to create a DD image from a SD ATR image then write out the DD. This would work for Dos disks; might be possible for game disks.

2. If you have an Atari drive and a ProSys cable, you can write out ATR's directly to the Atari drive.

3. If you have an Atari computer and drive and SIO2PC/APE cable, you can write out ATR's.

4. There are many other ways...

1141. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 16:07:58 UTC
From: ansk@home.se
Message-ID: <3c790cb7.437231@nntpserver.swip.net>
Source record: 31062

On Sat, 23 Feb 2002 20:25:00 GMT, Hulsie <cowman777@hotmail.com>
wrote:

> Hi, thanks for replying! I'm glad to see this group is still active!!

Yes, the relatively high number of participants in comp.sys.atari.8bit

confirms that the Atari 400/800/XL/XE computer series has had a
long-term positive impact on people like you and me.

> ...I never actually knew how to read the MEMORY TEST output, but I let
> it go through and here's what it gives me:
>
> (G indicates a green block, and R indicates a red one)
>
> ROM:
> GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG
>
> RAM:
> G R R R R R R R R R R G R R R
> R R R R G G R R R R R R R R R
> R R R R R R R R
>
> After the test is completed, it goes back and re-reads the green ones.
>
> Are red blocks bad? I sure as hell hope not! :)

I am sorry, but I think your computer has RAM memory faults. I must
admit I have never seen the self test recognize memory faults on an
Atari computer myself, but the result is probably correct.

At least, now you know where the fault source is likely to be
located, thanks to your Atari's error detection.

Maybe the 130XE has all chips soldered to the board. But if you open
the computer and find memory chips in sockets, you could remove
them and put them back, to find out if bad contact is the reason
for the fault.

It is fairly easy to find a used Atari 130XE, but my opinion is that
one should repair broken Ataris. They deserve it.

Anders

1142. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 17:11:58 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <v%8e8.31792$2v1.1047603@e3500-atl1.usenetserver.com>
Source record: 31063

Any idea where I might find a ProSys cable?

This sounds like the best method.

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020224094355.27918.00000420@mb-ca.news.cs.com...
> >I have a PC 5.25" drive<
>
> 1. If you have no Atari equipment, you will be limited to creating MFM
Atari
> disks. I don't believe that any programs can currently do this, but it
should
> be possible to create a DD image from a SD ATR image then write out the
DD.
> This would work for Dos disks; might be possible for game disks.
>
> 2. If you have an Atari drive and a ProSys cable, you can write out ATR's
> directly to the Atari drive.
>
> 3. If you have an Atari computer and drive and SIO2PC/APE cable, you can
write
> out ATR's.
>
> 4. There are many other ways...
>
>

1143. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 17:12:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <J%8e8.31796$2v1.1047545@e3500-atl1.usenetserver.com>
Source record: 31064

Thanks I will give it a try!

"Matthias Reichl" <usenet-20020224@hias.horus.com> wrote in message
news:slrna7hm32.121.usenet-20020224@camel.hias.horus.com...
> On Sat, 23 Feb 2002 22:20:55 -0500, Son of man wrote:
> > I have a PC 5.25" drive.
>
> Try WriteAtr from my website http://www.horus.com/~hias/atari/
>
> Hias

1144. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 17:28:03 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <rg8i7u4093gf8pvhic54j9qkq1jhfdc5su@4ax.com>
Source record: 31065

On Sun, 24 Feb 2002 12:12:52 GMT, usenet-20020224@hias.horus.com (Matthias Reichl) wrote:

>On Sat, 23 Feb 2002 22:20:55 -0500, Son of man wrote:
>> I have a PC 5.25" drive.
>
>Try WriteAtr from my website http://www.horus.com/~hias/atari/
>
>Hias

Hey, Matthias, did you ever get my reply on 0.91a? (everything fine)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1145. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 18:02:09 UTC
From: usenet-20020224@hias.horus.com
Message-ID: <slrna7iahs.1aj.usenet-20020224@camel.hias.horus.com>
Source record: 31066

Hi Marco,

On Sun, 24 Feb 2002 12:28:03 -0500, machf wrote:
>
> Hey, Matthias, did you ever get my reply on 0.91a? (everything fine)

Sure, I think I just forgot to send you an ACK. BTW: Thanx!

I hope I'm able to upload a new version in a few weeks. Currently I'm only fixing some bugs. The new version will (hopefully) support all double density formats I know of (180k/360k/720k/1.44M) with several sector mapping types (XF551, track first (like ATR8000), head first (like PC drives)).

The often requested GUI (like AtariDsk) has to wait a bit, since I've got a lot to do at my job at the moment.

Anyway, I'll let you know it when it's ready.

so long,

Hias

1146. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 18:18:17 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0202241018.59ca940b@posting.google.com>
Source record: 31067

Hulsie <cowman777@hotmail.com> wrote in message
news:<Xns91BE927B33B8Hulsie@24.2.68.108>...
> Hi, thanks for replying! I'm glad to see this group is still active!!
>
> Anyway, it takes me right to the memory test portion... It skips the usual
> "SELF TEST" menu... I found that odd too, but I forgot to mention it.
> Also, when I press "HELP", the button that's supposed to take me back to
> the "SELF TEST" main menu, it doesn't do anything this time. Could that
> narrow anything down?
>
> I never actually knew how to read the MEMORY TEST output, but I let it go
> through and here's what it gives me:
>
> (G indicates a green block, and R indicates a red one)
>
> ROM:
> GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG
>
> RAM:
> G R R R R R R R R R R G R R R
> R R R R G G R R R R R R R R R
> R R R R R R R R
>
> After the test is completed, it goes back and re-reads the green ones.
>
> Are red blocks bad? I sure as hell hope not! :)
>
> Well, I don't know if this info helps, but again, any input would be
> appreciated.
>
> Thanks again for your response!
>
> Hulsie
>

Red blocks are bad - sorry. First thing I'd do is check your power
supply voltage, it should be 4.8-5.0 volts and steady as a rock. If
not, get a new one of those before you go replacing ram chips or you
will burn them out too.
That's the number one reason ram chips fail - a bad power supply!

1147. forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 18:28:28 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <b7ae8.32506$2v1.1066414@e3500-atl1.usenetserver.com>
Source record: 31068

How do I look at a disk directory from BASIC?

I remember LOAD and SAVE commands

1148. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 19:00:43 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c793a5a$0$4583$e4fe514c@dreader3.news.xs4all.nl>
Source record: 31069

> Thanks for all the input.
>
> I think the best decision is not to post this documentation, unless
> the current owner (whomever that may be) allows it.
>

Nope, just put the filez on-line or contact me then I will publish them
on-line. FTE is dead for many years now and everybody who searched for Mike
H. has failed. He hides for all that still need money. But that discussion
has been here for more then 10 times already.
I think when you put it on-line and he doesn't agree then he must let the
community know what he is planning to do with the rights. I think he should
release everything as open-source and free...

TXG

1149. Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 19:15:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <XOae8.33316$2v1.1076395@e3500-atl1.usenetserver.com>
Source record: 31070

With a 1050 drive?

Even though I will only use them as double density?

Are the High density 5.25" disks compatible with the 1050 drive?

1150. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 20:14:11 UTC
From: Jon-paul <pockets@cix.co.uk>
Message-ID: <a5bh49eod1@thorium.cix.co.uk>
Source record: 31071

"Son of man" <bcozier@bellsouth.net> wrote in message
news:XOae8.33316$2v1.1076395@e3500-atl1.usenetserver.com...
> With a 1050 drive?
>
> Even though I will only use them as double density?
>
> Are the High density 5.25" disks compatible with the 1050 drive?
>
>
>
>
>

Alas i have not found so.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01

1151. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 20:23:37 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8Pbe8.34329$2v1.1094231@e3500-atl1.usenetserver.com>
Source record: 31072

yeah someone else told me the same thing.

thanks.

"Jon-paul" <pockets@cix.co.uk> wrote in message
news:a5bh49eod1@thorium.cix.co.uk...
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:XOae8.33316$2v1.1076395@e3500-atl1.usenetserver.com...
> > With a 1050 drive?
> >
> > Even though I will only use them as double density?
> >
> > Are the High density 5.25" disks compatible with the 1050 drive?
> >
> >
> >
> >
> >
>
> Alas i have not found so.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.307 / Virus Database: 168 - Release Date: 11/12/01
>
>

1152. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 21:26:01 UTC
From: Damfino <null@null.com>
Message-ID: <mqli7ucmcf88ornqrkjn67nhj9ue2lg2er@4ax.com>
Source record: 31073

On 23 Feb 2002 07:02:16 GMT, "Richard Douwes" <rdouwes@hetnet.nl>
wrote:

>Shawn Jefferson <sjeffers@shaw.Delete#This.ca> schreef in artikel
><3c75de58.52082433@news>...
>
>> "Fox-1" <DONT_USE_fox-1@home.nl>:
>> >What about SIO2PC? What about the MS-Dos version of A.P.E.?
>
>> ... I for one would thank someone for doing this work.
>> For what it is and who it is targeted at it sounds great.
>> ... if you don't like it, don't use it.
>
>I agree 100%. Everybody, support this guy anyway you can. Stop complaining,
>and let's get to work! (Can I help?)
>
>Richard

Ahh... thank you for your support! I agree that it's not perfect, but
there is no perfect way with disk images, and I feel this is the best
current solution, and since I have a great love of the Atari 8bit
computers and the existing TOSEC dbases were pretty iffy, I
volunteered to help.

Yesterday I finished my second big step of the renaming process, and
now everything from the three old existing TOSEC .atr dbases is
recognized, along with some new stuff (including side A of The Haunted
Palace)... a grand total of 2,819 recognized .atrs, all games, NO
demos, multiboots, apps, etc. Basic and OSb info should be (hopefully)
be correct in every case, as should most of the other notes. This
dbase will be released by TOSEC in their next update, which will
probably be in the next week or so (it sounds like, I have no official
info for sure.)

Help would be letting me know (via e-mail or TOSEC's forum) if you
find any errors or if you can fill in any missing information or
supply more info that'd help. Also let me know of any game .atrs that
you have that are unrecognized.

Next step is to go through and mark all the file conversions (K-boot
disks) as such, and to start convering the raw .exes that haven't been
converted yet. This should help clarify some of the "alternates" that
are in there now.

I'm not sure, but I would suspect that a flood of the files will
appear in a.b.e.misc (and probably one or two other groups) after

TOSEC releases the dbase... ;)

1153. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 22:04:16 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c79656d$0$35565$1dc6e903@news.corecomm.net>
Source record: 31074

I doubt you have that many bad memory chips, something else
is wrong. At any rate, you need to open up the computer.
A funny test for memory chips is to turn the computer on
for a minute and see if the memory chip(s) is hot, if it is
it is probably a bad chip.
I think the memory chips are the little ones on the left in the 130xe.
I'm thinking some memory access chip is flaky.
The 130xe is generally without sockets, so my standard approach
of swapping out known good chips with the ones in the computer
won't work.
Another approach is get a working 130xe and a logic probe.
Start with the large chips, the Antic, CPU, Pokey, GTIA, and
the ROMS and compare logic probe signals at each comparing
pin.
Now a person like Rick Cortese would know how to use an
oscilloscope to check pins. I have an oscilloscope, but don't
know how to use it. It is an old Heathkit o'scope with tubes in it.
Uh. I think your computer is sorta messed up, but, thinking some
more, the Antic, GTIA and display aspects of the computer and
the CPU are good or you wouldn't get the mem test screen, it
also means the OS ROM is good. All those bad mem chips
just doesn't seem likely tho, maybe one or two would go bad,
but I don't think all those at once.
Russg
Rambling on again

1154. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 22:57:30 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <P5ee8.27754$Wm3.1586218@zwoll1.home.nl>
Source record: 31075

Son of man wrote

: With a 1050 drive?
:
: Even though I will only use them as double density?
:
: Are the High density 5.25" disks compatible with the 1050 drive?

Most of the time HD flops will not work in DD mechanics. This includes the
Atari 1050 diskdrive...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1155. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 23:11:54 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <1mee8.27787$Wm3.1592425@zwoll1.home.nl>
Source record: 31076

Richard Douwes wrote

: Shawn Jefferson schreef

: > ... I for one would thank someone for doing this work.
: > For what it is and who it is targeted at it sounds great.
: > ... if you don't like it, don't use it.

: I agree 100%. Everybody, support this guy anyway you can. Stop complaining,
: and let's get to work! (Can I help?)

I don't say I don't agree, but I only saw the postive things listed about ATR
and long filenames, but noone mentioned the disadvantages effects...

About help... well, I wish I had the time to do some more on Atari 8-Bit.
Still have a number of unfinished intro-sources laying around, like also a few
thousand disks of which I have no idea what's on it. All are numbered, and
maybe on one of them is a database or something like that with info about
what's on a disk, but haven't found it yet :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1156. Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-24 23:20:53 UTC
From: Craig Ulrich <culrichnospam@nospamcomcast.net>
Message-ID: <pzee8.42438$gW4.20772857@news1.rdc1.mi.home.com>
Source record: 31077

Hi,

I used to own an Atari 400, then the 800, and then the 520ST. I traded my old systems for a Gemulator card which I have installed in my P2 - 450MHZ IBM compatible computer. I have also down loaded the free version of Gemulator 2000 from emulators.com. I was able to transfer much of the data that I had created on the 520ST to my PC. I am interested in recovering any data that was saved to the 5.25 floppies from the Atari 800, but no longer have the hardware. I know about XFORMER, but I guess I also need an XFORMER cable, and a 1050 drive, and the software. Is this the way to go? Is my system too fast to use the cable? Is there a better way than using XFORMER?

Any suggestions?

Craig

1157. Re: Hey guys! Omnitrend still has Universe!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 00:02:36 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C797F19.5BF13B73@rogers.com>
Source record: 31078

Hi there,
I went to that website just now and there is NO mention of their old products
(and their search function on the site doesn't work) all they seem to have is
winblows based home automation systems.

Son of man wrote:

> go to the webpage www.omnitrend.com
>
> call the phone number below!
>
> They have some still shrinkwrapped Universe I for atari 8-bit for sale. I
> used to play this all the time! It has the manual and all that stuff! Get
> it while it lasts.
>
> Now the bad news. The price is still the original 1985 price of $69.95
>
> I ordered mine today. I have the XEGS system and now I may buy 2 1050
> diskdrives to play this, or just use the emulator. But you can't play this
> without the docs which is the main reason I decided to buy it.

1158. Re: Atari 8 bit stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 00:09:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C7980BF.D552B6F5@rogers.com>
Source record: 31079

I was just gonna suggest that. I'm a bit too far (toronto, ontario) to pick them up but having the
pd library online would be good. but atr format is a bad idea. I and many others use real 8bits
not emulators and the atr images won't be of any real use to us.

Damfino wrote:

> daclmi@netscape.net (Daniel Miller) wrote in message
news:<3c5c7f08.29534177@news.CIS.DFN.DE>...
> > Be careful with the "entire program library of the Western New York
> > Atari Users Groups" because a lot of that could be one-of-a-kind-last
> > remaining-copy type software.
>
> I sent a note to him as I'm only 1-1.5 hours from Niagara Falls, but I
> haven't heard back yet. If I get it, I certainly intend to make sure
> any unique software is put into .atr images and made available for
> posterity...
>
> (Bruce, if you're reading this and didn't get my e-mail, please send
> me a note. Thanks!)

1159. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 00:26:40 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c7984cb_3@news.iglou.com>
Source record: 31080

```
Son of man wrote in message ...
>How do I look at a disk directory from BASIC?
>
>I remember LOAD and SAVE commands
>
Atari Basic does not have a DIR command built in. If I remember correctly
you can do
DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I
Or use the DOS command, but if you have a Basic program in memory and
Mem.Sav is not
enabled you will lose the Basic program.
```

1160. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 00:45:11 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <mEfe8.37457$2v1.1179210@e3500-atl1.usenetserver.com>
Source record: 31081

thanks for the help. I wonder if BASIC XL has a Dir command?

"Bill Marcum" <bmarcum@iglou.com> wrote in message
news:3c7984cb_3@news.iglou.com...
>
> Son of man wrote in message ...
> >How do I look at a disk directory from BASIC?
> >
> >I remember LOAD and SAVE commands
> >
> Atari Basic does not have a DIR command built in. If I remember correctly
> you can do
> DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I
> Or use the DOS command, but if you have a Basic program in memory and
> Mem.Sav is not
> enabled you will lose the Basic program.
>
>
>
>

1161. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 00:55:33 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <4Ofe8.37600$2v1.1182578@e3500-atl1.usenetserver.com>
Source record: 31082

Get yourself a 5.25 floppy drive for PC from ebay and try WriteAtr from this guy's website

http://www.horus.com/~hias/atari/

Hias

I'm waiting for my 5.25 DSDD disks to come in to see if it works. It worked for the author.

"Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message news:pzee8.42438$gW4.20772857@news1.rdc1.mi.home.com...
> Hi,
>
> I used to own an Atari 400, then the 800, and then the 520ST. I traded my
> old systems for a Gemulator card which I have installed in my P2 - 450MHZ
> IBM compatible computer. I have also down loaded the free version of
> Gemulator 2000 from emulators.com. I was able to transfer much of the
data
> that I had created on the 520ST to my PC. I am interested in recovering
any
> data that was saved to the 5.25 floppies from the Atari 800, but no longer
> have the hardware. I know about XFORMER, but I guess I also need an
XFORMER
> cable, and a 1050 drive, and the software. Is this the way to go? Is my
> system too fast to use the cable? Is there a better way than using
XFORMER?
>
> Any suggestions?
>
> Craig
>
>

1162. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 01:54:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <7Pge8.14217$0C1.1212975@newsread1.prod.itd.earthlink.net>
Source record: 31083

Same is true for the 810 and the Percom series of third part A8 equipment.
They will normally error during 2nd stage of the format process. They may
eventually format with repeated attempts and then fail to read and/or
write...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
news:P5ee8.27754$Wm3.1586218@zwoll1.home.nl...
>
> Son of man wrote
>
> : With a 1050 drive?
> :
> : Even though I will only use them as double density?
> :
> : Are the High density 5.25" disks compatible with the 1050 drive?
>
>
> Most of the time HD flops will not work in DD mechanics. This includes
the
> Atari 1050 diskdrive...

1163. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 01:59:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2Uge8.14225$0C1.1167030@newsread1.prod.itd.earthlink.net>
Source record: 31084

The XFormer cable is limited to CPU speeds of approx 150 MHz or less.

APE and SIO2PC are good options when you still have the Atari and drive.

Otherwise, for a one-time convert - just find someone with the required
hardware to make the transfer.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
news:pzee8.42438$gW4.20772857@news1.rdc1.mi.home.com...
> Hi,
>
> I used to own an Atari 400, then the 800, and then the 520ST. I traded my
> old systems for a Gemulator card which I have installed in my P2 - 450MHZ
> IBM compatible computer. I have also down loaded the free version of
> Gemulator 2000 from emulators.com. I was able to transfer much of the
data
> that I had created on the 520ST to my PC. I am interested in recovering
any
> data that was saved to the 5.25 floppies from the Atari 800, but no longer
> have the hardware. I know about XFORMER, but I guess I also need an
XFORMER
> cable, and a 1050 drive, and the software. Is this the way to go? Is my
> system too fast to use the cable? Is there a better way than using
XFORMER?
>
> Any suggestions?
>
> Craig
>
>
>

1164. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 02:03:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aYge8.14237$0C1.1213439@newsread1.prod.itd.earthlink.net>
Source record: 31085

Hias does good work and I swear by his AtariLink, *but* it only works when your A8 drive is a Doubled or Happy 1050 or other true double density equipment like Indus and some Percoms. It is not applicable to 810s and stock 1050s.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
> Get yourself a 5.25 floppy drive for PC from ebay and try WriteAtr from this
> guy's website
>
> http://www.horus.com/~hias/atari/
>
> Hias
>
> I'm waiting for my 5.25 DSDD disks to come in to see if it works. It worked
> for the author.
>
>
>
> "Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
> news:pzee8.42438$gW4.20772857@news1.rdc1.mi.home.com...
> > Hi,
> >
> > I used to own an Atari 400, then the 800, and then the 520ST. I traded my
> > old systems for a Gemulator card which I have installed in my P2 - 450MHZ
> > IBM compatible computer. I have also down loaded the free version of
> > Gemulator 2000 from emulators.com. I was able to transfer much of the
> data
> > that I had created on the 520ST to my PC. I am interested in recovering
> any
> > data that was saved to the 5.25 floppies from the Atari 800, but no longer
> > have the hardware. I know about XFORMER, but I guess I also need an
> XFORMER
> > cable, and a 1050 drive, and the software. Is this the way to go? Is my

> > system too fast to use the cable? Is there a better way than using
> XFORMER?
> >
> > Any suggestions?

1165. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 03:27:56 UTC
From: bobbyshaw@aol.com
Message-ID: <20020224222756.14322.00000398@mb-cf.aol.com>
Source record: 31086

>
>With a 1050 drive?
>
>Even though I will only use them as double density?
>
>Are the High density 5.25" disks compatible with the 1050 drive?
>
>

Haven't had to buy any in YEARS, but a quick search on Yahoo Shopping found a couple stores still selling boxes of DS-DD 5.25 floppies. Here's the search I did:

http://search.shopping.yahoo.com/search/all?is=1&p=ds%2Fdd+floppy&tool=0&did=

The two stores I checked (the more well known being CDW) had them in stock and around $6-$8.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
http://www.mindspring.com/~robe294/atari_sale.htm

1166. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 05:26:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c79cd01$0$18505$1dc6e903@news.corecomm.net>
Source record: 31087

I guess the 10502PC cable or APE Prosystem cable.
The Prosystem cable is the only cable and software that would
allow making images of original copy protected disks.
But since you say 'Data' I'm guessing you have some text
or database or something you want to save.
I don't use any of these. I think the mentioned cables allow
connection of a 1050 to serial port of PC. If you have single
density Atari 8-bit disks, you won't be able to read those disks
on a PC 5.25" drive.

1167. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 05:29:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c79cdcc$0$35570$1dc6e903@news.corecomm.net>
Source record: 31088

Unless you want to write a quick directory BASIC program,
just type DOS from BASIC. Then depends what DOS you're using.
SpartaDOS, type DIR. MyDOS, hit the # of the drive. DOS 2/2.5
type A and hit RETURN twice or give a filespec for a different drive.

1168. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 08:07:39 UTC
From: j131@inetia.pl
Message-ID: <a5crgi$c1c$1@korweta.task.gda.pl>
Source record: 31089

In article <v%8e8.31792$2v1.1047603@e3500-atl1.usenetserver.com>, "Son of man"
<bcozier@bellsouth.net> wrote:
>Any idea where I might find a ProSys cable?
>
>This sounds like the best method.
>
Try this:
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1334618928
j131

1169. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 10:15:27 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <39oe8.48371$ta.545018@news.easynews.com>
Source record: 31091

"swebb" <swebb.screaming.net@worldonline.co.uk> wrote in message
news:3c72edee_3@mk-nntp-1.news.uk.worldonline.com...
> Hi,
>
> Yet another message :) I've seen a few 400/800 machines on EBAY. Are there
> any other places which are good sources of these machines in the UK.
>
> Cheers
>
>

There is a 800 on Ebay at the moment, with twin 810 disk drives,
Item number is 2005243266

Not my auction :)

1170. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 10:16:44 UTC
From: Craig Ulrich <culrichnospam@nospamcomcast.net>
Message-ID: <gaoe8.42761$gW4.20940587@news1.rdc1.mi.home.com>
Source record: 31090

Specifically, I have some single side double density floppies with text files created using Atari Writer and DOS 2.5. The drives being used were an 810 and a 1050. I don't remember what configuration the 1050 was.

I do have a PC 5.25 drive in my PC computer.

Craig

"Russ Gilbert" <russg@en.com> wrote in message news:3c79cd01$0$18505$1dc6e903@news.corecomm.net...
> I guess the 10502PC cable or APE Prosystem cable.
> The Prosystem cable is the only cable and software that would
> allow making images of original copy protected disks.
> But since you say 'Data' I'm guessing you have some text
> or database or something you want to save.
> I don't use any of these. I think the mentioned cables allow
> connection of a 1050 to serial port of PC. If you have single
> density Atari 8-bit disks, you won't be able to read those disks
> on a PC 5.25" drive.
>
>
>

1171. Pooldisk 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 10:29:00 UTC
From: Chris Kruiper <c.a.kruiper@kpn.com>
Message-ID: <01c1bde7$3d360510$942915ac@HKTGN9911081818>
Source record: 31092

Hi,

Is the pooldisk 2 online somewhere?

Chris

1172. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 10:44:14 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a5d4dk$1uic$1@news.nextra.cz>
Source record: 31093

```
Try WriteAtr V0.91 beta (c) 2002 by HiassofT

This program allows you to transfer double density (180k) ATR-images

directly from/to Atari-XL floppy disks with your PC!

All you need is a PC running MSDOS and a 5.25" floppy drive in your PC!

e-mail: hias@horus.com

WWW: http://www.horus.com/~hias/atari/

See also manual.

Fanny.
```

"Craig Ulrich" <culrichnospam@nospamcomcast.net> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:gaoe8.42761$gW4.20940587@news1.rdc1.mi.home.com...
> Specifically, I have some single side double density floppies with text
> files created using Atari Writer and DOS 2.5. The drives being used were
an
> 810 and a 1050. I don't remember what configuration the 1050 was.
>
> I do have a PC 5.25 drive in my PC computer.
>
> Craig
>
> "Russ Gilbert" <russg@en.com> wrote in message
> news:3c79cd01$0$18505$1dc6e903@news.corecomm.net...
> > I guess the 10502PC cable or APE Prosystem cable.
> > The Prosystem cable is the only cable and software that would
> > allow making images of original copy protected disks.
> > But since you say 'Data' I'm guessing you have some text
> > or database or something you want to save.
> > I don't use any of these. I think the mentioned cables allow
> > connection of a 1050 to serial port of PC. If you have single
> > density Atari 8-bit disks, you won't be able to read those disks
> > on a PC 5.25" drive.
> >
> >
> >
>
>

1173. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 12:32:13 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0202250432.4ee212ad@posting.google.com>
Source record: 31094

Thanks for the reply and offer.

I'm not the original 'copier', but offered to help find a way to get
the files on the web. As such, it's not really my decision so I'll
forward this to him and see how he wants to proceed.

ron

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3c793a5a$0$4583$e4fe514c@dreader3.news.xs4all.nl>...
> > Thanks for all the input.
> >
> > I think the best decision is not to post this documentation, unless
> > the current owner (whomever that may be) allows it.
> >
>
> Nope, just put the filez on-line or contact me then I will publish them
> on-line. FTE is dead for many years now and everybody who searched for Mike
> H. has failed. He hides for all that still need money. But that discussion
> has been here for more then 10 times already.
> I think when you put it on-line and he doesn't agree then he must let the
> community know what he is planning to do with the rights. I think he should
> release everything as open-source and free...
>
> TXG

1174. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 12:32:45 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0202250432.69bf6138@posting.google.com>
Source record: 31095

Thanks for the reply and offer.

I'm not the original 'copier', but offered to help find a way to get
the files on the web. As such, it's not really my decision so I'll
forward this to him and see how he wants to proceed.

ron

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3c793a5a$0$4583$e4fe514c@dreader3.news.xs4all.nl>...
> > Thanks for all the input.
> >
> > I think the best decision is not to post this documentation, unless
> > the current owner (whomever that may be) allows it.
> >
>
> Nope, just put the filez on-line or contact me then I will publish them
> on-line. FTE is dead for many years now and everybody who searched for Mike
> H. has failed. He hides for all that still need money. But that discussion
> has been here for more then 10 times already.
> I think when you put it on-line and he doesn't agree then he must let the
> community know what he is planning to do with the rights. I think he should
> release everything as open-source and free...
>
> TXG

1175. Re: Pooldisk 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 12:37:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ovbk7u4o6nk2sbdgspt4haj4mjkv70qn6b@4ax.com>
Source record: 31096

On 25 Feb 2002 10:29:00 GMT, "Chris Kruiper" <c.a.kruiper@kpn.com>
wrote:

>Hi,
>
>Is the pooldisk 2 online somewhere?
>
>Chris

Go on, buy it :-)

It's hardly the most expensive item in the world :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1176. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 13:28:44 UTC
From: Jochen Sch&#65533;fer <schaefej@rhrk.uni-kl.de>
Message-ID: <a5de6m$424$1@news.uni-kl.de>
Source record: 30997

"Son of man" <bcozier@bellsouth.net> wrote in message
news:b7ae8.32506$2v1.1066414@e3500-atl1.usenetserver.com...
> How do I look at a disk directory from BASIC?
>
> I remember LOAD and SAVE commands
Turbo Basic has a DIR command.

Jochen

1177. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 15:59:02 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <41te8.43196$2v1.1429730@e3500-atl1.usenetserver.com>
Source record: 30998

thanks I picked up 3 boxes of fuji DSDD 5.25" disks for $5.52 on ebay + $5 shipping. Not bad.

"BobbyShaw" <bobbyshaw@aol.com> wrote in message news:20020224222756.14322.00000398@mb-cf.aol.com...
> >
> >With a 1050 drive?
> >
> >Even though I will only use them as double density?
> >
> >Are the High density 5.25" disks compatible with the 1050 drive?
> >
> >
>
> Haven't had to buy any in YEARS, but a quick search on Yahoo Shopping found a
> couple stores still selling boxes of DS-DD 5.25 floppies. Here's the search I
> did:
>
>
http://search.shopping.yahoo.com/search/all?is=1&p=ds%2Fdd+floppy&tool=0&did=
>
> The two stores I checked (the more well known being CDW) had them in stock and
> around $6-$8.
>
> Robert Shaw
>
> --
> Interested in vintage Atari 8-bit equipment? Cartridges on sale Feb. 2nd!
> http://www.mindspring.com/~robe294/atari_sale.htm

1178. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 16:27:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <OBte8.15284$0C1.1327106@newsread1.prod.itd.earthlink.net>
Source record: 30999

Double density capable floppy disks used in stock 810s and 1050s are
formatted in single density and *not* suitable for HiasSoft's nice utility
with a PC 5.25.. :-(

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
> Specifically, I have some single side double density floppies with text
> files created using Atari Writer and DOS 2.5. The drives being used were
an
> 810 and a 1050. I don't remember what configuration the 1050 was.
>
> I do have a PC 5.25 drive in my PC computer.
>
> Craig

1179. Re: Where to buy 400/800 machines in the uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 16:33:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <iHte8.15298$0C1.1327926@newsread1.prod.itd.earthlink.net>
Source record: 31000

Currently the price is right, too!

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"switchblade" <xxx@nospam.com> wrote in message
> > Yet another message :) I've seen a few 400/800 machines on EBAY. Are
there
> > any other places which are good sources of these machines in the UK.
> >
> > Cheers
> >
> There is a 800 on Ebay at the moment, with twin 810 disk drives,
> Item number is 2005243266
>
> Not my auction :)

1180. Re: Hey guys! Omnitrend still has Universe!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 16:39:47 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <5Kte8.226624$TI5.9472003@e3500-atl2.usenetserver.com>
Source record: 31001

I should have clarified.

Call the number below the webpage and ask the guy for it.

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3C797F19.5BF13B73@rogers.com...
> Hi there,
> I went to that website just now and there is NO mention of their old
products
> (and their search function on the site doesn't work) all they seem to
have is
> winblows based home automation systems.
>
> Son of man wrote:
>
> > go to the webpage www.omnitrend.com
> >
> > call the phone number below!
> >
> > They have some still shrinkwrapped Universe I for atari 8-bit for sale.
I
> > used to play this all the time! It has the manual and all that stuff!
Get
> > it while it lasts.
> >
> > Now the bad news. The price is still the original 1985 price of $69.95
> >
> > I ordered mine today. I have the XEGS system and now I may buy 2 1050
> > diskdrives to play this, or just use the emulator. But you can't play
this
> > without the docs which is the main reason I decided to buy it.
>

1181. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 17:10:27 UTC
From: Roy G Biv <erasmus@over.the.rainbow>
Message-ID: <Pine.GSO.4.33.0202251154210.7080-100000@shell1>
Source record: 31002

On Sun, 24 Feb 2002 at 19:26:40 -0500, Bill Marcum (bmarcum at
iglou dot com) scribbled:
->... you can do DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:
->INPUT#1,X$:PRINT X$:NEXT I Or use the DOS command, but if you have
->a Basic program in memory and Mem.Sav is not enabled you will lose
->the Basic program.

Reference here to Mem.Sav appears to assume use of the Atari
Company's DOS program. Other DOS programs, such as OSS DOS-XL, don't
need Mem.Sav in this situation. In DOS-XL, one can go to DOS and use
the DIR command without losing the Basic program in memory.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1182. Anyway to make ATR files from Atari disk using my PC (no SIO2PC)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 18:01:10 UTC
From: Stella26 <someone@somewhere.com>
Message-ID: <_Que8.43453$2v1.1462299@e3500-atl1.usenetserver.com>
Source record: 31003

Okay I saw the post about making disks from ATRs. Is there a way to make ATR files from Atari disks from your PC without using a SIA2PC cable?

1183. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 18:16:40 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7a7f86$0$1599$1dc6e903@news.corecomm.net>
Source record: 31004

Ron H. mentions that stock 1050 and 810 don't do 180k dbl
density. I'll mention you said DOS 2.5, which also doesn't do
dbl. density. Not familiar with the Hiasoft atr read/writer, but
it does require MFM dbl density disks.
Dbl density floppies (with the hub ring) can be formatted the
Atari FM single density. I don't know if there were single
density floppies and if they had hub rings. I do know that
High Density (1.2 megs) usually don't have the hub ring.

1184. Re: Anyway to make ATR files from Atari disk using my PC (no SIO2PC)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 19:23:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7l3mbpvk3pf4@corp.supernews.com>
Source record: 31005

"Stella26" <someone@somewhere.com> wrote in message
news:_Que8.43453$2v1.1462299@e3500-atl1.usenetserver.com...
> Okay I saw the post about making disks from ATRs. Is there a way to make
ATR
> files from Atari disks from your PC without using a SIA2PC cable?

If you have the Atari disks in 256 byte/sector format there are several
utilities that will read them.

The stock drives using 128 bytes/sector like the 810 and 1050 are
problematic. You may or may not be able to read them on a PC with ANADISK.
If ANADISK does read them, then you have to use Preston Crow's DEANA to
convert them into a format an emulator can use.

1185. Re: Atari 8 bit stuff for free

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:00:06 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0202251200.54d46aa1@posting.google.com>
Source record: 31006

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3C7980BF.D552B6F5@rogers.com>...
> I was just gonna suggest that. I'm a bit too far (toronto, ontario) to pick them up but having the
> pd library online would be good. but atr format is a bad idea. I and many others use real 8bits
> not emulators and the atr images won't be of any real use to us.

ATR images are, IMHO, much more useful under any circumstance than real disks... especially since many old floppies have bad sectors already and are only going to get worse... The $5-10 that you'd spend on a box or two of blank 5.25" floppies will pay for an SIO2PC cable, which will allow you to use .atr images on your real Atari, and those atrs can easily be distributed, backed up, modified, used like real floppies, whatever, with none of the fear of the disk going bad, or trying to make backups from one 5.25" to another... Throwing $40-50 Steven Tucker's way (to register APE) is a nice idea too, I would have done it already but my damn PayPal account got "restricted" somehow and I haven't gotten around to proving to them it shouldn't be... as soon as I do, I'll register, I promise, Steven! :) (though I'm still not convinced that it will work properly with my UltraSpeed+ OS, someone said it did for them but it looks like the "read" ability should be exactly the same with the unregistered vs registered... whoops, off on a tangent here!)

Regardless, I never got a response from the fellow offering the stuff up (I sent him two e-mails as well as the note here) so it's a moot issue at this point... if he does respond at some point in the future, I'm ready and willing to take the stuff off his hands and do my best to preserve whatever can be preserved from the software collection.

1186. Re: Name That Game(s) Again

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:10:45 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8A00475.217A%design3d@2-scale.com>
Source record: 31007

in article 20020212162813.26385.00000719@mb-cd.aol.com, Solar Influx at solarinflux@aol.com wrote on 2/12/02 4:28 PM:

> the game is tittled caverns of mars i believe
> i have the game ..

And....the sequel to that Cavern of Mars is called "Cavern of Mars II" and the next one is "Phobos".

Mike

1187. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:14:45 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8A00564.217B%design3d@2-scale.com>
Source record: 31008

in article 3C6431F5.FEE1CC33@kih.net, Spike's Systems at jpittz@kih.net
wrote on 2/8/02 3:15 PM:

>> Howdy Tom, folks
>>
>>> At ftp://ftp.spudster.org/pub/Atari/CTH/_8bit_ToolKit/Atr2disk.arc you
>>> will find a utility that runs on a real A8 that can convert an ATR file to
>>> either a single density or enhanced density floppy. The docs say it's
>> only
>>> for single density but it truly also works on enhanced density as well.
>>> Also, there is a substantial DCM section and a individual FILES section of
>>> games in the CTH Archive.
>>
>> Thanks! It does run under MyDOS I hope?
>>
>> CU Mathy van Nisselroy

In that same ftp site, I was surprised to find some games for the Atari ST.
I downloaded one sample (ie. Hacker2.zip). But after I unzipped it, all I
got was a filename.msd plus a folder.

What is an MSD? is it a compression format or diskimage for ST computer?
Normally it should say ".prg" as the common extension for ST executable
code.

Mike

1188. Re: Atari 2600 emulator for Win2000

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:21:36 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8A00700.217C%design3d@2-scale.com>
Source record: 31009
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

in article vcfo6ugumfhgh9tm16r7hn38mrpfrev3n1@4ax.com, D&D FAN! at D&D FAN!
wrote on 2/14/02 11:49 PM:

> Has anyone ever tried making a 2600 emulator for the Atari 8-bit?
>

Hmm... a clever piece of question!

Does the 8-bit system and the VCS-2600 use the same CPU (6502)?

Mike

1189. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:49:13 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8A00D79.217D%design3d@2-scale.com>
Source record: 31010

in article u1u97usspc1fq22oqvui3rda1k6op1lj48@4ax.com, Damfino at
null@null.com wrote on 2/21/02 8:49 AM:

> I'm planning on sticking with .atr because...
> 1) a single format is easier on those new to the Atari...
> 2) Simply double-clicking the file will make it run in Atari800Win
> (easier than typing out a command line string, or doing File, Load
> Executable, and browsing for the file)...
> 3) Already much of the files are in .atr format, and it's easier to
> tell the emulation user to convert their .exes, etc, to .atr format
> than to tell them to find all their __k-boot conversions___, convert them
> back, and delete the originals, as they won't be indexed any more.

>.....

Pardon me for not keeping up with this Atari jargon:

what does "k-boot" conversions mean?

Mike

1190. Are all SIO2PC created equally?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 20:57:15 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8A00F5B.217E%design3d@2-scale.com>
Source record: 31011

in article wzfd8.11727$Wm3.525508@zwoll1.home.nl, Fox-1 at
DONT_USE_fox-1@home.nl wrote on 2/21/02 6:48 PM:

> What about emulators on Atari ST? (like Xformer). No long filenames, and no
> ATR support.
>

For your answer, I remember someone posted up here about the 8-bit emulator
for the Atari ST: the Pacifist, I think. I haven't try it out yet, but I
have tried out the Rainbow emulator (8-bit for the PowerMac). Amazing -
supports smooth-scrolling capability, just like the Atari!

anyway....

Question: Is there a SIO2PC-version for the Mac? To be exact, a
SIO-to-Serial for the Mac?

I am still deciding whether to buy a used SIO2PC or order one for the Mac.

Are all SIO2PC cables created equally? (pins-by-pins circuit-wisely). I
hope any SIO2PC cables will work with APE software.

Mike

1191. Re: Intent to make OSS docs available - any dissent ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 23:53:17 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <FZze8.46411$2v1.1531844@e3500-atl1.usenetserver.com>
Source record: 31012

I've seen the MAC/65 docs in a text file.

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0202181058.1f05526b@posting.google.com...
> It hasn't been done yet, but in the event that some of the OSS
> documentation, e.g. a toolkit thing, became available on a website, is
> there any dissent for doing this, legal or otherwise ?
>
> thanks for the wisdom and guidance in advance.
>
> ron

1192. Re: Anyway to make ATR files from Atari disk using my PC (no SIO2PC)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-25 23:57:19 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <W3Ae8.32001$Wm3.1900514@zwoll1.home.nl>
Source record: 31013

Stella26 wrote

: Okay I saw the post about making disks from ATRs. Is there a way to make ATR
: files from Atari disks from your PC without using a SIA2PC cable?

If you have an 850, P:R: or similar interface you can transfer data between
the two systems with a nullmodem cable. If the disk is a bootdisk, you first
have to make a DCM image of the disk with DiskCommunicator. The DCM file can
started up with Atari800Win, or you can use DSK2ATR or Imagic to convert the
DCM to an ATR onto the PC system.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1193. Off Topic - What's the film

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 00:51:19 UTC
From: llpwhite@cs.com
Message-ID: <20020225195119.26216.00000516@mb-mh.news.cs.com>
Source record: 31014

>What's the film....(yes, I know where IMDB is too) <
A Steven Seagal "bone breaker" movie -- Out for Justice, with William Forsythe.
... Do I get a prize? ;-)

1194. Re: Will High Density 5.25" disks work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 01:51:58 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a5h7mc$7g7vf$1@ID-15679.news.dfncis.de>
Source record: 31038

Hi,

> With a 1050 drive?

No, the magnetic media used in HD discs has very different properties to that used in DD discs.

If you can even get them to format, which is difficult (though not entirely impossible), you'll find that the data will quickly become unreadable (in some cases within MINUTES).

TTFN - Pete.

1195. Re: VCS 7800 video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:10:54 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a5h7nc$7g7vf$2@ID-15679.news.dfncis.de>
Source record: 31039

Hi,

>....no video cable, so I'd like to build one myself and
>need the pinout for the minidin video output of the VCS
>7800 (French version, if it makes any difference).

Any chance of your posting a picture of this machine somewhere for us to see?

To the best of my knowledge no standard 7800 ever had any form of output other than UHF/VHF via a modulator, though there is a modification you can perform to add a composite output yourself which I've seen in various places around the 'net.

Maybe your machine has this mod fitted? If so you need to open it up and work out the connections for yourself.

TTFN - Pete.

1196. Re: Data Recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:11:37 UTC
From: Craig Ulrich <culrichnospam@nospamcomcast.net>
Message-ID: <J1De8.42967$gW4.21141962@news1.rdc1.mi.home.com>
Source record: 31015

Thanks for the info. It's been many years since I've had to deal with this,
but I believe the floppies are probably formatted single density. Most all
of the floppies are single sided double density. They have the hub ring.
Sure would be nice if I could use the PC 5.25, but it sounds like maybe not.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:OBte8.15284$0C1.1327106@newsread1.prod.itd.earthlink.net...
> Double density capable floppy disks used in stock 810s and 1050s are
> formatted in single density and *not* suitable for HiasSoft's nice utility
> with a PC 5.25.. :-(
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
> > Specifically, I have some single side double density floppies with text
> > files created using Atari Writer and DOS 2.5. The drives being used
were
> an
> > 810 and a 1050. I don't remember what configuration the 1050 was.
> >
> > I do have a PC 5.25 drive in my PC computer.
> >
> > Craig
>
>
>

1197. Re: Batch-convert .exes to .atrs?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:26:16 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <bpvl7ug66bd5u2fbblbmq6jtrhtoig36qd@4ax.com>
Source record: 31016

On Mon, 25 Feb 2002 15:49:13 -0500, Mike Stepansky
<design3d@2-scale.com> wrote:

>in article u1u97usspc1fq22oqvui3rda1k6op1lj48@4ax.com, Damfino at
>null@null.com wrote on 2/21/02 8:49 AM:
>
>> I'm planning on sticking with .atr because...
>> 1) a single format is easier on those new to the Atari...
>> 2) Simply double-clicking the file will make it run in Atari800Win
>> (easier than typing out a command line string, or doing File, Load
>> Executable, and browsing for the file)...
>> 3) Already much of the files are in .atr format, and it's easier to
>> tell the emulation user to convert their .exes, etc, to .atr format
>> than to tell them to find all their __k-boot conversions___, convert them
>> back, and delete the originals, as they won't be indexed any more.
>
>>.....
>
>
>Pardon me for not keeping up with this Atari jargon:
>
>what does "k-boot" conversions mean?
>
>Mike

As I understand it (just having learned about this myself in the past
couple months), this is the way to refer to a raw executable that has
been converted (via the MakeATR utility) into a full disk .atr image -
the name given because, when booting, there's a "k" displayed in the
corner of the screen.

1198. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:29:38 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <h10m7uocnmos2mcjgrohnb3ki6tmhks5le@4ax.com>
Source record: 31017

On Mon, 25 Feb 2002 15:14:45 -0500, Mike Stepansky
<design3d@2-scale.com> wrote:

>In that same ftp site, I was surprised to find some games for the Atari ST.
>I downloaded one sample (ie. Hacker2.zip). But after I unzipped it, all I
>got was a filename.msd plus a folder.
>
>What is an MSD? is it a compression format or diskimage for ST computer?
>Normally it should say ".prg" as the common extension for ST executable
>code.
>
>Mike

(Digging back into my ST memories...)

An MSD is a "Magic Shadow" compressed disk, if I recall correctly.
Sort of like the ST version of "DiskComm", in that it was actively
used by the users of the real PC, not just emulation folks. I don't
follow the ST scene as closely as the 8bit, but I would assume that
either emulators can use .msds natively, or there's a conversion
program (to the usual .st file), or (probably) both.

BTW, are you from Rochester, NY? Your name seems awfully familiar.

1199. TOSEC Atari 8bit Games database released

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:32:37 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <360m7uk5iifa3tvq9gqsd8bjt9q8gpri21@4ax.com>
Source record: 31018

Well, if you're interested, head over to TOSEC's site - http://tosec.retrogames.com/ - and you can download the "Atari 8bit - Games - ATR" database, plug it into your favorite renamer, and decide if you like or not.

If you're anti-TOSEC and/or pro-8.3 filenames. please ignore this message. :)

Everyone else, hope you find it useful, and please let me know of any updates/corrections you see. Thanks!

1200. Re: Anyway to make ATR files from Atari disk using my PC (no SIO2PC)?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 03:46:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dyDe8.17068$ZC3.1393076@newsread2.prod.itd.earthlink.net>
Source record: 31019

Mostly up to the hardware... like Rick says. I use DisComm 3.2 to code a full disk side into a .DCM file on a 180K MFM true double density disk to read on the PC with a HiasSoft utility. I run DisComm again on the emulator to dump the .DCM to an .ATR

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Stella26" <someone@somewhere.com> wrote in message
> Okay I saw the post about making disks from ATRs. Is there a way to make ATR
> files from Atari disks from your PC without using a SIA2PC cable?

1201. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 04:12:27 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <LWDe8.1406$604.613@nwrddc02.gnilink.net>
Source record: 31021

```
Yes it does.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:mEfe8.37457$2v1.1179210@e3500-atl1.usenetserver.com...
> thanks for the help. I wonder if BASIC XL has a Dir command?
>
> "Bill Marcum" <bmarcum@iglou.com> wrote in message
> news:3c7984cb_3@news.iglou.com...
> >
> > Son of man wrote in message ...
> > >How do I look at a disk directory from BASIC?
> > >
> > >I remember LOAD and SAVE commands
> > >
> > Atari Basic does not have a DIR command built in. If I remember
correctly
> > you can do
> > DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I
> > Or use the DOS command, but if you have a Basic program in memory and
> > Mem.Sav is not
> > enabled you will lose the Basic program.
> >
> >
> >
> >
>
>
>
```

1202. Re: Pooldisk 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 04:13:00 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <4NDe8.48808$2v1.1622467@e3500-atl1.usenetserver.com>
Source record: 31020

where I can buy pooldisk 2?

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:ovbk7u4o6nk2sbdgspt4haj4mjkv70qn6b@4ax.com...
> On 25 Feb 2002 10:29:00 GMT, "Chris Kruiper" <c.a.kruiper@kpn.com>
> wrote:
>
> >Hi,
> >
> >Is the pooldisk 2 online somewhere?
> >
> >Chris
>
> Go on, buy it :-)
>
> It's hardly the most expensive item in the world :-)
> --
> Paul
>
> "I can still get it wet"
>
> What's the film....(yes, I know where IMDB is too)

1203. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 04:16:50 UTC
From: Hulsie <cowman777@hotmail.com>
Message-ID: <Xns91C0EC9086483Hulsie@24.2.68.108>
Source record: 31022

melee5@my-deja.com (Lee) wrote in
news:a57ea28d.0202241018.59ca940b@posting.google.com:

> Hulsie <cowman777@hotmail.com> wrote in message
> news:<Xns91BE927B33B8Hulsie@24.2.68.108>...
>> Hi, thanks for replying! I'm glad to see this group is still active!!
>>
>> Anyway, it takes me right to the memory test portion... It skips the
>> usual "SELF TEST" menu... I found that odd too, but I forgot to
>> mention it. Also, when I press "HELP", the button that's supposed to
>> take me back to the "SELF TEST" main menu, it doesn't do anything this
>> time. Could that narrow anything down?
>>
>> I never actually knew how to read the MEMORY TEST output, but I let it
>> go through and here's what it gives me:
>>
>> (G indicates a green block, and R indicates a red one)
>>
>> ROM:
>> GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG
>>
>> RAM:
>> G R R R R R R R R R R G R R R
>> R R R R G G R R R R R R R R R
>> R R R R R R R
>>
>> After the test is completed, it goes back and re-reads the green ones.
>>
>> Are red blocks bad? I sure as hell hope not! :)
>>
>> Well, I don't know if this info helps, but again, any input would be
>> appreciated.
>>
>> Thanks again for your response!
>>
>> Hulsie
>>
>
> Red blocks are bad - sorry. First thing I'd do is check your power
> supply voltage, it should be 4.8-5.0 volts and steady as a rock. If
> not, get a new one of those before you go replacing ram chips or you
> will burn them out too.
> That's the number one reason ram chips fail - a bad power supply!

Thanks for all your help guys! It is very much appreciated! I totally agree with Anders' statement about repairing the Atari versus getting another one. I'll do everything in my power to rescue the one I have now :)

At any rate, I think a faulty power supply is indeed the problem. I don't really know that much about electronics but I conducted this little test and here's what happened:

First I plugged the power supply for my C-64 [Yes, I admit it-- I'm also a Commodore owner... Sorry!]into the Atari (it has the same number of pins so it fit perfectly). The power light on the Atari came on, but the screen output was weird and messed up. This didn't surprise me, I figured it would do something like this since the systems are incompatible. I just wanted to see if the Atari would at least, uh, read (?) the other power supply. Then I plugged my (faulty?) Atari power supply into the Commodore and turned it on, and the C-64's power light wouldn't even go on, and there was virtually no output on the TV. Shouldn't it have at least lit up the power light, like the Commodore's power supply did on the Atari?

Again, I don't know squat about this kinda stuff so maybe this test proved nothing at all. What do you guys think?

If it is the power supply, is there anyway of fixing that, or would I just have to get a new one? If I do have to get a new one, would it have to be an actual ATARI power supply, or could I just rig up some makeshift one to act as it?

Thanx again,
Hulsie

1204. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 04:53:18 UTC
From: bobbyshaw@aol.com
Message-ID: <20020225235318.13681.00000576@mb-fw.aol.com>
Source record: 31023

>Thanks for all your help guys! It is very much appreciated! I totally
>agree with Anders' statement about repairing the Atari versus getting
>another one. I'll do everything in my power to rescue the one I have now
>:)
>

If you DO decide you want another one, I'm putting mine up on Ebay in about 2 weeks, after I finish up my current floppy disk auctions. It;s been carefully stored in a closet since the late 80's and I've been using in quite a bit in the last month testing all my cartridges and floppies before sale. I've had no trouble out of it or the power supply since I've hooked it up. Let me know if you're interested, and I'll e-mail you when I list it.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Floppy disks on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1205. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 08:47:34 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c7b4b2c.15926203@news.ubs.com>
Source record: 31024

On Tue, 26 Feb 2002 04:16:50 GMT, Hulsie <cowman777@hotmail.com>
wrote:

>At any rate, I think a faulty power supply is indeed the problem. I don't
>really know that much about electronics but I conducted this little test
>and here's what happened:
>
>First I plugged the power supply for my C-64 [Yes, I admit it-- I'm also a
>Commodore owner... Sorry!]into the Atari (it has the same number of pins
>so it fit perfectly). The power light on the Atari came on, but the screen
>output was weird and messed up. This didn't surprise me, I figured it
>would do something like this since the systems are incompatible. I just
>wanted to see if the Atari would at least, uh, read (?) the other power
>supply. Then I plugged my (faulty?) Atari power supply into the Commodore
>and turned it on, and the C-64's power light wouldn't even go on, and there
>was virtually no output on the TV. Shouldn't it have at least lit up the
>power light, like the Commodore's power supply did on the Atari?
>
>Again, I don't know squat about this kinda stuff so maybe this test proved
>nothing at all. What do you guys think?

I think you shouldn't go plugging power supplies into devices they
were never meant to power without knowing that they are compatible ...
a sure recipe for disaster.

If you want to test a power supply, get a voltmeter from your
local electronics shop or something. Don't go plugging it into other
devices to see what happens.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

1206. Re: Pooldisk 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 11:46:34 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <c3sm7usk5sud47c4mv2l2qb3kij6f995al@4ax.com>
Source record: 31025

On Mon, 25 Feb 2002 23:13:00 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>where I can buy pooldisk 2?
>

http://members.home.nl/stack/atarixle.html#POOLDISKTOO
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1207. Re: Off Topic - What's the film

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 11:46:34 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <44sm7uoqp15upgt7naglfvbf1frpsvtie9@4ax.com>
Source record: 31026

On 26 Feb 2002 00:51:19 GMT, llpwhite@cs.com (LLpwhite) wrote:

>>What's the film....(yes, I know where IMDB is too) <
>A Steven Seagal "bone breaker" movie -- Out for Justice, with William Forsythe.
>... Do I get a prize? ;-)
>
erm..er..

Here, take this virtual pristine 1450XLD ;-)

<sorry, I'm a cheapskate> :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1208. Addition to the FAQ

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 12:41:59 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C7B8297.95F35C72@asw.cz>
Source record: 31027

Hi,

xxx) Could there be a program which runs on NTSC Atari and not on PAL Atari?

Yes, if it uses some precise timing copy protection (probably based on vblank timing). Examples of these are Transylvania and The Quest by Penguin Software.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1209. Re: Pitfall II bug? (Was: Koronis Rift)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 15:30:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7BAA0C.14051EFC@students.uni-mainz.de>
Source record: 31028

Well,
I merely know the cart version of Pitfall II. And my cart does not have
bugs. Maybe there were some buggy tape or disk versions, but since I do
not own them,
I do not know if they have bugs. sorry, andreas.

Anders Skelander schrieb:
>
> About the Koroni's Rift discussion held in January in this
> newsgroup.
>
> On Mon, 28 Jan 2002 21:18:07 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
> > Well,
> > which version do you use - the Amercican version from Epyx or
> > the European version from Activision ?!? Afaik Activision
> > created buggy european versions, by using a data sector for
> > their copy protection. This was printed in several magazines
> > and they said, because of this bug the game cannot be solved
> > and you should look out for the US/Epyx version instead. ...
> > ...
>
> I remember another Activision game that seemed to have
> bugs: Pitfall II. I think there was more than one obvious
> bug in that game, but one that I come to think of was graphics
> on erroneous locations, or incomplete graphics.
>
> Can you, Andreas, or anybody reading this confirm that there
> were bugs in Pitfall II, and maybe also tell if the bug was
> related to an incorrect implementation of a copy protection
> function? (Probably not.)
>
> Anders

1210. Re: Anyway to make disks from ATR's?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 16:17:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7BB518.88928D6E@students.uni-mainz.de>
Source record: 31029

Hello Edward,
what program do you use to convert ATR images to DI images ?!?
Will that program work on other ataris, like ST, STE, TT or Falcon ?!? A
friend of mine has a TT (I think) and uses the XLDeejay, maybe with your
converter program he would be able to convert some ATRs into DI
format... By the way, does this converter also work in the other way -
converting DI images into ATR images ??? -Andreas.

"Edward S. Baiz Jr." schrieb:
>
> On 23 Feb 2002 22:20:55 , "Son of man" wrote:
> >I have a PC 5.25" drive.
>
> I have done that, but I use my Atari clone (the Hades). I convert the
> ATR to a DI format and then run the DI file through a program called
> 800xldj on my Hades. From there I can copy the files to a 1050 drive
> that is connected to my 130XE. I am sure that same type of thing can be
> done with APE.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------

1211. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 16:26:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7bb940$0$35574$1dc6e903@news.corecomm.net>
Source record: 31030

Hulsie, Hulsie, Hulsie.
As somebody said, don't go plugging pwr spplies in.
Check the brick, it will say what the power specifications are.
I don't know the C= one. The 130xe one is 5 volt, about 1-1.5 amp.
If the C= is the same, then it is still maybe not alright as the pins
may be different (I mean the +5v may be on the wrong pin).
To test your Atari ps, you should find the +5 pin (probably in
the comp.sys.atari.8bit FAQ) and a ground. I started to say
you should put a load on the ps, say a 5 or 10 ohm resistor,
then check to see that there is still 5 volts. Putting a resistor on it
would be difficult to get a clip lead to attach to a pin without shorting
anything. A better way would be to open the computer and find
attach a clip lead inside the computer to a +5 location, then
turn the computer on and see if it has 5 volts. I don't know much,
but a wrong or bad ps can cause serious trouble.
russg
rambling on

1212. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 16:40:53 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <pUOe8.17667$0C1.1556222@newsread1.prod.itd.earthlink.net>
Source record: 31031

I'm with Gav on this one! Same # of pins is nowhere near compatible; you could fry both systems and both power bricks if the voltages, etc. are widely different.

BTW, if you have a spare PC power supply, you can connect its 5V tap to the cable from the dead XE power pack. The pin outs are on Thunderdome: http://www7.ewebcity.com/atari/

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in message news:3c7b4b2c.15926203@news.ubs.com...
> On Tue, 26 Feb 2002 04:16:50 GMT, Hulsie <cowman777@hotmail.com>
> wrote:
>
>
> >At any rate, I think a faulty power supply is indeed the problem. I don't
> >really know that much about electronics but I conducted this little test
> >and here's what happened:
> >
> >First I plugged the power supply for my C-64 [Yes, I admit it-- I'm also a
> >Commodore owner... Sorry!]into the Atari (it has the same number of pins
> >so it fit perfectly). The power light on the Atari came on, but the screen
> >output was weird and messed up. This didn't surprise me, I figured it
> >would do something like this since the systems are incompatible. I just
> >wanted to see if the Atari would at least, uh, read (?) the other power
> >supply. Then I plugged my (faulty?) Atari power supply into the Commodore
> >and turned it on, and the C-64's power light wouldn't even go on, and there
> >was virtually no output on the TV. Shouldn't it have at least lit up the
> >power light, like the Commodore's power supply did on the Atari?
> >
> >Again, I don't know squat about this kinda stuff so maybe this test proved
> >nothing at all. What do you guys think?
>

> I think you shouldn't go plugging power supplies into devices they
> were never meant to power without knowing that they are compatible ...
> a sure recipe for disaster.
>
> If you want to test a power supply, get a voltmeter from your
> local electronics shop or something. Don't go plugging it into other
> devices to see what happens.
>
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"
>

1213. Atari DOS 1.0?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 17:43:08 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <u5in7uk2uf7ujdb9t2oj8sm3d0d3773ros@4ax.com>
Source record: 31032

Howdy *.*!

While reading a book I found a comment about "DOS V1.0". I never found
this version, but it would be nice to have a version as an ATR Image.

Can somebody help?

Are there some more detailed informations about the various DOS
versions, as well why DOS 3 never succied?

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1214. Re: Atari DOS 1.0?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 17:54:49 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <lWPe8.1031$sH1.45823@e3500-atl2.usenetserver.com>
Source record: 31033

Have fun!

http://www7.brinkster.com/atari/ataridl/dosdisk.htm#top

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:u5in7uk2uf7ujdb9t2oj8sm3d0d3773ros@4ax.com...
> Howdy *.*!
>
> While reading a book I found a comment about "DOS V1.0". I never found
> this version, but it would be nice to have a version as an ATR Image.
>
> Can somebody help?
>
> Are there some more detailed informations about the various DOS
> versions, as well why DOS 3 never succied?
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

1215. Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 18:05:25 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <i4Qe8.1100$sH1.48633@e3500-atl2.usenetserver.com>
Source record: 31034

Does anyone know if there were any for this machine?

1216. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 19:23:37 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0202261123.70f13b77@posting.google.com>
Source record: 31035

Hulsie <cowman777@hotmail.com> wrote in message
news:<Xns91C0EC9086483Hulsie@24.2.68.108>...
>snip<
> Again, I don't know squat about this kinda stuff so maybe this test proved
> nothing at all. What do you guys think?
I think you might have fried your commodore too!! Go to Radio Shack
and drop $20 dollars on a Volt-Ohm meter and verify that you have 5
volts comming from your power supply - that's the only way to know!
Russ is right about the hot chips being the bad ones, but on that
130XE, the board doesn't like it when you desolder chips. The traces
will lift up very easy, considering your level of electronics
knowledge, you are better off selling it as non-working and getting a
good one somewhere - seriously. Just ask, you won't get one valid
reccomendation for desoldering a 130XE board, its best left to
wizzards and such.

>
> If it is the power supply, is there anyway of fixing that, or would I just
> have to get a new one? If I do have to get a new one, would it have to be
> an actual ATARI power supply, or could I just rig up some makeshift one to
> act as it?
>
> Thanx again,
> Hulsie
Atari power supplies tend to be throw aways due to the gob of epoxy
that the guts are 'potted' with. You can't get to the parts even if
you bust open the case. So again, buy a replacement. Or two. Best
buys are the 1.5 amp supplies as they tend to not burn out so often,
I'll bet yours says 1 amp don't it?
Http://www.jameco.com has some power supplies that you could splice
your Atari ends to, if you wanted to go that way. Just be sure that
its 5 volt, regulated, DC and at least 1 amp - up to say 3 amps. Best
of luck

1217. WTD: 800XL to 1050 lead (UK)...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 22:27:08 UTC
From: Dave <Dave@thebaxterfamily.freeserve.co.uk>
Message-ID: <a5h1dj$ln6$1@newsg1.svr.pol.co.uk>
Source record: 31036

Hi,

I am after a lead from the 800XL to the 1050 disc drive.

Thanks,

Dave

1218. Re: Atari DOS 1.0?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-26 23:21:30 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <kEUe8.37409$Wm3.2234775@zwoll1.home.nl>
Source record: 31037

Thomas Havemeister wrote

: While reading a book I found a comment about "DOS V1.0". I never found
: this version, but it would be nice to have a version as an ATR Image.

http://www7.brinkster.com/atari/ataridl/dosdisk.htm#top

It's a DCM image, packed with LHARC for max. compatibility on Atari 8-Bit.
(you can "de-crunch" and "de-image" it on Atari 8-Bit)

Use a "DCM-to-ATR" (or "DSK-to-ATR") converter for PC usage.

: Are there some more detailed informations about the various DOS
: versions, as well why DOS 3 never succied?

That's an easy one. Incompatibility. The only DOS version that is compatible
with 3.0 is 3.0 itself...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1219. Info on Atari XEGS Systems ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 00:14:21 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7c23d6$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31040

What are these systems like, any problems and can the old roms such as 2049/Defender/Starraiders be used with them ?

Cheers

--
Remove 'y' from address to reply (anti-spam)

1220. Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 00:18:18 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7c24c3_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 31041

I've been running an emulator for a while with mega ATR files. Is it possible to use these on a real atari and if so how do I get the files onto a 5 1/2" disc to play on the machine ?

Cheers

--
Remove 'y' from address to reply (anti-spam)

1221. Re: Info on Atari XEGS Systems ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 01:32:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <bwWe8.65368$2v1.1854549@e3500-atl1.usenetserver.com>
Source record: 31042

I have a brand new one and I keep it covered when not in use. No dust gettin
on this baby!

I use star raiders, donkey kong and pengo original cartridges without a
problem. If an older cartridge doesn't work you can buy the translator
cartridge, or I think a trnaslator disk might be on the web that will allow
you to run the old incompatible games, which I haven't found any yet...

"swebb" <swebb@swebby.screaming.net> wrote in message
news:3c7c23d6$1_2@mk-nntp-1.news.uk.worldonline.com...
> What are these systems like, any problems and can the old roms such as
> 2049/Defender/Starraiders be used with them ?
>
> Cheers
>
> --
> Remove 'y' from address to reply (anti-spam)
>
>

1222. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 01:38:26 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <5CWe8.65473$2v1.1856697@e3500-atl1.usenetserver.com>
Source record: 31043

what disk drive are you usin on the Atari?

read some earlier threads just a few days old for info ...

"swebb" <swebb@swebby.screaming.net> wrote in message
news:3c7c24c3_1@mk-nntp-1.news.uk.worldonline.com...
> I've been running an emulator for a while with mega ATR files. Is it
> possible to use these on a real atari and if so how do I get the files
onto
> a 5 1/2" disc to play on the machine ?
>
> Cheers
>
> --
> Remove 'y' from address to reply (anti-spam)
>
>

1223. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 02:02:05 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a5hp8t$7gah9$1@ID-15679.news.dfncis.de>
Source record: 30947

Hi,

> First I plugged the power supply for my C-64 [Yes, I admit
>it-- I'm also a Commodore owner... Sorry!]into the Atari
>(it has the same number of pins so it fit perfectly)....

JEEZ!!!!!! That is an *EXTRAORDINARILY* dangerous thing (for your hardware) to do!!

The C-64 PSU may have the correct number of pins on the connector, but it certainly isn't wired up the same way! In fact many/most C-64 PSUs output 9VAC in addition to the usual +5V DC....so the chances that you have now fried every chip in your Atari are truly excellent.... :-(

>....The power light on the Atari came on, but the screen
>output was weird and messed up....

You don't say...!

>....I just wanted to see if the Atari would at least, uh, read (?)
>the other power supply....

You must NEVER, ****EVER**** do this, unless you are ****ONE HUNDRED PERCENT**** certain that the PSU connectors are wired the same way and provide the EXACT same voltages on the same pins!

I cannot stress this point strongly enough.

>....plugged my (faulty?) Atari power supply into the Commodore
>and turned it on....
>....Shouldn't it have at least lit up the power light, like the
>Commodore's power supply did on the Atari?

No, but the chances are that you haven't actually fried the C-64 by doing this as the Atari PSU doesn't output any dangerous (to the CBM) voltages.

There are only two reasonable ways to test whether a PSU is faulty: 1) Use a multimeter to check the voltages on the appropriate pins (the best way), or 2) Get an IDENTICAL, known to be working, PSU and substitute it for the suspected faulty unit.

> Again, I don't know squat about this kinda stuff so maybe this
>test proved nothing at all. What do you guys think?

The ONLY thing you've done is to probably fry your Atari I'm sorry to say....

>....If I do have to get a new one, would it have to be an actual
>ATARI power supply, or could I just rig up some makeshift one to
>act as it?

Unless you're well versed in electronics (or know someone who is and can fix/make you a PSU) GET AN ATARI ONE!

TTFN - Pete.

1224. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 02:14:28 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7c3ffd_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 31044

Well Im currently looking at getting a machine (weighing up options) So it
will be a 850 (if thats the old one) or a 1050. I was wondering if the disks
can be written using a 5 1/2 drive on the PC ?

Thanks for the reply about the XEGS by the way :)

--
Remove 'y' from address to reply (anti-spam)
"Son of man" <bcozier@bellsouth.net> wrote in message
news:5CWe8.65473$2v1.1856697@e3500-atl1.usenetserver.com...
> what disk drive are you usin on the Atari?
>
> read some earlier threads just a few days old for info ...
>
>
> "swebb" <swebb@swebby.screaming.net> wrote in message
> news:3c7c24c3_1@mk-nntp-1.news.uk.worldonline.com...
> > I've been running an emulator for a while with mega ATR files. Is it
> > possible to use these on a real atari and if so how do I get the files
> onto
> > a 5 1/2" disc to play on the machine ?
> >
> > Cheers
> >
> > --
> > Remove 'y' from address to reply (anti-spam)
> >
> >
>
>
>

1225. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 04:15:50 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <i6no7ug1jrns5vmfuu44o0kfhi038unnfu@4ax.com>
Source record: 31045

On Sun, 24 Feb 2002 19:26:40 -0500, "Bill Marcum" <bmarcum@iglou.com> wrote:

>
>Son of man wrote in message ...
>>How do I look at a disk directory from BASIC?
>>
>>I remember LOAD and SAVE commands
>>
>Atari Basic does not have a DIR command built in. If I remember correctly
>you can do
>DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I
>Or use the DOS command, but if you have a Basic program in memory and
>Mem.Sav is not
>enabled you will lose the Basic program.
>
Or you can use this one-liner:

O.#1,7,0,"D:*.*":F.I=0 TO 256:GET#1,I:PUT#16,I:N.I

this should get you the whole directory and end with an "ERROR- 136" message,
after which you can type either "CL.#1" or "END"

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1226. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 04:20:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <TZYe8.67811$2v1.1928241@e3500-atl1.usenetserver.com>
Source record: 31046

using PC to write atari floppies with a pc 5.25" drive the disks will not
work on a regular 1050 or the 850.

look at this page ...

http://www.atarimax.com/

It will allow you to connect an atari computer to your pc serial port with a
special cable and basically use all your atr disk images as if they were
real disks seen by your atari computer. Up to eight disk drives can be
emulated and also hard disks.

"swebb" <swebb@swebby.screaming.net> wrote in message
news:3c7c3ffd_2@mk-nntp-1.news.uk.worldonline.com...
> Well Im currently looking at getting a machine (weighing up options) So it
> will be a 850 (if thats the old one) or a 1050. I was wondering if the
disks
> can be written using a 5 1/2 drive on the PC ?
>
> Thanks for the reply about the XEGS by the way :)
>
>
> --
> Remove 'y' from address to reply (anti-spam)
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:5CWe8.65473$2v1.1856697@e3500-atl1.usenetserver.com...
> > what disk drive are you usin on the Atari?
> >
> > read some earlier threads just a few days old for info ...
> >
> >
> > "swebb" <swebb@swebby.screaming.net> wrote in message
> > news:3c7c24c3_1@mk-nntp-1.news.uk.worldonline.com...
> > > I've been running an emulator for a while with mega ATR files. Is it
> > > possible to use these on a real atari and if so how do I get the files
> > onto
> > > a 5 1/2" disc to play on the machine ?
> > >
> > > Cheers
> > >
> > > --
> > > Remove 'y' from address to reply (anti-spam)
> > >
> > >
> >

> >
> >
>
>

1227. Can you dig it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 05:46:18 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Ko_e8.85362$8d1.30005778@news1.rdc1.md.home.com>
Source record: 30948

Check out www.vgmix.com for some remixes of video game music. Found among the later tunes, a remixed BallBlazer track. Search through the site or use the link below to download. Here's the info that went with the link:

BallBlazer, LucasArts, LucasArts
Arranged by Freon - 04:40 | 128 kbps | 4.28 mb
The original theme from the Atari 400/800XL game BallBlazer, sampled and remixed. Enjoy, or not. freon@skyenet.net

http://www.vgmix.com/download.php?sid=103

Groovy...now I can't get it out of my head...

1228. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 07:08:40 UTC
From: j131@inetia.pl
Message-ID: <a5i0q1$9bg$1@korweta.task.gda.pl>
Source record: 30949

In article <3c7c3ffd_2@mk-nntp-1.news.uk.worldonline.com>, "swebb"
<swebb@swebby.screaming.net> wrote:
>Well Im currently looking at getting a machine (weighing up options) So it
>will be a 850 (if thats the old one) or a 1050. I was wondering if the disks
>can be written using a 5 1/2 drive on the PC ?

IMHO much more reliable would be SIO2PC.
links for starters:
http://strony.wp.pl/wp/j131atari

j131

1229. Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 07:54:58 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <fv3p7uohkrffjihv4l431fh89vtg95569b@4ax.com>
Source record: 30950

Howdy *.*!

I've planned to built a little intro or demo program on my atari. I wrote my last assembler program years ago, so I lost my techniques *g*.

So my question is: can you recommend *latest* programmer tools, just like assemblers, font editors, graphic conversion, sound editor and libraries?

It's because, I don't want re-invent the wheel and try to speed up the developement.

also, do you have some ready made tutorials for dli, vbi and sound programming?

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1230. MultiJoy interface (up to 8 joystick on one XL/XE/400/800)

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 12:18:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a5iirkjsa1@nets3.rz.RWTH-Aachen.DE>
Source record: 30951

Howdy folks

Ever wanted to play a game with up to 8 people on one Atari 8 bit computer.
Have a look at this article. Pictures are included.

http://www.myatari.net/issues/feb2002/multijoy.htm

CU Mathy van Nisselroy

1231. pictures added

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 15:01:34 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a5iscfrti1@nets3.rz.RWTH-Aachen.DE>
Source record: 30952

Howdy folks

Just added some pictures to my site.

http://www-users.rwth-aachen.de/mathy.van_nisselroy

I hope to edit the (new) text some more, resize those pictures (if you know an easy way to do so without losing to much detail, please tell me) and I guess I have to rescan "my desk" as it seems like somebody left some fingerprints on them.

CU Mathy van Nisselroy

PS you don't have to hurry, I won't be back before next Wednesday. :-))

1232. Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 15:26:02 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0202270726.48fc1110@posting.google.com>
Source record: 30953

I've never seen this document before. anyone have a copy to scan for
the web ? http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1519841327

ron

1233. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 16:29:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7q27l62m9uk03@corp.supernews.com>
Source record: 30954

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:fv3p7uohkrffjihv4l431fh89vtg95569b@4ax.com...
> Howdy *.*!
>
> I've planned to built a little intro or demo program on my atari. I
> wrote my last assembler program years ago, so I lost my techniques
> *g*.
>
> So my question is: can you recommend *latest* programmer tools, just
> like assemblers, font editors, graphic conversion, sound editor and
> libraries?

For assemblers, the fastest ones are cross assemblers for the IBM/PC
platform. MAE is at the univ of mich archive and is a native assembler for
the 8 bit.

There are a couple of other editors like TEDIT and the disk version of
MAC/65 is either PD or shareware now.

Libraries and font editors, good luck. I don't think any of these have been
updated in the last 15 years.
>
> It's because, I don't want re-invent the wheel and try to speed up the
> developement.
>
> also, do you have some ready made tutorials for dli, vbi and sound
> programming?

I believe Mapping the Atari and several docs like Technical Ref have been
scanned and put on line, I don't know the URL for them.
>
> -thomsen@ilm
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

1234. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 17:17:49 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a5j47cotr1@news.nextra.cz>
Source record: 30955

```
Mapping the Atari : http://www.atariarchives.org/mapping/
```

"Rick Cortese" <ricortes@netmagic.net> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:u7q27l62m9uk03@corp.supernews.com...
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:fv3p7uohkrffjihv4l431fh89vtg95569b@4ax.com...
> > Howdy *.*!
> >
> > I've planned to built a little intro or demo program on my atari. I
> > wrote my last assembler program years ago, so I lost my techniques
> > *g*.
> >
> > So my question is: can you recommend *latest* programmer tools, just
> > like assemblers, font editors, graphic conversion, sound editor and
> > libraries?
>
> For assemblers, the fastest ones are cross assemblers for the IBM/PC
> platform. MAE is at the univ of mich archive and is a native assembler for
> the 8 bit.
>
> There are a couple of other editors like TEDIT and the disk version of
> MAC/65 is either PD or shareware now.
>
> Libraries and font editors, good luck. I don't think any of these have
been
> updated in the last 15 years.
> >
> > It's because, I don't want re-invent the wheel and try to speed up the
> > developement.
> >
> > also, do you have some ready made tutorials for dli, vbi and sound
> > programming?
>
> I believe Mapping the Atari and several docs like Technical Ref have been
> scanned and put on line, I don't know the URL for them.
> >
> > -thomsen@ilm
> >
> > --
> > Sturz des Zaren & Take those Atarian care!
> > Thomas Havemeister, Student of Commercial Information Technology
> > Technical University of Ilmenau
>

>

1235. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 19:28:32 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <nlcq7us85q2mbp45mqtgss45soa6qfs0g7@4ax.com>
Source record: 30956

On Wed, 27 Feb 2002 08:29:42 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>There are a couple of other editors like TEDIT and the disk version of
>MAC/65 is either PD or shareware now.

Is it possible to combine TEDIT with MAC/65? Or combine it with any
other editor? I have some problems with MAC/65, during it's
complicated number-format editing.

>Libraries and font editors, good luck. I don't think any of these have been
>updated in the last 15 years.

Do you remember their names? What tools could be used for what?

I also can remember a picture2charset converter wrote by MadTeam? I
think of those little helpers in demo coding are *newer* than 15
years!!

>I believe Mapping the Atari and several docs like Technical Ref have been
>scanned and put on line, I don't know the URL for them.

these tutorials are quite usefull!!!

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1236. Re: Need help with Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 19:44:41 UTC
From: ansk@home.se
Message-ID: <3c7d31b1.703249@nntpserver.swip.net>
Source record: 30957

On Tue, 26 Feb 2002 04:16:50 GMT, Hulsie <cowman777@hotmail.com>
wrote:

>... At any rate, I think a faulty power supply is indeed the problem.

I too think Lee's explanation is correct. You should try to repair
the power supply, before you do anything else. Any TV, radio et
cetera repairs company should be able to help you.

>... First I plugged the power supply for my C-64 [Yes, I admit it--
> I'm also a Commodore owner... Sorry!] ...

The Commodore 64 is the best home computer counting from 1982-1983,
while the Atari 400/800 is the unrivaled king among home computer
architectures created and releaased 1978-1980.

> ... into the Atari (it has the same number of pins so it fit
> perfectly). ...

This could be seen as capital punishment for a home computer. Maybe
the Commodore 64 deserves it, but certainly not your Atari. ;)

Your story reminds me of a mistake I made with my home PC about a
year ago. One night, I connected what I thought was my USB hub's
power supply to the hub and began using the computer.

After a while I noticed yellow light coming from the hub. Since I
had not noticed any internal LEDs in the hub before, I found it a
bit strange but did not examine the equipment.

It was not LEDs. The bright glow came from burning components. They
exploded one after another within a few seconds after that.

I had connected the power supply that came with my "force feedback
racing wheel" to the hub.

Anders

1237. Re: Info on Atari XEGS Systems ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 20:12:27 UTC
From: ansk@home.se
Message-ID: <3c7d39d9.2791576@nntpserver.swip.net>
Source record: 30958

On Wed, 27 Feb 2002 00:14:21 -0000, "swebb"
<swebb@swebby.screaming.net> wrote:

> What are these systems like, any problems and can the old roms such as
> 2049/Defender/Starraiders be used with them ?

The XEGS is compatible with the XE computer series. Most old
cartridges should work, although there are some exceptions. These
exceptions have to do with incompatibility between some 400/800
software and the entire XL/XE/XEGS range. In other words, the
incompatibility is minor and not XEGS specific.

In my opinion, many of the games that were released by Atari when
the XEGS was launched are not cool at all - "Barnyard Blaster" et
cetera. I prefer older games like Miner 2049er, Defender, H.E.R.O.,
and other classic games that really are top quality compared with
Atari's dedicated XEGS releases.

While we are at it: Not only Atari, but also Commodore and the
Amstrad (UK) company tried to challenge Nintendo's video games
domination. Atari probably saved otherwise wasted money by not
spending much effort on its attack on the video games market
with the XEGS. But it would certainly have been cool with at least
a few new, well made games for the XEGS release.

Anders

1238. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 20:18:25 UTC
From: ansk@home.se
Message-ID: <3c7d3e09.3863818@nntpserver.swip.net>
Source record: 30959

"Bill Marcum" <bmarcum@iglou.com> wrote in message
> ...
> Atari Basic does not have a DIR command built in. If I remember
> correctly you can do
> DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I
> ...

I too have used this. I remember I wrote this type of tiny BASIC
sequence to a file called "D", containing text only, and then typed

RUN"D:D

to display directory contents. I am not sure if it can be done without

a BASIC row number, but even with a row number, this implementation of

the equivalence of a "DIR" command has very low impact on your
BASIC session.

Anders

1239. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 20:33:22 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7qggn3k73nc3a@corp.supernews.com>
Source record: 30960

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:nlcq7us85q2mbp45mqtgss45soa6qfs0g7@4ax.com...
> On Wed, 27 Feb 2002 08:29:42 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> >There are a couple of other editors like TEDIT and the disk version of
> >MAC/65 is either PD or shareware now.
>
> Is it possible to combine TEDIT with MAC/65? Or combine it with any
> other editor? I have some problems with MAC/65, during it's
> complicated number-format editing.

On the cartridge version of MAC/65 I know you can. It has the same format as
Atari BASIC where you can either ENTER or LOAD text or tokenized MAC/65
source code depending on the editor you use.

I almost got into TEDIT myself, but I never figured out how to change the
left margin from 2 to 0.
>
> >Libraries and font editors, good luck. I don't think any of these have
been
> >updated in the last 15 years.
>
> Do you remember their names? What tools could be used for what?

Several times people uploaded pretty extensive MAC/65 macros to various
sites. Much more extensive then came with the MAC/65 Toolkit. I don't know
if any are still in existance. I got a bunch from the old Compuserve. You
may want to try the umich archive.

There also was a series of articles in ANALOG on making BASIC like commands
using MAC/65. I can't remember the months in question, but the macros were a
pretty nice set.

1240. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 20:40:36 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <ynbf8.40702$Wm3.2425199@zwoll1.home.nl>
Source record: 30961

Anders Skelander wrote

: > DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT I

: I too have used this. I remember I wrote this type of tiny BASIC
: sequence to a file called "D", containing text only, and then typed

: RUN"D:D

Try:

```
32765 OPEN #1,6,0,"D:*.*"
32766 TRAP 32767:GET #1,D:? CHR$(D);:GOTO 32766
32767 CLOSE #1:TRAP 40000
```

Put it on disk as
LIST "D:DIR"

When in BASIC, type

```
ENTER "D:DIR"
GOTO 32765
```

and the directory will be listed to the screen without loosing your BASIC prog in memory. Also the opened IO channel will be closed (by using the TRAP command). Just remember to erase those last 3 lines when saving the final version of your coding...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1241. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 20:45:37 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <dsbf8.40754$Wm3.2425092@zwoll1.home.nl>
Source record: 30962

Rick Cortese wrote

: Libraries and font editors, good luck. I don't think any of these have been
: updated in the last 15 years.

??? Have several font-editors from about 1990-1997...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1242. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 21:51:19 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <a6lq7u8hpo4qd5ji5muctv6k2l836purku@4ax.com>
Source record: 30963

On Wed, 27 Feb 2002 21:45:37 +0100, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>: Libraries and font editors, good luck. I don't think any of these have been
>: updated in the last 15 years.
>
>??? Have several font-editors from about 1990-1997...

ahhh just name them!!!! I need NAMES :-)

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1243. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 21:54:29 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <78lq7u8tgpj50ft1timmv71hc2l8oeq1co@4ax.com>
Source record: 30964

On Wed, 27 Feb 2002 12:33:22 -0800, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>On the cartridge version of MAC/65 I know you can. It has the same format as
>Atari BASIC where you can either ENTER or LOAD text or tokenized MAC/65
>source code depending on the editor you use.

but you have still to type in the numbers at the beginning of a line?
Well I think that's to complicate.. better I will give MAE a try.

>I almost got into TEDIT myself, but I never figured out how to change the
>left margin from 2 to 0.

I don't know TEDIT. The best Editor *I* do remember is the CSM-Editor
a small DOS compatible from Compy Shop. This one did have some really
nice menus and fast macros.

>if any are still in existance. I got a bunch from the old Compuserve. You
>may want to try the umich archive.

Okay. I will have a look on it.

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1244. Re: pictures added

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 22:21:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <CZcf8.550$en5.3767@typhoon.sonic.net>
Source record: 30965

```
Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
> Howdy folks
>
> Just added some pictures to my site.
>
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

What's with the speakers on top of your floppy drives! Yikes! :)

-bill!
```

1245. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 22:32:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <V7df8.21336$ZC3.1745865@newsread2.prod.itd.earthlink.net>
Source record: 30966

1st: you corrupted your 'I' loop variable... it changes with each 'GET' in
the range of 32 to 90 which in this case will probably perpetuate the
listing until EOF #136.

2nd: '0 TO 256' only gets the 1st 15 or 16 directory entries; I use '999'
for ease of typing and even it may be too small for full 64 file
directories.

3rd: And why a '7' in aux1 rather than 6?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
news:i6no7ug1jrns5vmfuu44o0kfhi038unnfu@4ax.com...
> On Sun, 24 Feb 2002 19:26:40 -0500, "Bill Marcum" <bmarcum@iglou.com>
wrote:
>
> >
> >Son of man wrote in message ...
> >>How do I look at a disk directory from BASIC?

> Or you can use this one-liner:
>
> O.#1,7,0,"D:*.*":F.I=0 TO 256:GET#1,I:PUT#16,I:N.I
>
> this should get you the whole directory and end with an "ERROR- 136"
message,
> after which you can type either "CL.#1" or "END"
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." and "sons.of." parts before replying

1246. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 22:41:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hgdf8.21356$ZC3.1747516@newsread2.prod.itd.earthlink.net>
Source record: 30967

There were several early on probably beginning with Mosaic and Axlon up to 160K (48K - 16K + 128K). I also heard about 288K up to 1088K mods over the years, but never had the instructions and diagrams.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:i4Qe8.1100$sH1.48633@e3500-atl2.usenetserver.com...
> Does anyone know if there were any for this machine?
>
>
>
>

1247. Re: 800XL to 1050 lead (UK)...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 22:42:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <zhdf8.21358$ZC3.1747710@newsread2.prod.itd.earthlink.net>
Source record: 30968

That would be your 13 pin SIO cable. Check with Lance or Brad Koda or B&C.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dave" <Dave@thebaxterfamily.freeserve.co.uk> wrote in message
news:a5h1dj$ln6$1@newsg1.svr.pol.co.uk...
> Hi,
>
> I am after a lead from the 800XL to the 1050 disc drive.
>
> Thanks,
>
> Dave
>
>
>

1248. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 23:15:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <GMdf8.21428$ZC3.1753508@newsread2.prod.itd.earthlink.net>
Source record: 30969

The Atari Macro Assembler does not use line numbers AND allows multiple
statements per line similar to A8 Basic. I never got into Medit and
preferred TextPro or similar for doing the source, however.

I know Atari AsmEd cart has auto-numbering mode and probably Mac65 too.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:78lq7u8tgpj50ft1timmv71hc2l8oeq1co@4ax.com...
> On Wed, 27 Feb 2002 12:33:22 -0800, "Rick Cortese"
> <ricortes@netmagic.net> wrote:
>
> but you have still to type in the numbers at the beginning of a line?
> Well I think that's too complicated.. better I will give MAE a try.

1249. Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-27 23:30:54 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <oXdf8.13024$sH1.1507513@e3500-atl2.usenetserver.com>
Source record: 30970

Does anyone have this book?

1250. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 00:03:17 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a5k7l6$8331t$2@ID-15679.news.dfncis.de>
Source record: 30976

Hi,

> Well Im currently looking at getting a machine (weighing
>up options)....

Good luck, whatever machine you get you're in for a lot of fun!

>....So it will be a 850 (if thats the old one) or a 1050....

That's an "810" or 1050. The 850 is the printer/RS232 interface module.

If you have the choice you're probably better off getting a 1050. They're a little newer and have the advantage of being upgradeable to true double density operation.

>....I was wondering if the disks can be written using a 5 1/2
>drive on the PC ?

I'm told you can, but you need a 1050 upgraded to true DD to read them on.

Much less hassle to connect the 810/1050 to your PC and write the disc images directly using one of the cables/programs designed for this sort of thing.

TTFN - Pete.

1251. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 00:05:40 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <ovef8.112265$s43.27389965@typhoon.columbus.rr.com>
Source record: 30971

The corrupting of I may be intentional, it will keep I from ever reaching 256, so it will
read all entries until the error #136. I also thought the second parameter to
the open is usually 6 for directory although I think 7 meant something
special for DOS 2.5, like showing the angle brackets for files not available
to DOS 2.x.

--Ken

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:V7df8.21336$ZC3.1745865@newsread2.prod.itd.earthlink.net...
> 1st: you corrupted your 'I' loop variable... it changes with each 'GET' in
> the range of 32 to 90 which in this case will probably perpetuate the
> listing until EOF #136.
>
> 2nd: '0 TO 256' only gets the 1st 15 or 16 directory entries; I use '999'
> for ease of typing and even it may be too small for full 64 file
> directories.
>
> 3rd: And why a '7' in aux1 rather than 6?
>
> --
> -Ron

> "machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
> news:i6no7ug1jrns5vmfuu44o0kfhi038unnfu@4ax.com...
> > On Sun, 24 Feb 2002 19:26:40 -0500, "Bill Marcum" <bmarcum@iglou.com>
> wrote:
> >
> > >
> > > >Son of man wrote in message ...
> > > >>How do I look at a disk directory from BASIC?
> >
> > Or you can use this one-liner:
> >
> > O.#1,7,0,"D:*.*":F.I=0 TO 256:GET#1,I:PUT#16,I:N.I
> >
> > this should get you the whole directory and end with an "ERROR- 136"
> message,
> > after which you can type either "CL.#1" or "END"
> >
> > --
> > _____ ____---____ Marco Antonio Checa Funcke

1252. Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 00:58:00 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <sgff8.15961$Dv1.55631@rwcrnsc53>
Source record: 30972

either the XL or 400 / 800 version. does anyone know where i can find i
copy. i seen it posted on a few bbs's a long long time ago in a galaxy far
far away but didn't want to download such a huge file at 2400 baud.

--
J.Wood
rtdos@yahoo.com

1253. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 01:01:21 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Xbff8.42328$Wm3.2482452@zwoll1.home.nl>
Source record: 30973

mad ATARI user wrote

: either the XL or 400 / 800 version. does anyone know where i can find i
: copy. i seen it posted on a few bbs's a long long time ago in a galaxy far
: far away but didn't want to download such a huge file at 2400 baud.

Don't think there is one (anymore), that is, the original assembly
sourcelisting. It once was published as a data type-in program in "Happy
Computer". One had to type numbers which represented the actual binary file
(as you would read it back from disk with a sector-editor).

--

Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"I hear that if you play the Windows XP CD backwards, you get a satanic
message"
"That's nothing. If you play it forward, it installs Windows XP"...

1254. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 02:03:57 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <pu3r7uocurh075uosthaqql0p3tinglivb@4ax.com>
Source record: 30974

On Thu, 28 Feb 2002 00:05:40 GMT, "Ken Siders" <god@columbus.rr.com> wrote:

>The corrupting of I may be intentional, it will keep I from ever reaching
>256, so it will
>read all entries until the error #136. I also thought the second parameter
>to
>the open is usually 6 for directory although I think 7 meant something
>special for DOS 2.5, like showing the angle brackets for files not available
>to DOS 2.x.
>
>--Ken
>
Exactly.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1255. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 02:17:22 UTC
From: llpwhite@cs.com
Message-ID: <20020227211722.15918.00001096@mb-ci.news.cs.com>
Source record: 30975

I bought an interesting 512K (800) plug-in ram board a couple of years ago that has one jumper that has to be connected. It uses 1 static ram chip and has a 3V battery, so the ramdisk is battery-backed. It came with a modified MyDos. Since I use a 130 XE most of the time due to space considerations, I haven't used it very much. I've always liked the 800, but they are BIG compared to XL's and XE's.
Larry

1256. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 03:00:26 UTC
From: lp <atarilp@hotmail.com>
Message-ID: <B8A3077A.27AB%atarilp@hotmail.com>
Source record: 30977

in article sgff8.15961$Dv1.55631@rwcrnsc53, mad ATARI user at
rtdos@yahoo.com wrote on 2/27/02 7:58 PM:

> either the XL or 400 / 800 version. does anyone know where i can find i
> copy. i seen it posted on a few bbs's a long long time ago in a galaxy far
> far away but didn't want to download such a huge file at 2400 baud.

I've been looking for that also with no success for sometime now.
I tracked down the author, at least he initially replied back that he was
the author of GFA-Basic. Frank authored both basics. But as soon as I
asked for source/help with GFA no replies came back. ;-(

Lonny Pursell Atari AT bright.net DOT net www.bright.net/~atari/

1257. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 05:27:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <w9jf8.19641$sH1.1675389@e3500-atl2.usenetserver.com>
Source record: 30978

Does the ram board still work in your atari 800?

Would something like Basic XE be able to use that extra memory and run fine
on the 800?

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020227211722.15918.00001096@mb-ci.news.cs.com...
> I bought an interesting 512K (800) plug-in ram board a couple of years
ago
> that has one jumper that has to be connected. It uses 1 static ram chip
and
> has a 3V battery, so the ramdisk is battery-backed. It came with a
modified
> MyDos. Since I use a 130 XE most of the time due to space considerations,
I
> haven't used it very much. I've always liked the 800, but they are BIG
> compared to XL's and XE's.
> Larry

1258. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 06:14:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7dcce2$0$35571$1dc6e903@news.corecomm.net>
Source record: 30979

I read some of this thread.
You might want to look into Mark Schmelzenbach (sp?) cross
assembler. It is really very neat and you can use any PC text
editor to creat your asm files. This site also has 'Envision' a
graphics/char set editor (not into this stuff much myself.)
http://www.cs.utah.edu/~schmelze/atari/index.html
I never had any luck with even the most easy testing/trying to
get to work on MAE. It always crashes on me. I'm sure
it is because I don't know how to use it and didn't read
the doc.

1259. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 08:51:07 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <vorr7ukp0hshdsjjf00qb8847ivdg35qqk@4ax.com>
Source record: 30980

On Thu, 28 Feb 2002 01:14:34 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>I read some of this thread.
>You might want to look into Mark Schmelzenbach (sp?) cross
>assembler. It is really very neat and you can use any PC text
>editor to creat your asm files.

did you generate some usefull code with it? I did assembled the
"test.m65" ... the ouput file "test.65o" just crash's my atari.

Did you successfull generate the object file into a xfd image?

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1260. AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 10:20:39 UTC
From: Craig Ulrich <culrichnospam@nospamcomcast.net>
Message-ID: <Xvnf8.44717$gW4.21706446@news1.rdc1.mi.home.com>
Source record: 30898

Has anyone used AnaDisk 2.0.6 to read from an Atari Floppy using a PC 5.25
drive.
On this web site is described a proceedure to read from Atari Floppies.
http://ch.twi.tudelft.nl/~sidney/atari/

Can I use the described procedure to read my old Atari Floppies without
first formatting them. I was told in a reply to past questions that:

"If you used DOS 2.0 or 2.5 the disks will certainly be formatted with128
bytes per sector (FM for single density/90k, MFM for enhanced
density/128k)."

Would it be possible to notch them and use the procedure if the flip side is
not formatted?

Craig

1261. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 10:42:33 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <k52s7u0vddqv20j6st4o0bhatbhi0u53h9@4ax.com>
Source record: 30981

On Thu, 28 Feb 2002 09:51:07 +0100, Thomas Havemeister <twh1@gmx.de>
wrote:

>>assembler. It is really very neat and you can use any PC text
>>editor to creat your asm files.
>did you generate some usefull code with it? I did assembled the
>"test.m65" ... the ouput file "test.65o" just crash's my atari.
>Did you successfull generate the object file into a xfd image?

well I have to reply to myself!! I did have success with compiling
some samples with my favourite Editor under WinXP und testing in
Atari800Win Plus.

So my configuration is now:

EditPlus+ 2.10c
ATasm 0.95
Atari800Win PLus 3.0

I configurated the EditPlus and the emualator with some key shortcuts
and get a DOS2.5 executables in "0s consumed" and to run in 1s :-)

Well NOW we can programm ...

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1262. Re: 800XL to 1050 lead (UK)...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 10:49:33 UTC
From: Dave B <thedavebaxter@hotmail.com>
Message-ID: <a5l1nv$88phm$1@ID-97474.news.dfncis.de>
Source record: 30982

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:zhdf8.21358$ZC3.1747710@newsread2.prod.itd.earthlink.net...
> That would be your 13 pin SIO cable. Check with Lance or Brad Koda or B&C.
>

Sorry are these shops, web sites or people ?

Dave

1263. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 11:51:09 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <u7s884jh76ub55@corp.supernews.com>
Source record: 30983

Isn't Fbasic a Turbobasic fix for the 800 os atari systems.

"mad ATARI user" <rtdos@yahoo.com> wrote in message
news:sgff8.15961$Dv1.55631@rwcrnsc53...
| either the XL or 400 / 800 version. does anyone know where i can find i
| copy. i seen it posted on a few bbs's a long long time ago in a galaxy
far
| far away but didn't want to download such a huge file at 2400 baud.
|
|
|
|
| --
| J.Wood
| rtdos@yahoo.com
|
|

1264. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 13:17:08 UTC
From: llpwhite@cs.com
Message-ID: <20020228081708.06522.00001077@mb-ms.news.cs.com>
Source record: 30984

>Does the ram board still work in your atari 800?< Replaces ram board #2 . The other boards work as usual. This middle 16K becomes the "window" to the extra ram as well as when unswitched is the normal 16-32 ram.

>Would something like Basic XE be able to use that extra memory and run fine on the 800? < No, there is no provision for "ram under rom" as in the XL/XE. I know of no 400/800 upgrade that ever tried to address that issue.
Larry

1265. Re: Pacbell users - this group has been changed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 16:29:36 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <QVsf8.61904$al1.733103222@newssvr30.news.prodigy.com>
Source record: 30985

I suppose I should be happy that I still have Usenet access, and not
complain about things like this.
Mo

news@prodigy.net wrote in message <1014912263.5301.4270@news.prodigy.com>...
>==
> Newsgroup: comp.sys.atari.8bit
>==
>
>At 10am EST Thurs Feb 28 2002 there was a change to the article numbers
>in this group. >

1266. Re: Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 16:50:43 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c7e61ee$0$24804$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30987

Yes I have it....

Why?
"Son of man" <bcozier@bellsouth.net> wrote in message
news:oXdf8.13024$sH1.1507513@e3500-atl2.usenetserver.com...
> Does anyone have this book?
>
>
>
>

1267. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 16:52:49 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c7e6269$0$24803$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30988

I have the AXLON 128Kb this works great, it even came with a ramdisk driver
for dos 2.x

TXG/MNX
"Son of man" <bcozier@bellsouth.net> wrote in message
news:i4Qe8.1100$sH1.48633@e3500-atl2.usenetserver.com...
> Does anyone know if there were any for this machine?
>
>
>

1268. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 16:57:59 UTC
From: myide@atari.myweb.nl
Message-ID: <308258cf.0202280857.1b7b0f88@posting.google.com>
Source record: 30986

ronfucci@bellsouth.net (ron fucci) wrote in message
news:<42952602.0202270726.48fc1110@posting.google.com>...
> I've never seen this document before. anyone have a copy to scan for
> the web ? http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1519841327
>
> ron

Hi ron, I have it. To gether with the tech-manual (hardware discription).
You can buy them from best-electronics. http://www.best-electronics-ca.com/
I got mine from a dutch atari-club for 4$. Great book to read! year after
year ;-) See ya! Sijmen. www.atari.myweb.nl

1269. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 17:18:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7e6887$0$35568$1dc6e903@news.corecomm.net>
Source record: 30989

(Thomas tries ATASM)
Right, the sample 'test.m65' crashes if you try to run it.
It is just a sample demo of all the opcodes and macros or something.
No, I didn't make a .xfd of the test.m6o. I forget what I used
it for. I do remember that Tom Hunt uses it for development,
he told me about it, so it must be good.
I think I was using another program to disassemble something, then
used ATASM to re-assemble it. It was Eric Bacher's 'DIS6502'.
Another PC tool, this one for disassembly. I got it from
Steve Tucker's site, but I think the author has a site.
http://www.atarimax.com/dis6502/
I was trying to dis-assemble Sargon III, a load file I made out
of the boot disk. I've always wanted to understand chess algorithms.
I don't think I'll ever understand the dis-assembly, as there's too
much graphics and other stuff in it (the load file I made.)
I still prefer Sargon III, it isn't stupid like MS chess game and
not so smart I can't beat it like ChessMaster.
russg
ramling some more

1270. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 19:39:22 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <vl1t7u46anf0i206burslpnib7jce4j5is@4ax.com>
Source record: 30990

On Thu, 28 Feb 2002 12:18:44 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>(Thomas tries ATASM)
>Right, the sample 'test.m65' crashes if you try to run it.

yepp. For that fact I needed 3hours of testing :-)

>it for. I do remember that Tom Hunt uses it for development,
>he told me about it, so it must be good.

well I think it's exciting!! I never developed asm progs in that fast
way. It's like a revolution in creating new programs for 8-bit atari.

>http://www.atarimax.com/dis6502/

the disassembler exciting as well. But I think your problem is my
problem, coz I can't program assembler too much... and disassembling
is much harder - I think.

>not so smart I can't beat it like ChessMaster.

.. algorithm in asm .. *grin*

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1271. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 20:50:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nKwf8.24203$0C1.2023652@newsread1.prod.itd.earthlink.net>
Source record: 30991

And it does fine with MyDos 4.53.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c7e6269$0$24803$e4fe514c@dreader3.news.xs4all.nl...
> I have the AXLON 128Kb this works great, it even came with a ramdisk
driver
> for dos 2.x
>
> TXG/MNX

1272. Re: 800XL to 1050 lead (UK)...

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 20:55:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%Owf8.24223$0C1.2024081@newsread1.prod.itd.earthlink.net>
Source record: 30992

They are all people who have web sites and maybe shops. Lance is at Video61
and Brad is Best Computer and the other is B&C Computervisions.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Dave B" <thedavebaxter@hotmail.com> wrote in message
news:a5l1nv$88phm$1@ID-97474.news.dfncis.de...
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:zhdf8.21358$ZC3.1747710@newsread2.prod.itd.earthlink.net...
> That would be your 13 pin SIO cable. Check with Lance or Brad Koda or B&C.
>

Sorry are these shops, web sites or people ?

Dave

1273. Re: Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 21:07:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZZwf8.24275$0C1.2025813@newsread1.prod.itd.earthlink.net>
Source record: 30993

Nope, somehow missed it I guess. I have the 3rd Book of Atari and the 1st &
2nd Books of Atari Graphics.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:oXdf8.13024$sH1.1507513@e3500-atl2.usenetserver.com...
> Does anyone have this book?
>
>
>
>
>

1274. Did Skyfox from Electronic Arts ever show up for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 21:59:31 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <7Lxf8.24248$ZC3.1950773@newsread2.prod.itd.earthlink.net>
Source record: 30994

Hi

Did skyfox ever come out for Atari 8bit?

TIA

1275. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-02-28 22:35:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7eb0ae$0$15925$1dc6e903@news.corecomm.net>
Source record: 30995

If I got into assembler, like Thomas seems to be doing,
it would be necessary to have libraries of macros. With these
macros, it becomes almost like BASIC. You pass a few parameters
and the macro does the rest, returning after doing what you
wanted. It saves much coding time. I believe Rick Cortese
mentions a collection of macros from ANALOG. I have never
used a macro in assembler, don't really know how to use them.
ATASM is a macro assembler, and is like the MAC65, but
ATASM seems much more flexible, requires no line numbers.
russg

1276. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 00:01:58 UTC
From: llpwhite@cs.com
Message-ID: <20020228190158.17767.00000839@mb-fn.news.cs.com>
Source record: 30996

>Hi ron, I have it. To gether with the tech-manual (hardware discription).
You can buy them from best-electronics. <

You have "Secrets of Atari IO" from IJG (publishers) written by Eric VerHeiden
-- for $4? I don't believe you can buy this from Best Electronics -- it's not
in their catalog and not listed at their web site. Yes, the Atari Hardware &
OS manuals are readily available, but the question is about an unpublished book
that had only a few manuscripts copies produced.
Larry

1277. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 00:36:26 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c7ecbff_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 30897

Oh I see, you can hook an atari drive to a PC direct and then write the ATR
files !!!! Thanks for the info.

--
Remove 'y' from address to reply (anti-spam)
"Pete" <pete@get.bent.spammers.wintermute.org.uk> wrote in message
news:a5k7l6$8331t$2@ID-15679.news.dfncis.de...
> Hi,
>
> > Well Im currently looking at getting a machine (weighing
> >up options)....
>
> Good luck, whatever machine you get you're in for a lot of fun!
>
> >....So it will be a 850 (if thats the old one) or a 1050....
>
> That's an "810" or 1050. The 850 is the printer/RS232 interface module.
>
> If you have the choice you're probably better off getting a 1050. They're
a
> little newer and have the advantage of being upgradeable to true double
> density operation.
>
> >....I was wondering if the disks can be written using a 5 1/2
> >drive on the PC ?
>
> I'm told you can, but you need a 1050 upgraded to true DD to read them on.
>
> Much less hassle to connect the 810/1050 to your PC and write the disc
images
> directly using one of the cables/programs designed for this sort of thing.
>
>
> TTFN - Pete.
>
>
>

1278. Re: Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 02:18:30 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <CnBf8.92417$2v1.2506380@e3500-atl1.usenetserver.com>
Source record: 30899

Did you enter the programs on a disk also or did you just read it ...

I'd like to buy this book and if you have the code on disk or .atr image I'd
like to get it also.

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c7e61ee$0$24804$e4fe514c@dreader3.news.xs4all.nl...
> Yes I have it....
>
> Why?
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:oXdf8.13024$sH1.1507513@e3500-atl2.usenetserver.com...
> > Does anyone have this book?
> >
> >
> >
> >
>
>

1279. Re: Did Skyfox from Electronic Arts ever show up for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 02:35:16 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <g6qt7uc1r8vgadn1mi8fmpcjlvkqefk9s7@4ax.com>
Source record: 30900

Not taht I know of... that's certainly a title I'd have liked.

On Thu, 28 Feb 2002 21:59:31 GMT, "SoftNGui" <softngui@earthlink.net> wrote:

>Hi
>
>Did skyfox ever come out for Atari 8bit?
>
>TIA
>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1280. Re: Did Skyfox from Electronic Arts ever show up for 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 02:54:39 UTC
From: llpwhite@cs.com
Message-ID: <20020228215439.24772.00000704@mb-fu.news.cs.com>
Source record: 30901

No. ST - YES.

1281. Re: Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 03:00:46 UTC
From: llpwhite@cs.com
Message-ID: <20020228220046.24772.00000706@mb-fu.news.cs.com>
Source record: 30902

Yes I have it....
Hi Fox-
I must have missed this one also. What is on the cover? ... and I'll keep an
"eye out" for it on ebay.
Larry

1282. Re: AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 03:48:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7efc2f$0$18505$1dc6e903@news.corecomm.net>
Source record: 30903

You seem to be wanting to use the flip side of your A8 floppies
for use on a PC, and I think, leave the original side untouched.
You can't use the flip side on a PC, it has to have the timing hole
in the correct place. It would seem risky to try to use the flip
side of a A8 floppy that has stuff on it you want.
Right Anadisk can't read FM 90k single density A8 disks.
russg

1283. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 04:18:01 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com>
Source record: 30904
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

Buy Games like Missile Command, Get a FREE Atari Trak-Ball!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
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http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1284. Re: AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 04:19:21 UTC
From: Craig Ulrich <culrichnospam@nospamcomcast.net>
Message-ID: <djDf8.44789$gW4.21834802@news1.rdc1.mi.home.com>
Source record: 30905

On this web site:
http://ch.twi.tudelft.nl/~sidney/atari/
He describes how he "got it to work"
Of course I don't want to Format my floppies because I would loose the data
I want to recover, unless there is a safe way of Formatting them. The
reason I think that my floppies may need to be Formatted for this to work is
because he mentions it. I don't know if my floppies meet all the
preliminary requirements for his proceedure to work in my case.

****
Utilities to transfer disks from the Atari to your PC
In the newsgroup comp.sys.atari.8bit questions are frequently asked about
transferring files from the Atari to the PC or vice versa. The low-cost
solution of reading Atari Single Density floppy disks with a PC 5 1/4" disk
drive is often mentioned, also in the FAQ - yet I have personally
experienced some difficulties in getting this done. Here's a step-by-step
guide to how I (finally) got it to work:

Format a 5 1/4" floppy on the Atari, on both sides. This means you'll have
to cut a piece out of the floppy at the place where the write-protected tab
would be placed, otherwise the diskdrive will think the back-side is
write-protected.
Use Anadisk 2.0.6 (instead of the newer Anadisk 2.0.7 which appears to be
buggy) to read the floppy from the PC, using the DUMP option. Specify first
track 0, last track 39, first side only, include sector information as
options.
Exit Anadisk, then use DEANA.COM to convert the dumped image to a standard
ATR format disk image.
Use ImageMan or another utility like that to grab the files you need from
the image.
If they are text files, you will have to use an editor or other utility to
replace the ATASCII code $9B (155, decimal) character to newlines. In
MS-DOS, you can use the utility TT.EXE which translates Atari 8-bit files to
PC files and vice versa.
****

"Russ Gilbert" <russg@en.com> wrote in message
news:3c7efc2f$0$18505$1dc6e903@news.corecomm.net...
> You seem to be wanting to use the flip side of your A8 floppies
> for use on a PC, and I think, leave the original side untouched.
> You can't use the flip side on a PC, it has to have the timing hole
> in the correct place. It would seem risky to try to use the flip
> side of a A8 floppy that has stuff on it you want.
> Right Anadisk can't read FM 90k single density A8 disks.
> russg

>
>

1285. Re: Atari 8-bit Matterhorn cartridge exists!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 04:22:24 UTC
From: elvis69@texas.net
Message-ID: <abfbbc24.0202282022.36757269@posting.google.com>
Source record: 30906
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

> Many collectors have doubted the existence of this rare cartridge,
> particularly since it is listed as "Never Released" on the Krieg
> Rarity Checklist:
>
> http://www.execpc.com/~krieg/links/8bit.carts
>
> The auction listing even includes a cartridge picture and screen shot.

ebay item # 1334701064

the auction closed at $266.63

Thanks for playing!

1286. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 06:34:44 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com>
Source record: 30907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

www.myatari.com

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...

blah blah blah

1287. Re: ATR and XFD free DEMO site??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:22:18 UTC
From: ebaiz@skyenet.net
Message-ID: <u8Mf8.59$w82.101491@newsfeed.slurp.net>
Source record: 30908

On 26 Feb 2002 03:29:38 , Damfino wrote:
>
>An MSD is a "Magic Shadow" compressed disk, if I recall correctly.
>Sort of like the ST version of "DiskComm", in that it was actively
>used by the users of the real PC, not just emulation folks. I don't
>follow the ST scene as closely as the 8bit, but I would assume that
>either emulators can use .msds natively, or there's a conversion
>program (to the usual .st file), or (probably) both.

This could be true, but the Magic Shadow program uses a file with the
extension MSA. MSD could be another option. The ST extension file is
used by emulators like Pacifist for the PC. I usually run a PC program
that converts the ST file to a MSA file and then I use Magic Shadow or
a similar program to convert it to the original ST disks.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1288. Re: Atari DOS 1.0?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:22:27 UTC
From: ebaiz@skyenet.net
Message-ID: <D8Mf8.60$w82.101462@newsfeed.slurp.net>
Source record: 30909

On 26 Feb 2002 18:43:08 , Thomas Havemeister wrote:
>Howdy *.*!
>
>While reading a book I found a comment about "DOS V1.0". I never found
>this version, but it would be nice to have a version as an ATR Image.
>
>Can somebody help?
>
>Are there some more detailed informations about the various DOS
>versions, as well why DOS 3 never succied?
>
>-thomsen@ilm

Hello,

Why would you want the old version anyway? I might have a copy
somewhere. I am wondering if it was included with my 810 when I bought
it. 2.5 and MyDos are so much better.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1289. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:22:38 UTC
From: ebaiz@skyenet.net
Message-ID: <O8Mf8.61$w82.101556@newsfeed.slurp.net>
Source record: 30910

On 27 Feb 2002 00:18:18 , "swebb" wrote:
>I've been running an emulator for a while with mega ATR files. Is it
>possible to use these on a real atari and if so how do I get the files onto
>a 5 1/2" disc to play on the machine ?
>
>Cheers

That is possible. There is a program for the PC that runs under Windows
that will extract all the files from a Mega ATR image file. I did that
and made some Mega DI image files that could be use by either my STe or
my Atari Hades clone. But I could hook up my 130XE to my Hades and
install any of the files on a 5.25in disk using the SIO2ST(PC) cable
and the ST program 800XLDJ. I would rather put all the programs on a CD
and use my STe/Hades as a disk drive and run the program through my
130XE.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1290. Re: MultiJoy interface (up to 8 joystick on

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:22:47 UTC
From: ebaiz@skyenet.net
Message-ID: <X8Mf8.62$w82.101293@newsfeed.slurp.net>
Source record: 30911

On 27 Feb 2002 13:18:59 , "Mathy van Nisselroy" wrote:
>Howdy folks
>
>Ever wanted to play a game with up to 8 people on one Atari 8 bit computer.
>Have a look at this article. Pictures are included.
>
>http://www.myatari.net/issues/feb2002/multijoy.htm
>
>CU Mathy van Nisselroy

Sounds very interesting. I will look into it.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1291. Re: Compute's 3rd book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:23:06 UTC
From: ebaiz@skyenet.net
Message-ID: <e9Mf8.63$w82.101361@newsfeed.slurp.net>
Source record: 30912

On 27 Feb 2002 18:30:54 , "Son of man" wrote:
>Does anyone have this book?

No, but I have seen it for sale on many Atari websites.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1292. Re: Did Skyfox from Electronic Arts ever sh

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:23:22 UTC
From: ebaiz@skyenet.net
Message-ID: <u9Mf8.64$w82.101642@newsfeed.slurp.net>
Source record: 30913

On 28 Feb 2002 21:59:31 , "SoftNGui" wrote:
>Hi
>
>Did skyfox ever come out for Atari 8bit?
>
>TIA

I am not sure, but I would have to say NO. It did come out for the ST,
but it was not very good. Typical of EA in their later years...

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1293. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 14:29:23 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3c7f9042_1@news.nwlink.com>
Source record: 30914
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Why the discourtesy?

Don
Vancouver, USA

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> www.myatari.com
>
>
>
> "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
>
> blah blah blah
>
>

1294. Re: Did Skyfox from Electronic Arts ever sh

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 15:49:03 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c7f9ed4.82558625@news.ubs.com>
Source record: 30915

On Fri, 01 Mar 2002 14:23:22 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>On 28 Feb 2002 21:59:31 , "SoftNGui" wrote:
>>Hi
>>
>>Did skyfox ever come out for Atari 8bit?
>>
>>TIA
>
>I am not sure, but I would have to say NO. It did come out for the ST,
>but it was not very good. Typical of EA in their later years...

The first batch of Electronic Arts games were amazing though - Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat Mac') were simply state of the art for the time.

IIRC the image of the company was that of a rebellious group of top coders out to do their own 'artistic' thing, free of the restraints imposed by the big companies of the time.....

..... Hard to believe, therefore, that this is where the current coporate behemoth of EA started out from.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

1295. Assembly for STATUS basic command?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 16:06:26 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C7FA702.952BB699@a.a>
Source record: 30916

Does anyone know what the equivalent assembly would be for
the basic command 'STATUS #1,A'?

Thanks,
Chris

1296. Re: AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 16:23:46 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7vakoi4uu86c3@corp.supernews.com>
Source record: 30917

"Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
news:djDf8.44789$gW4.21834802@news1.rdc1.mi.home.com...
> On this web site:
> http://ch.twi.tudelft.nl/~sidney/atari/
> He describes how he "got it to work"
> Of course I don't want to Format my floppies because I would loose the
data
> I want to recover, unless there is a safe way of Formatting them.

The problem isn't with ANADISK or the Atari floppies. What happened is the first IBM PC floppy controllers were built with FM capability while quite a few of the clone cards apparently weren't to save a penny or two. There never was a FM format built into the orignal MS DOS OS or PC BIOS, so some after market floppy cards did include the FM mode. You can never be sure if you have a compatible controller w/o testing.

I found at least one integrated motherboard chipset that handled FM mode. I believe it was an early VIA chipset. I haven't tested anything in the last 5 years so I don't know if the current crop of integrated chipsets are compatible.

1297. Re: AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 16:29:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c7fac6c$0$93061$1dc6e903@news.corecomm.net>
Source record: 30918

I read that about how to get info off of Atari disks with Anadisk
and Deanna.
It does mention single density.
I'm afraid I can't follow the logic there. I see no reason given
for formatting both sides of the disk, as only one side can be
read using Anadisk. Perhaps he's saying by formatting the other
side, it helps Analdisk to work.
If he actually did read sngl. dens. disks, it is a puzzle to me because
the PC controller doesn't do FM, there may be rare or very old
controllers that can.
The use of the PC 5.25" is not the best way to transfer files Atari
to PC. I did it for years, using double density disks however.
You have to have a double density Atari drive, a US dbler 1050,
Rana, Indus or xf551, maybe Trak Percom, Archiver, Happy, etc.
Since I made my APE/SIO2PC cable, I no longer try reading
and writing Atari disks on my PC.
Another way to transfer files Atari<>PC is with a null modem
cable and BobTerm and a PC term program that uses Zmodem.
russg

1298. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 17:29:38 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a5oe2c$1ubn$1@innferno.news.tiscali.de>
Source record: 30919

```
put this line on every disk as "D1:DIR." (no ext)

CL.#1:O.#1,6,0,"D:*.*":F.P=0TO0STEP0:GET#1,E:?CHR$(E);:N.P

then type

ENTER"D:DIR

and you'll get the directory (and also an error message "EOF")

Mirko

"Fox-1" <DONT_USE_fox-1@home.nl> schrieb im Newsbeitrag
news:ynbf8.40702$Wm3.2425199@zwoll1.home.nl...
>
> Anders Skelander wrote
>
> : > DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT X$:NEXT
I
>
> : I too have used this. I remember I wrote this type of tiny BASIC
> : sequence to a file called "D", containing text only, and then typed
>
> : RUN"D:D
>
>
> Try:
>
> 32765 OPEN #1,6,0,"D:*.*"
> 32766 TRAP 32767:GET #1,D:? CHR$(D);:GOTO 32766
> 32767 CLOSE #1:TRAP 40000
>
> Put it on disk as
> LIST "D:DIR"
>
> When in BASIC, type
>
> ENTER "D:DIR"
> GOTO 32765
>
> and the directory will be listed to the screen without loosing your BASIC
prog
> in memory. Also the opened IO channel will be closed (by using the TRAP
> command). Just remember to erase those last 3 lines when saving the final
> version of your coding...
>
```

>
> --
>
> Grtx, Sysop Fox--1 / MNX
http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)
>
>

1299. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 17:30:37 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a5oe2f$1ubn$2@innferno.news.tiscali.de>
Source record: 30943

"Ron Hamilton" <oldatarian@atariland.com> schrieb im Newsbeitrag
news:V7df8.21336$ZC3.1745865@newsread2.prod.itd.earthlink.net...
> 1st: you corrupted your 'I' loop variable... it changes with each 'GET' in
> the range of 32 to 90 which in this case will probably perpetuate the
> listing until EOF #136.
>
> 2nd: '0 TO 256' only gets the 1st 15 or 16 directory entries; I use '999'

---------AW:---------------------------
use "0 TO 0 STEP 0" for unlimited bytes

> for ease of typing and even it may be too small for full 64 file
> directories.
>
> 3rd: And why a '7' in aux1 rather than 6?
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
> news:i6no7ug1jrns5vmfuu44o0kfhi038unnfu@4ax.com...
> > On Sun, 24 Feb 2002 19:26:40 -0500, "Bill Marcum" <bmarcum@iglou.com>
> wrote:
> >
> > >
> > > >Son of man wrote in message ...
> > > >>How do I look at a disk directory from BASIC?
> >
> > > Or you can use this one-liner:
> > >
> > > O.#1,7,0,"D:*.*":F.I=0 TO 256:GET#1,I:PUT#16,I:N.I
> > >
> > > this should get you the whole directory and end with an "ERROR- 136"
> message,
> > > after which you can type either "CL.#1" or "END"
> > >
> > > --
> > > _____ ____---____ Marco Antonio Checa Funcke
> > > _____D /-/---_----' Santiago de Surco, Lima, Peru
> > > _H__/_/ http://machf.tripod.com
> > > '-_____|(http://www.GeoCities.com/Hollywood/2645
> > >

> > remove the "no_me_j." and "sons.of." parts before replying
>
>
>

1300. Re: Atari DOS 1.0?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 17:53:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7FC027.465CFC6F@students.uni-mainz.de>
Source record: 30920

Well,
and the only DOS that is compatible to DOS 4 is DOS 4.
The only DOS compatible to DOS XE is DOS XE (in my version even the DOS2
to DOS XE converter did not work...). Better do not use DOS 3, DOs 4 or
DOS XE to avoid compatibility problems. The rest is your choice: a) DOS
1 er DOS 2 + clones/compatibles, b) Sparta DOS + compatibles, c)
MultiDOS/Alphaload and similar versions and finally d) Gamedos
versions... -Andreas.

Fox-1 schrieb:
>
> Thomas Havemeister wrote
>
> : While reading a book I found a comment about "DOS V1.0". I never found
> : this version, but it would be nice to have a version as an ATR Image.
>
> http://www7.brinkster.com/atari/ataridl/dosdisk.htm#top
>
> It's a DCM image, packed with LHARC for max. compatibility on Atari 8-Bit.
> (you can "de-crunch" and "de-image" it on Atari 8-Bit)
>
> Use a "DCM-to-ATR" (or "DSK-to-ATR") converter for PC usage.
>
> : Are there some more detailed informations about the various DOS
> : versions, as well why DOS 3 never succied?
>
> That's an easy one. Incompatibility. The only DOS version that is compatible
> with 3.0 is 3.0 itself...
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)

1301. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 18:01:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7FC1EE.FF705BE2@students.uni-mainz.de>
Source record: 30921

Well,
"visit" the polish demo-scene and you will soon find the newest assemblers, font editors, gfx programs, conversion programs for almost any purpose and much much more. To start at atari-area would be a good choice or visit the taquart homepage or visit Heavens homepage to read some good info about writing/coding a demo ("why such bullshit?" and "how its done?"). Most if not all links can be found at the abbuc homepage www.abbuc.de or at marek tomczyks atari 8bit resort www.uni-karlsruhe.de\~marek.tomczyk\8bit.html good luck -
Andreas.

Rick Cortese schrieb:
>
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:fv3p7uohkrffjihv4l431fh89vtg95569b@4ax.com...
> > Howdy *.*!
> >
> > I've planned to built a little intro or demo program on my atari. I
> > wrote my last assembler program years ago, so I lost my techniques
> > *g*.
> >
> > So my question is: can you recommend *latest* programmer tools, just
> > like assemblers, font editors, graphic conversion, sound editor and
> > libraries?
>
> For assemblers, the fastest ones are cross assemblers for the IBM/PC
> platform. MAE is at the univ of mich archive and is a native assembler for
> the 8 bit.
>
> There are a couple of other editors like TEDIT and the disk version of
> MAC/65 is either PD or shareware now.
>
> Libraries and font editors, good luck. I don't think any of these have been
> updated in the last 15 years.
> >
> > It's because, I don't want re-invent the wheel and try to speed up the
> > developement.
> >
> > also, do you have some ready made tutorials for dli, vbi and sound
> > programming?
>
> I believe Mapping the Atari and several docs like Technical Ref have been
> scanned and put on line, I don't know the URL for them.
> >

> > -thomsen@ilm
> >
> > --
> > Sturz des Zaren & Take those Atarian care!
> > Thomas Havemeister, Student of Commercial Information Technology
> > Technical University of Ilmenau

1302. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 18:12:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C7FC488.5AC3F3DE@students.uni-mainz.de>
Source record: 30922

Hehehe,
got you ! Can you give me some infos about the Axlon, concerning its
banks and control bits or any other useful info ?!? As you may have seen
I have started compiling a list of Atari ramdisks. Read this list here
in the newsgroup or in the A8FAQ by Michael Current. An update of this
list will be avaiable soon, since I now have some more info about the
K.Peters Megaram 3 (256k and 1024k) RD, the Newell Ramdisks (1024k), the
TOMS Ramdisks (256k, 512k, 1024k) and a few other stuff. But info about
Atari 800 Ramdisks is still missing as well as some infos about PDI
ramdisks or cartridge ramdisks... Please be so kind and tell me more
about your Axlon RD. greetings, Andreas.

TXG schrieb:
>
> I have the AXLON 128Kb this works great, it even came with a ramdisk driver
> for dos 2.x
>
> TXG/MNX
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:i4Qe8.1100$sH1.48633@e3500-atl2.usenetserver.com...
> > Does anyone know if there were any for this machine?
> >
> >
> >

1303. FA: Atari SF354 3.5" floppy drive external

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 18:15:41 UTC
From: kurtm22@netscape.net
Message-ID: <9025eb97.0203011015.55f5bd25@posting.google.com>
Source record: 30923
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On Ebay:

http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2006617471

Thanks,

Kurt

1304. Re: Wanted: Programming Tools

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 18:17:42 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <echv7u8dcsvrit5goao7lcio7v8f0osk3d@4ax.com>
Source record: 30924

On Fri, 01 Mar 2002 19:01:18 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>"visit" the polish demo-scene and you will soon find the newest
[...]
>homepage www.abbuc.de or at marek tomczyks atari 8bit resort
>www.uni-karlsruhe.de\~marek.tomczyk\8bit.html good luck -
>Andreas.

Here is another very exciting link for learning the 8-bit atari
assembler programming

http://www.atarimagazines.com/index/index.php?column=Assembly+Language&mag=antic

just in case, someone is also interested in it....

-thomsen@ilm

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1305. Re: Did Skyfox from Electronic Arts ever sh

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 18:46:24 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203011046.6786b081@posting.google.com>
Source record: 30925

gavan-martin.delete.moran@remove.ubs.this.com.invalid (Gav) wrote in message news:<3c7f9ed4.82558625@news.ubs.com>...
> The first batch of Electronic Arts games were amazing though -
> Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
> Mac') were simply state of the art for the time.
>
> IIRC the image of the company was that of a rebellious group of top
> coders out to do their own 'artistic' thing, free of the restraints
> imposed by the big companies of the time.....
>
> ..... Hard to believe, therefore, that this is where the current
> coporate behemoth of EA started out from.

True on all counts... somewhere I still have (hopefully!) a mini-poster that was in Electronic Games or Compute from back when EA (or, as they called themselves then, "EOA") first started, that had a black/white photo of the main coders next to the info about their game... they were really pushing it as a place where coders could be free to code, and for them to get credit, not just the company... kind of like, a few years ago, Ion Storm claimed (and failed miserably) to be, as well as Godgames... It was really a big deal and especially nice for Atari folks as the majority of their stuff was Atari-only, and I remember at least one interview where they specifically said that the Atari was the only computer that could do what they wanted to do. (Here's a question - did later versions of MULE, for the C64, etc, still call it "Planet Irata"? I've always wondered but never enough to bother to find out the answer. :)

1306. What is this?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 20:54:45 UTC
From: thePink <thepink@poczta.fm>
Message-ID: <a5opoa$c9i$1@news.tpi.pl>
Source record: 30926

Hi,

I've found something strange wieth SIO port.

What is this? I've na idea....

Any suggestions????

Picture is there http://awa.mat.agh.edu.pl/~pink/atari/atari1.jpg

and there http://awa.mat.agh.edu.pl/~pink/atari/atari2.jpg .

With regards,

thePink

Cracow, Poland

btw. I guess you'll like this:
http://awa.mat.agh.edu.pl/~pink/atari/kubek.zip (345 kb)

tP.

1307. Re: Did Skyfox from Electronic Arts ever sh

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 21:02:18 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <v1rv7ug5gakdtfu45pbeh3trk5a3dpdeeb@4ax.com>
Source record: 30927

On 1 Mar 2002 10:46:24 -0800, damfino@rochester.rr.com (Damfino) wrote:

>(Here's a question - did later versions of MULE, for the C64, etc,
>still call it "Planet Irata"? I've always wondered but never enough to
>bother to find out the answer. :)

Yes, they did. Funny, no?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1308. Re: Writing ATR files on disc ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 21:08:52 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <fe371f65e994316f047e1eb29af5e102.10725@mygate.mailgate.org>
Source record: 30929

> Much less hassle to connect the 810/1050 to your PC and write the disc images
> directly using one of the cables/programs designed for this sort of thing.
>

Good point but now how do you copy those disk images onto the 1050?

Most ATR images I've come across won't copy with my DOS 2.5. Is there a
disk image of a program that will duplicate copy protected images?

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1309. Re: What is this?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 21:10:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u7vre8762t2e82@corp.supernews.com>
Source record: 30928

"thePink" <thepink@poczta.fm> wrote in message
news:a5opoa$c9i$1@news.tpi.pl...
> Hi,
>
> I've found something strange wieth SIO port.
>
> What is this? I've na idea....
>
> Any suggestions????

Sure, the AXIOM on the ROM is a dead give away.

Axiom was a cheap printer maker. They manufactured some of them with built in daughter cards to interface directly with Atari SIO. Print quality was really bad. I had one of their 7 pin<vs. 9 pin print heads that everyone else used> models that I used for printing docs and had it attached to my BBS.

1310. SIO conntector

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 21:52:05 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <07297c06127598f6eed4c711b5499b4f.10725@mygate.mailgate.org>
Source record: 30930

Anybody know of a good source (not too expensive) for the SIO cable or
connectors (male & female)?

Thanks,

Vince

Vintage Computer Resource
http://www.vintagecomputer.tk

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1311. Re: AnaDisk 2.0.6

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 21:57:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gPSf8.26873$ZC3.2158197@newsread2.prod.itd.earthlink.net>
Source record: 30931

I have tried it with '95 VIA and '98 VIA chipsets with *NO* success...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u7vakoi4uu86c3@corp.supernews.com...
> "Craig Ulrich" <culrichnospam@nospamcomcast.net> wrote in message
> news:djDf8.44789$gW4.21834802@news1.rdc1.mi.home.com...
> > On this web site:
> > http://ch.twi.tudelft.nl/~sidney/atari/
> > He describes how he "got it to work"
> > Of course I don't want to Format my floppies because I would loose the
> data
> > I want to recover, unless there is a safe way of Formatting them.
>
> The problem isn't with ANADISK or the Atari floppies. What happened is the
> first IBM PC floppy controllers were built with FM capability while quite
a
> few of the clone cards apparently weren't to save a penny or two. There
> never was a FM format built into the orignal MS DOS OS or PC BIOS, so some
> after market floppy cards did include the FM mode. You can never be sure
if
> you have a compatible controller w/o testing.
>
> I found at least one integrated motherboard chipset that handled FM mode.
I
> believe it was an early VIA chipset. I haven't tested anything in the last
5
> years so I don't know if the current crop of integrated chipsets are
> compatible.
>
>
>

1312. Schloss Schreckenstein

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 22:01:21 UTC
From: Robtherat@gmx.de
Message-ID: <97bbfdc4.0203011401.32155ca2@posting.google.com>
Source record: 30932

Hello,

I need a little help with this game.
I don't have any manual for this game, so I don't know what to do.
To complete the first level was no problem.
But now I stuck in the 2nd level and there seems no way out.
Thanks for your help.

Rob

(Answer in germen preferred)

1313. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 22:48:46 UTC
From: daclmi@netscape.net
Message-ID: <3c8004b7.5137723@news.CIS.DFN.DE>
Source record: 30938

On 28 Feb 2002 13:17:08 GMT, llpwhite@cs.com (LLpwhite) wrote:

>>Would something like Basic XE be able to use that extra memory and run fine on
>the 800? < No, there is no provision for "ram under rom" as in the
>XL/XE. I know of no 400/800 upgrade that ever tried to address that issue.

Yes, this is an annoying compatibility issue. Even if an 800 has 64k
(as mine does) there is a lot of XL/XE software it won't run,
including (I believe) all the XE cartridges.

1314. FA (Ebay) - Atari floppies - free ship for NG (ends Saturday)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 22:58:26 UTC
From: bobbyshaw@aol.com
Message-ID: <20020301175826.28750.00001555@mb-fo.aol.com>
Source record: 30934

I am currently selling off all my original Atari Floppy disks. Almost all tested out working, and all are described and pictured. Almost all have the original manuals/documentation. For "payment" for allowing me to put these few ads up, I am offering free shipping on these auctions to anyone from the newsgroup. Just mention that you saw my free ship offer from the NG after you win. Here is the link to my auctions and a list of all Atari stuff available along with the bid price as of 6:00pm Friday. Most of the good games have gotten bids. The best game that hasn't been bid on yet is Tomahawk. It's a really good helicopter gunship simulator. Thanks for looking!

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&userid=bobbyshaw%40aol.com

Flight Simulator II lot - No bids (starts at $1.00)
AdventureWriter - $1.00
Archon - $3.25
Archon II: Adept - $1.00
Atari Word Processor - $15.50
1st Book of Atari Graphics - $1.25
Basic Compiler - $2.25
Bruce Lee - $3.75
Choplifter! (nonworking) - No bids (starts at $0.01)
Computer Football Strategy - No bids (starts at $1.00)
Controller - No bids (starts at $1.00)
Deadline - $3.25
Family Cash Flow 2.0 - No bids (starts at $1.00)
Fight Night - $1.00
Filemanager + - No bids (starts at $1.00)
Financial Wizard - No bids (starts at $1.00)
Guild of Theives - $1.00
Infiltrator - $1.00
L.A. Swat/Panther - No bids (starts at $1.00)
Maxwell Manor - No bids (starts at $1.00)
My First Alphabet - No bids (starts at $1.00)
Program/Text Editor - No bids (starts at $1.00)
Pinball Construction set - $1.00
The Quest - $2.25
Seven Cities of Gold - $10.50
Shootout at the OK Galaxy - No bids (starts at $1.00)
Starcross - $2.25
Starfire/Fire One - $1.00
Summer Games - $5.50
Super Huey - No bids (starts at $1.00)
Tanktics - No bids (starts at $1.00)
Temple of Apshai - $1.00

Tomahawk - No bids (starts at $1.00)
Zork II - $2.75
Original Suspended map - No bids (starts at $0.01)
Original Silent Service Manual - No bids (starts at $0.01)
Hitchhikers Guide inserts - No bids (starts at $0.01)
Juggles House Manual - No bids (starts at $0.01)

--
Interested in vintage Atari 8-bit equipment? Floppy disks on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1315. rtdos website update notification

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 22:58:27 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203011458.7cd721c9@posting.google.com>
Source record: 30933

http://rtdos.tripod.com

1316. Re: SIO conntector

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 23:15:09 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <oQTf8.51589$Wm3.2908706@zwoll1.home.nl>
Source record: 30935

Vince Briel wrote

: Anybody know of a good source (not too expensive) for the SIO cable or
: connectors (male & female)?

I don't know where on the planet you are, but ABBUC in Germany sells the
cables for 7,20 Euro.

Goto: http://www.abbuc.de/shop/index.html

The site is in German, but you can send the "shop-master" a mail in English
for more info about shipping an such. Don't know where to get SIO sockets.
You may want to search for dead tape-drives. The 1010 is the best for this
purpose since it has two of them built in and there are plenty of them.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1317. 5200

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 23:49:01 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <8kUf8.51692$Wm3.2917937@zwoll1.home.nl>
Source record: 30936

I'm looking for a complete Atari 5200 4-port system with games and controllers. They are somehow hard to get in Europe, and since I don't like EBay I'll try it over here.

So, anyone knows a working system for sale in the USA? Let me know (fox-1 AT aq DOT nl).

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1318. Re: SIO conntector

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-01 23:50:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <qtUf8.27150$ZC3.2175666@newsread2.prod.itd.earthlink.net>
Source record: 30937

Same for the 1020 printer... nice little board with 2 sockets.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in message
> Vince Briel wrote
>
> : Anybody know of a good source (not too expensive) for the SIO cable or
> : connectors (male & female)?
>
> I don't know where on the planet you are, but ABBUC in Germany sells the
> cables for 7,20 Euro.
>
> Goto: http://www.abbuc.de/shop/index.html
>
> The site is in German, but you can send the "shop-master" a mail in
English
> for more info about shipping an such. Don't know where to get SIO
sockets.
> You may want to search for dead tape-drives. The 1010 is the best for
this
> purpose since it has two of them built in and there are plenty of them.
>
> --
> Grtx, Sysop Fox--1 / MNX
http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)

1319. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 02:27:31 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <%BWf8.107045$2v1.2885232@e3500-atl1.usenetserver.com>
Source record: 30939

```
And the Enter command doesn't wipe out your memory!

Thanks, this is cool!

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a5oe2c$1ubn$1@innferno.news.tiscali.de...
> put this line on every disk as "D1:DIR." (no ext)
>
> CL.#1:O.#1,6,0,"D:*.*":F.P=0TO0STEP0:GET#1,E:?CHR$(E);:N.P
>
> then type
>
> ENTER"D:DIR
>
> and you'll get the directory (and also an error message "EOF")
>
> Mirko
>
>
> "Fox-1" <DONT_USE_fox-1@home.nl> schrieb im Newsbeitrag
> news:ynbf8.40702$Wm3.2425199@zwoll1.home.nl...
> >
> > Anders Skelander wrote
> >
> > : > DIM X$(20):OPEN #1,6,0,"D:*.*":FOR I=1 TO 64:INPUT#1,X$:PRINT
X$:NEXT
> I
> >
> > : I too have used this. I remember I wrote this type of tiny BASIC
> > : sequence to a file called "D", containing text only, and then typed
> >
> > : RUN"D:D
> >
> >
> > Try:
> >
> > 32765 OPEN #1,6,0,"D:*.*"
> > 32766 TRAP 32767:GET #1,D:? CHR$(D);:GOTO 32766
> > 32767 CLOSE #1:TRAP 40000
> >
> > Put it on disk as
> > LIST "D:DIR"
> >
> > When in BASIC, type
> >
```

> > ENTER "D:DIR"
> > GOTO 32765
> >
> > and the directory will be listed to the screen without loosing your
BASIC
> prog
> > in memory. Also the opened IO channel will be closed (by using the TRAP
> > command). Just remember to erase those last 3 lines when saving the
final
> > version of your coding...
> >
> >
> > --
> >
> > Grtx, Sysop Fox--1 / MNX
> http://www7.brinkster.com/atari
> > (Almost no C64 owners were mistreated or injured while developing this
> > website)
> >
> >
>
>

1320. Moving player graphics vertically

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 02:43:18 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <OQWf8.107144$2v1.2890025@e3500-atl1.usenetserver.com>
Source record: 30940

I've started back programming the 8-bit wonder.

Now I was reading up a bit to refresh my memory, and I saw in a book someone describing how to move the player data vertically. He was saying to erase the data then draw it back into the new vertical position (in memory). This was kind of inefficient.

I remembered how I use to do this. Instead of erasing the player I would conceptually think of the player's height as being the number of pixels I wanted it's position to be moved by vertically (the delta Y) + the player's actual height. Then depending on whether I was moving the player up or down I would simply blit (or mem-move) the player data bytes + the delta Y in blank (zero) bytes into the new location. What this effectually does is draw a slightly larger player in the new Y position with the delta Y bytes overwriting the remaining player data in it's previous position.

This is more effecient than first erasing the whole player and then redrawing the whole player in a new delta Y position, when only the delta Y pixels need to be erased, not the whole player.

I'm surprised that a book wouldn't teach this method. The trick is to think of your player's height as delta Y longer above and below. In those delta Y pixels define the data to be zero for the player. Then to move the player all you have to do is a blit to the new Y location in memory from the player's data without even having to bother with erasing it first.

Does anyone know of a better way of moving player graphics vertically? I am going to start making some assembler routines for Atari basic to do all this stuff.

My goal is to offer as many RELOCATABLE assembler routines stored in basic strings that can be called from Basic using the USR function to make game programming accessible to the basic programmer. I realize there must be quite a bit. But I'm going to do my own as a hobby and to bring back my past glory (see Antic Vol. 7. No. 7 game of the month at www.atarimagazines.com)

I remember I had redefined character sets, created a display list interrupt for the graphics mode and the scores. I am going to emphasize on effecient relocatable machine language routines for player and missile manipulation first using techniques like the above. And I'm going to create a player editor for sure, that will generate the basic data statements for the player data if I don't find a good one out there somewhere.

This is going to be cool.

1321. Re: SIO conntector

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 04:32:49 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <a78ab07a48f28d732a539659057a987f.10725@mygate.mailgate.org>
Source record: 30941

> I don't know where on the planet you are, but ABBUC in Germany sells the
> cables for 7,20 Euro.
>
> Goto: http://www.abbuc.de/shop/index.html

Well, I'm in the United States, so that's probably out due to shipping
costs.
Even just a source on the cables would be great.

Thanks!

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1322. Re: Moving player graphics vertically

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 04:56:44 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m3g03jr2ib.fsf@mindspring.com>
Source record: 30942

>
> I'm surprised that a book wouldn't teach this method. The trick is to think
> of your player's height as delta Y longer above and below. In those delta Y
> pixels define the data to be zero for the player. Then to move the player
> all you have to do is a blit to the new Y location in memory from the
> player's data without even having to bother with erasing it first.

Its an optimization of the erase first technique. Anyone who tried to
do plot/drawto animations will pretty quickly evolve their techniques
into something similar to avoid the flickering. You might be better
off to avoid the bother and do the vertical player moves during VBI if
you can afford the cycles. Thats where elegant coding to trim cycles
might really pay off. Perhaps a VBI routine that manages
simultaneous, arbitrary motion of all players via respective X and Y
registers? If you got fancy, you might implement a way to set X/Y
velocities instead of just position. It would also be a handy way of
animating player bitmaps &/or color.

> My goal is to offer as many RELOCATABLE assembler routines stored in basic
> strings that can be called from Basic using the USR function to make game
> programming accessible to the basic programmer. I realize there must be
> quite a bit. But I'm going to do my own as a hobby and to bring back my past

The one I liked most was the Atari Basic string hack where a 2k string
was dim'ed as the first instruction of a program, then a magic 2
instruction invocation was used to initialize the string and later to
move the player data around. Probably slower then a USR call to
carefully constructed code, but pretty darn cool.

I always liked 6502 Assembly, all the processor needs to be quite nice
is a few more registers, a relocatable stack and on the Atari, more
page 0 addresses reserved for the user. Have fun!

Gregm

1323. 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 12:10:40 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c80c031$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 30944

What Atari Disk Drives can be used with an 65XE ?

--
Remove 'y' from address to reply (anti-spam)

1324. 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 13:54:59 UTC
From: Roy G Biv <erasmus@the.radio.spectrum>
Message-ID: <Pine.GSO.4.33.0203020844210.5212-100000@shell1>
Source record: 30945

On Sat, 2 Mar 2002 at 12:10:40 -0000, "swebb" (swebb at swebby
dot screaming dot net) scribbled:
->What Atari Disk Drives can be used with an 65XE ?

I would think the answer is all of 'em. Any Atari Company or
third-party drive that can be used with any other Atari 8-bit
should be useable with the 65XE. However, you might not have
enough RAM to comfortably run a DOS program on the 65XE. Check
to make sure it's been upgraded to at least 48K RAM.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1325. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 14:15:18 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1015078475@rtfm.mit.edu>
Source record: 30946
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 23, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1326. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 15:05:11 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <HS5g8.24710$lu2.10146612@news02.optonline.net>
Source record: 30847

The 65XE has 64k, just like an 800XL.

There should be room enough for DOS, unless a Ramdisk is also required.

Could be you were thinking of a 600XL?

Take care.

Alan

"Roy G Biv" <erasmus@the.radio.spectrum> wrote in message
news:Pine.GSO.4.33.0203020844210.5212-100000@shell1...
> On Sat, 2 Mar 2002 at 12:10:40 -0000, "swebb" (swebb at swebby
> dot screaming dot net) scribbled:
> ->What Atari Disk Drives can be used with an 65XE ?
>
> I would think the answer is all of 'em. Any Atari Company or
> third-party drive that can be used with any other Atari 8-bit
> should be useable with the 65XE. However, you might not have
> enough RAM to comfortably run a DOS program on the 65XE. Check
> to make sure it's been upgraded to at least 48K RAM.
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" *
>
>

1327. VHDL code for C025953 for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 15:57:15 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a5qsp9$1dj$1@goliath.news.is-europe.net>
Source record: 30848

Hi there,

check out the link below and let me know whether you think it is usefull. With that VHDL code you can make your 130XE do 6 different types of memory expansion. Just replace all memory chips in the 130XE with 256kbit ones. I used the Lattice eval VHDL compiler to get it compiled for a GAL6002.

The other good thing about this file is that if you only use the 130XE compatibility portion of the code you basically can do your own C025953 by using a GAL 6002. And it tells you how the C025953 works...

The schematics are still missing on the page, but by looking at the comments in the VHDL file you should be easily able to understand how to connect the GAL in your 130XE.

http://home.cablesurf.de/christopher.lang/atari-8-bit/

Feel free to copy and modify, but let me know if you do something cool with it.

regards
Chris

1328. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 16:05:44 UTC
From: Vince Briel <vbriel@yahoo.com>
Message-ID: <e3f1a937d50d85c99dc9ab3ef303b63e.10725@mygate.mailgate.org>
Source record: 30849

I used to have one, but sent it off to another collector :(Nice little machine.

I would think that you could use the 1050 with no problem, although I never tested mine with one. It has the SIO port, so why not?

Vintage Computer Resource
http://www.vintagecomputer.tk

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1329. Re: Moving player graphics vertically

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 16:44:07 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <h7028ugrlam3bpohchtmn6s8l609li80d9@4ax.com>
Source record: 30850

On Fri, 1 Mar 2002 21:43:18 -0500, "Son of man" <bcozier@bellsouth.net> wrote:

>I'm surprised that a book wouldn't teach this method. The trick is to think
>of your player's height as delta Y longer above and below. In those delta Y
>pixels define the data to be zero for the player. Then to move the player
>all you have to do is a blit to the new Y location in memory from the
>player's data without even having to bother with erasing it first.
>
Oh, but that's what they did on a series of articles oublished in COMPUTE! on
P/M Graphics animation techniques

>Does anyone know of a better way of moving player graphics vertically? I am
>going to start making some assembler routines for Atari basic to do all this
>stuff.
>
Go on... but I'll check to see if it's not a duplicate effort.

>My goal is to offer as many RELOCATABLE assembler routines stored in basic
>strings that can be called from Basic using the USR function to make game
>programming accessible to the basic programmer. I realize there must be
>quite a bit. But I'm going to do my own as a hobby and to bring back my past
>glory (see Antic Vol. 7. No. 7 game of the month at www.atarimagazines.com)
>
>I remember I had redefined character sets, created a display list interrupt
>for the graphics mode and the scores. I am going to emphasize on effecient
>relocatable machine language routines for player and missile manipulation
>first using techniques like the above. And I'm going to create a player
>editor for sure, that will generate the basic data statements for the player
>data if I don't find a good one out there somewhere.
>
>This is going to be cool.
>
>
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1330. Re: Schloss Schreckenstein

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 18:35:55 UTC
From: irata@nextra.at
Message-ID: <3c811bbd@e-post.inode.at>
Source record: 30851

ok,
english:
In every odd level you have to light all the lanterns with the forks (like
you did).

In every even level you have to collect all the diamonds,
but the foes can take it away, so you have to search on!

And if the lightning starts, you have to search for a woman and touch her
;-)
because you can't take any diamonds as long as the lightning goes on.
...
deutsch:
In jedem geraden level musst du alle Laternen mit den Fackeln anz�nden (wie
du es schon gemacht hast).

In jedem ungeraden Level musst du alle Diamanten sammeln,
aber die Gegner k�nnen sie dir abnehmen, dann musst du weitersuchen!

Wenn es blitzen anf�ngt, musst du eine Frau suchen und sie ber�hren ;-)
weil du keine Diamanten mehr aufnehmen kannst solange es blitzt.
...
Hope that helps/Hoffentlich hab ich dir geholfen!
BTW: Two-player is much more fun / Zwei-Spieler macht mehr Spass ;-)

-rudi
Tips from my brother Franz & our friend Wolfgang - the masters of
Schreckenstein!

"rob" <Robtherat@gmx.de> schrieb im Newsbeitrag
news:97bbfdc4.0203011401.32155ca2@posting.google.com...
> Hello,
>
> I need a little help with this game.
> I don't have any manual for this game, so I don't know what to do.
> To complete the first level was no problem.
> But now I stuck in the 2nd level and there seems no way out.
> Thanks for your help.
>
> Rob
>
> (Answer in germen preferred)

1331. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 20:42:52 UTC
From: Don Schoengarth <atari@qnet.com>
Message-ID: <3C81394C.83511F4D@qnet.com>
Source record: 30852

swebb wrote:

> What Atari Disk Drives can be used with an 65XE ?
>
> --
> Remove 'y' from address to reply (anti-spam)

I had a 65xe for years that booted every program I had. I used it with
a 1050 and a 810 disk drive with out any problems.

Don

1332. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:04:36 UTC
From: ansk@home.se
Message-ID: <3c813d6e.4414436@nntpserver.swip.net>
Source record: 30853

On Fri, 1 Mar 2002 18:29:38 +0100, "Mirko Sobe" <atarixle@12move.de>
wrote:

> ...
> put this line on every disk as "D1:DIR." (no ext)
>
> CL.#1:O.#1,6,0,"D:*.*":F.P=0TO0STEP0:GET#1,E:?CHR$(E);:N.P
>
> then type
>
> ENTER"D:DIR

Mirko, you are right. I suggested RUN"D:D but that will not work,
the command name is ENTER as you say. In order to speed up typing,
it is possible to abbreviate it to

E."D:D

if I remember it correctly. Of course, the file name has to be
"D" then, not "DIR".

And yes, the memory is not wiped out. The BASIC input/output
commands really are powerful!

Anders

1333. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:12:31 UTC
From: ansk@home.se
Message-ID: <3c813ed5.4773284@nntpserver.swip.net>
Source record: 30854

On Sat, 2 Mar 2002 12:10:40 -0000, "swebb"
<swebb@swebby.screaming.net> wrote:

>What Atari Disk Drives can be used with an 65XE ?

The most common that works is probably the Atari 1050 diskette
drive unit, for 5.25 inch floppies. The design of the 1050 matches
the XL series of computers and peripherals. I think there is a
diskette drive that has the XE look. Gray, modernized design.

You can also use the Atari 810 unit that matches the Atari
400, 800 design. Unmodified 810 units offer 80 kilobytes of
storage capability, while the 1050 offers more, close to
130 kilobytes I think.

You cannot use drive units matching the ST series of computers
with the 65XE. The ST drives can be regonized by looking at the
diskette format. They are all for 3.5 inch diskettes.

If you need more information, post more details.

Anders

1334. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:17:50 UTC
From: ansk@home.se
Message-ID: <3c8140b8.5257015@nntpserver.swip.net>
Source record: 30855

On Sat, 02 Mar 2002 21:12:31 GMT, ansk@home.se (Anders Skelander)
wrote:
> ...
> with the 65XE. The ST drives can be regonized by looking at ...
> ...

The text should read "... ST drives can be RECOGNIZED by ...".

I occasionally come to think of the excellent Atari application
"Kids on Keys".

Anders

1335. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:22:20 UTC
From: ebaiz@skyenet.net
Message-ID: <gobg8.202$bA2.213791@newsfeed.slurp.net>
Source record: 30856

On 1 Mar 2002 15:49:03 G, Gav wrote:
>On Fri, 01 Mar 2002 14:23:22 GMT, ebaiz@skyenet.net (Edward S. Baiz
>Jr.) wrote:
>
>>On 28 Feb 2002 21:59:31 , "SoftNGui" wrote:
>>>Hi
>>>
>>>Did skyfox ever come out for Atari 8bit?
>>>
>>>TIA
>>
>>I am not sure, but I would have to say NO. It did come out for the ST,
>>but it was not very good. Typical of EA in their later years...
>
> The first batch of Electronic Arts games were amazing though -
>Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
>Mac') were simply state of the art for the time.

Oh yeah, I can agree with that. I have a number of EA's early eight bit
games and I love them. Too bad Trip decided not to support the Atari
line later on.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1336. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:25:22 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <yjbg8.55447$Wm3.3145009@zwoll1.home.nl>
Source record: 30857

swebb wrote

: What Atari Disk Drives can be used with an 65XE ?

From the FAQ http://www.faqs.org/faqs/atari-8-bit/faq/

Floppy disk drives designed for the 8-bit Atari computers:
Atari 810 SS SD
Atari 1050 SS SD/ED
Atari XF551 DS SD/ED/DD, 38.4Kbps burst mode
Access Unlimited ATAR88-1 SS SD master
Access Unlimited ATAR40-1 SS SD/DD master
Amdek AMDC I SS SD/DD uses flippy Amdisk III 3" disk/carts,printer
port,master
Amdek AMDC II SS SD/DD dual drives, printer port, master
AS SN-360 DS SD/ED/DD
Astra 1620 SS SD/DD dual drives
Astra 2001 SS SD/DD dual drives
Astra Big-D DS SD/DD dual drives
Astra The One DS SD/DD, printer port
B&C 810 SS SD, optional Happy Warp Speed 52Kbps
Concorde C-221M SS SD/DD master
Concorde C-222M DS SD/DD master
CSS Floppy Board, for the Black Box, master, support PC 720K and 1.44MB 3.5"
drives, support PC 1.2MB and 360kB 5.25" drives,
also read/write 5.25" and 3.5" MS-DOS disks
see: http://www.nleaudio.com/css/products/floppy.htm
High-Density Disk Interface (HDI) a PCB master,connect up to 4 standard drives
Indus GT SS SD/ED/DD, Synchromesh mode usable with SpartaDOS X
and DOS XL only. 72Kbps under SpartaDOS X, 37Kbps under DOS XL. Z-80 cpu
RAM-Charger--expansion card contains 64K RAM + software, for CP/M support
KARIN MAXI DS SD/ED/DD/QD
L.E. Systems LEDS5-01 SS SD/DD master, 134.4Kbps, 800 only
CP/M expansion: 4MHz Z80, 64K RAM
L.E. Systems LEFDC-04 SS SD Four drives, copies a disk in 22 secs, 800 only
L.E. Systems LEFDC-08 SS SD Eight drives, copies a disk in 22 secs, 800 only
LDW Super 2000 SS SD/DD, 19.2Kbps or 67Kbps
image: http://romualdl.multimania.com/images/atari/super2000.jpg
LDW CA2001 SS SD/DD, 19.2Kbps or 38.4Kbps "California Access"
image: http://romualdl.multimania.com/images/atari/ca2001.jpg
LDW CA2002 DS SD/ED/DD,19.2Kbps,70Kbps w/SpartaDOS. "Calif. Access"
Micro MainFrame MF-1681 SS SD/DD, printer port, 4K to 54K printer buffer,
hard disk firmware included, master, Z-80 CPU w/ 16K to 64K RAM for CP/M,
TRSDOS, MaxiDOS A, and OASIS. see: http://www.qnet.com/~dons/mmf.html
Micro MainFrame MF-1682 dual drives version of MF-1681

Percom RFD40-S1 SS SD/DD, master
Percom RFD40-S2 SS SD/DD dual drives, master
Percom RFD44-S1 DS SD/DD, master
Percom RFD44-S2 DS SD/DD dual drives, master
(80-track RFDs hinted at
http://www.atarimagazines.com/v1n2/newproducts.html
Percom AT88 SS SD, master
Percom AT88-S1 PD SS SD/DD, printer port, master
Percom AT88-S2 PD SS SD/DD dual drives, printer port, master
Rana 1000 SS SD/ED/DD, stand alone disk formatting
RCP 810 SS SD
San Jose Computer Special Edition 810 SS SD, optional Happy Warp Speed 52Kbps
SWP ATR8000 4MHz Z80, 16K RAM, RS232, master, printer port
or 4MHz Z80, 64K RAM, RS232, master, printer port, CP/M 2.2
options: 128K or 256K CO-POWER-88 with MS-DOS; CP/M-86
TOMS 720 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 70Kbps
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
TOMS 710 DS SD/ED/ID/DD/QD/ID printer port, MYDOS 4.50 on ROM, 67Kbps
one more format: double sided, 80 tracks, IBM (720 KB)
also TOMS Navigator on ROM (like Norton Commander).
Trak AT-1 SS SD/DD master.upgrade: printer port+4K/16K buffer
Trak AT-D1 SS SD master, printer port, 4K print buffer.upgrade:16K
Trak AT-D2 SS SD/DD master, printer port, 4K print
buffer.upgrade:16K
Trak AT-D4 DS SD/DD, printer port, print buffer
Trak Champ SS SD master
Trak Champ2 SS SD/DD master
Trak AT-S1 SS SD/DD slave
XFD601B DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat.
XFD602B dual DS SD/ED/DD 70kbps,Top Drive,Synchromesh,UltraSpeed,XF551 compat

While any standard "slave" drive will work with "master" drives listed above,
the following are slave drives marketed specifically to Atari users:
Access Unlimited ATAR88-A1 SS SD slave
Access Unlimited ATAR40-A1 SS SD/DD slave
Concorde C-221S SS SD/DD slave
Concorde C-222S DS SD/DD slave
Percom RFD40-A1 SS SD/DD slave
Percom AT88-A1 SS SD/DD slave
RCP 100 DS SD/DD, slave
RCP 200 DS SD/DD dual drives, slave

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1337. Re: SmartIDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 21:30:17 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <3obg8.55483$Wm3.3146099@zwoll1.home.nl>
Source record: 30858

Shawn Jefferson wrote

: I have been planning to build this IDE interface and multiple OS system
: into my 800XL.

: Mapping only gives a short reference to the keyboard OS routines. Not
: enough for me to change things. Since this is going into an 800XL I will
: have to lose the F1/F2 keys and the L1/L2 display.

The 1200XL "F-keys" can be added to an 800XL too without too much problems.

: 3. What key combinations will be the best for replacing the F1/F2 key
: functionality that will be most compatible with software?

I would go for SHF-CTR-1 for F1, SHF-CTR-2 for F2, etc, as this is done in 3rd party o.s' also (like Q-Meg)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1338. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 22:50:00 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c815608_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 30859

Ok thatnks guys, what a response :)

--
Remove 'y' from address to reply (anti-spam)
"swebb" <swebb@swebby.screaming.net> wrote in message
news:3c80c031$1_3@mk-nntp-1.news.uk.worldonline.com...
> What Atari Disk Drives can be used with an 65XE ?
>
> --
> Remove 'y' from address to reply (anti-spam)
>
>

1339. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-02 23:02:33 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com>
Source record: 30860
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hardly a discourtesy. Actually a courtesy to those in the newsgroup.

Now I ask you:

"Auctions suck, ask me why!"
http://home.pacifier.com/~atari/auctions.htm

Why the discourtesy?

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:3c7f9042_1@news.nwlink.com...
> Why the discourtesy?
>
> Don
> Vancouver, USA
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > > www.myatari.com
> > >
> > >
> > >
> > > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> > >
> > > blah blah blah
> > >
> > >
>
>
>

1340. Re: Memory upgrades for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 00:47:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <toeg8.30507$0C1.2512228@newsread1.prod.itd.earthlink.net>
Source record: 30861

Mostly flying in the dark here, Andreas. I got mine used; just the board and one disk (not original) with patched DOS 2.0 using D4: as only option for 707 sector ramdisk.

I know it is 128K and designed for the center 800 memory slot. I believe it swaps 16K blocks in the $4000-7FFF area using some $C??? addresses as control. It has a switch on one corner to disable the extra 112K and appear as stock 16K board.

I think someone patched Dos 2.5 for Axlon use, but I had converted to MyDos 4.5 before I heard about it. MyDos gives 883 sectors out of that 112K

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> Hehehe,
> got you ! Can you give me some infos about the Axlon, concerning its
> banks and control bits or any other useful info ?!? As you may have seen
> I have started compiling a list of Atari ramdisks. Read this list here
> in the newsgroup or in the A8FAQ by Michael Current. An update of this
> list will be avaiable soon, since I now have some more info about the
> K.Peters Megaram 3 (256k and 1024k) RD, the Newell Ramdisks (1024k), the
> TOMS Ramdisks (256k, 512k, 1024k) and a few other stuff. But info about
> Atari 800 Ramdisks is still missing as well as some infos about PDI
> ramdisks or cartridge ramdisks... Please be so kind and tell me more
> about your Axlon RD. greetings, Andreas.
>
>
> TXG schrieb:
> >
> > I have the AXLON 128Kb this works great, it even came with a ramdisk
driver
> > for dos 2.x
> >
> > TXG/MNX

1341. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 00:54:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <iss28u0pg9c4qt88uf2ppq0oc45h9nkad4@4ax.com>
Source record: 30862

>On 1 Mar 2002 15:49:03 G, Gav wrote:

>> The first batch of Electronic Arts games were amazing though -
>>Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
>>Mac') were simply state of the art for the time.

Hmmm..MULE was a damn fine game but it's a little OTT to call it
'state of the art'. It's a basic trading scenario executed with great
style.

PSC was very good but I preferred Davids Midnight magic tbh..
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1342. Re: SmartIDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 01:47:17 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <7dfg8.39500$sH1.2742131@e3500-atl2.usenetserver.com>
Source record: 30863

I don't know if this helps but I have the ICD SpartaDOS Construction Set.

It's still sealed in package with two books and two disks.

Maybe this DOS can be altered easily or something, I don't know.

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message
news:3c8126a8.5234647@news...
> Hi,
>
> I have been planning to build this IDE interface and multiple OS system
> into my 800XL. I've already mounted the hard drive in the system and have
> been looking over the software and hardware documentation.
>
> I've been toying with the idea of writing a utility to keep track of the
> partitions on the drive, store this somewhere on the HD itself (probably
> starting at cylinder $0000 and using one 256 block of sectors. You could
> then swap different partitions in and out of the HDTABLE (16 allowed)
> whenever you wanted to.
>
> A few questions for people who are familiar with this upgrade or IDE
> drives:
>
> 1. How do you figure out how many cylinders your drive is going to have
> when you put it into 16 heads, 16 Sectors per track mode? I'll need to
> know this so the program can determine what the last cylinder is.
>
> 2. Is there some reference material available that lists the source for
the
> XL OS? Bob Woolley has tapped into keyboard routines, but looking through
> Mapping only gives a short reference to the keyboard OS routines. Not
> enough for me to change things. Since this is going into an 800XL I will
> have to lose the F1/F2 keys and the L1/L2 display.
>
> 3. What key combinations will be the best for replacing the F1/F2 key
> functionality that will be most compatible with software? I would like to
> run games, etc... from the hard drive.
>
> 4. Any thoughts on a replacement for the L1/L2 display of which HDTABLE
> entry is active for D1: ? It cycles between SIO D1, entry #1, entry #2,
> entry #3 with every press of Ctrl-F1.
>
> 5. Do you think it is possible to put a small program in memory that would
> "pop-up" when a certain key combination is pressed to allow changes to the
> drive ID's assigned to the 16 HDTABLE entries without disturbing whatever

> program is in memory at the time too much?
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

1343. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 03:54:11 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <3c819e5a_2@news.nwlink.com>
Source record: 30864
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Your message came through here with your response to Bravo Sierra's message
with "blah, blah, blah" and without a comment toward the original poster you
drop in some auction site.

BTW, Bravo Sierra has some good Atari goodies at fair prices.

Don
Vancouver, USA

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com...
> Hardly a discourtesy. Actually a courtesy to those in the newsgroup.
>
> Now I ask you:
>
> "Auctions suck, ask me why!"
> http://home.pacifier.com/~atari/auctions.htm
>
> Why the discourtesy?
>
> Paul
>
>
> "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> news:3c7f9042_1@news.nwlink.com...
> > Why the discourtesy?
> >
> > Don
> > Vancouver, USA
> >
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > > www.myatari.com
> > >
> > >
> > >
> > > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> > >
> > > blah blah blah
> > >
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>

1344. 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 05:57:01 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203030045580.23032-100000@shell1>
Source record: 30865

On Sat, 02 Mar 2002 at 15:05:11 GMT, Alan Sharkis (asharkis at
optonline dot net) scribbled:
->The 65XE has 64k, just like an 800XL. ... Could be you were think-
->ing of a 600XL?

Yeah. But still, if I got hold of a 65XE the first thing I'd
want to do after getting it connected up would be to check to make
sure it had the full complement of (at least) 48K RAM! <grin!>

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

1345. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 10:17:59 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <rLmg8.1916$GL5.254605@news01.chello.no>
Source record: 30866

"Edward S. Baiz Jr." <ebaiz@skyenet.net> skrev i melding
news:gobg8.202$bA2.213791@newsfeed.slurp.net...
> On 1 Mar 2002 15:49:03 G, Gav wrote:
> >On Fri, 01 Mar 2002 14:23:22 GMT, ebaiz@skyenet.net (Edward S. Baiz
> >Jr.) wrote:
> >>I am not sure, but I would have to say NO. It did come out for the ST,
> >>but it was not very good. Typical of EA in their later years...
> >
> > The first batch of Electronic Arts games were amazing though -
> >Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
> >Mac') were simply state of the art for the time.

I love Hard Hat Mac. Anybody got the full color version ? I have the
original European release and it's black and white (artifacted in US), but
have seen it in color.

1346. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 11:34:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <lf248u0qhdv7l273des4omjp0i42jpdppd@4ax.com>
Source record: 30867

On Sun, 03 Mar 2002 10:17:59 GMT, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>"Edward S. Baiz Jr." <ebaiz@skyenet.net> skrev i melding
>news:gobg8.202$bA2.213791@newsfeed.slurp.net...
>> On 1 Mar 2002 15:49:03 G, Gav wrote:
>> >On Fri, 01 Mar 2002 14:23:22 GMT, ebaiz@skyenet.net (Edward S. Baiz
>> >Jr.) wrote:
>> >>I am not sure, but I would have to say NO. It did come out for the ST,
>> >>but it was not very good. Typical of EA in their later years...
>> >
>> > The first batch of Electronic Arts games were amazing though -
>> >Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
>> >Mac') were simply state of the art for the time.
>
>I love Hard Hat Mac. Anybody got the full color version ? I have the
>original European release and it's black and white (artifacted in US), but
>have seen it in color.
>
I'm sure I have it somewhere..

Do you know how boring it was to sit and change all those F's to E's
:-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1347. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 13:00:17 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <B7pg8.83354$7a1.6631203@bin5.nnrp.aus1.giganews.com>
Source record: 30868
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Yes, that's because last time I replied to one of your messages I received an e-mail suggesting I not quote your whole message. Would "yadda yadda yadda" be less offensive?

B&C Computervisions has been around a long time (I've got an 810 sitting next to me with their receipt still attached...1990) and they don't slam an important part of the Atari community - auction sellers.

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message news:3c819e5a_2@news.nwlink.com...
> Your message came through here with your response to Bravo Sierra's message
> with "blah, blah, blah" and without a comment toward the original poster you
> drop in some auction site.
>
> BTW, Bravo Sierra has some good Atari goodies at fair prices.
>
> Don
> Vancouver, USA
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:dScg8.15741$yL2.1369643@bin6.nnrp.aus1.giganews.com...
> > Hardly a discourtesy. Actually a courtesy to those in the newsgroup.
> >
> > Now I ask you:
> >
> > "Auctions suck, ask me why!"
> > http://home.pacifier.com/~atari/auctions.htm
> >
> > Why the discourtesy?
> >
> > Paul
> >
> >
> > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > news:3c7f9042_1@news.nwlink.com...
> > > Why the discourtesy?
> > >
> > > Don
> > > Vancouver, USA

> > >
> > >
> > > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > > news:8iFf8.88749$8d1.31475522@news1.rdc1.md.home.com...
> > > > www.myatari.com
> > > >
> > > >
> > > >
> > > > "Bravo Sierra Computers" <atari@pacifier.com> wrote in message
> > > > news:Pine.BSO.4.33.0202282009270.28867-100000@shell.pacifier.com...
> > > >
> > > > blah blah blah
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>

1348. Re: JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 14:53:46 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <_Nqg8.32089$lu2.13490359@news02.optonline.net>
Source record: 30869

Hello All,

I hope the sysop of JYBOLAC BBS or somebody close to him reads this soon.

A few days ago, I logged on to the board for the first time, after months of trying. I put in all my info, received a user number, and asked the board to register my password at logoff as requested.

Now, when I try to log on, the board accepts neither my user number nor my name, and the only other option offered to me is logoff.

I hope this situation can be corrected, as it's apparent that nobody logging on can get anywhere with the board.

Thanks.

Alan

1349. Re: JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 15:47:44 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <AArg8.11247$va.10716@nwrddc02.gnilink.net>
Source record: 30870

The exact same thing happens to me!! I cannot login at all!
Boot Factory: telnet://bfbbs.dtdns.net

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:_Nqg8.32089$Iu2.13490359@news02.optonline.net...
> Hello All,
>
> I hope the sysop of JYBOLAC BBS or somebody close to him reads this soon.
>
> A few days ago, I logged on to the board for the first time, after months
of
> trying. I put in all my info, received a user number, and asked the board
> to register my password at logoff as requested.
>
> Now, when I try to log on, the board accepts neither my user number nor my
> name, and the only other option offered to me is logoff.
>
> I hope this situation can be corrected, as it's apparent that nobody
logging
> on can get anywhere with the board.
>
> Thanks.
>
> Alan
>
>
>
>

1350. Re: What is this?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-03 17:02:58 UTC
From: thePink <thepink@poczta.fm>
Message-ID: <a5tktkhhh1@news.tpi.pl>
Source record: 30871

> > Hi,
> >
> > I've found something strange wieth SIO port.
> >
> > What is this? I've na idea....
> >
> > Any suggestions????
>
> Sure, the AXIOM on the ROM is a dead give away.
>
> Axiom was a cheap printer maker. They manufactured some of them with built
> in daughter cards to interface directly with Atari SIO. Print quality was
> really bad. I had one of their 7 pin<vs. 9 pin print heads that everyone
> else used> models that I used for printing docs and had it attached to my
> BBS.

Thank you.

thePink

1351. Re: SIO conntector

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 00:28:00 UTC
From: JT <jtjammer@hotmail.com>
Message-ID: <byzg8.352$be7.101055@news.uswest.net>
Source record: 30872

Please send me a reminder (friendly, now) at jtjammer@hotmail.com, and I'll
check if I may have some unopened connector packages to sell.

"Vince Briel" <vbriel@yahoo.com> wrote in message
news:07297c06127598f6eed4c711b5499b4f.10725@mygate.mailgate.org...
> Anybody know of a good source (not too expensive) for the SIO cable or
> connectors (male & female)?
>
> Thanks,
>
> Vince
>
> Vintage Computer Resource
> http://www.vintagecomputer.tk
>
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG
>

1352. Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 05:53:28 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <sZDg8.134723$s43.32067474@typhoon.columbus.rr.com>
Source record: 30873

Hello,

I just recently acquired an Atari 800, Atari 400, 1050 Disk Drive and 810 Disk Drive.

I'm very excited to get these computers running, but do not have any software (more importantly DOS).

Can someone point me in the right direction? I've tried Ebay, but there isn't anything listed at the moment. I've read the Atari FAQ for transferring files, but that goes over my head.

Is there someone out there that has a dummies guide to transferring the files between a windows machine and atari? Is there someone out there that can help me out with some old software?

Thank you,
Mike

1353. Re: 65XE what Disk Drives can be Used

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 10:39:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C834EF7.F2CDAB38@students.uni-mainz.de>
Source record: 30875

Well,
use the selftest (with Basic off) and you will see 48k RAM plus 16k ROM.
And if you have a newer 65XE (eastern europe) and upgraded it to 128k
RAM, you will also see 4 more blocks, which represent the 4 additional
rambanks...
-Andreas.

Roy G Biv schrieb:
>
> On Sat, 02 Mar 2002 at 15:05:11 GMT, Alan Sharkis (asharkis at
> optonline dot net) scribbled:
> ->The 65XE has 64k, just like an 800XL. ... Could be you were think-
> ->ing of a 600XL?
>
> Yeah. But still, if I got hold of a 65XE the first thing I'd
> want to do after getting it connected up would be to check to make
> sure it had the full complement of (at least) 48K RAM! <grin!>
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *

1354. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 11:11:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C83564D.9C3139EE@students.uni-mainz.de>
Source record: 30876

Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?

add:
- Atari Desktop by ABC software (Poland), includes editors, converters,
file copiers, sector copy, tape+turbo tape copy, small games, CMC finder
and player and much much more; works with 64k RAM and keyboard input;
disk manuals only in polish language...

subject x.x (four player games)?
add:
- Volleyball, a PD game written in Atari Basic; 4 players with 400/800
Atari;

1355. Atari ramdisk infos updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 11:22:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C8358F0.55215CB3@students.uni-mainz.de>
Source record: 30877

Hello Folks,
my compilations of a) the Atari ramdisks, b) programs that support a RD
and c) programs that require a RD have all been updated. Here is the
first update:
(Hope you can include this new version, Michael)

3.7 Atari Ramdisks - a short & very incomplete Overview:
(This is version 1.2 from March 2002)

Right from the start of the Atari 8-bit computer era in the late 70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM
extensions and enhancements, just to save some money. Also a lot of
firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This short and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to see
this text & info growing. For now let us start here, the info-section
is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the RD);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in
their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use

a small setup program to setup any kind of RD. Now let me begin:

X.1 Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Note

- Axlon Axlon/Atari 64k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Axlon Axlon/Atari 128k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Mosaic unknown 64k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Mosaic unknown 128k C000-FFFF
unknown unknown ? (CFFF) plug-in-board

- Peterson P.Peterson 64k-1024k C000-FFFF
unknown unknown ? (CFFF) selfmade-RD

- ...

X.2 Atari XL/XE Ramdisks:

Name Vendor Size Area
Banks Bits Port Note

- 130XE-RD Atari 64k 4000-7FFF
E3,E7,EB,EF 2,3 B ($D301) old=8kbyte Chips (west);
new=32kbyte Chips (east),
XEs made in China have
faulty
GTIAs => replace them!
separate Antic/CPU: YES!

- Mathy`s RD M.v.Nisselroy 1024k 4000-7FFF
[0,2,4,6, 0,1,2,3,6,7 B ($D301) uses PC-SIMMs (which
ones?),
8,A,C,E] Pin-switching in RD: 4,5
[1,3,5,7, separate Antic/CPU: YES!
9,B,D,F] Selftest+Basic: YES!
no use of any switches!

- Megaram 1 Compyshop 256k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 16kbyte Chips x16
63,67,6B,6F separate Antic/CPU: no!
A3,A7,AB,AF
E3,E7,EB,EF

- Megaram 2 Compyshop 256k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 64kbyte Chips x4
63,67,6B,6F separate Antic/CPU: no!
A3,A7,AB,AF
E3,E7,EB,EF

- Megaram 3 K. Peters 256k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 256kx4 Chips
(514256-70)
63,67,6B,6F separate Antic/CPU: no!
A3,A7,AB,AF
E3,E7,EB,EF

- Megaram 3 K. Peters 1024k 4000-7FFF
23,27,2B,2F 2,3,6,7 B ($D301) uses 1Mx4 Chips
(514400-70)
63,67,6B,6F 0,1 (or sw.) B ($D600) can be 1 Ramdisk of 1MB or
A3,A7,AB,AF 2 RDs of 512k or 4RDs of
256k; E3,E7,EB,EF separate
Antic/CPU: no!

- Newell Newell Ind. 192k 4000-7FFF
A3,A7,AB,AF 2,3,5,6 B ($D301) comes as 64k RAM + 192k RD
C3,C7,CB,CF separate Antic/CPU: no!
E3,E7,EB,EF

- Newell selfmade 512k 4000-7FFF
03,07,0B,0F unknown B ($D301) selfmade+Newell
compatible;
23,27,2B,2F separate Antic/CPU: no!
43,47,4B,4F uses the same banks as
TOMS;
63,67,6B,6F
83,87,8B,8F
A3,A7,AB,AF
C3,C7,CB,CF
E3,E7,EB,EF

- Newell Newell Ind. 1024k 4000-7FFF
[0,2,4,6, 1,2,3,5,6,7 B ($D301) uses 8 pc. 1Mx1 Chips
(511000-70),
8,A,C,E] separate Antic/CPU: no!
[1,3,5,7, if full 1MB is used, then
Basic
9,B,D,F] and Selftest are not
avaiable;

- Newell Patch by E.P. 1024k 4000-7FFF
[0,2,4,6, 1,2,3,5,6,7 B ($D301) uses 8 pc. 1Mx1 Chips
(511000-70), 8,A,C,E] modified by
Erhard Puetz (how?),
[1,3,5,7, full Basic and Selftest
control;

9,B,D,F] separate Antic/CPU: no (?)

- Newell Newell Ind. 4096k 4000-7FFF
[0,2,4,6, 0,1,2,3,5,6,7 B ($D301) uses 8 pc. 4Mx1 Chips (?)
8,A,C,E] separate Antic/CPU: no!
[0,1,2,3, Basic/Selftest: no !
4,5,6,7,
8,9,A,B,
C,D,E,F]

- TOMS-RD T.O. + M.S. 256k 4000-7FFF
83,87,8B,8F unknown B ($D301) made+standard in Poland;
A3,A7,AB,AF used/supported in most
C3,C7,CB,CF polish demo programs;
E3,E7,EB,EF separate Antic/CPU: no!

- TOMS-RD T.O. + M.S. 512k 4000-7FFF
03,07,0B,0F unknown B ($D301) made in Poland;
23,27,2B,2F separate Antic/CPU: no!
43,47,4B,4F fully Newell compatible;
63,67,6B,6F
83,87,8B,8F
A3,A7,AB,AF
C3,C7,CB,CF
E3,E7,EB,EF

- TOMS-RD T.O. + M.S. 1024k 4000-7FFF
[0,2,4,6 unknown B ($D301) made in Poland;
8,A,C,E] separate Antic/CPU: no!
[1,3,5,7 Basic/Selftest: no (?)
9,B,D,F] Newell compatible;

- missing info for the following Ramdisks:
Atari Magazin 256k, Bob Wooley RDs, P.Peterson 256k-1024k,
Rambo XL, ABBUC/Buchholz 192k and still many many others...

X.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):

Name Vendor Size Area
Banks Bits Port Note

- no information yet!
- missing info for the following Ramdisks:
ICD MIO (256k, 1024k), Yorky XL (256k), Turbo-Freezer XL (256k),
the Atari 1090 (this one should also have had a 64k extra RAM
expansion card), R.David/K.Peters Romdisk (512k) and many many
other PBI devices...

X.4 other Ramdisk types and devices:

Name Vendor Size Area
Banks Bits Port Note

- no information yet !
- missing info for the following types and devices:
Flashrom (512k), Rambox (64k+128k), Ramcart (64k-4096k), CP/M card
(with 64k extra RAM avaiable), ATR 8000 (also had 64k extra RAM),
Turbo 65816 (or 65801 / 65802), ARGS Romdisk cart. (64k) and many
other types...

For this second edition special thanks go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy and Erhard Puetz for sharing their info with me.
Well, thats it for today - it still ain`t much I know, but any help is
very appreciated. If you have some info, notes, corrections or other
things
that might help, let me know. Thank you - Andreas Magenheimer.

1356. Atari Ramdisk info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 11:30:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C835ADE.221EFDF7@students.uni-mainz.de>
Source record: 30878

Hello folks,
here is the second update of my RD compilations...
(Still hope you can include it, Michael; contains some new infos, as
well as additions and updates...) -Andreas.

8.12 Atari programs which need extra Ram / Ramdisk:
(This is version 1.2 from March 2002)

The memory values given are not always fully correct, since I do not
have all kinds of memory settings or Ramdisk types. At the moment I
merely have machines with 64k, 128k and 320k memory. Thus I cannot
tell if a program may work with 192k or 256k (or more than 320k), since
I do not have such machines. Any help or correction is welcome...

8.12.1 non-Demo programs:

- T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);
- Mister X by Power per Post needs 128k memory (130XE);
- Castle of Blackthorne by thimo Graef needs 128k memory;
- Gizmo`s Castle by Black Panther is avaiable in two versions:
the 64k version and the 128k version; if youu have the 128k
version you will need a 130XE or compatible machine;
- Oelbaron by ??? (author unknown) also comes in two versions:
a 64k and a 128k version; a 130XE or comp. is needed for 128k;
- Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
- Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)
- MTOS 1.0 and 1.1 by Tom Hunt need 128k memory (XE), there is
also a 256k version of MTOS (64k RAM + 192k RD; probably Newell?);
- Snapshot by ??? (author unknown) needs 128k minimum memory;
- XL2 by J.K. Picken needs 128k minimum memory; supports also
bigger XE-comp. machines up to 1MB (?);
- the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
Digi-Sound, thus a 64k machine is often to small!; does not support
320k machines, nor Compyshop-RDs;
- Datei 4.0 and 4.1 by ??? (author unknown) both support 128k (XE)
and 320k (Compyshop) machines;
- various Filemanagers/Filecopiers support XE-comp. Ramdisks;
i.e. you need 2 drives if 48 or 64k RAM, only 1 drive + RD if
extra Ram / RD is avaiable;
- various 130XE-test programs need 128k RAM, e.g. for bankswitching
tests and/or other things (can be found in many magazines);
- various System-test programs support 48k or 64k as well as extra
RAM; since they were (mostly) written to detect the extra RAM /

Ramdisk, you "should" have more than 48k or 64k memory...;
- some XE-Sectorcopiers absolutely need a minimum of 128k RAM;
- there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
Copier, Disk-Tape-Copier, etc.) that need a minimum of 128k RAM,
for example VampireSofts 130XE Coolcopy and others;
- there are also some Tape-Ramdisk programs or drivers (which provide
a RD for the Tape users) that need 128k minimum memory;
- no more ideas...

8.12.2 Demo programs:

- Amiga Boink XE by ???, minimum 128k RAM; XE=yes, CS=yes;
- American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes,
AM=yes;
- Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
- Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
- Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;
- Bill-Pie-Demo by ???, minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
- CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
- Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
- Comet-Demo by Madteam needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Danielle-Gr.9-Ani by Bill Kendrick should load off of a RD or a
Harddisk (Floppy is verrryy slowww); for a RD-machine 128k total
memory is enough; XE=yes, CS=yes;
- Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
- Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
- Grafik+Sound-Demo by P.Sabath needs 128k memory; XE=yes, CS=yes;
(many different versions, there is also a 64k version avaiable;)
- Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
- (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
- I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
- Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
- Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
- Journey by Polynomials needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
- Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;
- Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
- Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
- Muppet-Movie by Madteam probably needs 128k memory?; XE=yes, CS=yes;
- Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
- Nonejm by Tight (pre-release) needs 128k memory; XE=yes, CS=yes;
- Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
- Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)

need 128k memory; XE=yes, CS=yes;
- Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
- Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
- Raytracing 320k by ??? needs 320k memory; XE=no, CS=no, AM=yes;
- 1MB Raytracing-Demo by ??? needs 1088k memory; XE=no, CS=no, KP=yes;
- Revenge of Hacker by Rasero Team needs 320k minimum RAM; XE=no,
CS=yes;
- Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
- Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no;
- Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
(there is also a shortened 64k version avaiable);
- Stash-Demo by Rasero Team needs 320k minimum RAM; has a RD-setup
menu;
(first use B for manual choice, then again a) for TOMS or c) for any
other type of RD; do not use b) for Compyshop, since it is faulty!)
- Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
(always boot with Option/Basic off, to avoid stripes...);
- Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
- Tit-Demo by Madteam needs minimum 256k RAM; has a RD-setup menu;
- Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
- TheTop-3 (Veronika Part) by WFMH needs 128k memory; XE=yes, CS=yes;
- Total Dazed by Tight needs 128k memory; XE=yes, CS=yes;
- Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
- Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
- Ultra by Taquart needs 128k memory?; XE=yes, CS=yes;
- Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
- Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
- Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
(also needs separate Antic/CPU access, which most RDs do not have);
- WAF-Demo, Side B by WAF members, two parts need 128k memory
(Raytracing and Vector Part); XE=yes, CS=yes;
- Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
(on a CS-RD you can see the ani with many bugs);
- X-Demo by Madteam needs 320k minimum RAM; has a RD-setup menu;
- X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by SAG needs 128k memory; XE=yes, CS=yes;
- Xyberscape-XE by Bill LeMasurier/TAF needs 128k memory; XE=yes,
CS=yes;
(there is also a 64k version avaiable separately);
- Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

Note: - XE means 130XE Ramdisk (size: 64k);
- CS means Compyshop Megaram 1 or 2 (size: 256k);
(schematics avaiable from ABBUC)
- AM means Atari Magazin Ramdisk (size: 256k);
(schematics can be found in AM 2/1987)
- KP means Klaus Peters Megaram 3 (size: 1024k);
(schematics avaiable from ABBUC)

- TO means TOMS Ramdisk, NE means Newell Ramdisk;
since both are "compatible", programs should work
on both Ramdisks (no programs listed yet, see below)
- has a RD-setup menu means, that you have to hold
down SHIFT upon bootup to get the setup-menu; here
it should be possible to setup any XE-compatible RD;
- I could only test XE and CS Ramdisks, since
I do not have any other kinds of RDs;

Thats all so far. Any additions or corrections are welcome.
Greetings, Andreas Magenheimer.

1357. Atari RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 11:36:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C835C3A.D3EEA6EE@students.uni-mainz.de>
Source record: 30879

```
Hello folks,
here is the third update of my compilations...
(well, some programs have been erased here and placed into the RD
required section...) greetings, Andreas.

8.12 Ramdisk-supporting Software:
(This is Version 1.2 from March 2002)

Well, I will only list commercial or former commercial programs here,
that have built-in ramdisk support. Why? Simply, because most if not
all
PD programs can support a RD, as soon as the user a) has a special DOS
or RD driver or b) has a special OS inside the computer or c) has any
kind of special and non-standard hardware. Just one example: With the
use
of QMEG+ OS it is possible to freeze ZORK (or any other protected /
unprotected program) into the RD, then re-direct the RD as being drive
1
and finally boot Zork off of the Ramdisk, allthough Zork does not
support
a RD in any way. The same funny things can be done to other copy
protected
programs and especially to unprotected public domain programs...
Ok, enough said, let me begin:

---------------------------------------------------------------------------

8.12.1 DOS programs:

- Atari DOS 2.0 (selfmade RD drivers for Axlon and XE avaiable);
- Atari DOS 2.5 (driver for XE-RD and various selfmade drivers);
- MyDOS (supports Axlon and XE compatible Ramdisks up to 1MB?);
- Sparta-DOS (supports XE compatible RDs and others up to 1MB?);
- Happy DOS II+D (supports XE compatible Ramdisks up to 256k);
- BiboDOS (supports XE compatible RDs up to 256k);
- TurboDOS (supports XE comp. RDs, MIO, Irata, etc. up to 256k)
- TopDOS (supports XE comp. RDs and Axlon RDs);
- BeweDOS (supports XE comp. RDs and Rambox);
- SuperDOS (supports XE comp. RDs up to 256k)
- guess there are dozens of other DOS versions that support a RD...

---------------------------------------------------------------------------

8.12.2 non-DOS programs:

- Synfile (+) by Synapse supports Axlon-RDs;
- Syncalc (+) by Synapse supports Axlon-RDs;
```

- Synhome (+) by Synapse supports Axlon-RDs;
- other Synapse applications should also support Axlon-RDs;
- A.R.-The Dungeon by Datasoft supports 48k, 64k and 128k (XE-RD);
- Paperclip-II by Batteries Inc. supports 130XE-RDs;
- Atari-Writer-Plus by Atari supports 130XE-RDs;
- Atari-writer-80 by Atari supports 130XE-RDs;
- A-Text 130 or Austro-Text 130 supports 130XE-RDs;
- Page-Designer by XLent supports 130XE-RDs;
- Type-Setter by XLent supports 130XE-RDs;
- other applications by XLent support 130XE-RDs;
- 4bit-Sampler by Mirage/ANG, some programs support 64k, 128k and/or
320k memory;
- The Brundles by KE-Soft supports 64k, 128k and 320k memory;
(hold down/press Select key upon bootup to get the setup menu)
- Lightraces (Tron) by Power per Post supports both 64k and 128k memory;
- Adalmar by Power per Post supports both 64k and 128k memory (?)
- Megablast 1 by Thorsten Karwoth supports both 64k and 128k memory;
- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means only 128k (for more extra Ram you have
to change the program, the DOS or the RD driver);
- 320k memory means any (?) XE-compatible RD with 64k RAM
plus 256k extra Ram / Ramdisk;

Thats all for now. Thanks to Russ Gilbert and Lee Barnes for sharing
some
info with me. Any further help or info is welcome !! Andreas
Magenheimer.

1358. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 12:09:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C83640D.CD9B2752@students.uni-mainz.de>
Source record: 30880

Well,
I guess it is the same as with PCS - only the pirated version is
avaiable in (PAL) color; the originals use color artifaction, thus only
color on NTSC and b/w on PAL; (By the way, the pirated color versions
have been converted from Gr. 8 to Gr. 15). As of yet I only know one
official color conversion: Atari re-released Broderbund`s choplifter as
a Gr. 15 XEGS cart (the other Broderbund games, like DMM and Loderunner
had still been released as Gr.8 XEGS carts).
-Andreas.

Vidar Olavesen schrieb:
>
> "Edward S. Baiz Jr." <ebaiz@skyenet.net> skrev i melding
> news:gobg8.202$bA2.213791@newsfeed.slurp.net...
> > On 1 Mar 2002 15:49:03 G, Gav wrote:
> > >On Fri, 01 Mar 2002 14:23:22 GMT, ebaiz@skyenet.net (Edward S. Baiz
> > >Jr.) wrote:
> > >>I am not sure, but I would have to say NO. It did come out for the ST,
> > >>but it was not very good. Typical of EA in their later years...
> > >
> > > The first batch of Electronic Arts games were amazing though -
> > >Archon, M.U.L.E. and Pinball Construction Set (let's forget 'Hard Hat
> > >Mac') were simply state of the art for the time.
>
> I love Hard Hat Mac. Anybody got the full color version ? I have the
> original European release and it's black and white (artifacted in US), but
> have seen it in color.

1359. DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 12:37:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C836AA5.5B265B66@students.uni-mainz.de>
Source record: 30881

Hello folks,
this time something for the EMU guys (especially Steve Tucker!), if you are not interested, ignore this post. Well, there are several converter programs which can handle the DCM format, meaning they can convert DCM into XFD, ATR or something else - or just the other way around they can convert ATR,XFD, etc. into DCM format. so far so good. When I used Imagic (DOS version from Steve Tucker) and later ACVT (also DOS version from Jindroush) to convert one and the same ATR image into DCM, I found out that these converters produced different DCM images... (different in size/filelength).

Well, I tested this strange effect with several other ATR and XFD images and so far it looks like ACVT always produces DCM images which are a few bytes (or kilobytes) shorter, whereas Imagic produces longer DCM images. As said before: when converting one and the same ATR (or XFD) into DCM. So, I downloaded the different DCM images to the little Atari and used Diskcommunicator 3.2 to unpack them. Luckily, the diskcom. could unpack both test images, but the shorter ACVT DCM image took only 2 passes to unpack, the longer Imagic DCM image took 6 passes to unpack. But at least both images uncompressed properly...

So, I did another test erasing all ATR and XFD images and using only the DCM images. Next I used ACVT to convert both (longer and shorter) DCM images into ATR and then XFD. This test worked fine, ACVT converted both DCM images properly and most of all the ATR and XFD images had the proper size. Then I deleted ATR and XFD again and this time used Imagic to convert the (longer and shorter) DCM images into ATR and then XFD. Well, Imagic could convert the longer DCM image (produced by imagic itself) into ATR and XFD properly, but it could not convert the shorter DCM image (produced by ACVT) into ATR or XFD properly - it converted them, but the filelengths or sizes were smaller than they should have been...

Conclusion: - Diskcom. 3.2 uses more than one compression method.
maybe ACVT uses all the methods which diskcom uses,
whereas Imagic uses only one method...
- ACVT can convert (and autorepair) all or almost all
images in S/E/D format properly...
- Imagic cannot use/convert DCM images produced by ACVT,
nor can it convert DD ATR images produced by SIO2PC
(size: 184,xxx bytes), only DD ATR images produced by
Atari 800/Win (size: 183,9xx bytes)
- both Imagic and ACVT cannot convert any images that
are bigger than 180kbytes (it would be nice to include
options for 360k, 720k and 1440k; as well as

acknowledge of size differences between SIO2PC and
Atari 800/Win and autorepair if user requested;
you know the size difference in DD formats has to do
with the boot sectors...)

This is not a complaint, just something I found out and a few
suggestions to the authors who wrote ACVT and Imagic... -Andreas.

1360. Re: Atari 8-bit to Phillips CM8833

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 13:42:16 UTC
From: Dave <dave.losthighway@btinternet.com>
Message-ID: <B8A93848.FF2A%dave.losthighway@btinternet.com>
Source record: 30883

you could try http://www.computer-cables.com

they are based in the uk.

I got a atari din connector to scart from here for my 800xl and also (as I have a mk2 phillips monitor) a female scart connector to din plug for the mk2). This was a while ago - the cables might not be on the site - but it might be worth emailing/ringing. In some cases I think they will modify cables for you - possibly even make them to order - am not sure. If you ring you should ask to speak to Gary who I've always found knowledgable and really helpful.

Dave

> From: "switchblade" <xxx@nospam.com>
> Organization: EasyNews, UseNet made Easy! - Test our service with our FREE
> trial at https://www.easynews.com/trial/trial.phtml
> Newsgroups: comp.sys.atari.8bit
> Date: Tue, 19 Feb 2002 17:37:04 GMT
> Subject: Atari 8-bit to Phillips CM8833
>
> Anyone know where to get a cable for connecting these up. Do all Atari
> 8-bits have the same monitor connector pinouts, or would I need a separate
> one for 800xl and one for 130XE. The CM8833 has a SCART RGB connector as
> well as its own DIN type connector...
>
> Does the XL/XE output in RGB or is it composite?
>
> Anyone know of a place to buy these cables or will I have to get a soldering
> iron, connectors and cable?
>
>
>

1361. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 13:51:49 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c836de5@news.ivm.net>
Source record: 30882

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:

Hi Andreas,

> Conclusion: - Diskcom. 3.2 uses more than one compression method.
> maybe ACVT uses all the methods which diskcom uses,
> whereas Imagic uses only one method...
> - ACVT can convert (and autorepair) all or almost all
> images in S/E/D format properly...
> - Imagic cannot use/convert DCM images produced by ACVT,
> nor can it convert DD ATR images produced by SIO2PC
> (size: 184,xxx bytes), only DD ATR images produced by
> Atari 800/Win (size: 183,9xx bytes)
> - both Imagic and ACVT cannot convert any images that
> are bigger than 180kbytes (it would be nice to include
> options for 360k, 720k and 1440k; as well as
> acknowledge of size differences between SIO2PC and
> Atari 800/Win and autorepair if user requested;
> you know the size difference in DD formats has to do
> with the boot sectors...)

By "pure incident", I had to look into the DCMTOATR sources you'll find on the web and checked how DCM "compression" works. It is more or less a sector based run-length compression algorithm with special cases for "start of sector identical" and "end of sector identical". Due to the very nature of this compression method, it is up to the cleverness of the compressor to detect the runs, and therefore to compress better or worse. In worst case, no run length would be considered and the .dcm would be even larger than the corresponding atr. (Luckely, none of the compressors are that stupid ;-).

Conclusion: This is absolutely nothing to worry about and just a matter of the implementation. I'm just wondering why it doesn't use some smarter compression like LZW?

So long,
Thomas

1362. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 15:05:48 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8390a2$0$18489$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30884

Could someone scan this book? Seems to be very interesting...

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020228190158.17767.00000839@mb-fn.news.cs.com...
> >Hi ron, I have it. To gether with the tech-manual (hardware discription).
> You can buy them from best-electronics. <
>
> You have "Secrets of Atari IO" from IJG (publishers) written by Eric
VerHeiden
> -- for $4? I don't believe you can buy this from Best Electronics --
it's not
> in their catalog and not listed at their web site. Yes, the Atari
Hardware &
> OS manuals are readily available, but the question is about an unpublished
book
> that had only a few manuscripts copies produced.
> Larry
>
>

1363. Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 17:16:36 UTC
From: atari@mkeates.f9.co.uk
Message-ID: <UZNg8.2875$51.83236@wards>
Source record: 30885

Hi,

Does anyone have some simple !?! examples
of changing colours on the fly.
Hardball did this rather well down the
middle of the screen but presmuably changes
can be done within a few colour clocks.

(http://www.runtime.demon.co.uk/Systems/Atari/Books/DeReAtari/Chapter5.html)
De-Re-Atari mentions using a kernel as
an alterative, any example code of this
method as a comparison?

I'd thought of maybe having a fixed DLI
code portion in which the LDA values were
modifed during the VBI from colour tables.

BTW, the same lines will be using ANTIC and
possibly P/Ms too so timings could be tight,
however the planned graphics are static
which should help as the changes could vary
by a few colour clocks without issue.

Many thanks,

Mark

P.S. 'Elite' progress is still on hold :-(
as baby #2 arrived on Valentine's day
(and so we named her Juilette ;-)

1364. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 18:12:17 UTC
From: ansk@home.se
Message-ID: <3c83b76b.703686@nntpserver.swip.net>
Source record: 30886

On Mon, 04 Mar 2002 17:16:36 GMT, atari@mkeates.f9.co.uk(Mark Keates)
wrote:
> ...
> Does anyone have some simple !?! examples of changing colours
> on the fly. Hardball did this rather well down the middle of
> the screen but presmuably changes can be done within a few
> colour clocks.
> ...

Assuming "withing a few colour clocks" means within one screen
line, I do not think it is possible. My impression is that the
CPU is not allowed to access the memory bus while the ANTIC chip
reads data from RAM.

I would be more than happy if anybody could tell me I am wrong,
because it would be useful to create interesting visual effects.

As a consequence of the restriction I believe is there, it should
be possible to alter the background colour and modify graphics
patterns on one line if ANTIC line generation is disabled, like
with POKE 559,0 in BASIC.

Anders

1365. Re: JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 18:26:13 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C83BC45.ABBB9DC@a.a>
Source record: 30887

Guys,

I am sorry. The userlist got corrupted. I have it mostly fixed now, but those
of you who logged in already have been
"black listed". I can fix this tonight and let you know.
The only drawback is that you will have to re-login again. When
you do, you must give the SYSOP Feedback or Carina will delete
your account after you log off, even if you ask the BBS to save
your account.

And now for a little background: JYBOLAC BBS was a great BBS
here in Dallas standing for 'Just your basic on line Atari
computer' that shut its doors in the late 80s. Greg Goodwin
got permission from the original Sysop to use the name for our
virtual user group:
http://www.geocities.com/doctor_clu/JYBOLAC.html
Since, I am a member with a cable modem and several spare 8bits
I have started modifications to the Carina II code to work well
with APE, Ansi, C64 graphics,etc. It is mostly stable, except
for not save new users....which of course is why not everyone
knows how to log in...YET!! I am sure I will let everyone know
when this Computer Anachronism is robustly online.

--Chris Martin (Cybernoid)

CBClarke wrote:

> The exact same thing happens to me!! I cannot login at all!
> Boot Factory: telnet://bfbbs.dtdns.net
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:_Nqg8.32089$Iu2.13490359@news02.optonline.net...
> > Hello All,
> >
> > I hope the sysop of JYBOLAC BBS or somebody close to him reads this soon.
> >
> > A few days ago, I logged on to the board for the first time, after months
> of
> > trying. I put in all my info, received a user number, and asked the board
> > to register my password at logoff as requested.
> >
> > Now, when I try to log on, the board accepts neither my user number nor my
> > name, and the only other option offered to me is logoff.
> >
> > I hope this situation can be corrected, as it's apparent that nobody
> logging

> > on can get anywhere with the board.
> >
> > Thanks.
> >
> > Alan
> >
> >
> >
> >

--

Chris J. Martin - Email: cmartin@ti.com
Video Broadband Communications Design - Phone: (214) 480-6284
Texas Instruments, Inc. - Fax : (214) 480-2752

"All programmers are playwrights and all computers are lousy actors."

1366. Re: Text effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 19:38:36 UTC
From: ansk@home.se
Message-ID: <3c83c97b.1035143@nntpserver.swip.net>
Source record: 30888

On Mon, 04 Mar 2002 18:01:50 GMT, sjeffers@shaw.Delete#This.ca (Shawn Jefferson) wrote:
> In the introduction to Space for the Space Beagle there is some
> scrolling text (Gr.2 text?) that has a 3-d starfield effect behind
> it. How would you implement this?
>
> I could do either by themselves, but how do you get text + the
> starfield effect? Page flipping?
>
> Now that I think about it, page flipping would probably work.

If you by page flipping mean switch between text and graphics mode on each vertical synchronization event, it will work, but one will see a noticeable flicker.

It would be possible to use players and missile graphics for the starfield. P/M graphics can co-exist with the text line on the same vertical location.

The most simplistic approach would offer a total of eight stars, which is too little for a starfield.

You can get more powerful P/M handling if you write an interrupt routine triggered by a timer that runs in synchronization with the horizontal line event. This allows the eight stars (the eight players and missiles) to be located on different horizontal positions on different lines.

If you use one of the built-in text modes, it is not possible to trigger your routine with a display list interrupt. That would not allow the necessary fine line division vertically within the text line.

To solve that, you could try and set up a timer that runs in synchronization with the horizontal line event. Not triggered by the display list, but in synchronization with it. (Can anybody write example code for this? I have never done it myself.)

The display list interrupt method can be used if you create your text line using graphics with a high vertical resolution (for example 16 fine vertical lines). In that case, the interrupt part is easy, but you have to build up characters using a pixel mode, so that part becomes more complicated.

Anders

1367. Freelance 6502 programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 20:22:17 UTC
From: davidlevylondon@yahoo.com
Message-ID: <6f912d1b.0203041222.1efe9150@posting.google.com>
Source record: 30889
Cross-posted to: comp.sys.acorn.programmer,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.oric

From time to time we need 6502 programmers to work on embedded projects such electronic games. Some but by no means all of our projects use synthetic speech (usually ADPCM encoded).

We need to locate a few genuinely enthusiastic and very experienced 6502 programmers who work from home (or their own offices) on a freelance basis. The work is always interesting but we often have periods of several months when our own internal programming resources are sufficient to meet our needs, so work is allocated to outside programmers on a project by project basis.

Our target processor is most often a member of the Sunplus 8-bit family. Sunplus is a major Taiwanese vendor. Some members of the family have a reduced 6502 instruction set, some use the full instruction set.

Please write with CV to: David Levy, Intelligent Speech Ltd.
dlevy@intelligent-speech.com or davidlevylondon@yahoo.com

1368. Re: VHDL code for C025953 for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 20:41:05 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C83DBE1.D7EE414E@a.a>
Source record: 30890

Are there VHDL/verilog files out there for any other Atari chips (8bit and ST)?

--Chris

1369. Re: JYBOLAC BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 21:01:10 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <qgRg8.58375$Iu2.17652895@news02.optonline.net>
Source record: 30891

Thanks for the explanation. I figured it was something like that, and I'll hang in there until you say it's ok to call again.

Take care, and good luck!

Alan

"Chris Martin" <cmartin_at_ti_dot_com@a.a> wrote in message news:3C83BC45.ABBB9DC@a.a...
> Guys,
>
> I am sorry. The userlist got corrupted. I have it mostly fixed now, but those
> of you who logged in already have been
> "black listed". I can fix this tonight and let you know.
> The only drawback is that you will have to re-login again. When
> you do, you must give the SYSOP Feedback or Carina will delete
> your account after you log off, even if you ask the BBS to save
> your account.
>
> And now for a little background: JYBOLAC BBS was a great BBS
> here in Dallas standing for 'Just your basic on line Atari
> computer' that shut its doors in the late 80s. Greg Goodwin
> got permission from the original Sysop to use the name for our
> virtual user group:
> http://www.geocities.com/doctor_clu/JYBOLAC.html
> Since, I am a member with a cable modem and several spare 8bits
> I have started modifications to the Carina II code to work well
> with APE, Ansi, C64 graphics,etc. It is mostly stable, except
> for not save new users....which of course is why not everyone
> knows how to log in...YET!! I am sure I will let everyone know
> when this Computer Anachronism is robustly online.
>
>
> --Chris Martin (Cybernoid)
>
> CBClarke wrote:
>
> > The exact same thing happens to me!! I cannot login at all!
> > Boot Factory: telnet://bfbbs.dtdns.net
> >
> > "Alan Sharkis" <asharkis@optonline.net> wrote in message
> > news:_Nqg8.32089$Iu2.13490359@news02.optonline.net...
> > > Hello All,
> > >

> > > I hope the sysop of JYBOLAC BBS or somebody close to him reads this
soon.
> > >
> > > A few days ago, I logged on to the board for the first time, after
months
> > of
> > > trying. I put in all my info, received a user number, and asked the
board
> > > to register my password at logoff as requested.
> > >
> > > Now, when I try to log on, the board accepts neither my user number
nor my
> > > name, and the only other option offered to me is logoff.
> > >
> > > I hope this situation can be corrected, as it's apparent that nobody
> > logging
> > > on can get anywhere with the board.
> > >
> > > Thanks.
> > >
> > > Alan
> > >
> > >
> > >
> > >
>
> --
> ---
> Chris J. Martin - Email: cmartin@ti.com
> Video Broadband Communications Design - Phone: (214) 480-6284
> Texas Instruments, Inc. - Fax : (214) 480-2752
> ---
> "All programmers are playwrights and all computers are lousy actors."
>
>
>

1370. Re: Text effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 21:20:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <nyRg8.639$44.5242@typhoon.sonic.net>
Source record: 30893

Anders Skelander <ansk@home.se> wrote:
>
> To solve that, you could try and set up a timer that runs
> in synchronization with the horizontal line event. Not
> triggered by the display list, but in synchronization with
> it. (Can anybody write example code for this? I have never
> done it myself.)

Just a wait-for-sync (WSYNC?). I forget offhand how it works, but this
is how you can have GRAPHICS 0 text which has a vertical gradient
of 8 shades, for example.

-bill!

1371. More APX software available for download

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 21:24:18 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-E5066B.13241604032002@news.west.cox.net>
Source record: 30892

I've just updated the Atari Program Exchange (APX) section of
atariarchives.org. The following APX programs are now available
for download, with the permission of the authors:

Starware
Mapware
Astrology
Mankala
Speed-O-Disk
BASIC/XA
Smasher
T: A Text Display Device
Yahtman
Ultimate Renumber Utility
Bellum
Home Inventory
Keypad Controller
DiskMenu
DrawIt
Catterpiggle
Bootleg
Moon Marauder
Ringmaster
Supersort

Check it out at http://www.atariarchives.org/APX/

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

1372. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 21:25:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <eDRg8.643$44.5242@typhoon.sonic.net>
Source record: 30894

Anders Skelander <ansk@home.se> wrote:
>
> On Mon, 04 Mar 2002 17:16:36 GMT, atari@mkeates.f9.co.uk(Mark Keates)
> wrote:
>> ...
>> Does anyone have some simple !?! examples of changing colours
>> on the fly. Hardball did this rather well down the middle of
>> the screen but presmuably changes can be done within a few
>> colour clocks.
>> ...
>
> Assuming "withing a few colour clocks" means within one screen
> line, I do not think it is possible. My impression is that the
> CPU is not allowed to access the memory bus while the ANTIC chip
> reads data from RAM.

Kind of tired... hope I'm understanding the question.

A similar trick can be done to create 8 P/MGs (sprites) on the
same vertical scaneline.

A DLI occurs at the scanline in question, and a really tight loop
waits for a precise amount of time, and then the graphics settings
are changed (in this case, players are moved, and probably the pointer
in memory where the PMG data comes from... in the case of hardball,
the color palette is changed.)

The same trick has been used to get GR.8, GR.15 and GR.9 all on the
same scanline. (Part of the fact that you can get three is due to a
known 'bug' in ANTIC :))

It's difficult, CPU-intensive, and not as precise as it could be
(so you'd have a zig-zag of flicker down the center of the screen),
so you need to be clever as to where you place things.

In the case of 8 players, it's simple:

0 1 2 3 0 1 2 3

:)

The following wouldn't work too well, though... the center two PMGs
(which are in fact the same) would appear messed up:

0 1 2 3 3 2 1 0
^^^

-bill!

1373. Re: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 21:58:15 UTC
From: ebaiz@skyenet.net
Message-ID: <X5Sg8.283$xp3.224510@newsfeed.slurp.net>
Source record: 30895

On 4 Mar 2002 05:53:28 G, "Mike K" wrote:
>Hello,
>
>I just recently acquired an Atari 800, Atari 400, 1050 Disk Drive and 810
>Disk Drive.
>
>I'm very excited to get these computers running, but do not have any
>software (more importantly DOS).
>
>Can someone point me in the right direction? I've tried Ebay, but there
>isn't anything listed at the moment. I've read the Atari FAQ for
>transferring files, but that goes over my head.
>
>Is there someone out there that has a dummies guide to transferring the
>files between a windows machine and atari? Is there someone out there that
>can help me out with some old software?

Try the sites below:

http://www.vme.net/dvm/aty/
http://www.myatari.com/

.....

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1374. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 22:37:09 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a60sro$1ui7$1@innferno.news.tiscali.de>
Source record: 30896

Is this free or commercial software?

Mirko

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
Newsbeitrag news:3C83564D.9C3139EE@students.uni-mainz.de...
> Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
>
> add:
> - Atari Desktop by ABC software (Poland), includes editors, converters,
> file copiers, sector copy, tape+turbo tape copy, small games, CMC finder
> and player and much much more; works with 64k RAM and keyboard input;
> disk manuals only in polish language...
>
> subject x.x (four player games)?
> add:
> - Volleyball, a PD game written in Atari Basic; 4 players with 400/800
> Atari;

1375. Re: Did Skyfox from Electronic Arts eve

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-04 23:05:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <h4v78u83sccofuntn5ul0i0nov5p7skaeo@4ax.com>
Source record: 30797

On Mon, 04 Mar 2002 13:09:49 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>I guess it is the same as with PCS - only the pirated version is
>avaiable in (PAL) color; the originals use color artifaction, thus only
>color on NTSC and b/w on PAL; (By the way, the pirated color versions
>have been converted from Gr. 8 to Gr. 15).

Which (afaik) is the only way around it for PAL machines.

There are no 'official' versions apart from the one you mention and
tbh I doubt any others would exist to buy even if there was one at
some point :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1376. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 03:47:50 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <brf88uc0a637jmjr3p0jcuefadvml6rc35@4ax.com>
Source record: 30798

On Mon, 04 Mar 2002 21:25:30 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>The same trick has been used to get GR.8, GR.15 and GR.9 all on the
>same scanline. (Part of the fact that you can get three is due to a
>known 'bug' in ANTIC :))
>
Can that be done? Sounds like just what I need to finish my TV calibration program...

Is this docuemnted anywhere?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1377. FA: Atari Keyboard Cartridge (from Spectravision) (australia)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 04:13:28 UTC
From: John Smith <cjh3@hotmail.com>
Message-ID: <xPGg8.4261$wb7.32626@newsfeeds.bigpond.com>
Source record: 30874
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

http://cgi.ebay.com.au/aw-cgi/eBayISAPI.dll?ViewItem&item=2007017767

1378. XE Game Machine keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 05:26:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <nvYg8.631$tg2.82882@e3500-atl1.usenetserver.com>
Source record: 30799

Has anyone ever tried to make an adapter so you can use any PC keyboard with the XEGM console? That would be friggin awesome.

1379. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 08:31:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <On%g8.836$44.7295@typhoon.sonic.net>
Source record: 30800

machf <no_me_j.machf@hijos.de.terra.com.pe> wrote:
> On Mon, 04 Mar 2002 21:25:30 GMT, bill@newbreedsoftware.com (William Kendrick)
> wrote:
>
>>The same trick has been used to get GR.8, GR.15 and GR.9 all on the
>>same scanline. (Part of the fact that you can get three is due to a
>>known 'bug' in ANTIC :))
>>
> Can that be done?

Yes. It's tricky, though. I've seen sometimes where it doesn't work,
unless I reboot and try once more. :) (It definitely fails on emulators.
PCs aren't fast enough to pay attention to any mid-scanline graphics mode
changes :))

> Sounds like just what I need to finish my TV calibration
> program...

Cool! :)

> Is this docuemnted anywhere?

Probably. :) I don't know off-hand, though. Bewesoft's 8-player demo
does it with sprites. One of Our5oft's demos (probably "OUR5OFT.COM")
does it with the three graphics modes.

Here's a screenshot of it, though it's from an emulator, so it failed :)

http://www.newbreedsoftware.com/bill/atari800/our5oft.gif

(Should be GR8, GR9, GR15, from left to right... shows all GR9)

Here's from another demo:

http://www.newbreedsoftware.com/bill/atari800/thebreak.gif

(Should be GR8, GR9... shows all GR8)

And here's the 8-player demo (again, emulated, so it didn't work :))

http://www.newbreedsoftware.com/bill/atari800/demo8pl.gif

-bill!

1380. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 08:53:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C84878D.750FDE17@asw.cz>
Source record: 30801

Andreas Magenheimer wrote:
> Well, I tested this strange effect with several other ATR and XFD images
> and so far it looks like ACVT always produces DCM images which are a few
> bytes (or kilobytes) shorter, whereas Imagic produces longer DCM images.

I'm always trying all compression methods and finally I use the shortest
output data. If I made no mistake, the files made with ACVT should be
the shortest possible.

> Well, Imagic could convert the longer DCM image (produced by imagic
> itself) into ATR and XFD properly, but it could not convert the shorter
> DCM image (produced by ACVT) into ATR or XFD properly - it converted
> them, but the filelengths or sizes were smaller than they should have
> been...

I also found some bugs in Imagic while developing ACVT. In this test:
ATR1 -> DCM -> ATR2, Imagic created few broken atrs (ATR1 != ATR2). I
can't give better details, as it was long time ago.

> - both Imagic and ACVT cannot convert any images that
> are bigger than 180kbytes (it would be nice to include
> options for 360k, 720k and 1440k; as well as
> acknowledge of size differences between SIO2PC and
> Atari 800/Win and autorepair if user requested;
> you know the size difference in DD formats has to do
> with the boot sectors...)

Hm, I used Ernest Schreur's paper on Diskcomm dissection and got the
idea that DiskComm could only process 92k, 130k and 183k disks. Could it
process bigger ones? Could you send me some samples? I'd be glad to
correct that.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1381. Re: Assembly for STATUS basic command?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 10:41:23 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0203050241.2eccddd7@posting.google.com>
Source record: 30802

```
Chris Martin <cmartin_at_ti_dot_com@a.a> wrote in message news:<3C7FA702.952BB699@a.a>...
> Does anyone know what the equivalent assembly would be for
> the basic command 'STATUS #1,A'?
>
> Thanks,
> Chris

LDX #$10 ; iocb #1, #2=$20, #3=$30
LDA #'S ; $53 - status
STA $342,X
JSR $E456

Will put status results into register Y. Iocb must already be open or
you will get errors for sure. Y returns with 1 for good, over $80 for bad.
I messed around with the BASIC status call and couldn't get any more info
than that anyway, hope that's enough. More info would help, what are you
trying to test for?
```

1382. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 11:36:41 UTC
From: atari@mkeates.f9.co.uk
Message-ID: <d52h8.2975$51.90942@wards>
Source record: 30803

Mark Keates wrote:

> Hardball did this rather well down the
> middle of the screen but presmuably changes
> can be done within a few colour clocks.

I've just had a look at this and it was
actually done with PMs behind the Gr.0 text
organized as p0|p1|m0|m1|m2|m3|p2|p3
and stretched/coloured accordingly.

Back to the drawing board...

1383. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 20:25:49 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C8529CD.4A37C16D@t-online.de>
Source record: 30804

> I've just had a look at this and it was
> actually done with PMs behind the Gr.0 text
> organized as p0|p1|m0|m1|m2|m3|p2|p3
> and stretched/coloured accordingly.

Hello!

You are talking about vertical color bar-like effects? If yes, this can be done without P/M. There exists at least one demo (Studio dreams) that changes Antic-graphics modes within ONE scanline (in the opening screen Gr. 9 is mixed with Gr. 15). This demo works with Atari800win and can be found here:

http://www-user.tu-chemnitz.de/~sgl/atari/demos_index.html

Have some fun!

Andre

1384. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-05 20:31:13 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C852B11.941C8E15@t-online.de>
Source record: 30805

>This demo works with Atari800win and can be

Oops! The demo does NOT work with Atari800win 3.0 ! So you must use your
real XL.

Andre

1385. Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 02:57:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Cpfh8.6510$tg2.409971@e3500-atl1.usenetserver.com>
Source record: 30806

```
Look at the statement below :

10 A$ = "HERE"

If I run this program, is the word "HERE" stored in memory only at ADR(A$)
or does the word "HERE" also reside in the tokenized form of the basic
program memory?

The reason I ask, is to conserve on memory to allow for bigger basic
programs to be written, if I have a 1K string, I don't want to waste 1K on
the tokenized portion of memory. I can read the string data from a file
into the ADR(A$)

Anyone have any ideas on this?
```

1386. Re: Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 03:02:44 UTC
From: Lonny Pursell <gfa@basic.net>
Message-ID: <B8AAF104.29AF%gfa@basic.net>
Source record: 30808

in article Cpfh8.6510$tg2.409971@e3500-atl1.usenetserver.com, Son of man at bcozier@bellsouth.net wrote on 3/5/02 9:57 PM:

> Look at the statement below :
>
> 10 A$ = "HERE"
>
> If I run this program, is the word "HERE" stored in memory only at ADR(A$)
> or does the word "HERE" also reside in the tokenized form of the basic
> program memory?
>
> The reason I ask, is to conserve on memory to allow for bigger basic
> programs to be written, if I have a 1K string, I don't want to waste 1K on
> the tokenized portion of memory. I can read the string data from a file
> into the ADR(A$)
>
> Anyone have any ideas on this?

I think it will appear in memory twice, first in the tokenized section of the basic program itself, and then again when you run it, since the string will be setup on the fly in ram. I think that is the case anyway, although I am not 100% sure, been ages since I messed with detokenizing basic files.

Lonny Pursell

1387. Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 03:05:55 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Txfh8.6648$tg2.412699@e3500-atl1.usenetserver.com>
Source record: 30807

I saw in the book "the Atari Assembler" the following technique was used to reserve 10 bytes of memory for storing machine code :

10 DIM A$(1), E(10)

And then in his example he had a relocateable machine language routine 10 bytes long which he POKEd into ADR(A$)+1 to ADR(A$)+10

Now I know the byte making up A$ is wasted. That's ok, because he had to declare a string in order to know the ADRress of where his data was reserved for E. But even so he could have poked from ADR(E$)+0 to ADR(E$)+9 but he's making things simple to understand.

But my question is this, I tried setting E(1) = 300 and then did PRINT E(1) and it printed 300. So does the book DIM E(10) just for simplicity, since as I remembered and confirmed by setting and printing the value of E(1) as 300, each element of a numeric array actually occupies 2 bytes?

So he could have did :

10 DIM A$(1), E(5)

and still have reserved the ten bytes for his simple Machine Language routine from

ADR(A$)+1 to ADR(A$)+10 ???

Please let me know... I'm trying to get a feel for the way Atari Basic organizes memory with it's variables.

thanks

1388. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 03:13:29 UTC
From: Lonny Pursell <gfa@basic.net>
Message-ID: <B8AAF389.29B2%gfa@basic.net>
Source record: 30809

in article Txfh8.6648$tg2.412699@e3500-atl1.usenetserver.com, Son of man at bcozier@bellsouth.net wrote on 3/5/02 10:05 PM:

> Please let me know... I'm trying to get a feel for the way Atari Basic
> organizes memory with it's variables.

If I recall correctly Atari BASIC used 6 byte BCD (binary encoded decimal) so each numeric var used 6 bytes. It would make sense to assume each element of the numeric array also uses up 6 bytes.

Lonny Pursell

1389. Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 04:21:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <oEgh8.7742$tg2.441082@e3500-atl1.usenetserver.com>
Source record: 30810

Ok, I've decided to go the route of using MAC/65 to assemble my relocatable machine language routines starting at location $0600.

My first question is, how much bytes do I have to play around with if compiling beginning at $0600, I just can't remember.

And the other more difficult question is, I use the ASM ,, #D:TEST.OBJ to save the compiled machine language code into the file TEST.OBJ

My question is, can anyone help me write a basic routine that will open this file TEST.OBJ and read the relocatable machine language subroutine (ending with RTS) into a DIMmed string? This is what I am looking for.

```
10 DIM TEST$(XXX) : MLSTART=ADR(TEST$) : MLFILE$ = "D:TEST.OBJ": GOSUB 31000

31000 REM READ THE OBJ DATA FROM MLFILE$ STARTING FROM ADDRESS MLSTART
32000 RETURN
```

I am not too familiar with the file format of a saved OBJ file using the ASM command above under MAC/65

Is it possible to know the length of the ML routine by just looking in the beginning of the file TEST.OBJ ??? That's not a big deal, since I am required to know the length before hand to DIM TEST$. Although it would be cool to DIM TEST$ dynamically after knowing the length of the ML routine... if that's possible!

1390. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 04:26:11 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <7Jgh8.7794$tg2.442941@e3500-atl1.usenetserver.com>
Source record: 30811

By the way, this is the most memory efficient way I could think of
initializing relocateable ML routines to be called from Atari Basic, stored
in a string, not wasting memory of having a bunch of basic string assignment
statements or read/data statements to get the ML routine into memory.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:oEgh8.7742$tg2.441082@e3500-atl1.usenetserver.com...
> Ok, I've decided to go the route of using MAC/65 to assemble my
relocatable
> machine language routines starting at location $0600.
>
> My first question is, how much bytes do I have to play around with if
> compiling beginning at $0600, I just can't remember.
>
> And the other more difficult question is, I use the ASM ,, #D:TEST.OBJ to
> save the compiled machine language code into the file TEST.OBJ
>
> My question is, can anyone help me write a basic routine that will open
this
> file TEST.OBJ and read the relocatable machine language subroutine (ending
> with RTS) into a DIMmed string? This is what I am looking for.
>
> 10 DIM TEST$(XXX) : MLSTART=ADR(TEST$) : MLFILE$ = "D:TEST.OBJ": GOSUB
31000
>
> 31000 REM READ THE OBJ DATA FROM MLFILE$ STARTING FROM ADDRESS MLSTART
> 32000 RETURN
>
> I am not too familiar with the file format of a saved OBJ file using the
ASM
> command above under MAC/65
>
> Is it possible to know the length of the ML routine by just looking in the
> beginning of the file TEST.OBJ ??? That's not a big deal, since I am
> required to know the length before hand to DIM TEST$. Although it would
be
> cool to DIM TEST$ dynamically after knowing the length of the ML
routine...
> if that's possible!
>
>
>
>
>

>

1391. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 04:37:50 UTC
From: david_p@istop.com
Message-ID: <91C8FCCD7davidpistopcom@216.187.106.195>
Source record: 30812

A few thoughts:

Check the version of MAC/65 you've got. Some will assemble in blocks of either 128 or 256 bytes. This will segment your files, making it a pain to read them in.

As I recall, all object files have a six-byte header:

255, 255 = object code
Start address = where to load the file
Last 2 bytes = either end address or length; I forget which.

If you've got a multi-segment file, you'll have to load in each block of the file, one at a time, and append.

Hope this helps,

David P.

1392. Re: Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 04:51:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Hfhh8.39176$ZC3.3083784@newsread2.prod.itd.earthlink.net>
Source record: 30813

Lonny is absolutely correct! It will appear twice in memory. First in the tokenized Basic statement table for line 10 and second in the String/Array table contents at ADR(A$). That is why I read long data from disk files with CIO and use short routines directly as per:
900 X=USR(ADR("hhh*LVd"))

Alternatively you could use the dynamic screen editor Poke 842,13 to delete the definition lines after assigning the string contents.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Lonny Pursell" <gfa@basic.net> wrote in message
> Son of man at
> bcozier@bellsouth.net wrote on 3/5/02 9:57 PM:
>
> > Look at the statement below :
> >
> > 10 A$ = "HERE"
> >
> > If I run this program, is the word "HERE" stored in memory only at
ADR(A$)
> > or does the word "HERE" also reside in the tokenized form of the basic
> > program memory?
> >
> > The reason I ask, is to conserve on memory to allow for bigger basic
> > programs to be written, if I have a 1K string, I don't want to waste 1K
on
> > the tokenized portion of memory. I can read the string data from a file
> > into the ADR(A$)
> >
> > Anyone have any ideas on this?
>
> I think it will appear in memory twice, first in the tokenized section of
> the basic program itself, and then again when you run it, since the string
> will be setup on the fly in ram. I think that is the case anyway,
although
> I am not 100% sure, been ages since I messed with detokenizing basic
files.
>
> -------------
> Lonny Pursell

>

1393. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 04:57:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6lhh8.39184$ZC3.3084887@newsread2.prod.itd.earthlink.net>
Source record: 30814

Lonny is right on again. DIM E(10) reserves 66 bytes; there are 6 bytes per entry zero thru ten. I wondered, when I read that book example, what they were thinking. When I want some bytes for ML storage, I just DIM A$(10) and it save 10 bytes... at ADR(A$)

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Lonny Pursell" <gfa@basic.net> wrote in message
news:B8AAF389.29B2%gfa@basic.net...
> in article Txfh8.6648$tg2.412699@e3500-atl1.usenetserver.com, Son of man
at
> bcozier@bellsouth.net wrote on 3/5/02 10:05 PM:
>
> > Please let me know... I'm trying to get a feel for the way Atari Basic
> > organizes memory with it's variables.
>
> If I recall correctly Atari BASIC used 6 byte BCD (binary encoded decimal)
> so each numeric var used 6 bytes. It would make sense to assume each
> element of the numeric array also uses up 6 bytes.
>
> -------------
> Lonny Pursell
>
>
>

1394. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 05:08:16 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m34rju4727.fsf@mindspring.com>
Source record: 30815

> I saw in the book "the Atari Assembler" the following technique was used to
> reserve 10 bytes of memory for storing machine code :
>
> 10 DIM A$(1), E(10)
>
> And then in his example he had a relocateable machine language routine 10
> bytes long which he POKEd into ADR(A$)+1 to ADR(A$)+10
>
> Now I know the byte making up A$ is wasted. That's ok, because he had to
> declare a string in order to know the ADRress of where his data was reserved
> for E. But even so he could have poked from ADR(E$)+0 to ADR(E$)+9 but
> he's making things simple to understand.
>
> But my question is this, I tried setting E(1) = 300 and then did PRINT E(1)
> and it printed 300. So does the book DIM E(10) just for simplicity, since
> as I remembered and confirmed by setting and printing the value of E(1) as

I think this is probably an error- maybe a typo on the dim statement.
If you have have 10 bytes of assembly, it would be better to dim
a$(10) and use adr(a$) thru adr(a$)+9 for it than overwriting a$ and
corrupting the first few floats in e. Are you sure e isn't being used
for something else?

Back when I was doing Assembly & Basic on the Atari, I found it quite
convienent to put assembly instructions as plain character literals in
assignments to strings; a$="......." where the . chars are replaced
with the ASCII chars with code = the instruction. It was very
consise, particularly for short routines, but caused a bit of trouble
when printing listings. Putting the asm in data statements, then
read-ing into a string or into page 6 was a bit more civilized.

Gregm

1395. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 05:34:15 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m3vgca2rag.fsf@mindspring.com>
Source record: 30816

> Ok, I've decided to go the route of using MAC/65 to assemble my relocatable
> machine language routines starting at location $0600.
>
> My first question is, how much bytes do I have to play around with if
> compiling beginning at $0600, I just can't remember.

256 bytes. 1 page = 256 bytes, 1 paragraph = 16 bytes, 1 word = 2 bytes (on the atari). 0x600 is "page 6" because its the 7th chunk of 256 bytes. page 0 is the first chunk. Page 0 addresses are highly prized because the 6502 is able to do indirect addressing with them. By loading the low&hi bytes of a 16 bit address into any adjacent pair of page 0 addresses, you can address any 16 bit address, adjusting the effective address by adjusting the page 0 registers. IIRC, the even page 0 address gets the low byte of the address and the odd one gets the higher. Unfortunately, the OS and Atari Basic explicitly leave only <one> pair of page 0 addresses for your use. My Apple 2 friends were aghast when I mentioned that, apparently the Apple leaves quite a few unused.

Page 6, starting at 0x600 hex or 1536 decimal, is only important because Basic & DOS always leave the entire 256 byte region alone. For this reason its frequently used for all kinds of stuff. DOS begins at page 7 if loaded, or Basic starts using it if not (unless you reserve memory w/ memlo).

If you need more than 256 bytes, there is an adjustment to "memlo", which reserves memory after dos and before basic. As I recall, the 850 R: driver loads itself after dos, shifting up memlo. On the 400&800 at least, theres a chunk of ram up in the cartridge b region, which you can use, but be careful with that because its easy to run into the display list.

On the 6502, your code is relocatable only if all your control flow occurs via branch instructions. jmp and jsr instructions are always absolute IIRC. If you want relocatable code, I think you'll end up having to disasemble your code at relocation-time (which isn't all that hard) to tweak the addresses (which can be a little subtle if you have data in the relocatable region).

> Is it possible to know the length of the ML routine by just looking in the
> beginning of the file TEST.OBJ ??? That's not a big deal, since I am
> required to know the length before hand to DIM TEST$. Although it would be
> cool to DIM TEST$ dynamically after knowing the length of the ML routine...
> if that's possible!

Yes, refer to the 6 byte header- its documented lots of places, it gives the load address and # of bytes. If your code does use absolute addresses for code or internal data, the dim'ing approach won't work because you can't control the address that ends up starting off the reserved string memory. At that point, assembling your code for page 6 is pretty much your only easy alternative.

Gregm

1396. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 05:36:34 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com>
Source record: 30817

Speaking of page 6, how many bytes are available...

and if I'm using Mac/65 (ver 1.02) what should I indicate as the beginning address of the compiled code, if page 6 turns out not to be big enough...?

"Greg Menke" <gregm-newsz@mindspring.com> wrote in message news:m34rju4727.fsf@mindspring.com...
>
>
> > I saw in the book "the Atari Assembler" the following technique was used to
> > reserve 10 bytes of memory for storing machine code :
> >
> > 10 DIM A$(1), E(10)
> >
> > And then in his example he had a relocateable machine language routine 10
> > bytes long which he POKEd into ADR(A$)+1 to ADR(A$)+10
> >
> > Now I know the byte making up A$ is wasted. That's ok, because he had to
> > declare a string in order to know the ADRress of where his data was reserved
> > for E. But even so he could have poked from ADR(E$)+0 to ADR(E$)+9 but
> > he's making things simple to understand.
> >
> > But my question is this, I tried setting E(1) = 300 and then did PRINT E(1)
> > and it printed 300. So does the book DIM E(10) just for simplicity, since
> > as I remembered and confirmed by setting and printing the value of E(1) as
>
> I think this is probably an error- maybe a typo on the dim statement.
> If you have have 10 bytes of assembly, it would be better to dim
> a$(10) and use adr(a$) thru adr(a$)+9 for it than overwriting a$ and
> corrupting the first few floats in e. Are you sure e isn't being used
> for something else?
>
> Back when I was doing Assembly & Basic on the Atari, I found it quite
> convienent to put assembly instructions as plain character literals in
> assignments to strings; a$="......." where the . chars are replaced
> with the ASCII chars with code = the instruction. It was very
> consise, particularly for short routines, but caused a bit of trouble
> when printing listings. Putting the asm in data statements, then

> read-ing into a string or into page 6 was a bit more civilized.
>
> Gregm
>

1397. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 05:38:14 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <FMhh8.8380$tg2.451902@e3500-atl1.usenetserver.com>
Source record: 30820

correction : using mac/65 cart ver 1.01

"Son of man" <bcozier@bellsouth.net> wrote in message
news:5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com...
> Speaking of page 6, how many bytes are available...
>
> and if I'm using Mac/65 (ver 1.02) what should I indicate as the beginning
> address of the compiled code, if page 6 turns out not to be big enough...?
>
>
> "Greg Menke" <gregm-newsz@mindspring.com> wrote in message
> news:m34rju4727.fsf@mindspring.com...
> >
> >
> > > I saw in the book "the Atari Assembler" the following technique was
> used to
> > > reserve 10 bytes of memory for storing machine code :
> > >
> > > 10 DIM A$(1), E(10)
> > >
> > > And then in his example he had a relocateable machine language routine
> 10
> > > bytes long which he POKEd into ADR(A$)+1 to ADR(A$)+10
> > >
> > > Now I know the byte making up A$ is wasted. That's ok, because he had
to
> > > declare a string in order to know the ADRress of where his data was
> reserved
> > > for E. But even so he could have poked from ADR(E$)+0 to ADR(E$)+9
> but
> > > he's making things simple to understand.
> > >
> > > But my question is this, I tried setting E(1) = 300 and then did PRINT
> E(1)
> > > and it printed 300. So does the book DIM E(10) just for simplicity,
> since
> > > as I remembered and confirmed by setting and printing the value of
E(1)
> as
> >
> > I think this is probably an error- maybe a typo on the dim statement.
> > If you have have 10 bytes of assembly, it would be better to dim
> > a$(10) and use adr(a$) thru adr(a$)+9 for it than overwriting a$ and
> > corrupting the first few floats in e. Are you sure e isn't being used

> > for something else?
> >
> > Back when I was doing Assembly & Basic on the Atari, I found it quite
> > convienent to put assembly instructions as plain character literals in
> > assignments to strings; a$="......." where the . chars are replaced
> > with the ASCII chars with code = the instruction. It was very
> > consise, particularly for short routines, but caused a bit of trouble
> > when printing listings. Putting the asm in data statements, then
> > read-ing into a string or into page 6 was a bit more civilized.
> >
> > Gregm
> >
>
>
>

1398. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 05:45:22 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <IThh8.8473$tg2.466843@e3500-atl1.usenetserver.com>
Source record: 30818

I'm going for relocatable code all the way. I realize I won't be able to do jsr or jmps. It will all be branch statements, and in some cases double branches as if I remember correctly they have a range of -128 to +127

Mac/65 has a SIZE statement which shows the beginning address in memory the program starts, the ending memory the program occupies, and the last address it shows is the last possible memory address the program can use. So I guess I'll indicate the beggining address of my routine to be somewhere in between the second and third addresses the SIZE command gives.

"Greg Menke" <gregm-newsz@mindspring.com> wrote in message news:m3vgca2rag.fsf@mindspring.com...
>
>
> > Ok, I've decided to go the route of using MAC/65 to assemble my relocatable
> > machine language routines starting at location $0600.
> >
> > My first question is, how much bytes do I have to play around with if
> > compiling beginning at $0600, I just can't remember.
>
> 256 bytes. 1 page = 256 bytes, 1 paragraph = 16 bytes, 1 word = 2
> bytes (on the atari). 0x600 is "page 6" because its the 7th chunk of
> 256 bytes. page 0 is the first chunk. Page 0 addresses are highly
> prized because the 6502 is able to do indirect addressing with them.
> By loading the low&hi bytes of a 16 bit address into any adjacent pair
> of page 0 addresses, you can address any 16 bit address, adjusting the
> effective address by adjusting the page 0 registers. IIRC, the even
> page 0 address gets the low byte of the address and the odd one gets
> the higher. Unfortunately, the OS and Atari Basic explicitly leave
> only <one> pair of page 0 addresses for your use. My Apple 2 friends
> were aghast when I mentioned that, apparently the Apple leaves quite a
> few unused.
>
> Page 6, starting at 0x600 hex or 1536 decimal, is only important
> because Basic & DOS always leave the entire 256 byte region alone.
> For this reason its frequently used for all kinds of stuff. DOS
> begins at page 7 if loaded, or Basic starts using it if not (unless
> you reserve memory w/ memlo).
>
> If you need more than 256 bytes, there is an adjustment to "memlo",
> which reserves memory after dos and before basic. As I recall, the
> 850 R: driver loads itself after dos, shifting up memlo. On the
> 400&800 at least, theres a chunk of ram up in the cartridge b region,
> which you can use, but be careful with that because its easy to run

> into the display list.
>
> On the 6502, your code is relocatable only if all your control flow
> occurs via branch instructions. jmp and jsr instructions are always
> absolute IIRC. If you want relocatable code, I think you'll end up
> having to disasemble your code at relocation-time (which isn't all
> that hard) to tweak the addresses (which can be a little subtle if you
> have data in the relocatable region).
>
> > Is it possible to know the length of the ML routine by just looking in
the
> > beginning of the file TEST.OBJ ??? That's not a big deal, since I am
> > required to know the length before hand to DIM TEST$. Although it would
be
> > cool to DIM TEST$ dynamically after knowing the length of the ML
routine...
> > if that's possible!
>
> Yes, refer to the 6 byte header- its documented lots of places, it
> gives the load address and # of bytes. If your code does use absolute
> addresses for code or internal data, the dim'ing approach won't work
> because you can't control the address that ends up starting off the
> reserved string memory. At that point, assembling your code for page
> 6 is pretty much your only easy alternative.
>
> Gregm

1399. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 06:24:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <rCih8.40289$0C1.3218530@newsread1.prod.itd.earthlink.net>
Source record: 30819

Couple of questions at cross purposes here... When in Basic, you have 256 bytes available and considered protected at $0600 to $06FF. In rare cases, the 1st 128 bytes are subject to use by the OS when performing a large INPUT due to an overrun of the buffer at $580-$5FF. This has never yet happened to me yet...

Now, if you are actually doing relocatable code, I recommend you ORG it at $4000 or $6000 as opposed to $600 (more later). You are only limited in Atari Basic by the free memory up to 32767 bytes per string and your prograsmming ability to manage the 127/128 byte maximum branch distance.

The procedure with TEST.OBJ is straight forward with some caveats. Theoretically Atari object files begin with a 2-byte FF FF header and a 4-byte Start and End load vector pair in low-high byte order followed by the requisite number of data or code bytes. SynAssembler, the Atari Assembler Editor and Atari Macro Assembler produce files of this construction. You can easily open the file for read, GET and discard the FF FF header, GET and do the math on the addresses and go accordingly.

Now the wrinkle; Mac/65 tends to produce compound files consisting of chunks of about 253 bytes per block and each consecutive block having its 4-byte load vectors as per:
1st= FF FF 00 06 FD 06 A9 01 ...
2nd= FE 06 FB 07 82 CB A0...
3rd= FC 07 F9 08 20 56 E4... etc.

There are utilities to convert this output to solid unified files or occasionally you may Binary Load the file into memory with the Dos '/N' option and Binary Save it back as a single block with an optional run address. This is why $4000 in lieu of low memory like $0600 where you are constrained by DOS and DUP.

When your file is suitable, short routines can use:
```
30 FOR L=1 TO27:GET #1,B:TEST$(L)=CHR$(B):NEXT L
40 CLOSE #1...
```

Longer code needs CIO as for this fixed 1536 byte block:
```
1350 OPEN #1,4,0,"D1:DTOPCOD.DAT":I=832+16:POKE I+2,7
:POKE I+4,ADR(M$)-256*(INT(ADR(M$)/256))

1360 POKE I+5,INT(ADR(M$)/256):POKE I+8,0:POKE I+9,6
:X=USR(ADR("hhh*LVd"),16):CLOSE #1:RETURN
```

The asterisk and lowercase 'd' are inverse characters. I have a separate routine from Analog #13 for reading the headers and Poking the IOCB for a file of unknown length.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message

> Ok, I've decided to go the route of using MAC/65 to assemble my
relocatable
> machine language routines starting at location $0600.
>
> My first question is, how much bytes do I have to play around with if
> compiling beginning at $0600, I just can't remember.
>
> And the other more difficult question is, I use the ASM ,, #D:TEST.OBJ to
> save the compiled machine language code into the file TEST.OBJ
>
> My question is, can anyone help me write a basic routine that will open
this
> file TEST.OBJ and read the relocatable machine language subroutine (ending
> with RTS) into a DIMmed string? This is what I am looking for.
>
> 10 DIM TEST$(XXX) : MLSTART=ADR(TEST$) : MLFILE$ = "D:TEST.OBJ": GOSUB
31000
>
> 31000 REM READ THE OBJ DATA FROM MLFILE$ STARTING FROM ADDRESS MLSTART
> 32000 RETURN
>
> I am not too familiar with the file format of a saved OBJ file using the
ASM
> command above under MAC/65
>
> Is it possible to know the length of the ML routine by just looking in the
> beginning of the file TEST.OBJ ??? That's not a big deal, since I am
> required to know the length before hand to DIM TEST$. Although it would
be
> cool to DIM TEST$ dynamically after knowing the length of the ML
routine...
> if that's possible!

1400. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 07:44:08 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u8bi319c1gc0c9@corp.supernews.com>
Source record: 30821

"Son of man" <bcozier@bellsouth.net> wrote in message
news:FMhh8.8380$tg2.451902@e3500-atl1.usenetserver.com...
> correction : using mac/65 cart ver 1.01
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com...
> > Speaking of page 6, how many bytes are available...
> >
> > and if I'm using Mac/65 (ver 1.02) what should I indicate as the
beginning
> > address of the compiled code, if page 6 turns out not to be big
enough...?

The MAC cart or at least the DDT part of it uses the first 128 bytes of page
6. You really have to start your code at $680 or so to be safe.

Better to just set aside some memory for your code.

1401. Programming for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 08:12:19 UTC
From: Don Holmberg <donholmberg@shaw.ca>
Message-ID: <3C85CF7E.75369E90@shaw.ca>
Source record: 30823

I'm interested in re-learning more about the Atari 8bitters after a long absence. I own actual hardware (several, actually!), but I find that I'm totally spoilled with my nice Windows keyboard and editing software.

I'd love to do BASIC editing (for example) on UltraEdit-32 and be able to cut and paste to an emulator...or alternately take a ASCII file and create a disc image around it.

I realize that BASIC is tokenized, but I'm curious if anyone has any tricks or utilities to help them do this.

Thanks!

-Don Holmberg

1402. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 08:15:49 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3c85d032@news.zen.co.uk>
Source record: 30822

Andre wrote:
> You are talking about vertical color bar-like effects? If yes, this can
> be done without P/M. There exists at least one demo (Studio dreams) that
> changes Antic-graphics modes within ONE scanline (in the opening screen
> Gr. 9 is mixed with Gr. 15). This demo works with Atari800win and can be
> found here:
IIRC gr 9 is GTIA messing with graphics 8 (I forget the ANTIC mode!).GTIA registers can be modified within a scanline, so you can have gr8 and gr9 on a scanline.

Maybe when GTIA is in the 'gr9' type mode it ignores the colour bits from ANTIC. So the data from a gr 15 and gr 8 screen looks the same?

Sorry if this makes no sense! I know what I mean :-)

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

1403. RAM Master by Matt Ratcliff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 12:52:04 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0203060452.5499a337@posting.google.com>
Source record: 30824

Mapping the Atari refers to the software above in discussing how a
replacement OS can be copied into XL ram using the $D301 bit switches.
Does anyone have a copy of this or know where it can be found ?
Thanks.

ron

1404. me and internet

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 13:24:02 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a6559j$s9e$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30827

Howdy folks

I just read a note that I will not be able to get on the net from next friday till one and a half weeks later on tues day. Guess that means you'll have to miss me that long..... :-)

CU Mathy van Nisselroy

1405. Re: Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 13:43:01 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6577v$3s$1@innferno.news.tiscali.de>
Source record: 30829

```
> 900 X=USR(ADR("hhh*LVd"))
```

This is a nice exsample of having the string only once in memory. The ML-routine is stored only one time in tokenized form, and exactly this routine will be executed. But this works only with relocalizable routines.

Mirko

1406. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 13:50:26 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a65782$3s$2@innferno.news.tiscali.de>
Source record: 30828

As I remember is this a technique to clear all numbers of field-variables:

```
10 DIM A$(1),E(10),F(200),G(78),B$(1)
20 FOR P=ADR(A$) TO ADR(B$)
30 POKE P,0
40 NEXT P
```

Mirko

"Son of man" <bcozier@bellsouth.net> schrieb im Newsbeitrag
news:Txfh8.6648$tg2.412699@e3500-atl1.usenetserver.com...
> I saw in the book "the Atari Assembler" the following technique was used
to
> reserve 10 bytes of memory for storing machine code :
>
> 10 DIM A$(1), E(10)
>
> And then in his example he had a relocateable machine language routine 10
> bytes long which he POKEd into ADR(A$)+1 to ADR(A$)+10
>
> Now I know the byte making up A$ is wasted. That's ok, because he had to
> declare a string in order to know the ADRress of where his data was
reserved
> for E. But even so he could have poked from ADR(E$)+0 to ADR(E$)+9 but
> he's making things simple to understand.
>
> But my question is this, I tried setting E(1) = 300 and then did PRINT
E(1)
> and it printed 300. So does the book DIM E(10) just for simplicity,
since
> as I remembered and confirmed by setting and printing the value of E(1) as
> 300, each element of a numeric array actually occupies 2 bytes?
>
> So he could have did :
>
> 10 DIM A$(1), E(5)
>
> and still have reserved the ten bytes for his simple Machine Language
> routine from
>
> ADR(A$)+1 to ADR(A$)+10 ???
>
> Please let me know... I'm trying to get a feel for the way Atari Basic
> organizes memory with it's variables.
>

> thanks
>
>
>

1407. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 13:52:09 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c8610f9@news.ivm.net>
Source record: 30825

Mark Watson <newsAfoftDfsnetD@co.uk> wrote:

> IIRC gr 9 is GTIA messing with graphics 8 (I forget the ANTIC mode!).GTIA
> registers can be modified within a scanline, so you can have gr8 and gr9 on
> a scanline.

Thats correct. Its the same antic mode (0x0F), but only a different
interpretation of GTIA, so both combine naturally.

Since ANTIC F color data is the same as that for the text mapping modes
2 and 3 (Graphics 0, and a format not supported by BASIC), even
"graphics 0" can be combined with the various GTIA modes.

> Maybe when GTIA is in the 'gr9' type mode it ignores the colour bits from
> ANTIC. So the data from a gr 15 and gr 8 screen looks the same?

In memory? For sure, it's just the interpretation on the GTIA side
that differs.

So long,
Thomas

1408. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 13:57:38 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c861242@news.ivm.net>
Source record: 30826

Son of man <bcozier@bellsouth.net> wrote:

> and if I'm using Mac/65 (ver 1.02) what should I indicate as the beginning
> address of the compiled code, if page 6 turns out not to be big enough...?

The MAC/65 has a command that tells you the available memory region. IIRC,
it is something like "SIZE". You may also reserve memory regions yourself,
IIRC that's the "LOMEM" command. Typically - for pure binary programs -
you should place them in a memory region that is still available even if
a dos is in use. $1F00 and up would be fine for DOS 2.0S and 2.5.

For BASIC code, page 6 is fine, but I'd rather suggest something between
the basic end and the memory top. Consider for example $8000 and up.

So long,
Thomas

1409. Re: Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:12:04 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Caqh8.3963$Yd.148091@e3500-atl1.usenetserver.com>
Source record: 30830

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a6577v$3s$1@innferno.news.tiscali.de...
> > 900 X=USR(ADR("hhh*LVd"))
>
> This is a nice exsample of having the string only once in memory. The
> ML-routine is stored only one time in tokenized form, and exactly this
> routine will be executed. But this works only with relocalizable routines.
>
> Mirko

Yeah but this would only apply to small ML routines that can fit into a
single basic line of code, am I correct in assuming this?

1410. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:13:11 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Fbqh8.3980$Yd.148471@e3500-atl1.usenetserver.com>
Source record: 30831

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u8bi319c1gc0c9@corp.supernews.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:FMhh8.8380$tg2.451902@e3500-atl1.usenetserver.com...
> > correction : using mac/65 cart ver 1.01
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com...
> > > Speaking of page 6, how many bytes are available...
> > >
> > > and if I'm using Mac/65 (ver 1.02) what should I indicate as the
> beginning
> > > address of the compiled code, if page 6 turns out not to be big
> enough...?
>
> The MAC cart or at least the DDT part of it uses the first 128 bytes of
page
> 6. You really have to start your code at $680 or so to be safe.
>
> Better to just set aside some memory for your code.

Thanks for the warning! Good thing I didn't try to run DDT after compiling
my page 6 test routine!

1411. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:14:59 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ldqh8.3995$Yd.148048@e3500-atl1.usenetserver.com>
Source record: 30832

I think $8000 is what I'll use in MAC/65... bear in mind it's going to be
relocateable code that will find it's home in a basic DIMed string anyways.

By the way, anyone know the size limitation of a basic DIMed string?

<thor@math.tu-berlin.de> wrote in message news:3c861242@news.ivm.net...
> Son of man <bcozier@bellsouth.net> wrote:
>
> > and if I'm using Mac/65 (ver 1.02) what should I indicate as the
beginning
> > address of the compiled code, if page 6 turns out not to be big
enough...?
>
> The MAC/65 has a command that tells you the available memory region. IIRC,
> it is something like "SIZE". You may also reserve memory regions yourself,
> IIRC that's the "LOMEM" command. Typically - for pure binary programs -
> you should place them in a memory region that is still available even if
> a dos is in use. $1F00 and up would be fine for DOS 2.0S and 2.5.
>
> For BASIC code, page 6 is fine, but I'd rather suggest something between
> the basic end and the memory top. Consider for example $8000 and up.
>
> So long,
> Thomas

1412. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:32:25 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ltqh8.4132$Yd.151713@e3500-atl1.usenetserver.com>
Source record: 30833

Hey Ron thanks for the routine below, I need to verify something...

> 1350 OPEN #1,4,0,"D1:DTOPCOD.DAT":I=832+16:POKE I+2,7
> :POKE I+4,ADR(M$)-256*(INT(ADR(M$)/256))
>
> 1360 POKE I+5,INT(ADR(M$)/256):POKE I+8,0:POKE I+9,6
> :X=USR(ADR("hhh*LVd"),16):CLOSE #1:RETURN

I+8 and I+9 contain the lo and hi bytes representing the length of the ML routine that I want to be read into M$?

Also, by using the command in MAC/65 ver 1.01 to assemble the object code into the file TEST.OBJ :

ASM , , #D:TEST.OBJ

What would be the best way to go about converting this file into another file that your basic routine above will work reading from it into M$?

Is there some way to do a binary load of TEST.OBJ you mentioned dos '/N' option and then doing binary save. What dos allows me to binary load TEST.OBJ as created by MAC/65 without running the obj after loading it? And what's the best way to save it back so your basic routine above can load it into M$ without further modification?

thanks for the info! I'm in heaven :)

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:rCih8.40289$0C1.3218530@newsread1.prod.itd.earthlink.net...
> Couple of questions at cross purposes here... When in Basic, you have 256
> bytes available and considered protected at $0600 to $06FF. In rare cases,
> the 1st 128 bytes are subject to use by the OS when performing a large
INPUT
> due to an overrun of the buffer at $580-$5FF. This has never yet happened
to
> me yet...
>
> Now, if you are actually doing relocatable code, I recommend you ORG it at
> $4000 or $6000 as opposed to $600 (more later). You are only limited in
> Atari Basic by the free memory up to 32767 bytes per string and your
> prograsmming ability to manage the 127/128 byte maximum branch distance.
>
> The procedure with TEST.OBJ is straight forward with some caveats.
> Theoretically Atari object files begin with a 2-byte FF FF header and a
> 4-byte Start and End load vector pair in low-high byte order followed by
the
> requisite number of data or code bytes. SynAssembler, the Atari Assembler

> Editor and Atari Macro Assembler produce files of this construction. You
can
> easily open the file for read, GET and discard the FF FF header, GET and
do
> the math on the addresses and go accordingly.
>
> Now the wrinkle; Mac/65 tends to produce compound files consisting of
chunks
> of about 253 bytes per block and each consecutive block having its 4-byte
> load vectors as per:
> 1st= FF FF 00 06 FD 06 A9 01 ...
> 2nd= FE 06 FB 07 82 CB A0...
> 3rd= FC 07 F9 08 20 56 E4... etc.
>
> There are utilities to convert this output to solid unified files or
> occasionally you may Binary Load the file into memory with the Dos '/N'
> option and Binary Save it back as a single block with an optional run
> address. This is why $4000 in lieu of low memory like $0600 where you are
> constrained by DOS and DUP.
>
> When your file is suitable, short routines can use:
> 30 FOR L=1 TO27:GET #1,B:TEST$(L)=CHR$(B):NEXT L
> 40 CLOSE #1...
>
> Longer code needs CIO as for this fixed 1536 byte block:
> 1350 OPEN #1,4,0,"D1:DTOPCOD.DAT":I=832+16:POKE I+2,7
> :POKE I+4,ADR(M$)-256*(INT(ADR(M$)/256))
>
> 1360 POKE I+5,INT(ADR(M$)/256):POKE I+8,0:POKE I+9,6
> :X=USR(ADR("hhh*LVd"),16):CLOSE #1:RETURN
>
> The asterisk and lowercase 'd' are inverse characters. I have a separate
> routine from Analog #13 for reading the headers and Poking the IOCB for a
> file of unknown length.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
>
> > Ok, I've decided to go the route of using MAC/65 to assemble my
> relocatable
> > machine language routines starting at location $0600.
> >
> > My first question is, how much bytes do I have to play around with if
> > compiling beginning at $0600, I just can't remember.
> >

```
> > And the other more difficult question is, I use the ASM ,, #D:TEST.OBJ
to
> > save the compiled machine language code into the file TEST.OBJ
> >
> > My question is, can anyone help me write a basic routine that will open
> this
> > file TEST.OBJ and read the relocatable machine language subroutine
(ending
> > with RTS) into a DIMmed string? This is what I am looking for.
> >
> > 10 DIM TEST$(XXX) : MLSTART=ADR(TEST$) : MLFILE$ = "D:TEST.OBJ": GOSUB
> 31000
> >
> > 31000 REM READ THE OBJ DATA FROM MLFILE$ STARTING FROM ADDRESS
MLSTART
> > 32000 RETURN
> >
> > I am not too familiar with the file format of a saved OBJ file using the
> ASM
> > command above under MAC/65
> >
> > Is it possible to know the length of the ML routine by just looking in
the
> > beginning of the file TEST.OBJ ??? That's not a big deal, since I am
> > required to know the length before hand to DIM TEST$. Although it would
> be
> > cool to DIM TEST$ dynamically after knowing the length of the ML
> routine...
> > if that's possible!
>
>
>
```

1413. SIO2IDE interface for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:36:36 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a65cs9$6g1$1@news2.ipartners.pl>
Source record: 30834

If you are looking for HDD & CD-ROM interface for your 8bit Atari please
check SIO2IDE interface:

http://www.atari.cuprum.com.pl/ (SIO2IDE)

Currently there are three SIO2IDE branches:

- Branch 1.X, latest version 1.6 (this branch will not be developed):
- based on Atmel AVR AT90S8515 micro @ 4.9152MHz
- 8bit IDE ATA support (CHS mode)
- max 48 partitions * 16MB
- emulates Atari disks D1 to D15
- uses only half of disk space
- HDD can be easy configured from Atari (tool available on WWW)

- Branch 2.X, latest version 2.1:
- based on Atmel AVR ATmega161 micro @ 4.9152MHz
- 16bit IDE ATA support (CHS and LBA mode)
- FAT16 and FAT32 support
- ATR file support
- gives full access to subdirectories
- emulates Atari disks D1 to D7
- HDD can be easy configured from PC or Atari (tools available on WWW)

- Branch 3.X, latest version 3.0 (will be released next week):
- based on Atmel AVR ATmega161 micro @ 7.3728MHz
- 16bit IDE ATA support (CHS and LBA mode)
- FAT16 and FAT32 support
- 16bit IDE ATAPI support
- ISO9660 support for CD-ROM (now you can boot your Atari from CD and much
more ....)
- ATR file support
- gives full access to subdirectories
- emulates Atari disks D1 to D7
- HDD can be easy configured from PC or Atari

Note that English documents will be available soon.

Regards,
Marek

1414. Re: Programming for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 15:43:54 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <sEqh8.4222$Yd.153894@e3500-atl1.usenetserver.com>
Source record: 30835

BASIC is tokenized but you're not limited to saving or loading only the tokenized version of your basic program.

If you write a basic program in your emulator and istead of saying SAVE "D:TEST.BAS" you do LIST "D:TEST.LST" it saves it in similar to text format, however there might be some issue with line feeds missing after the carriage return. But I believe I've seen a utility to fix the .LST file into a windows standard .TXT file so you can do your editing on your PC application, save it as .TXT and then run the conversion program to make it a compatible .LST file that you can then load into memory with your emulator by using the command ENTER "D:TEST.LST"

By the way, when you do a SAVE and a LOAD you destroy any basic program that might have been in memory when you issue the LOAD command.

However when you do the ENTER "D:TEST.LST" command it preserves whatever basic program was in memory. If there is a conflict of line numbers, the line numbers in TEST.LST will overwrite those line numbers in basic.

Using LIST "D:TEST.LST" is advantageous as it allows you to store reusable code. For instance you might have a commonly used subroutine that you've coded beginning at 32000. You can just ENTER "D:MYSUB.LST" and it will merge with your existing program in memory. You can then do a GOSUB 32000 to use it. This is a sort of way of implemeting modular, resuable code in Atari Basic using LIST and ENTER instead of SAVE and the memory destructive LOAD command.

"Don Holmberg" <donholmberg@shaw.ca> wrote in message news:3C85CF7E.75369E90@shaw.ca...
> I'm interested in re-learning more about the Atari 8bitters after a long
> absence. I own actual hardware (several, actually!), but I find that
> I'm totally spoilled with my nice Windows keyboard and editing software.
>
> I'd love to do BASIC editing (for example) on UltraEdit-32 and be able
> to cut and paste to an emulator...or alternately take a ASCII file and
> create a disc image around it.
>
> I realize that BASIC is tokenized, but I'm curious if anyone has any
> tricks or utilities to help them do this.
>
> Thanks!
>
> -Don Holmberg
>

1415. 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:12:19 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <835294db6c1553eafe5e958f28a9c7b7.8044@mygate.mailgate.org>
Source record: 30836

Hi folks,

I like to upgrade my 800XE to 128K as the 130XE.
Since they both have the same board layout, my question is:

Just installing only the missing RAM`s and Freddy-chip is suficient
in order to get it done?

Regards
Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1416. Re: me and internet

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:14:10 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <C7sh8.63183$LC1.1545434267@newssvr30.news.prodigy.com>
Source record: 30837

That bytes! Well I hope your ISP gives you somekind of treat for the
inconvenience.
Mo

Mathy van Nisselroy wrote in message ...
>Howdy folks
>
>I just read a note that I will not be able to get on the net from next
>friday till one and a half weeks later on tues day. Guess that means
you'll
>have to miss me that long........ :-)
>
>CU Mathy van Nisselroy
>
>
>

1417. Re: RAM Master by Matt Ratcliff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:22:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c865053$0$1604$1dc6e903@news.corecomm.net>
Source record: 30838

Ron.
'ramaster.arc' is in the CTH archive (ftp.spudster.org).
utilities/BBS/Carina/flesec_u/dir_a
It is the one you're looking for I'm pretty sure. It only has the
.com and a .doc(partial). It was published in ROM magazine, about 1985.
There's an explanation of using RAM under the OS at
utilities/files/misc by John Picken. called RAM_ROM.ARC
I remember something about RAM under the OS on a Newell
disk I have, but can't access it right now. I think it just says how
to turn OS off and on.

1418. Re: Programming for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:27:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c86519b$0$1611$1dc6e903@news.corecomm.net>
Source record: 30839

(use PC to edit Atari BASIC).
You could do that. You'd lose the error checking Atari BASIC
does if you use it. Why not use an emulator and program BASIC
in that? You can use your PC editor, save an ASCII file, convert
it to ATASCII, then use imageman to put it on a MyDOS or DOS 2/2.5
image, then ENTER it in emulator or real Atari. I have an ASC2ATAS
utility on my site, under Assembler stuff www.en.com/users/russg.
Your PC editing would not be able to use Atari inverse or cntrl chars.
I dunno.
Russg

1419. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:42:19 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u8cl3gsesblof9@corp.supernews.com>
Source record: 30840

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Fbqh8.3980$Yd.148471@e3500-atl1.usenetserver.com...
> "Rick Cortese" <ricortes@netmagic.net> wrote in message
> news:u8bi319c1gc0c9@corp.supernews.com...
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:FMhh8.8380$tg2.451902@e3500-atl1.usenetserver.com...
> > > correction : using mac/65 cart ver 1.01
> > >
> > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > news:5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com...
> > > > Speaking of page 6, how many bytes are available...
> > > >
> > > > and if I'm using Mac/65 (ver 1.02) what should I indicate as the
> > beginning
> > > > address of the compiled code, if page 6 turns out not to be big
> > enough...?
> >
> > The MAC cart or at least the DDT part of it uses the first 128 bytes of
> page
> > 6. You really have to start your code at $680 or so to be safe.
> >
> > Better to just set aside some memory for your code.
>
> Thanks for the warning! Good thing I didn't try to run DDT after compiling
> my page 6 test routine!

I don't know if you have your MAC manual, just in case remember that the defalt is not to generate memory resident code. This was done as a safety factor more then anything else so you wouldn't clobber yourself. You have to start with a like like:
10 .OPT OBJ

From your other post, Atari strings can be 32k in lenght. You will probably be ok starting your code at $8000 as that will probably give you at least 6k of code space. The cart itself uses from $A000-$BFFF and the screen uses maybe 1k under that if you don't change resolutions.

1420. Re: Question on Atari Basic Strings

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:58:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8658cc$0$1599$1dc6e903@news.corecomm.net>
Source record: 30842

```
X=USR(ADR("hhh*LVd))
Uhm I think that has to have the open channel # times 16, eg
X=USR(ADR("hhh*LVd),16)) for channel 1.
There's 256 bytes at page 6.
You can dynamic DIM up to about 1000 or 2000 less than avaialable
memory. Maybe 5000 is safer.
eg
x=fre(0)
x=x-2000
DIM A$(x)
An easy way to allocate memory for your use is this way.
You then don't care where BASIC puts it. If your ml code
is relocatable, then you can X=USR(ADR(A$)) and even
add parameters to your USR call. I'm sure I'm over simplifying/
left something out.
If you have an .obj contiguous/single stage file, you could open it
get FF FF then get next byte startadr lo next byte start adr hi
next byte end adr lo next byte end adr hi and then
for n=startadr to endadr
get #1,x
y=n-startadr
z=adr(a$):i=z+y
poke i,x
next n
It has been mentioned that numbers (eg 0,6,10) take up 6 bytes
in your BASIC code. You can save 4 bytes by making common
numbers variables eg. n0=0 n10=10.
probably messed up somewhere.
russg
```

1421. Re: VHDL code for C025953 for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 17:59:56 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <af84ae0dd91ed3592666418ab6594cbd.8044@mygate.mailgate.org>
Source record: 30841

Hi Chris,

Sounds very interesting.
Would be nice if you could make us the shematics as well available.

What hardware is needed to program a GAL and where to get the software
you mentioned?

I am trying to get into the PIC prgramming right know and wonder if
these
programmers work for GAL`s too.

Regards
Frank

"Christopher Lang" <christopher.lang@plus.cablesurf.de> wrote in message
news:a5qsp9$1dj$1@goliath.news.is-europe.net...

> Hi there,
>
> check out the link below and let me know whether you think it is usefull.
> With that VHDL code you can make your 130XE do 6 different types of memory
> expansion. Just replace all memory chips in the 130XE with 256kbit ones. I
> used the Lattice eval VHDL compiler to get it compiled for a GAL6002.
>
> The other good thing about this file is that if you only use the 130XE
> compatibility portion of the code you basically can do your own C025953 by
> using a GAL 6002. And it tells you how the C025953 works...
>
> The schematics are still missing on the page, but by looking at the comments
> in the VHDL file you should be easily able to understand how to connect the
> GAL in your 130XE.
>
> http://home.cablesurf.de/christopher.lang/atari-8-bit/
>
> Feel free to copy and modify, but let me know if you do something cool with
> it.
>
> regards
> Chris

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1422. Re: SIO2IDE interface for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 18:04:09 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <d2b8d69216b7db87441a8282eb3d17c4.8044@mygate.mailgate.org>
Source record: 30843

Hi Marek,

very cool interface!

In order to build it how much does it cost? And where to get the parts
from?
I very interested in your interface.
So I am looking forward seeing the english description very soon.

Regards
Frank

"Marek M" <marekm@aritech.com.pl> wrote in message
news:a65cs9$6g1$1@news2.ipartners.pl...

>
> If you are looking for HDD & CD-ROM interface for your 8bit Atari please
> check SIO2IDE interface:
>
> http://www.atari.cuprum.com.pl/ (SIO2IDE)
>

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1423. Re: Text effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 18:34:24 UTC
From: ansk@home.se
Message-ID: <3c8660bb.1163584@nntpserver.swip.net>
Source record: 30844

On Mon, 04 Mar 2002 21:20:19 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:
> Just a wait-for-sync (WSYNC?). I forget offhand how it works, but
> this is how you can have GRAPHICS 0 text which has a vertical
> gradient of 8 shades, for example.

You are right! From a processor usage point of view, it is not so convenient compared with a timer controlled interrupt routine. But it certainly works.

Anders

1424. Re: Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 19:54:17 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3C8673E9.99CC6305@bellsouth.net>
Source record: 30756

Son of man wrote:
>
> On the topic of redefining char sets from atari basic I read in one book,
> that address 742 was the MSB of the high end of user available memory.
>
> In another book, I read that address 106 was the MSB of something called
> RAMTOP.
>
> I tried looking at both from Atari Basic direct mode :
>
> peek(106)*256+peek(105) = 41119
>
> peek(742)*256+peek(741) = 39967
>
> So can anyone clarify what is what and which is better to use to reserve 1k
> for my graphics 0 char set, and do I need to poke back new values to either
> of these after I reserve my 4 pages?

Ok, Peek(106)*256 (WITHOUT peek(105)) is where the system THINKS the
last available byte is, but it it actually the first UNavailable byte.
On powerup with the BASIC cart in, this will be $A0. Of course, this
also regards screen memory as usable memory.

Peek(742)*256+peek(741) IS the last usable byte of memory. In Graphics
mode 0 (normal text mode with the BASIC cart) this will be 39967. The
display list starts at 39968. Writing anything to locations 39968 to
39999 will at the very least scramble your screen, and possibly crash
the whole system. Writing from 40000 to 40960 will write directly to
the screen.

To reserve memory for your character set, you poke the new number into
106. From this page up to the beginning of BASIC will be regarded as
unavailable to BASIC, and free for whatever you need. Your screen
memory will also be set up below this limit as well, so as soon as you
poke 106 with what you need, you need to immediately after that do a
GRAPHICS 0 (or whatever mode you need) to reset the screen below this
threshold.

Hope this helps.

1425. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 20:00:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Xzuh8.41256$0C1.3306085@newsread1.prod.itd.earthlink.net>
Source record: 30845

As long as it is relocatable, its makes little difference as it will not usually be executed from that address. The only considerations are a place to debug it and staying out of the system's work space. That normally leaves everything from about $3500-$9A00.

And every page is 256 bytes.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:5Lhh8.8369$tg2.464448@e3500-atl1.usenetserver.com...
> Speaking of page 6, how many bytes are available...
>
> and if I'm using Mac/65 (ver 1.02) what should I indicate as the beginning
> address of the compiled code, if page 6 turns out not to be big enough...?
>

1426. Re: Atari Basic Numeric Arrays

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 20:03:40 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wCuh8.41260$0C1.3305916@newsread1.prod.itd.earthlink.net>
Source record: 30846

I think Rick mentioned that 32K is max size of Atari Basic strings.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:ldqh8.3995$Yd.148048@e3500-atl1.usenetserver.com...
> I think $8000 is what I'll use in MAC/65... bear in mind it's going to be
> relocateable code that will find it's home in a basic DIMed string
anyways.
>
> By the way, anyone know the size limitation of a basic DIMed string?
>
> <thor@math.tu-berlin.de> wrote in message news:3c861242@news.ivm.net...
> > Son of man <bcozier@bellsouth.net> wrote:
> >
> > > and if I'm using Mac/65 (ver 1.02) what should I indicate as the
> beginning
> > > address of the compiled code, if page 6 turns out not to be big
> enough...?
> >
> > The MAC/65 has a command that tells you the available memory region.
IIRC,
> > it is something like "SIZE". You may also reserve memory regions
yourself,
> > IIRC that's the "LOMEM" command. Typically - for pure binary programs -
> > you should place them in a memory region that is still available even if
> > a dos is in use. $1F00 and up would be fine for DOS 2.0S and 2.5.
> >
> > For BASIC code, page 6 is fine, but I'd rather suggest something between
> > the basic end and the memory top. Consider for example $8000 and up.
> >
> > So long,
> > Thomas
>
>
>
>

1427. Re: Programming for emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 20:19:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <iRuh8.41276$0C1.3308431@newsread1.prod.itd.earthlink.net>
Source record: 30747

Ken Siders has a nifty Windows utility on his site for inserting and extracting text files to .ATR or .XFD images with or without optional line feed translation. I also use TextPro on the emulator to do cut and paste work on LISTed Basic files.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Don Holmberg" <donholmberg@shaw.ca> wrote in message
news:3C85CF7E.75369E90@shaw.ca...
> I'm interested in re-learning more about the Atari 8bitters after a long
> absence. I own actual hardware (several, actually!), but I find that
> I'm totally spoilled with my nice Windows keyboard and editing software.
>
> I'd love to do BASIC editing (for example) on UltraEdit-32 and be able
> to cut and paste to an emulator...or alternately take a ASCII file and
> create a disc image around it.
>
> I realize that BASIC is tokenized, but I'm curious if anyone has any
> tricks or utilities to help them do this.
>
> Thanks!
>
> -Don Holmberg
>
>

1428. Re: me and internet

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 20:22:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DUuh8.41280$0C1.3308596@newsread1.prod.itd.earthlink.net>
Source record: 30748

You might want to create some advance posts and send them to someone who could release them on a day to day basis so the world does not seem a bit out of balance.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a6559j$s9e$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I just read a note that I will not be able to get on the net from next
> friday till one and a half weeks later on tues day. Guess that means
you'll
> have to miss me that long........ :-)
>
> CU Mathy van Nisselroy
>
>
>
>

1429. Re: SIO2IDE interface for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 21:51:50 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c868e5c_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 30749

```
Sounds cool but I couldn't understand the web page !

--
Remove 'y' from address to reply (anti-spam)
"Marek M" <marekm@aritech.com.pl> wrote in message
news:a65cs9$6g1$1@news2.ipartners.pl...
>
> If you are looking for HDD & CD-ROM interface for your 8bit Atari please
> check SIO2IDE interface:
>
> http://www.atari.cuprum.com.pl/ (SIO2IDE)
>
> Currently there are three SIO2IDE branches:
>
> - Branch 1.X, latest version 1.6 (this branch will not be developed):
> - based on Atmel AVR AT90S8515 micro @ 4.9152MHz
> - 8bit IDE ATA support (CHS mode)
> - max 48 partitions * 16MB
> - emulates Atari disks D1 to D15
> - uses only half of disk space
> - HDD can be easy configured from Atari (tool available on WWW)
>
> - Branch 2.X, latest version 2.1:
> - based on Atmel AVR ATmega161 micro @ 4.9152MHz
> - 16bit IDE ATA support (CHS and LBA mode)
> - FAT16 and FAT32 support
> - ATR file support
> - gives full access to subdirectories
> - emulates Atari disks D1 to D7
> - HDD can be easy configured from PC or Atari (tools available on WWW)
>
> - Branch 3.X, latest version 3.0 (will be released next week):
> - based on Atmel AVR ATmega161 micro @ 7.3728MHz
> - 16bit IDE ATA support (CHS and LBA mode)
> - FAT16 and FAT32 support
> - 16bit IDE ATAPI support
> - ISO9660 support for CD-ROM (now you can boot your Atari from CD and
much
> more ....)
> - ATR file support
> - gives full access to subdirectories
> - emulates Atari disks D1 to D7
> - HDD can be easy configured from PC or Atari
>
```

> Note that English documents will be available soon.
>
> Regards,
> Marek
>
>

1430. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 22:35:02 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0203061435.7cabbc6d@posting.google.com>
Source record: 30750

I checked with Brad Koda from Best and he says he does not have it.

ron

llpwhite@cs.com (LLpwhite) wrote in message
news:<20020228190158.17767.00000839@mb-fn.news.cs.com>...
> >Hi ron, I have it. To gether with the tech-manual (hardware discription).
> You can buy them from best-electronics. <
>
> You have "Secrets of Atari IO" from IJG (publishers) written by Eric VerHeiden
> -- for $4? I don't believe you can buy this from Best Electronics -- it's not
> in their catalog and not listed at their web site. Yes, the Atari Hardware &
> OS manuals are readily available, but the question is about an unpublished book
> that had only a few manuscripts copies produced.
> Larry

1431. Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 22:50:01 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Q_wh8.2417$Nn6.257022@e3500-atl2.usenetserver.com>
Source record: 30751

On the topic of redefining char sets from atari basic I read in one book, that address 742 was the MSB of the high end of user available memory.

In another book, I read that address 106 was the MSB of something called RAMTOP.

I tried looking at both from Atari Basic direct mode :

peek(106)*256+peek(105) = 41119

peek(742)*256+peek(741) = 39967

So can anyone clarify what is what and which is better to use to reserve 1k for my graphics 0 char set, and do I need to poke back new values to either of these after I reserve my 4 pages?

1432. Mydos Atari basic wedge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 23:57:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <YZxh8.2460$Nn6.274702@e3500-atl2.usenetserver.com>
Source record: 30752

It has a scratch command...

anyone know what's the syntax?

and also for the rename command?

1433. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-06 23:57:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <12yh8.41608$0C1.3340636@newsread1.prod.itd.earthlink.net>
Source record: 30753

Yes, standard IOCB stuff; $340 (832) is #0 and add 16 for each block up to #7. I+2 is the command, I+4 and I+5 are the buffer (lo hi) address and I+8 and I+9 are the (lo hi) byte count to move. You can poke all the bytes from Basic, but CIO must be called from machine language with everything set. The USR( ) call passes the IOCB # times 16 so it can be in the X register for the execution of the CIO routine. I use a JMP to the vector rather than a JSR and immediate RTS. X=USR(ADR("hhh*LVd"),16)
h > PLA # parameters passed =1, discard
h > PLA hi byte of 16 = 0, discard
h > PLA lo byte of 16 = 16 or $10, iocb offset
* > TAX put it in X
LVd > JMP $E456 ciov, its rts sends you back to Basic

The simplest and most direct way to unify a compound file is to get it all together into RAM and do a binary SAVE. If you assemble into RAM, you can do the save without going to DOS. AsmEd uses SAVE#D:TEST.OBJ<4000,427F and Mac/65 uses BSAVE with the same syntax. If you assemble to disk, note the end address and then 'L' load it from DOS; Dos reads the vectors and places each block where it belongs so that it becomes contiguous and then 'K' saves it back to disk from appropriate address. TopDos is capable of showing you the address vectors of each block as it loads and 'Compute!'s 2nd Book of Atari' contained a handy utility called DSPLOAD.BAS which simply opens and reads an .OBJ file and displays each of the load vectors that comprise it.

Unless you have appended a run address to your file, it will just load and leave you at the 'Select Item...' prompt. Otherwise Dos 2.0/2.5 and MyDos both support the '/N' option added to the end of the load filename to suppress execution of run or initial vectors.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Itqh8.4132$Yd.151713@e3500-atl1.usenetserver.com...
> Hey Ron thanks for the routine below, I need to verify something...
>
> > 1350 OPEN #1,4,0,"D1:DTOPCOD.DAT":I=832+16:POKE I+2,7
> > :POKE I+4,ADR(M$)-256*(INT(ADR(M$)/256))
> >
> > 1360 POKE I+5,INT(ADR(M$)/256):POKE I+8,0:POKE I+9,6
> > :X=USR(ADR("hhh*LVd"),16):CLOSE #1:RETURN
>
> I+8 and I+9 contain the lo and hi bytes representing the length of the ML

> routine that I want to be read into M$?
>
> Also, by using the command in MAC/65 ver 1.01 to assemble the object code
> into the file TEST.OBJ :
>
> ASM , , #D:TEST.OBJ
>
> What would be the best way to go about converting this file into another
> file that your basic routine above will work reading from it into M$?
>
> Is there some way to do a binary load of TEST.OBJ you mentioned dos '/N'
> option and then doing binary save. What dos allows me to binary load
> TEST.OBJ as created by MAC/65 without running the obj after loading it?
And
> what's the best way to save it back so your basic routine above can load
it
> into M$ without further modification?
>
> thanks for the info! I'm in heaven :)
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:rCih8.40289$0C1.3218530@newsread1.prod.itd.earthlink.net...
> > Couple of questions at cross purposes here... When in Basic, you have
256
> > bytes available and considered protected at $0600 to $06FF. In rare
cases,
> > the 1st 128 bytes are subject to use by the OS when performing a large
> INPUT
> > due to an overrun of the buffer at $580-$5FF. This has never yet
happened
> to
> > me yet...
> >
> > Now, if you are actually doing relocatable code, I recommend you ORG it
at
> > $4000 or $6000 as opposed to $600 (more later). You are only limited in
> > Atari Basic by the free memory up to 32767 bytes per string and your
> > prograsmming ability to manage the 127/128 byte maximum branch distance.
> >
> > The procedure with TEST.OBJ is straight forward with some caveats.
> > Theoretically Atari object files begin with a 2-byte FF FF header and a
> > 4-byte Start and End load vector pair in low-high byte order followed by
> the
> > requisite number of data or code bytes. SynAssembler, the Atari
Assembler
> > Editor and Atari Macro Assembler produce files of this construction. You
> can
> > easily open the file for read, GET and discard the FF FF header, GET and
> do

```
> > the math on the addresses and go accordingly.
> >
> > Now the wrinkle; Mac/65 tends to produce compound files consisting of
> chunks
> > of about 253 bytes per block and each consecutive block having its
4-byte
> > load vectors as per:
> > 1st= FF FF 00 06 FD 06 A9 01 ...
> > 2nd= FE 06 FB 07 82 CB A0...
> > 3rd= FC 07 F9 08 20 56 E4... etc.
> >
> > There are utilities to convert this output to solid unified files or
> > occasionally you may Binary Load the file into memory with the Dos '/N'
> > option and Binary Save it back as a single block with an optional run
> > address. This is why $4000 in lieu of low memory like $0600 where you
are
> > constrained by DOS and DUP.
> >
> > When your file is suitable, short routines can use:
> > 30 FOR L=1 TO27:GET #1,B:TEST$(L)=CHR$(B):NEXT L
> > 40 CLOSE #1...
> >
> > Longer code needs CIO as for this fixed 1536 byte block:
> > 1350 OPEN #1,4,0,"D1:DTOPCOD.DAT":I=832+16:POKE I+2,7
> > :POKE I+4,ADR(M$)-256*(INT(ADR(M$)/256))
> >
> > 1360 POKE I+5,INT(ADR(M$)/256):POKE I+8,0:POKE I+9,6
> > :X=USR(ADR("hhh*LVd"),16):CLOSE #1:RETURN
> >
> > The asterisk and lowercase 'd' are inverse characters. I have a separate
> > routine from Analog #13 for reading the headers and Poking the IOCB for
a
> > file of unknown length.
> >
```

1434. Re: Mydos Atari basic wedge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 00:01:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <y5yh8.41613$0C1.3341270@newsread1.prod.itd.earthlink.net>
Source record: 30754

Do you mean the one from Compute! Magazine?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:YZxh8.2460$Nn6.274702@e3500-atl2.usenetserver.com...
> It has a scratch command...
>
> anyone know what's the syntax?
>
> and also for the rename command?
>

1435. Re: Mydos Atari basic wedge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 00:53:50 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <VOyh8.2575$Nn6.292577@e3500-atl2.usenetserver.com>
Source record: 30755

No I'm using a Mydos Cartridge ...

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:y5yh8.41613$0C1.3341270@newsread1.prod.itd.earthlink.net...
> Do you mean the one from Compute! Magazine?
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:YZxh8.2460$Nn6.274702@e3500-atl2.usenetserver.com...
> > It has a scratch command...
> >
> > anyone know what's the syntax?
> >
> > and also for the rename command?
> >
>
>
>

1436. Re: Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 01:10:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <92zh8.2622$Nn6.298316@e3500-atl2.usenetserver.com>
Source record: 30757

Thanks for the info, one more thing though do I issue the new graphics command immediately after poking 106, and then proceed to copy in the cset rom?

And what's a shadow register? I read that poking the chbase address 756 will also update 54281 and then the book said I could also poke 54281 from machine language. Is 54281 only pokeable from machine language? And what's the benefit of doing this rather than poking 756. What would happen if I poked 756 from machine language? Would 54281 not get updated as it would if I poked it from basic?

A little confused...

"Lenard Spencer" <lspenc13@bellsouth.net> wrote in message news:3C8673E9.99CC6305@bellsouth.net...
> Son of man wrote:
> >
> > On the topic of redefining char sets from atari basic I read in one book,
> > that address 742 was the MSB of the high end of user available memory.
> >
> > In another book, I read that address 106 was the MSB of something called
> > RAMTOP.
> >
> > I tried looking at both from Atari Basic direct mode :
> >
> > peek(106)*256+peek(105) = 41119
> >
> > peek(742)*256+peek(741) = 39967
> >
> > So can anyone clarify what is what and which is better to use to reserve 1k
> > for my graphics 0 char set, and do I need to poke back new values to either
> > of these after I reserve my 4 pages?
>
> Ok, Peek(106)*256 (WITHOUT peek(105)) is where the system THINKS the
> last available byte is, but it it actually the first UNavailable byte.
> On powerup with the BASIC cart in, this will be $A0. Of course, this
> also regards screen memory as usable memory.
>
> Peek(742)*256+peek(741) IS the last usable byte of memory. In Graphics
> mode 0 (normal text mode with the BASIC cart) this will be 39967. The
> display list starts at 39968. Writing anything to locations 39968 to
> 39999 will at the very least scramble your screen, and possibly crash

> the whole system. Writing from 40000 to 40960 will write directly to
> the screen.
>
> To reserve memory for your character set, you poke the new number into
> 106. From this page up to the beginning of BASIC will be regarded as
> unavailable to BASIC, and free for whatever you need. Your screen
> memory will also be set up below this limit as well, so as soon as you
> poke 106 with what you need, you need to immediately after that do a
> GRAPHICS 0 (or whatever mode you need) to reset the screen below this
> threshold.
>
> Hope this helps.
>

1437. My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 01:44:16 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ayzh8.2726$Nn6.307446@e3500-atl2.usenetserver.com>
Source record: 30758

Not my first, but my first revisited :)

I decided I'm going to dedicate the rest of my life to making Atari Basic extremely powerful and easy to implement graphics techniques without knowing much. Of course I'm going to do this by trying to produce relocateable ML routines that can be called by USR.

My first routine I was thinking would be to do an all in one ML routine that would take care of relocating the char set for the Atari Basic programmer and simply return to him the starting address of his modifyable char set.

The ML routine planned is as follows :

MYCSET = USR(ADR(MYCSET$))

MYCSET$ will contain the relocateable ML routine.

Now I'm going to assume the user has already entered into the graphics mode of choice before calling this routine. This is what I plan on doing in the routine :

PLA -- number of usr variables will be zero and have to clear
stack anyways
STA 212 -- zero the LSB of the returned value from the USR function,
will be zero because character set base will always start on a page
boundary. Pretty cool optimization huh? :)

copy the rom cset at 57344 into the address beginning at 256 * (PEEK(106)-4)

update the new CHBASE with poke 756, PEEK(106)-4 and STA 213 right after
for the MSB of the returned value of the usr function.

I am not going to update the value in 106, or should I? I haven't gotten to PM graphics just yet but if I need to reserve memory for it as well, then I should update the value in 106 in this ML routine so if I take the same action in my PM graphics ML routine using 106 would still be safe?... please give me your input.

thanks. I want Atari Basic to be freaking awesome when I'm done with all my ML routines.

1438. Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 04:39:12 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com>
Source record: 30759

I don't suppose anyone knows where I can get an MP3 of the Agent USA theme (that played while you were traveling by train). I've got it stuck in my head and want to hear it on my PC.

Yes, I need medical help :)

Thanks!

Paul

1439. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 05:15:37 UTC
From: llpwhite@cs.com
Message-ID: <20020307001537.04661.00000119@mb-fk.news.cs.com>
Source record: 30760

The auction that included this on ebay went for the minimum bid of $38. I thought about bidding, but I wouldn't pay $38 just to get the "Secrets". Even in ebay parlance, "Secrets..." is rare!
Larry

1440. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 05:26:57 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <BSCh8.353471$eS3.27046001@bin3.nnrp.aus1.giganews.com>
Source record: 30761

Perhaps the winner can be persuaded to scan it...

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020307001537.04661.00000119@mb-fk.news.cs.com...
> The auction that included this on ebay went for the minimum bid of $38. I
> thought about bidding, but I wouldn't pay $38 just to get the "Secrets".
Even
> in ebay parlance, "Secrets..." is rare!
> Larry
>

1441. Re: FA: Atari Keyboard Cartridge (from Spectravision) (australia)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 05:27:39 UTC
From: llpwhite@cs.com
Message-ID: <20020307002739.04661.00000121@mb-fk.news.cs.com>
Source record: 30762

Never saw one of these (Spectravision) types before. Were these forAtari
400/800 computers? There was another brand made primarily for the 800 that
was pretty cool -- used a ribbon cable.
Larry

1442. Re: FA: Atari Keyboard Cartridge (from Spectravision) (australia)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 07:39:18 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <GOEh8.9305$Pj.1897736314@newssvr11.news.prodigy.com>
Source record: 30763

It's for the 2600. The only ones I ever see anymore are for australian machines (PAL). You actually take the case apart and install the keyboard where the panel goes. Plug it into the cart slot and joystick ports and voila- a 4K computer!
They made them for US machines as well but they've become extremely rare.
Mo

LLpwhite wrote in message
<20020307002739.04661.00000121@mb-fk.news.cs.com>...
>Never saw one of these (Spectravision) types before. Were these forAtari
>400/800 computers? There was another brand made primarily for the 800
that
>was pretty cool -- used a ribbon cable.
>Larry

1443. Re: Freelance 6502 programmers wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 09:58:46 UTC
From: Fabrice Frances <frances@eNOnsSPAMica.fr>
Message-ID: <a67dbt$80m$1@news.cict.fr>
Source record: 30764
Cross-posted to: comp.sys.acorn.programmer,comp.sys.cbm,comp.sys.atari.8bit,comp.sys.oric

"David Levy" <davidlevylondon@yahoo.com> a crit dans le message news:
6f912d1b.0203041222.1efe9150@posting.google.com...
> Our target processor is most often a member of the Sunplus 8-bit
> family. Sunplus is a major Taiwanese vendor. Some members of the
> family have a reduced 6502 instruction set, some use the full
> instruction set.

About this 6502-like Sunplus 8-bit family of processor, is it the one used
as the sound chip of the SNES ?

1444. Re: SIO2IDE interface for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 11:41:49 UTC
From: proglmr@sympatico.ca
Message-ID: <3c8751d5.4505767@news1.qc.sympatico.ca>
Source record: 30765

On Wed, 6 Mar 2002 16:36:36 +0100, "Marek M" <marekm@aritech.com.pl>
wrote:

Hello,

Indeed an english version would be understandable.

Regards.

>
>If you are looking for HDD & CD-ROM interface for your 8bit Atari please
>check SIO2IDE interface:
>
>http://www.atari.cuprum.com.pl/ (SIO2IDE)
>

1445. SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 12:39:13 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a67ms2$1frb$1@news2.ipartners.pl>
Source record: 30766

You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions) here:

http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip

Here are pictures of my SIO2IDE prototype installed in my 65XE

http://www.atari.cuprum.com.pl/sio2ide_m1.gif
http://www.atari.cuprum.com.pl/sio2ide_m2.gif

If you will have any questions please contact me directly.

Regards,
Marek M

1446. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 13:00:00 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30767

Would it also be possible to create a device using this chip, like PBI2IDE
because this could achieve higher speeds then SIO....

TXG
"Marek M" <marekm@aritech.com.pl> wrote in message
news:a67ms2$1frb$1@news2.ipartners.pl...
>
> You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions) here:
>
> http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
>
> Here are pictures of my SIO2IDE prototype installed in my 65XE
>
> http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> http://www.atari.cuprum.com.pl/sio2ide_m2.gif
>
> If you will have any questions please contact me directly.
>
> Regards,
> Marek M
>
>

1447. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 13:49:09 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a67qv6$1isc$1@news2.ipartners.pl>
Source record: 30768

The SIO2IDE interface is intended to function like other Atari peripherals
attached to the SIO connector.
Because of that:
- you don't need to replace your original Atari OS
- installing SIO2IDE is very simple you even don't need to open your Atari

Of course I am working on the HS mode for the SIO2IDE. I will try to add XF
or US Doubler HS mode.

Marek M

Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> Would it also be possible to create a device using this chip, like PBI2IDE
> because this could achieve higher speeds then SIO....
>
> TXG
> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a67ms2$1frb$1@news2.ipartners.pl...
> >
> > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions) here:
> >
> > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> >
> > Here are pictures of my SIO2IDE prototype installed in my 65XE
> >
> > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> >
> > If you will have any questions please contact me directly.
> >
> > Regards,
> > Marek M
> >
> >
>
>

1448. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 14:19:23 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30771

Hi,

For an PBI device you also don't need to open your Atari. Just plug it in.
It's not that I don't like your upgrade, I do like it but there are no new
interfaces for the PBI bus, and for alot of users like myself I have several
interfaces.

2x Blackbox: This is a very good interface, with software in ROM and easy
to use even for beginners...
1x KMK IDE: Good interface, only software is difficult.
1x MSC IDE: The only interface that has been made with a CD-ROM driver..

I just wondered if the interface could be changed a little bit to use
parallel I/O because it's faster then SIO. Secondly I really like your
interface with CD-ROM and FAT support. It's very good. I also think the
SIO2IDE would not be much different then a SIO2IDE. Only the SIO interface
part will be replaced. A normal PBI device acts like a SIO device so maybe
you want to take a look it this too. With SIO I think the maximum
transferrate would be 5 or 6 Kb a second. With PBI you can get over
32Kb/sec...

Maybe some PBI experts can give some more info...

TXG/MNX

"Marek M" <marekm@aritech.com.pl> wrote in message
news:a67qv6$1isc$1@news2.ipartners.pl...
>
> The SIO2IDE interface is intended to function like other Atari peripherals
> attached to the SIO connector.
> Because of that:
> - you don't need to replace your original Atari OS
> - installing SIO2IDE is very simple you even don't need to open your Atari
>
> Of course I am working on the HS mode for the SIO2IDE. I will try to add
XF
> or US Doubler HS mode.
>
> Marek M
>
> Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
> news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > Would it also be possible to create a device using this chip, like
PBI2IDE
> > because this could achieve higher speeds then SIO....
> >

> > TXG
> > "Marek M" <marekm@aritech.com.pl> wrote in message
> > news:a67ms2$1frb$1@news2.ipartners.pl...
> > >
> > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions)
here:
> > >
> > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > >
> > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > >
> > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > >
> > > If you will have any questions please contact me directly.
> > >
> > > Regards,
> > > Marek M
> > >
> > >
> >
> >
>
>

1449. Re: SIO2IDE interface for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 14:20:54 UTC
From: usenet-20020307@hias.horus.com
Message-ID: <slrna8etbo.24l.usenet-20020307@camel.hias.horus.com>
Source record: 30769

Hi Frank!

On Wed, 6 Mar 2002 18:04:09 +0000 (UTC), Frank Schuster wrote:
> In order to build it how much does it cost? And where to get the parts
> from?

I just searched www.reichelt.de and found the ATmega 161 PDIP for
EUR 12,50. So I guess the total cost for all parts would be
approximately EUR 20-30.

That would be quite cheap, so I think it's a nice idea to
just try it!

so long,

Hias

1450. Re: Text effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 14:25:41 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <jvte8usdec1ulisc7pep6srotk7olhejpf@4ax.com>
Source record: 30770

On Mon, 04 Mar 2002 18:01:50 GMT, sjeffers@shaw.Delete#This.ca (Shawn Jefferson) wrote:

>Just a quick question about special text effects on the Atari:
>
>In the introduction to Space for the Space Beagle there is some scrolling
>text (Gr.2 text?) that has a 3-d starfield effect behind it. How would you
>implement this?

it's done using a VBI and DLI procedure. I found this little programm
as a demonstration source code to "Bibo Assembler". Unfortunately, I
can't move it to work without Bibo-ASM, perhaps somebody can correct
my translation?

```
--- cut here sources in .m65 mac65/atasm style ---

*= $4000

Start lda #0
sta $d40e
sta $d018
sta $d01a
sta $2c6
sta $2c8
; ---------------------
lda #<DLI
sta $200
lda #>DLI
sta $201

lda #<VBI
sta $222
lda #>VBI
sta $223
; ---------------------
ldx #$10
Setup lda $d20a
sta $5000,x

lda $d20a
and #$3
sta $5100,x
inc $5100,x
lda $d20a
sta $5200,x
inx
```

```
bne Setup
; ---------------------
lda $230
sta $0
lda $231
sta $1
ldy #2
lda #$f0
sta ($0),y
; ---------------------
lda #$c0
sta $d40e
Loop jmp Loop

; ---------------------
; DLI
; ---------------------

DLI pha
tya
pha
lda #$80
sta $d011
ldy #$d0
Setstar lda $4ff,y
sta $d40a
sta $d007
lda $51ff,y
sta $d015
dey
bne Setstar
lda #0
sta $d011
pla
tay
pla
rti

; ---------------------
; VBI
; ---------------------

VBI ldy #0
Move lda $5000,y
clc
adc $5100,y
sta $5000,y
dey
bne Move
jmp $e45f
```

```
*= $02E0
.word Start

--- cut here ---

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau
```

1451. Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 14:52:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30772

Hi,

I just got an 2,1 Gb harddisk and want to connect it to my Black-box. It does work except in the controller menu I can't put a number higher then 15 in the HEADS selection. The harddisk I have has 18 heads. But the cylinders 2465 is not a problem. Is there a way to use the full harddisk or will I loose 27%???

TXG/MNX

1452. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:04:30 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a67vci$1mah$1@news2.ipartners.pl>
Source record: 30773

```
Please note that not all 8bit Ataris have PBI.
I have 65XE and I can not use any PBI device.
SIO is common for all 8bit Ataris.

Marek M
```

U&#65533;ytkownik "TXG" <txg@the-underground.myweb.nl> napisa&#65533; w wiadomo&#65533;ci
news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> Hi,
>
> For an PBI device you also don't need to open your Atari. Just plug it in.
> It's not that I don't like your upgrade, I do like it but there are no new
> interfaces for the PBI bus, and for alot of users like myself I have
several
> interfaces.
>
> 2x Blackbox: This is a very good interface, with software in ROM and easy
> to use even for beginners...
> 1x KMK IDE: Good interface, only software is difficult.
> 1x MSC IDE: The only interface that has been made with a CD-ROM driver..
>
> I just wondered if the interface could be changed a little bit to use
> parallel I/O because it's faster then SIO. Secondly I really like your
> interface with CD-ROM and FAT support. It's very good. I also think the
> SIO2IDE would not be much different then a SIO2IDE. Only the SIO interface
> part will be replaced. A normal PBI device acts like a SIO device so maybe
> you want to take a look it this too. With SIO I think the maximum
> transferrate would be 5 or 6 Kb a second. With PBI you can get over
> 32Kb/sec...
>
> Maybe some PBI experts can give some more info...
>
> TXG/MNX
>
>
> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a67qv6$1isc$1@news2.ipartners.pl...
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> > attached to the SIO connector.
> > Because of that:
> > - you don't need to replace your original Atari OS
> > - installing SIO2IDE is very simple you even don't need to open your

Atari
> >
> > Of course I am working on the HS mode for the SIO2IDE. I will try to add
> XF
> > or US Doubler HS mode.
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> > Marek M
> >
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> > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
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> > > > Regards,
> > > > Marek M
> > > >
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1453. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:05:01 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8783b6$0$90062$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30775

Hmm I heard of some 65XE systems without PBI but all I have seen do have one, on the XE series it's the combination of the cartridge port together with the second ECI port.

There are pcb's you can use to make it just like the 600XL/800XL computers.

Your interface is nice, just the speed is something I really need on my 8-bit. I run my BBS from my Black-box but there is no CD-ROM support. Your interface supports it but will be slower then my Black-box...

TXG/MNX
"Marek M" <marekm@aritech.com.pl> wrote in message
news:a67vci$1mah$1@news2.ipartners.pl...
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> > Hi,
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> > For an PBI device you also don't need to open your Atari. Just plug it
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> > It's not that I don't like your upgrade, I do like it but there are no
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> > interfaces for the PBI bus, and for alot of users like myself I have
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> > interfaces.
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> > 2x Blackbox: This is a very good interface, with software in ROM and
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> > 1x MSC IDE: The only interface that has been made with a CD-ROM driver..
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> > I just wondered if the interface could be changed a little bit to use
> > parallel I/O because it's faster then SIO. Secondly I really like your
> > interface with CD-ROM and FAT support. It's very good. I also think the
> > SIO2IDE would not be much different then a SIO2IDE. Only the SIO
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> > part will be replaced. A normal PBI device acts like a SIO device so
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> > you want to take a look it this too. With SIO I think the maximum
> > transferrate would be 5 or 6 Kb a second. With PBI you can get over
> > 32Kb/sec...
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> > "Marek M" <marekm@aritech.com.pl> wrote in message
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> > > - installing SIO2IDE is very simple you even don't need to open your
> Atari
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> > > Of course I am working on the HS mode for the SIO2IDE. I will try to
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> > XF
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1454. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:08:55 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a67vko$1mcs$1@news2.ipartners.pl>
Source record: 30774

One more think.

I think that only SIO2IDE supports FAT16/32 and ISO9660 filesystems at the moment.

U?ytkownik "TXG" <txg@the-underground.myweb.nl> napisa? w wiadomo?ci news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
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> transferrate would be 5 or 6 Kb a second. With PBI you can get over
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1455. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:23:33 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a680g7$1n4j$1@news2.ipartners.pl>
Source record: 30776

```
Look at

http://www.geocities.com/dr_seppel/pbi2_eng.htm

PBI is only available in 800/130XE but not in 65XE.
```

U&#65533;ytkownik "TXG" <txg@the-underground.myweb.nl> napisa&#65533; w wiadomo&#65533;ci
news:3c8783b6$0$90062$e4fe514c@dreader1.news.xs4all.nl...
> Hmm I heard of some 65XE systems without PBI but all I have seen do have
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>
> There are pcb's you can use to make it just like the 600XL/800XL
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1456. Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:24:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <nc1f8u8c9u5319nd07c7b5ash7k04le6gk@4ax.com>
Source record: 30777

I fancied an 800 as I lost mine way back so bid on one via ebay.

All power to the seller but I do wonder about the buyer (well just a
little).. :-)

You were not the winning bidder on the following closed item:

Item Title: ATARI 800 Computer - Twin 810 Disk Drives ++
Final Price: ï¿½102.99
Your Max Bid: ï¿½25.00

--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1457. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:24:42 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c878858$0$90041$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30778

I know for sure I have several 65XE and 800XE systems with full PBI support overhere.
Some of those systems are upgraded to 130XE or more memory. They work great with the Black-box.

What's told in this documentation is only for US 65XE systems I guess...

TXG/MNX

"Marek M" <marekm@aritech.com.pl> wrote in message
news:a680g7$1n4j$1@news2.ipartners.pl...
> Look at
>
> http://www.geocities.com/dr_seppel/pbi2_eng.htm
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>
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> U�ytkownik "TXG" <txg@the-underground.myweb.nl> napisa� w wiadomo�ci
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> > > > It's not that I don't like your upgrade, I do like it but there are
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> > add
> > > > XF
> > > > > or US Doubler HS mode.
> > > > >
> > > > > Marek M
> > > > >
> > > > > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w
wiadomosci
> > > > > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > > > Would it also be possible to create a device using this chip,
like
> > > > PBI2IDE
> > > > > > because this could achieve higher speeds then SIO....
> > > > > >
> > > > > > TXG
> > > > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > > > > >
> > > > > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English
> descriptions)
> > > > here:
> > > > > > >
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > > > > >
> > > > > > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > > > > > >
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > > > > >
> > > > > > > If you will have any questions please contact me directly.
> > > > > > >
> > > > > > > Regards,
> > > > > > > Marek M
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1458. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:40:50 UTC
From: Marek M <marekm@aritech.com.pl>
Message-ID: <a681gk$1ntn$1@news2.ipartners.pl>
Source record: 30779

I have 65XE without PBI for sure (see pictures, only cartridge slot) and this is the most popular 65XE version in Poland.

U?ytkownik "TXG" <txg@the-underground.myweb.nl> napisa? w wiadomo?ci news:3c878858$0$90041$e4fe514c@dreader1.news.xs4all.nl...
> I know for sure I have several 65XE and 800XE systems with full PBI support
> overhere.
> Some of those systems are upgraded to 130XE or more memory. They work great
> with the Black-box.
>
> What's told in this documentation is only for US 65XE systems I guess...
>
> TXG/MNX
>
> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a680g7$1n4j$1@news2.ipartners.pl...
> > Look at
> >
> > http://www.geocities.com/dr_seppel/pbi2_eng.htm
> >
> > PBI is only available in 800/130XE but not in 65XE.
> >
> >
> > U?ytkownik "TXG" <txg@the-underground.myweb.nl> napisa? w wiadomo?ci
> > news:3c8783b6$0$90062$e4fe514c@dreader1.news.xs4all.nl...
> > > Hmm I heard of some 65XE systems without PBI but all I have seen do have
> > > one, on the XE series it's the combination of the cartridge port
> together
> > > with the second ECI port.
> > >
> > > There are pcb's you can use to make it just like the 600XL/800XL
> > computers.
> > >
> > > Your interface is nice, just the speed is something I really need on my
> > > 8-bit. I run my BBS from my Black-box but there is no CD-ROM support.
> Your
> > > interface supports it but will be slower then my Black-box...
> > >
> > > TXG/MNX

> > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > news:a67vci$1mah$1@news2.ipartners.pl...
> > > > Please note that not all 8bit Ataris have PBI.
> > > > I have 65XE and I can not use any PBI device.
> > > > SIO is common for all 8bit Ataris.
> > > >
> > > > Marek M
> > > >
> > > > U�ytkownik "TXG" <txg@the-underground.myweb.nl> napisa� w wiadomo�ci
> > > > news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> > > > > Hi,
> > > > >
> > > > > For an PBI device you also don't need to open your Atari. Just
plug
> it
> > > in.
> > > > > It's not that I don't like your upgrade, I do like it but there
are
> no
> > > new
> > > > > interfaces for the PBI bus, and for alot of users like myself I
have
> > > > several
> > > > > interfaces.
> > > > >
> > > > > 2x Blackbox: This is a very good interface, with software in ROM
> and
> > > easy
> > > > > to use even for beginners...
> > > > > 1x KMK IDE: Good interface, only software is difficult.
> > > > > 1x MSC IDE: The only interface that has been made with a CD-ROM
> > driver..
> > > > >
> > > > > I just wondered if the interface could be changed a little bit to
> use
> > > > > parallel I/O because it's faster then SIO. Secondly I really like
> your
> > > > > interface with CD-ROM and FAT support. It's very good. I also
think
> > the
> > > > > SIO2IDE would not be much different then a SIO2IDE. Only the SIO
> > > interface
> > > > > part will be replaced. A normal PBI device acts like a SIO device
so
> > > maybe
> > > > > you want to take a look it this too. With SIO I think the maximum
> > > > > transferrate would be 5 or 6 Kb a second. With PBI you can get
over
> > > > > 32Kb/sec...

> > > > >
> > > > > Maybe some PBI experts can give some more info...
> > > > >
> > > > > TXG/MNX
> > > > >
> > > > >
> > > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > > news:a67qv6$1isc$1@news2.ipartners.pl...
> > > > > >
> > > > > > The SIO2IDE interface is intended to function like other Atari
> > > > peripherals
> > > > > > attached to the SIO connector.
> > > > > > Because of that:
> > > > > > - you don't need to replace your original Atari OS
> > > > > > - installing SIO2IDE is very simple you even don't need to open
> your
> > > > Atari
> > > > > >
> > > > > > Of course I am working on the HS mode for the SIO2IDE. I will
try
> to
> > > add
> > > > > XF
> > > > > > or US Doubler HS mode.
> > > > > >
> > > > > > Marek M
> > > > > >
> > > > > > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w
> wiadomosci
> > > > > > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > > > > Would it also be possible to create a device using this chip,
> like
> > > > > PBI2IDE
> > > > > > > because this could achieve higher speeds then SIO....
> > > > > > >
> > > > > > > TXG
> > > > > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > > > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > > > > > >
> > > > > > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English
> > descriptions)
> > > > > here:
> > > > > > > >
> > > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > > > > > >
> > > > > > > > Here are pictures of my SIO2IDE prototype installed in my
65XE

> > > > > > > >
> > > > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > > > > > > >
> > > > > > > > > If you will have any questions please contact me directly.
> > > > > > > > >
> > > > > > > > > Regards,
> > > > > > > > > Marek M
> > > > > > > > > >
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1459. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 15:54:06 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a682cq$r01$1@innferno.news.tiscali.de>
Source record: 30780

I ask again: who the hell needs so much memory (exept from windoze-users)???

Mirko

"TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
news:3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> Hi,
>
> I just got an 2,1 Gb harddisk and want to connect it to my Black-box. It
> does work except in the controller menu I can't put a number higher then
15
> in the HEADS selection. The harddisk I have has 18 heads. But the
cylinders
> 2465 is not a problem. Is there a way to use the full harddisk or will I
> loose 27%???
>
> TXG/MNX
>
>

1460. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:00:21 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8790ae$0$90064$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30781

Who? Me, I have 1Mb in my 130XE and it still isn't enough my ramdisk is completly full... I run a BBS on that system...

Secondly when you have a big harddisk you can put many diskettes on it which is very easy. Up-to 96 partitions from 16Mb each...

For programming on 8-bit a big ramdisk is nice, you can put all your lib's and tools in it. But when I need to fill my ramdisk, I like to do it from a batch file and because there are no floppy's that can hold 1Mb (Exept the HDI) and I don't like to swap disks I use a harddisk.

My old harddisk began to make to much noise and I think it was a matter of days before it stops for ever, what would mean I lose all data.... now I put everything on my new harddisk, but I like to fill it completly...

TXG/MNX

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a682cq$r01$1@innferno.news.tiscali.de...
> I ask again: who the hell needs so much memory (exept from
windoze-users)???
>
> Mirko
>
> "TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
> news:3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> > Hi,
> >
> > I just got an 2,1 Gb harddisk and want to connect it to my Black-box. It
> > does work except in the controller menu I can't put a number higher then
> 15
> > in the HEADS selection. The harddisk I have has 18 heads. But the
> cylinders
> > 2465 is not a problem. Is there a way to use the full harddisk or will I
> > loose 27%???
> >
> > TXG/MNX
> >
> >
>
>

1461. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:15:26 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a683mv$4t9$1@thorium.cix.co.uk>
Source record: 30782

"Marek M" <marekm@aritech.com.pl> wrote in message
news:a681gk$1ntn$1@news2.ipartners.pl...
>
> I have 65XE without PBI for sure (see pictures, only cartridge slot) and
> this is the most popular 65XE version in Poland.
>
>

I Understand that the UK and some western European countries recived mainly
65XEs with PBI, The rest of the world had em without PBI. I don't think i
have ever seen a PBI less version, but i live in the UK. In America and
other places the PBI less version is the norm.

800s, didn't have one IIRC
Not sure if the one on the XL range is compatable with the XE ones, so for
maximum compatability SIO is the way to go.

And if your ham fisted with a soldering iorn like i am, the less playing
with the guts of my machine the better ;o)

1462. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:18:21 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8794e7$0$90059$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30784

> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a681gk$1ntn$1@news2.ipartners.pl...
> >
> > I have 65XE without PBI for sure (see pictures, only cartridge slot) and
> > this is the most popular 65XE version in Poland.
> >
> I Understand that the UK and some western European countries recived
mainly
> 65XEs with PBI, The rest of the world had em without PBI. I don't think i
> have ever seen a PBI less version, but i live in the UK. In America and
> other places the PBI less version is the norm.
>
> 800s, didn't have one IIRC
> Not sure if the one on the XL range is compatable with the XE ones, so for
> maximum compatability SIO is the way to go.

I can tell you that the XE/XL PBI is the same exept from the connector.
There are adapter pcb's which makes it just like the XL/XE series. You will
have 1 cartridge like the XL and the 50 pin connector. It's also very handy
such a pcb because the cartridge from the XE is not very handy when using
R-time8 + SDX

SIO is great ... just the speed is not nice when transfering big files from
a CD-ROM or other things....

TXG/MNX

1463. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:25:36 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <rsMh8.5219$Nn6.477049@e3500-atl2.usenetserver.com>
Source record: 30783

Not all Atari's have the PBI, like the XEGM and the 1200XL

SIO is fully compatible with all...

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> Hi,
>
> For an PBI device you also don't need to open your Atari. Just plug it in.
> It's not that I don't like your upgrade, I do like it but there are no new
> interfaces for the PBI bus, and for alot of users like myself I have
several
> interfaces.
>
> 2x Blackbox: This is a very good interface, with software in ROM and easy
> to use even for beginners...
> 1x KMK IDE: Good interface, only software is difficult.
> 1x MSC IDE: The only interface that has been made with a CD-ROM driver..
>
> I just wondered if the interface could be changed a little bit to use
> parallel I/O because it's faster then SIO. Secondly I really like your
> interface with CD-ROM and FAT support. It's very good. I also think the
> SIO2IDE would not be much different then a SIO2IDE. Only the SIO interface
> part will be replaced. A normal PBI device acts like a SIO device so maybe
> you want to take a look it this too. With SIO I think the maximum
> transferrate would be 5 or 6 Kb a second. With PBI you can get over
> 32Kb/sec...
>
> Maybe some PBI experts can give some more info...
>
> TXG/MNX
>
>
> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a67qv6$1isc$1@news2.ipartners.pl...
> >
> > The SIO2IDE interface is intended to function like other Atari
peripherals
> > attached to the SIO connector.
> > Because of that:
> > - you don't need to replace your original Atari OS
> > - installing SIO2IDE is very simple you even don't need to open your
Atari
> >
> > Of course I am working on the HS mode for the SIO2IDE. I will try to add

> XF
> > or US Doubler HS mode.
> >
> > Marek M
> >
> > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
> > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > Would it also be possible to create a device using this chip, like
> PBI2IDE
> > > because this could achieve higher speeds then SIO....
> > >
> > > TXG
> > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > >
> > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions)
> here:
> > > >
> > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > >
> > > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > > >
> > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > >
> > > > If you will have any questions please contact me directly.
> > > >
> > > > Regards,
> > > > Marek M
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1464. Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:35:51 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30785

Hi,

You did send me some private e-mails I responded but the returned as undelivered. I just replied on them. So please check and send me your e-mail again, so I can send you some replies...

TXG/MNX

1465. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:58:22 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com>
Source record: 30786

my email address is

bcozier@bellsouth.net

if it doesn't work then something must be wrong with ISP.

I'll try sending an email to myself...

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> Hi,
>
> You did send me some private e-mails I responded but the returned as
> undelivered. I just replied on them. So please check and send me your
e-mail
> again, so I can send you some replies...
>
> TXG/MNX
>
>

1466. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 16:59:19 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com>
Source record: 30787

My email went through ok to myself ...

"Son of man" <bcozier@bellsouth.net> wrote in message
news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> my email address is
>
> bcozier@bellsouth.net
>
>
> if it doesn't work then something must be wrong with ISP.
>
> I'll try sending an email to myself...
>
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > Hi,
> >
> > You did send me some private e-mails I responded but the returned as
> > undelivered. I just replied on them. So please check and send me your
> e-mail
> > again, so I can send you some replies...
> >
> > TXG/MNX
> >
> >
>
>
>

1467. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 17:02:46 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a686bugto1@news.chatlink.com>
Source record: 30788

I asked Bob Puff about this when I set up my BB. The limit is approx. 1 GB
of usable space on the hard drive due to the limits of BB config parameters.
Anyhow, the partition table is limited to 96, so at 16MB each, you still
would be limited to about 1.5GB. Of course you could do the BB flash rom
upgrade and start hacking the BB rom to get by these limitations...
-Dan

1468. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 17:30:51 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203070930.45be1d87@posting.google.com>
Source record: 30789

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com>...
> I don't suppose anyone knows where I can get an MP3 of the Agent USA theme
> (that played while you were traveling by train). I've got it stuck in my
> head and want to hear it on my PC.

You'd probably have better luck looking for it in sap format... SAP is
a format for storing Atari 8bit music from a variety of sources, this
page has more info:
http://asma.dspaudio.com/download.htm

...including an archive (1,387 files) and a plug-in for WinAMP to play
them. No sign of Agent USA, but they claim that ripping music from
existing games is easy... never tried it, so I can't comment.

However, it is painfully crippled IMHO because it plays all music at
50kHz, the same as playing on an emulator in PAL mode. This means that
the "classic" games which were written with NTSC in mind play
noticably slower than they should. I tried fiddling and was not able
to find a way to get them to play at 60. Maybe I should try e-mailing
the author one of these days...

Except for them playing slowly, it is otherwise very impressive - a
very nice reproduction of the "real sound", the SAP files can include
multiple songs (ie, all the different music from a single game in one
file), and they're tiny - usually between .5 and 4K.

1469. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 17:41:19 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30790

I get:

----- The following addresses had permanent fatal errors -----

<bcozier@bellsouth.net>

(reason: 550 .net 003: you are not allowed to send e-mail to
bcozier@bellsouth.net)

NOT allowed!

TXG/MNX

"Son of man" <bcozier@bellsouth.net> wrote in message
news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> My email went through ok to myself ...
>
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> > my email address is
> >
> > bcozier@bellsouth.net
> >
> >
> > if it doesn't work then something must be wrong with ISP.
> >
> > I'll try sending an email to myself...
> >
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > Hi,
> > >
> > > You did send me some private e-mails I responded but the returned as
> > > undelivered. I just replied on them. So please check and send me your
> > e-mail
> > > again, so I can send you some replies...
> > >
> > > TXG/MNX
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1470. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:17:54 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c87b0ee$0$90058$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30793

```
Do you have another account, like hotmail or yahoo?

TXG/MNX
"Son of man" <bcozier@bellsouth.net> wrote in message
news:P1Oh8.14252$Yd.550179@e3500-atl1.usenetserver.com...
> Maybe your ISP is preventing you from sending to bellsouth.net ?? Has
> someone reported you as abuse to that domain?
>
> I am receiving all kinds of junkmail, so everything looks ok from my end,
I
> have no one in block senders list ...
>
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > I get:
> >
> > ----- The following addresses had permanent fatal errors -----
> >
> > <bcozier@bellsouth.net>
> >
> > (reason: 550 .net 003: you are not allowed to send e-mail to
> > bcozier@bellsouth.net)
> >
> >
> >
> > NOT allowed!
> >
> >
> >
> > TXG/MNX
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> > > My email went through ok to myself ...
> > >
> > >
> > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> > > > my email address is
> > > >
> > > > bcozier@bellsouth.net
> > > >
> > > >
```

> > > > if it doesn't work then something must be wrong with ISP.
> > > >
> > > > I'll try sending an email to myself...
> > > >
> > > >
> > > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > > > Hi,
> > > > >
> > > > > You did send me some private e-mails I responded but the returned
as
> > > > > undelivered. I just replied on them. So please check and send me
> your
> > > > e-mail
> > > > > again, so I can send you some replies...
> > > > >
> > > > > TXG/MNX
> > > > >
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1471. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:19:10 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <_%Nh8.14247$Yd.549772@e3500-atl1.usenetserver.com>
Source record: 30791

```
Let me check my settings see if I have anyone blocked. I never blocked
anyone in my life..

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> I get:
>
> ----- The following addresses had permanent fatal errors -----
>
> <bcozier@bellsouth.net>
>
> (reason: 550 .net 003: you are not allowed to send e-mail to
> bcozier@bellsouth.net)
>
>
>
> NOT allowed!
>
>
>
> TXG/MNX
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> > My email went through ok to myself ...
> >
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> > > my email address is
> > >
> > > bcozier@bellsouth.net
> > >
> > >
> > > if it doesn't work then something must be wrong with ISP.
> > >
> > > I'll try sending an email to myself...
> > >
> > >
> > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > > Hi,
> > > >
> > > > You did send me some private e-mails I responded but the returned as
```

> > > > undelivered. I just replied on them. So please check and send me
your
> > > e-mail
> > > > again, so I can send you some replies...
> > > >
> > > > TXG/MNX
> > > >
> > > >
> > >
> > >
> > >
> >
> >
> >
>
>

1472. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:21:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <P1Oh8.14252$Yd.550179@e3500-atl1.usenetserver.com>
Source record: 30792

Maybe your ISP is preventing you from sending to bellsouth.net ?? Has someone reported you as abuse to that domain?

I am receiving all kinds of junkmail, so everything looks ok from my end, I have no one in block senders list ...

"TXG" <txg@the-underground.myweb.nl> wrote in message news:3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> I get:
>
> ----- The following addresses had permanent fatal errors -----
>
> <bcozier@bellsouth.net>
>
> (reason: 550 .net 003: you are not allowed to send e-mail to
> bcozier@bellsouth.net)
>
>
>
> NOT allowed!
>
>
>
> TXG/MNX
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> > My email went through ok to myself ...
> >
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> > > my email address is
> > >
> > > bcozier@bellsouth.net
> > >
> > >
> > > if it doesn't work then something must be wrong with ISP.
> > >
> > > I'll try sending an email to myself...
> > >
> > >
> > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > > Hi,

> > > >
> > > > You did send me some private e-mails I responded but the returned as
> > > > undelivered. I just replied on them. So please check and send me
your
> > > e-mail
> > > > again, so I can send you some replies...
> > > >
> > > > TXG/MNX
> > > >
> > > >
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>

1473. Re: Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:30:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LkOh8.964$Vx1.48313@newsread1.prod.itd.earthlink.net>
Source record: 30794

First DO NOT use location 105 as part of the calculation for the top of memory!

The following is what I understand:

RAMTOP (106) contains the page number (high byte, and there is no low byte here) of what the system believes is the total Ram capacity. The system will not use any memory *above* this value because it does not think any is there. One caveat: the 400/800 OS A and OS B contained a bug that could zero up to 800 bytes above RAMTOP during a clear screen or text window scroll - remember, the system does not think RAM is there. The XL/XE OS successfully corrected this problem.

MEMTOP (741-2) contains the address (low byte, high byte) of the highest free memory location for program and data use; it is available for Basic use because the display id not using it. The display list and screen ram begin here and go up. The system will not use any memory *below* this value for the display. Basic and the OS cooperate to avoid memory use conflicts; when a graphic mode change requires more RAM, it will adjust MEMTOP down as needed, but not if MEMTOP would be pushed below APPMHI (14-5). Basic generates an out of memory error when program or string space would exceed MEMTOP.

MEMLO (743-4) contains the address (low, high) of the lowest free memory for application use. Basic will not put program or data *below* this location *after* it passes the MEMLO value to LOMEM (128-9). MEMLO contents are passed to LOMEM with the 'NEW' command or initializing the cartridge; both are difficult under program control... The OS sets MEMLO at 1792 and DOS bumps it up to about 7500-9000 depending on version and buffer needs. Sparta is usually lower and the 850 interface handler pushes it higher. MEMLO is normally adjusted by an Autorun.Sys file during boot before Basic starts, to protect memory below your program.

Lowering RAMTOP by a POKE 106,PEEK(106)-4 followed by a GRAPHICS call will force the OS to move the display below your new value. There are no additional pokes needed to preserve that memory.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Q_wh8.2417$Nn6.257022@e3500-atl2.usenetserver.com...
> On the topic of redefining char sets from atari basic I read in one book,
> that address 742 was the MSB of the high end of user available memory.

>
> In another book, I read that address 106 was the MSB of something called
> RAMTOP.
>
> I tried looking at both from Atari Basic direct mode :
>
> peek(106)*256+peek(105) = 41119
>
> peek(742)*256+peek(741) = 39967
>
> So can anyone clarify what is what and which is better to use to reserve
1k
> for my graphics 0 char set, and do I need to poke back new values to
either
> of these after I reserve my 4 pages?
>

1474. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:36:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <OqOh8.973$Vx1.49557@newsread1.prod.itd.earthlink.net>
Source record: 30795

Hi Mike;

Where are you? Most of us would send you a DOS disk for the cost of a disk
and postage between $1 and $2, and would probably fill the remainder of that
disk. PC => A8 transfer with your hardware is going to be SIO2PC or RVerter
null modem cable. I think this page has info on both:
http://www.redshift.com/~cdyson/atari.html

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike K" <steakum47@hotmail.com> wrote in message
news:sZDg8.134723$s43.32067474@typhoon.columbus.rr.com...
> Hello,
>
> I just recently acquired an Atari 800, Atari 400, 1050 Disk Drive and 810
> Disk Drive.
>
> I'm very excited to get these computers running, but do not have any
> software (more importantly DOS).
>
> Can someone point me in the right direction? I've tried Ebay, but there
> isn't anything listed at the moment. I've read the Atari FAQ for
> transferring files, but that goes over my head.
>
> Is there someone out there that has a dummies guide to transferring the
> files between a windows machine and atari? Is there someone out there
that
> can help me out with some old software?
>
> Thank you,
> Mike
>
>
>

1475. Re: Mydos Atari basic wedge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 18:52:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nFOh8.1015$Vx1.51320@newsread1.prod.itd.earthlink.net>
Source record: 30796

Basic wedge refers to a method of inserting your own ML parse commands
routine into the screen editor process. You just look for your new commands
and pass anything else to Basic. The first I saw was published in Compute!
probably around '82-83. I have not seen any info on contents of the MyDos
cart.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:VOyh8.2575$Nn6.292577@e3500-atl2.usenetserver.com...
> No I'm using a Mydos Cartridge ...
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:y5yh8.41613$0C1.3341270@newsread1.prod.itd.earthlink.net...
> > Do you mean the one from Compute! Magazine?
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:YZxh8.2460$Nn6.274702@e3500-atl2.usenetserver.com...
> > > It has a scratch command...
> > >
> > > anyone know what's the syntax?
> > >
> > > and also for the rename command?
>

1476. 3D Starfield (was Text effects)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 19:03:04 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <u2ef8u8kh6p3icb6n5ul8r0gehnrlse22k@4ax.com>
Source record: 30647

Howdy *.*!

I found some old demonstration sources to bibo-assembler by compy shop. While Shawn Jefferson was asking for it I did understand the sources and rewrote it completly for better readability. It can be compiled with the wonderfull ATasm Atari Compiler and should be compatible to MAC/65. If you are interested in a text-file or binary-executable just e-mail me.

Have fun!

--- cut here ---

```
; ------------------------------------------------
; constants
; ------------------------------------------------

VDSLST = $0200 ; vector display list
SDLSTL = $0230 ; shadow register that points to dl
VVBLKI = $0222 ; VBI vector
COLOR2 = $02c6 ; shadow register color2
COLOR4 = $02c8 ; shadow register color4
HPOSM3 = $d007 ; horizontal position of missile3
GRAFM = $d011 ; register for missiles
COLPM3 = $d015 ; color register for for missile3
COLPF2 = $d018 ; color register playfield2
COLBK = $d01a ; background color
NMIEN = $d40e ; VBI switch
RANDOM = $d20a ; (r) gets a random number
WSYNC = $d40a ; (w) stops cpu for a vertical synchronisation
SYSVBV = $e45f ; jump to OS VBI

; ------------------------------------------------
; variables
; ------------------------------------------------

starfield = $5000 ; array of random stars
speed = $5100 ; array of speed for each star
colors = $5200 ; array of color for each star

; ------------------------------------------------
; segment: main program
; ------------------------------------------------

*= $4000
```

```
Start lda #0
sta NMIEN ; disable VBI's/DLI's
sta COLPF2 ; set colors to black
sta COLBK
sta COLOR2
sta COLOR4

;----------------------
lda #<DLI ; register new DLI subroutine
sta VDSLST
lda #>DLI
sta VDSLST+1

lda #<VBI ; register new VBI subroutine
sta VVBLKI
lda #>VBI
sta VVBLKI+1

;----------------------
ldx #10 ; prepare a loop for each line
Setup lda RANDOM ; load a random byte
sta starfield,x ; and save it as a new star position

lda RANDOM ; load another random byte
and #$3 ; generate some speed informations
sta speed,x ; and save them
inc speed,x

lda RANDOM ; at last save color information
sta colors,x ; and make it looking atari

inx ; repeat it, until all lines are done
bne Setup

; ---------------------
lda SDLSTL ; save the dl-program adress
sta $0 ; into page zero
lda SDLSTL+1
sta $1

ldy #2 ; and adjust the existing progamm
lda #$f0 ; with command "$f0"
sta ($0),y

; ---------------------
lda #$c0 ; enable VBI's/DLI's
sta NMIEN

Loop nop ; do what you like
jmp Loop ; endless loop

; ------------------------------------------------
; DLI subroutine
;
; this is the tricky part of the starfield
```

```
; normaly, a long blocky missile should be drawn
; but DLI changes in each line the position and behaviour
; ---------------------------------------------------

DLI pha ; save the registers to stack
tya
pha

lda #$80 ; draw a star in missile register
sta GRAFM ; (writes bit 7 in missile 3)

ldy #$d0 ; prepare a loop
Setstar lda starfield-1,y
sta WSYNC ; wait for synchronize
sta HPOSM3 ; 'paint the new' star
lda colors-1,y
sta COLPM3 ; and change the color
dey
bne Setstar ; repeat it for every single line
pla
tay
pla
rti

; ---------------------------------------------------
; VBI subroutine
;
; here we calculate the 3d type fx and the new star
; positons. this is just changing the arrays on
; every vertical blank interrupt
; ---------------------------------------------------

VBI ldy #0
Move lda starfield,y
clc
adc speed,y
sta starfield,y
dey
bne Move
jmp SYSVBV

; --------------------------------
; segment: dos loader
; --------------------------------

*= $02E0
.word Start

--- cut here ---

bye sez
\thomsen
```

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1477. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 19:43:55 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <rfPh8.14503$Yd.566706@e3500-atl1.usenetserver.com>
Source record: 30648

I created one at bernardcozier@yahoo.com

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c87b0ee$0$90058$e4fe514c@dreader1.news.xs4all.nl...
> Do you have another account, like hotmail or yahoo?
>
> TXG/MNX
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:P1Oh8.14252$Yd.550179@e3500-atl1.usenetserver.com...
> > Maybe your ISP is preventing you from sending to bellsouth.net ?? Has
> > someone reported you as abuse to that domain?
> >
> > I am receiving all kinds of junkmail, so everything looks ok from my
end,
> I
> > have no one in block senders list ...
> >
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > I get:
> > >
> > > ----- The following addresses had permanent fatal errors -----
> > >
> > > <bcozier@bellsouth.net>
> > >
> > > (reason: 550 .net 003: you are not allowed to send e-mail to
> > > bcozier@bellsouth.net)
> > >
> > >
> > >
> > > NOT allowed!
> > >
> > >
> > >
> > > TXG/MNX
> > >
> > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> > > > My email went through ok to myself ...
> > > >
> > > >
> > > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > > news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...

> > > > > my email address is
> > > > >
> > > > > bcozier@bellsouth.net
> > > > >
> > > > >
> > > > > if it doesn't work then something must be wrong with ISP.
> > > > >
> > > > > I'll try sending an email to myself...
> > > > >
> > > > >
> > > > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > > > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > > > > Hi,
> > > > > >
> > > > > > You did send me some private e-mails I responded but the
returned
> as
> > > > > > undelivered. I just replied on them. So please check and send me
> > your
> > > > > > e-mail
> > > > > > again, so I can send you some replies...
> > > > > >
> > > > > > TXG/MNX
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1478. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 20:11:46 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a68hfu$10ig$1@innferno.news.tiscali.de>
Source record: 30649

But you can only use up to 10x16MB at once. For more, you have to swap some
partitions...
What DOS do you use? SpartaDOS?

Mirko

"TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
news:3c8790ae$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> Who? Me, I have 1Mb in my 130XE and it still isn't enough my ramdisk is
> completly full... I run a BBS on that system...
>
> Secondly when you have a big harddisk you can put many diskettes on it
which
> is very easy. Up-to 96 partitions from 16Mb each...
>
> For programming on 8-bit a big ramdisk is nice, you can put all your lib's
> and tools in it. But when I need to fill my ramdisk, I like to do it from
a
> batch file and because there are no floppy's that can hold 1Mb (Exept the
> HDI) and I don't like to swap disks I use a harddisk.
>
> My old harddisk began to make to much noise and I think it was a matter of
> days before it stops for ever, what would mean I lose all data.... now I
put
> everything on my new harddisk, but I like to fill it completly...
>
> TXG/MNX
>
>
>
>
>
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:a682cq$r01$1@innferno.news.tiscali.de...
> > I ask again: who the hell needs so much memory (exept from
> windoze-users)???
> >
> > Mirko
> >
> > "TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
> > news:3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> > > Hi,
> > >
> > > I just got an 2,1 Gb harddisk and want to connect it to my Black-box.
It

> > > does work except in the controller menu I can't put a number higher
then
> > 15
> > > in the HEADS selection. The harddisk I have has 18 heads. But the
> > cylinders
> > > 2465 is not a problem. Is there a way to use the full harddisk or will
I
> > > loose 27%???
> > >
> > > TXG/MNX
> > >
> > >
> >
> >
>
>

1479. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 20:48:43 UTC
From: ansk@home.se
Message-ID: <3c87d193.431686@nntpserver.swip.net>
Source record: 30650

On Thu, 07 Mar 2002 15:24:04 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:
> ...
> All power to the seller but I do wonder about the buyer (well
> just a little).. :-)
>
> You were not the winning bidder on the following closed item:
>
> Item Title: ATARI 800 Computer - Twin 810 Disk Drives ++
> Final Price: ?102.99
> Your Max Bid: ?25.00

Do you think ?102.99 is too much for the Atari 800 and the two
810 disk drives?

Anders

1480. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 21:51:46 UTC
From: llpwhite@cs.com
Message-ID: <20020307165146.13417.00000199@mb-fn.news.cs.com>
Source record: 30651

> Of course I am working on the HS mode for the SIO2IDE. I will try to add XF or US Doubler HS mode. <

Hi Marek-
I am very enthusiastic about SIO2IDE and look forward to purchasing one! But I have been wondering about the HS. Even at 19200, won't the drive should respond much faster -- much like a "virtual" drive on APE or SIO2PC? Of course, 2X would certainly be better! :-) Congratulations for making this a reality!
Larry

1481. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 21:55:16 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c87e3de$0$90042$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30652

I think it works now...

THX!

TXG/MNX
"Son of man" <bcozier@bellsouth.net> wrote in message
news:rfPh8.14503$Yd.566706@e3500-atl1.usenetserver.com...
> I created one at bernardcozier@yahoo.com
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3c87b0ee$0$90058$e4fe514c@dreader1.news.xs4all.nl...
> > Do you have another account, like hotmail or yahoo?
> >
> > TXG/MNX
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:P1Oh8.14252$Yd.550179@e3500-atl1.usenetserver.com...
> > > Maybe your ISP is preventing you from sending to bellsouth.net ?? Has
> > > someone reported you as abuse to that domain?
> > >
> > > I am receiving all kinds of junkmail, so everything looks ok from my
> end,
> > I
> > > have no one in block senders list ...
> > >
> > >
> > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > news:3c87a858$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > I get:
> > > >
> > > > ----- The following addresses had permanent fatal errors -----
> > > >
> > > > <bcozier@bellsouth.net>
> > > >
> > > > (reason: 550 .net 003: you are not allowed to send e-mail to
> > > > bcozier@bellsouth.net)
> > > >
> > > >
> > > >
> > > > NOT allowed!
> > > >
> > > >
> > > >
> > > > TXG/MNX
> > > >
> > > > "Son of man" <bcozier@bellsouth.net> wrote in message

> > > > news:2YMh8.5313$Nn6.481622@e3500-atl2.usenetserver.com...
> > > > > My email went through ok to myself ...
> > > > >
> > > > >
> > > > > "Son of man" <bcozier@bellsouth.net> wrote in message
> > > > > news:9XMh8.5312$Nn6.481013@e3500-atl2.usenetserver.com...
> > > > > > my email address is
> > > > > >
> > > > > > bcozier@bellsouth.net
> > > > > >
> > > > > >
> > > > > > if it doesn't work then something must be wrong with ISP.
> > > > > >
> > > > > > I'll try sending an email to myself...
> > > > > >
> > > > > >
> > > > > > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > > > > > news:3c879901$0$90070$e4fe514c@dreader1.news.xs4all.nl...
> > > > > > > Hi,
> > > > > > >
> > > > > > > You did send me some private e-mails I responded but the
> returned
> > as
> > > > > > > undelivered. I just replied on them. So please check and send
me
> > > your
> > > > > > > e-mail
> > > > > > > again, so I can send you some replies...
> > > > > > >
> > > > > > > TXG/MNX
> > > > > > >
> > > > > > >
> > > > > > >
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>

1482. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-07 21:57:18 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c87e458$0$90057$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30653

Yep, I use SpartaDOS, but you can swap partitions with software. Without manually have to swap them. The other thing would be to rewrite SpartaDOS to use the 64Mb limit that the Black-box knows. There are already 2 extra bits reserved for this task only there still isn't a DOS that supports it....

TXG/MNX
"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a68hfu$10ig$1@innferno.news.tiscali.de...
> But you can only use up to 10x16MB at once. For more, you have to swap
some
> partitions...
> What DOS do you use? SpartaDOS?
>
> Mirko
>
>
> "TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
> news:3c8790ae$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> > Who? Me, I have 1Mb in my 130XE and it still isn't enough my ramdisk is
> > completly full... I run a BBS on that system...
> >
> > Secondly when you have a big harddisk you can put many diskettes on it
> which
> > is very easy. Up-to 96 partitions from 16Mb each...
> >
> > For programming on 8-bit a big ramdisk is nice, you can put all your
lib's
> > and tools in it. But when I need to fill my ramdisk, I like to do it
from
> a
> > batch file and because there are no floppy's that can hold 1Mb (Exept
the
> > HDI) and I don't like to swap disks I use a harddisk.
> >
> > My old harddisk began to make to much noise and I think it was a matter
of
> > days before it stops for ever, what would mean I lose all data.... now I
> put
> > everything on my new harddisk, but I like to fill it completly...
> >
> > TXG/MNX
> >
> >
> >

> >
> >
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:a682cq$r01$1@innferno.news.tiscali.de...
> > > I ask again: who the hell needs so much memory (exept from
> > windoze-users)???
> > >
> > > Mirko
> > >
> > > "TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
> > > news:3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> > > > Hi,
> > > >
> > > > I just got an 2,1 Gb harddisk and want to connect it to my
Black-box.
> It
> > > > does work except in the controller menu I can't put a number higher
> then
> > > 15
> > > > in the HEADS selection. The harddisk I have has 18 heads. But the
> > > cylinders
> > > > 2465 is not a problem. Is there a way to use the full harddisk or
will
> I
> > > > loose 27%???
> > > >
> > > > TXG/MNX
> > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

1483. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 00:08:44 UTC
From: daclmi@netscape.net
Message-ID: <3c8800d3.3011512@news.CIS.DFN.DE>
Source record: 30655

On Wed, 6 Mar 2002 20:44:16 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I decided I'm going to dedicate the rest of my life to making Atari Basic
>extremely powerful and easy to implement graphics techniques without knowing
>much.

This is a noble, selfless thing you are doing and I salute you! ;)

1484. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 00:24:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <h41g8uopmpsh3vnga20rl4ul9aco7q1som@4ax.com>
Source record: 30654

On Thu, 07 Mar 2002 20:48:43 GMT, ansk@home.se (Anders Skelander)
wrote:

>
>On Thu, 07 Mar 2002 15:24:04 +0000, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>> ...
>> All power to the seller but I do wonder about the buyer (well
>> just a little).. :-)
>>
>> You were not the winning bidder on the following closed item:
>>
>> Item Title: ATARI 800 Computer - Twin 810 Disk Drives ++
>> Final Price: ï¿½102.99
>> Your Max Bid: ï¿½25.00
>
>Do you think ï¿½102.99 is too much for the Atari 800 and the two
>810 disk drives?
>
In the UK, yes :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1485. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 02:26:31 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <rjVh8.154972$s43.35730087@typhoon.columbus.rr.com>
Source record: 30656

Thank you for the information. Another kind Atari user is actually sending me everything I'll need to get started. I look forward to using the Atari. Once I get started I'm sure I'll have questions, so I'll post them here (now that I found a good newsgroup).

Thanks again for everyone's help!

Mike

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:OqOh8.973$Vx1.49557@newsread1.prod.itd.earthlink.net...
> Hi Mike;
>
> Where are you? Most of us would send you a DOS disk for the cost of a disk
> and postage between $1 and $2, and would probably fill the remainder of that
> disk. PC => A8 transfer with your hardware is going to be SIO2PC or RVerter
> null modem cable. I think this page has info on both:
> http://www.redshift.com/~cdyson/atari.html
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Mike K" <steakum47@hotmail.com> wrote in message
> news:sZDg8.134723$s43.32067474@typhoon.columbus.rr.com...
> > Hello,
> >
> > I just recently acquired an Atari 800, Atari 400, 1050 Disk Drive and 810
> > Disk Drive.
> >
> > I'm very excited to get these computers running, but do not have any
> > software (more importantly DOS).
> >
> > Can someone point me in the right direction? I've tried Ebay, but there
> > isn't anything listed at the moment. I've read the Atari FAQ for
> > transferring files, but that goes over my head.
> >
> > Is there someone out there that has a dummies guide to transferring the
> > files between a windows machine and atari? Is there someone out there
> that

> > can help me out with some old software?
> >
> > Thank you,
> > Mike
> >
> >
> >
>
>

1486. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 03:19:56 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <YWVh8.18286$Yd.682782@e3500-atl1.usenetserver.com>
Source record: 30657

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c8800d3.3011512@news.CIS.DFN.DE...
> On Wed, 6 Mar 2002 20:44:16 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >I decided I'm going to dedicate the rest of my life to making Atari Basic
> >extremely powerful and easy to implement graphics techniques without
knowing
> >much.
>
> This is a noble, selfless thing you are doing and I salute you! ;)

Hey and it gets even better! I got my hands on Datasofts Basic compiler! As long as you write compiler-legal Atari basic code it will generate a dos binary loadable file. I tested it with a small print hello and everything works. Don't do any dynamic DIMming or goto's or gosub's with variables, that sort of thing.

So now, coupled with my ML routines and this wonderful Basic compiler that can run under Atari800Win at full speed, you're looking at one heck of a fun time programming games!!

Next thing on my list is to download my old game from :

http://www.atarimagazines.com/v7n7/DimentionWizards.html

And convert the ML basic string into data statements because the compiler doesn't like assigning substrings too well. The main code of this game is a relocateable ML routine that does almost everything. The basic just calls the ml routine over and over until some end conditions are met and then pronounces the winner and gets ready for a new game....

Yeah so I'm showing off my old Antic article!!!! DEAL WITH THE JEALOUSY!!!

;)

1487. FS: Mickey in the Great Outdoors

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 04:08:00 UTC
From: "Chris M." <chrism214@comcast.net>
Message-ID: <AOWh8.137239$pN4.6602306@bin8.nnrp.aus1.giganews.com>
Source record: 30658

Hi,

I have a copy of this (tape only) for the Atari 8-bit. Make me an offer.
Dunno if it works as I have nothing to test it on. Everything is in good
shape, tho. Here's a photo:

http://www.geocities.com/chrism77777/mickey.jpg

Please e-mail me at: chrism214@comcast.net

Thanks!

Chris

1488. What does this Atari basic statement do?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 04:53:50 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <_iXh8.19012$Yd.727123@e3500-atl1.usenetserver.com>
Source record: 30659

```
10 DIM B$(20):B$=CHR$(32):B$(20)=CHR$(32):B$(2)=B$
```

I saw this on line 3050 of my old game and I'm trying to make the code
datasoft basic compiler legal.

Is this some sort of short way of initializing a string to spaces?

I forgot what the hell I was doing...

1489. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 04:57:13 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <rvXh8.1748$Qo2.170751@news02.tsnz.net>
Source record: 30660

> >Do you think ?102.99 is too much for the Atari 800 and the two
> >810 disk drives?
> In the UK, yes :-)
> --
> Paul

Heck anywhere that is too much. (equals about $355NZ a good weeks wages for some people here), Most of the Atari 8bit computers sell here for $10 to $35NZ(modded with extra ram etc) each, and the disk drives about the same $10 to $35NZ (archiver/happy or something). Atari Printers sell for $Free to $5. ;-)

A NZ$1 = $0.41c US

And yes, I have brought at least 7 Atari's in the last two months, and close to 8 Disk Drives, so these are current prices. (Although I have no idea why I keep buying them! ;-)).

1490. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 04:58:04 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <dwXh8.1749$Qo2.170969@news02.tsnz.net>
Source record: 30661

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:BSCh8.353471$eS3.27046001@bin3.nnrp.aus1.giganews.com...
> Perhaps the winner can be persuaded to scan it...

Heh, only if you give him $38 I bet!!! ;-)

Aaron

1491. Hey I found a ML move routine...written by ME!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 05:07:40 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <XvXh8.19112$Yd.732415@e3500-atl1.usenetserver.com>
Source record: 30662

I was looking at my redefine charset routine at line 4000 of dimension
wizards, and I saw the following :

```
4011 MOV = ADR("blah blah blah")
4015 I = USR(MOV,57344,CH,1024)
```

So apparently I had written a relocateable ML routine for copying memory!

Time to dissassemble and learn from myself in the past!

Apparently I had also poked 106 with it's value - 8 . I guess I must have
reserved for PM graphics at the same time...

1492. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 05:22:37 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <xUXh8.519$lp1.231866472@newssvr12.news.prodigy.com>
Source record: 30663

I think it was the 810's that jacked up the price. These seem to be going for a premium these days. The last 800 I bought was only $30.00 US and that was about a year ago. If it was the dual 810 I think it was the 815? It would go for a heck of alot more since these were really only prototypes that weren't mass-marketed.
Mo

Anders Skelander wrote in message <3c87d193.431686@nntpserver.swip.net>...
>
>On Thu, 07 Mar 2002 15:24:04 +0000, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>> ...
>> All power to the seller but I do wonder about the buyer (well
>> just a little).. :-)
>>
>> You were not the winning bidder on the following closed item:
>>
>> Item Title: ATARI 800 Computer - Twin 810 Disk Drives ++
>> Final Price: &#65533;102.99
>> Your Max Bid: &#65533;25.00
>
>Do you think &#65533;102.99 is too much for the Atari 800 and the two
>810 disk drives?
>
>Anders
>

1493. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 05:30:35 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <qtig8uk5iros9dqu6fs434127q0hh2c550@4ax.com>
Source record: 30664

On Tue, 05 Mar 2002 08:31:42 GMT, bill@newbreedsoftware.com (William Kendrick)
wrote:

>machf <no_me_j.machf@hijos.de.terra.com.pe> wrote:
>> On Mon, 04 Mar 2002 21:25:30 GMT, bill@newbreedsoftware.com (William Kendrick)
>> wrote:
>>
>>>The same trick has been used to get GR.8, GR.15 and GR.9 all on the
>>>same scanline. (Part of the fact that you can get three is due to a
>>>known 'bug' in ANTIC :))
>>>
>> Can that be done?
>
>Yes. It's tricky, though. I've seen sometimes where it doesn't work,
>unless I reboot and try once more. :) (It definitely fails on emulators.
>PCs aren't fast enough to pay attention to any mid-scanline graphics mode
>changes :))
>
>
>> Sounds like just what I need to finish my TV calibration
>> program...
>
>Cool! :)
>
>
>> Is this docuemnted anywhere?
>
>Probably. :) I don't know off-hand, though. Bewesoft's 8-player demo
>does it with sprites. One of Our5oft's demos (probably "OUR5OFT.COM")
>does it with the three graphics modes.
>
>Here's a screenshot of it, though it's from an emulator, so it failed :)
>
> http://www.newbreedsoftware.com/bill/atari800/our5oft.gif
>
>(Should be GR8, GR9, GR15, from left to right... shows all GR9)
>
>
>Here's from another demo:
>
> http://www.newbreedsoftware.com/bill/atari800/thebreak.gif
>
>(Should be GR8, GR9... shows all GR8)
>

>
>
>And here's the 8-player demo (again, emulated, so it didn't work :))
>
> http://www.newbreedsoftware.com/bill/atari800/demo8pl.gif
>
Interesting...
As for getting the trick right on a screenshot - instead of an emulator, I'd use
the actual thing and hook the video output to the input of my TV tuner card on
the PC... Have done so with some stuff already.
The only thing I need is to insert in the middle of the screen an image in GR.9,
or maybe GR.11... Have you seen the typical test patterns when a TV station is
out of the air? The ones which include several different things combined?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1494. Bravo Sierra Lost your E-Mail! HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 06:15:28 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203072210520.6782-100000@shell.pacifier.com>
Source record: 30665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I must apologize to you, especially if I've been neglecting you. I recently lost a lot of E-Mail. If you've been waiting for me to E-Mail you, maybe about a business deal we were in the middle of, I probably lost your E-Mail (Gremlins) when I experienced computer glitches. To be sure, E-Mail me with some record/back E-Mails of our dealings so we can pickup where we left off. Regardless of whether or not we have dealings, your welcome to E-Mail me and I'll do my best to answer your questions! E-Mail atari@pacifier.com or call (503)256-9974!!!

http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1495. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 06:19:36 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203072215350.6782-100000@shell.pacifier.com>
Source record: 30666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
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http://www.pacifier.com/~atari/testing.htm My Test Standards.

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1496. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 10:15:43 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c88916e$0$90057$e4fe514c@dreader1.news.xs4all.nl>
Source record: 30667

So Sijmen it's seems you're the man for the scanning job, you are the only person who has this special book...

TXG/MNX

"Mr.Atari" <myide@atari.myweb.nl> wrote in message news:308258cf.0202280857.1b7b0f88@posting.google.com...
> ronfucci@bellsouth.net (ron fucci) wrote in message news:<42952602.0202270726.48fc1110@posting.google.com>...
> > I've never seen this document before. anyone have a copy to scan for
> > the web ?
http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1519841327
> >
> > ron
>
> Hi ron, I have it. To gether with the tech-manual (hardware discription).
> You can buy them from best-electronics.
http://www.best-electronics-ca.com/
> I got mine from a dutch atari-club for 4$. Great book to read! year after
> year ;-) See ya! Sijmen. www.atari.myweb.nl

1497. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 10:22:04 UTC
From: daclmi@netscape.net
Message-ID: <3c888f32.3261967@news.CIS.DFN.DE>
Source record: 30670

On Thu, 7 Mar 2002 22:19:56 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>Hey and it gets even better! I got my hands on Datasofts Basic compiler! As
>long as you write compiler-legal Atari basic code it will generate a dos
>binary loadable file. I tested it with a small print hello and everything
>works. Don't do any dynamic DIMming or goto's or gosub's with variables,
>that sort of thing.

I also downloaded the basic compiler disk images, a couple flavors of
them, so I know what you are talking about. Great fun and great way to
get your programs to machine language, but it is true you have to work
with the compiler to coax it to accept your code.

>So now, coupled with my ML routines and this wonderful Basic compiler that
>can run under Atari800Win at full speed, you're looking at one heck of a fun
>time programming games!!
>
>Next thing on my list is to download my old game from :
>
>http://www.atarimagazines.com/v7n7/DimentionWizards.html

That looks like a creative game. You weren't just authoring a
shoot-em-up clone. Pretty neat. The code may be too long once
compiled, but there is a chance you could put it on a cartridge.

>Yeah so I'm showing off my old Antic article!!!! DEAL WITH THE JEALOUSY!!!
>
>;)

They published a letter from me once!

1498. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 10:31:11 UTC
From: Steve Webb <S.Webb@ftel.co.uk>
Message-ID: <3C8892EF.7CA324A3@ftel.co.uk>
Source record: 30668

Seems a lot of cash now but give it 20yrs and the guy will be quids in !

Mo wrote:
>
> I think it was the 810's that jacked up the price. These seem to be going
> for a premium these days. The last 800 I bought was only $30.00 US and that
> was about a year ago. If it was the dual 810 I think it was the 815? It
> would go for a heck of alot more since these were really only prototypes
> that weren't mass-marketed.
> Mo
>
> Anders Skelander wrote in message <3c87d193.431686@nntpserver.swip.net>...
> >
> >On Thu, 07 Mar 2002 15:24:04 +0000, Paul Irvine
> ><mclane.dellos@btinternet.com> wrote:
> >> ...
> >> All power to the seller but I do wonder about the buyer (well
> >> just a little).. :-)
> >>
> >> You were not the winning bidder on the following closed item:
> >>
> >> Item Title: ATARI 800 Computer - Twin 810 Disk Drives ++
> >> Final Price: ï¿½102.99
> >> Your Max Bid: ï¿½25.00
> >
> >Do you think ï¿½102.99 is too much for the Atari 800 and the two
> >810 disk drives?
> >
> >Anders
> >

--
--Steve Webb--0121 717 6142--S.Webb@ftel.co.uk--

1499. Re: What does this Atari basic statement do?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 11:29:28 UTC
From: spamless@Nil.nil
Message-ID: <3c88a098$1_1@nntp2.nac.net>
Source record: 30669

Son of man <bcozier@bellsouth.net> wrote:
> 10 DIM B$(20):B$=CHR$(32):B$(20)=CHR$(32):B$(2)=B$

> I saw this on line 3050 of my old game and I'm trying to make the code
> datasoft basic compiler legal.

> Is this some sort of short way of initializing a string to spaces?

Yes. You must set the last character (or the B$(2)=B$ will run away
and do bad things).

Let me use X instead of space.

You set

B$="X X"

when you set B$(2) to B$ it shifts it over:

B$(2)=B$ puts B$="XX .." to the the next
character, but it uses THIS (not the original)
to get the third character in the shift, so it puts
an X there as well.

To get patterns, I sometimes initialized the front of
the string with some characters, set the last
character and used things like B$(4)=B$

(where B$ is initialized to:
"ABCD X"
for example)

1500. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 12:48:05 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0203080448.67db4755@posting.google.com>
Source record: 30671

Paul

Complete madness! Who is buying these machines? Not long-time Atari enthusiasts surely.

It is still possible to find them at car boot sales and the like (though usually 800XLs/130XEs not 800s) for a pound or two.

Ebay is a *very* strange place. That said, I bid and occasionally win, and I followed that 800/twin drives auction but could see that the price was going way beyond common sense.

Ah well, good luck with the next one which appears (I might auction one of mine -- hope I make 102 quid!)

Cheers, Jerry

1501. Re: What does this Atari basic statement do?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 14:33:53 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6ai26$1g3u$1@innferno.news.tiscali.de>
Source record: 30672

This statement fill B$ with 20 " (chr$(34)). (B$="""""""""""""""""""""). You
can do this slowlier this way:

10 DIM B$(20):FOR P=1 TO 20:B$(P)=CHR$(34):NEXT P

Mirko

"Son of man" <bcozier@bellsouth.net> schrieb im Newsbeitrag
news:_iXh8.19012$Yd.727123@e3500-atl1.usenetserver.com...
> 10 DIM B$(20):B$=CHR$(32):B$(20)=CHR$(32):B$(2)=B$
>
> I saw this on line 3050 of my old game and I'm trying to make the code
> datasoft basic compiler legal.
>
> Is this some sort of short way of initializing a string to spaces?
>
> I forgot what the hell I was doing...
>
>
>

1502. Re: Secrets of Atari I/O, anybody have it ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 15:19:43 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0203080719.3903bea6@posting.google.com>
Source record: 30673

I'm willing to scan it if someone will send it to me (I'll even send it back :)

ron

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3c88916e$0$90057$e4fe514c@dreader1.news.xs4all.nl>...
> So Sijmen it's seems you're the man for the scanning job, you are the only
> person who has this special book...
>
> TXG/MNX
>
> "Mr.Atari" <myide@atari.myweb.nl> wrote in message
> news:308258cf.0202280857.1b7b0f88@posting.google.com...
> > ronfucci@bellsouth.net (ron fucci) wrote in message
> news:<42952602.0202270726.48fc1110@posting.google.com>...
> > > I've never seen this document before. anyone have a copy to scan for
> > > the web ?
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1519841327
> > >
> > > ron
> >
> > Hi ron, I have it. To gether with the tech-manual (hardware discription).
> > You can buy them from best-electronics.
> http://www.best-electronics-ca.com/
> > I got mine from a dutch atari-club for 4$. Great book to read! year after
> > year ;-) See ya! Sijmen. www.atari.myweb.nl

1503. Re: What does this Atari basic statement do?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 15:59:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ld5i8.3160$Vx1.248883@newsread1.prod.itd.earthlink.net>
Source record: 30674

You can't beat this technique for lenghthy strings, but for only 20
characters, the code for B$=" <20 spaces " is shorter. Of course,
for some characters, Mirko's solution is necessary.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a6ai26$1g3u$1@innferno.news.tiscali.de...
> This statement fill B$ with 20 " (chr$(34)). (B$="""""""""""""""""""").
You
> can do this slowlier this way:
>
> 10 DIM B$(20):FOR P=1 TO 20:B$(P)=CHR$(34):NEXT P
>
> Mirko
>
> "Son of man" <bcozier@bellsouth.net> schrieb im Newsbeitrag
> news:_iXh8.19012$Yd.727123@e3500-atl1.usenetserver.com...
> > 10 DIM B$(20):B$=CHR$(32):B$(20)=CHR$(32):B$(2)=B$
> >
> > I saw this on line 3050 of my old game and I'm trying to make the code
> > datasoft basic compiler legal.
> >
> > Is this some sort of short way of initializing a string to spaces?
> >

1504. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:00:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c88e028$0$1608$1dc6e903@news.corecomm.net>
Source record: 30676

I never understood UK money.
I've never done a pound char (£) ewe, I looked it up a CHR$(156).
I haven't looked up exchange rates lately. A pound UK used to
be about such that a US dollar was was worth 67% of a pound
and a German mark was worth 67% of a US dollar.
What's a quid?
Is there a £ key on European keyboards?
I heard UK money went decimal.
Maybe the new Euro currency will help clear things up.
I have two working 800s and can set up a third with just
the boards, no case or keyboard. I'm sure that someone
mentions the double 810 drive is what caused the high (about $150 US).

Russg

1505. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:03:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E0C3.55C3BE47@students.uni-mainz.de>
Source record: 30675

```
Well,
once again - Subject 7.7 .... (GUIs)
add: - Windows XL a Turbo-Basic GUI with some nice add-ons, like
calculator, editor and other things. written in 1986-1988 by Joerg
Forg.
-Andreas.

Andreas Magenheimer schrieb:
>
> Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
>
> add:
> - Atari Desktop by ABC software (Poland), includes editors, converters,
> file copiers, sector copy, tape+turbo tape copy, small games, CMC finder
> and player and much much more; works with 64k RAM and keyboard input;
> disk manuals only in polish language...
>
> subject x.x (four player games)?
> add:
> - Volleyball, a PD game written in Atari Basic; 4 players with 400/800
> Atari;
```

1506. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:05:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c88e12c$0$1600$1dc6e903@news.corecomm.net>
Source record: 30677

I tried to figure out how 'Crash Dive' from ANALOG did
a change in color on a horizontal line. It requires perfect timing.
You could look at Brian Moriarty's code from that ANALOG.
Russg

1507. Re: Atari Ramdisk info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:05:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E143.E8D857D2@students.uni-mainz.de>
Source record: 30678

Well,
it should be "8.13 Atari programs which require extra RAM/Ramdisk " (not
8.12), just a typo... -Andreas.

Andreas Magenheimer schrieb:
>
> Hello folks,
> here is the second update of my RD compilations...
> (Still hope you can include it, Michael; contains some new infos, as
> well as additions and updates...) -Andreas.
>
> 8.12 Atari programs which need extra Ram / Ramdisk:
> (This is version 1.2 from March 2002)
>
> The memory values given are not always fully correct, since I do not
> have all kinds of memory settings or Ramdisk types. At the moment I
> merely have machines with 64k, 128k and 320k memory. Thus I cannot
> tell if a program may work with 192k or 256k (or more than 320k), since
> I do not have such machines. Any help or correction is welcome...
>
> ---
>
> 8.12.1 non-Demo programs:
>
> - T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);
> - Mister X by Power per Post needs 128k memory (130XE);
> - Castle of Blackthorne by thimo Graef needs 128k memory;
> - Gizmo`s Castle by Black Panther is avaiable in two versions:
> the 64k version and the 128k version; if youu have the 128k
> version you will need a 130XE or compatible machine;
> - Oelbaron by ??? (author unknown) also comes in two versions:
> a 64k and a 128k version; a 130XE or comp. is needed for 128k;
> - Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
> - Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)
> - MTOS 1.0 and 1.1 by Tom Hunt need 128k memory (XE), there is
> also a 256k version of MTOS (64k RAM + 192k RD; probably Newell?);
> - Snapshot by ??? (author unknown) needs 128k minimum memory;
> - XL2 by J.K. Picken needs 128k minimum memory; supports also
> bigger XE-comp. machines up to 1MB (?);
> - the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
> 64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
> Digi-Sound, thus a 64k machine is often to small!; does not support
> 320k machines, nor Compyshop-RDs;
> - Datei 4.0 and 4.1 by ??? (author unknown) both support 128k (XE)

> and 320k (Compyshop) machines;
> - various Filemanagers/Filecopiers support XE-comp. Ramdisks;
> i.e. you need 2 drives if 48 or 64k RAM, only 1 drive + RD if
> extra Ram / RD is avaiable;
> - various 130XE-test programs need 128k RAM, e.g. for bankswitching
> tests and/or other things (can be found in many magazines);
> - various System-test programs support 48k or 64k as well as extra
> RAM; since they were (mostly) written to detect the extra RAM /
> Ramdisk, you "should" have more than 48k or 64k memory...;
> - some XE-Sectorcopiers absolutely need a minimum of 128k RAM;
> - there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
> Copier, Disk-Tape-Copier, etc.) that need a minimum of 128k RAM,
> for example VampireSofts 130XE Coolcopy and others;
> - there are also some Tape-Ramdisk programs or drivers (which provide
> a RD for the Tape users) that need 128k minimum memory;
> - no more ideas...
>
> --
>
> 8.12.2 Demo programs:
>
> - Amiga Boink XE by ???, minimum 128k RAM; XE=yes, CS=yes;
> - American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes,
> AM=yes;
> - Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
> - Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
> - Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;
> - Bill-Pie-Demo by ???, minimum 128k RAM; XE=yes, CS=yes;
> (uses $05 banks with $36 frames or $0D banks with $96 frames)
> - BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
> - CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
> - Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
> - Comet-Demo by Madteam needs minimum 128k RAM; XE=yes, CS=yes;
> (uses $05 banks with $36 frames or $0D banks with $96 frames)
> - Danielle-Gr.9-Ani by Bill Kendrick should load off of a RD or a
> Harddisk (Floppy is verrryy slowww); for a RD-machine 128k total
> memory is enough; XE=yes, CS=yes;
> - Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
> - Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
> - Grafik+Sound-Demo by P.Sabath needs 128k memory; XE=yes, CS=yes;
> (many different versions, there is also a 64k version avaiable;)
> - Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
> - (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
> - I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
> - Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
> - Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
> - Journey by Polynomials needs minimum 128k RAM; XE=yes, CS=yes;
> (uses $05 banks with $36 frames or $0D banks with $96 frames)
> - Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
> - Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;

> - Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
> - Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
> - Muppet-Movie by Madteam probably needs 128k memory?; XE=yes, CS=yes;
> - Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
> - Nonejm by Tight (pre-release) needs 128k memory; XE=yes, CS=yes;
> - Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;
> - Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
> - Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
> - Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)
> need 128k memory; XE=yes, CS=yes;
> - Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
> - Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
> - Raytracing 320k by ??? needs 320k memory; XE=no, CS=no, AM=yes;
> - 1MB Raytracing-Demo by ??? needs 1088k memory; XE=no, CS=no, KP=yes;
> - Revenge of Hacker by Rasero Team needs 320k minimum RAM; XE=no,
> CS=yes;
> - Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
> - Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no;
> - Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
> (there is also a shortened 64k version avaiable);
> - Stash-Demo by Rasero Team needs 320k minimum RAM; has a RD-setup
> menu;
> (first use B for manual choice, then again a) for TOMS or c) for any
> other type of RD; do not use b) for Compyshop, since it is faulty!)
> - Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
> (always boot with Option/Basic off, to avoid stripes...);
> - Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
> - Tit-Demo by Madteam needs minimum 256k RAM; has a RD-setup menu;
> - Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
> - TheTop-3 (Veronika Part) by WFMH needs 128k memory; XE=yes, CS=yes;
> - Total Dazed by Tight needs 128k memory; XE=yes, CS=yes;
> - Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
> - Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
> - Ultra by Taquart needs 128k memory?; XE=yes, CS=yes;
> - Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
> - Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
> - Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
> (also needs separate Antic/CPU access, which most RDs do not have);
> - WAF-Demo, Side B by WAF members, two parts need 128k memory
> (Raytracing and Vector Part); XE=yes, CS=yes;
> - Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
> (on a CS-RD you can see the ani with many bugs);
> - X-Demo by Madteam needs 320k minimum RAM; has a RD-setup menu;
> - X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
> - XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
> - XE-Demo by SAG needs 128k memory; XE=yes, CS=yes;
> - Xyberscape-XE by Bill LeMasurier/TAF needs 128k memory; XE=yes,
> CS=yes;
> (there is also a 64k version avaiable separately);
> - Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

>
> ---
>
> Note: - XE means 130XE Ramdisk (size: 64k);
> - CS means Compyshop Megaram 1 or 2 (size: 256k);
> (schematics avaiable from ABBUC)
> - AM means Atari Magazin Ramdisk (size: 256k);
> (schematics can be found in AM 2/1987)
> - KP means Klaus Peters Megaram 3 (size: 1024k);
> (schematics avaiable from ABBUC)
> - TO means TOMS Ramdisk, NE means Newell Ramdisk;
> since both are "compatible", programs should work
> on both Ramdisks (no programs listed yet, see below)
> - has a RD-setup menu means, that you have to hold
> down SHIFT upon bootup to get the setup-menu; here
> it should be possible to setup any XE-compatible RD;
> - I could only test XE and CS Ramdisks, since
> I do not have any other kinds of RDs;
>
> Thats all so far. Any additions or corrections are welcome.
> Greetings, Andreas Magenheimer.

1508. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:08:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E1EB.76DDADD@students.uni-mainz.de>
Source record: 30679

Well,
I have 2 LZW compressors for the Atari - they are slow, i.e. compressing files takes some minutes, so compressing complete disks (which diskcom does) would take quite a while. Whereas Diskcom is as fast as a good sector copier... -Andreas.

1509. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:12:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E2FF.82061E12@students.uni-mainz.de>
Source record: 30680

Well,
if I understand the polish docs for Atari Desktop, it is free (coded in
Assembler/ML language). The whole thing needs at least a DD (180k) disk,
but works on 64k machines. Just a few days ago I also found "Windows XL"
written in turbo Basic XL by Joerg Forg, also free. Maybe something to
improve your BOSS ?!? -Andreas.

Mirko Sobe schrieb:
>
> Is this free or commercial software?
>
> Mirko
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
> Newsbeitrag news:3C83564D.9C3139EE@students.uni-mainz.de...
> > Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the Atari?
> >
> > add:
> > - Atari Desktop by ABC software (Poland), includes editors, converters,
> > file copiers, sector copy, tape+turbo tape copy, small games, CMC finder
> > and player and much much more; works with 64k RAM and keyboard input;
> > disk manuals only in polish language...
> >
> > subject x.x (four player games)?
> > add:
> > - Volleyball, a PD game written in Atari Basic; 4 players with 400/800
> > Atari;

1510. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:22:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E563.290F288C@students.uni-mainz.de>
Source record: 30681

Well,
the 800XE already has the Freddy chip. what you need is the Gate Array
chip (GAL), which can only be found on (broken/defective) 130XE machines
or at BEST electronics... -Andreas

Frank Schuster schrieb:
>
> Hi folks,
>
> I like to upgrade my 800XE to 128K as the 130XE.
> Since they both have the same board layout, my question is:
>
> Just installing only the missing RAM`s and Freddy-chip is suficient
> in order to get it done?
>
> Regards
> Frank
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1511. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:40:09 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8F5i8.23029$Yd.923784@e3500-atl1.usenetserver.com>
Source record: 30682

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c888f32.3261967@news.CIS.DFN.DE...
> On Thu, 7 Mar 2002 22:19:56 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >Hey and it gets even better! I got my hands on Datasofts Basic compiler!
As
> >long as you write compiler-legal Atari basic code it will generate a dos
> >binary loadable file. I tested it with a small print hello and everything
> >works. Don't do any dynamic DIMming or goto's or gosub's with variables,
> >that sort of thing.
>
> I also downloaded the basic compiler disk images, a couple flavors of
> them, so I know what you are talking about. Great fun and great way to
> get your programs to machine language, but it is true you have to work
> with the compiler to coax it to accept your code.
>
> >So now, coupled with my ML routines and this wonderful Basic compiler
that
> >can run under Atari800Win at full speed, you're looking at one heck of a
fun
> >time programming games!!
> >
> >Next thing on my list is to download my old game from :
> >
> >http://www.atarimagazines.com/v7n7/DimentionWizards.html
>
> That looks like a creative game. You weren't just authoring a
> shoot-em-up clone. Pretty neat. The code may be too long once
> compiled, but there is a chance you could put it on a cartridge.
>
> >Yeah so I'm showing off my old Antic article!!!! DEAL WITH THE
JEALOUSY!!!
> >
> >;)
>
> They published a letter from me once!

Okay, you can be my friend.

:)

1512. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:42:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88E9EE.88F02376@students.uni-mainz.de>
Source record: 30683

Well,
your (eastern european) XE has an ECI port - doesn`t it ?!?
Thus, on XL use the PBI, on the XE use the cart+ECI ports (or an adapter
to convert cart+ECI into PBI; here in germany R.David made such an
adapter, but it is sold out long ago). I once had such an XE adapter and
used the msc ide interface with it, without any problems (maybe I used
the my-Ide also with it, not sure about that)... -andreas.

Marek M schrieb:
>
> Please note that not all 8bit Ataris have PBI.
> I have 65XE and I can not use any PBI device.
> SIO is common for all 8bit Ataris.
>
> Marek M
>
> U¿ytkownik "TXG" <txg@the-underground.myweb.nl> napisa³ w wiadomo¶ci
> news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> > Hi,
> >
> > For an PBI device you also don't need to open your Atari. Just plug it in.
> > It's not that I don't like your upgrade, I do like it but there are no new
> > interfaces for the PBI bus, and for alot of users like myself I have
> several
> > interfaces.
> >
> > 2x Blackbox: This is a very good interface, with software in ROM and easy
> > to use even for beginners...
> > 1x KMK IDE: Good interface, only software is difficult.
> > 1x MSC IDE: The only interface that has been made with a CD-ROM driver..
> >
> > I just wondered if the interface could be changed a little bit to use
> > parallel I/O because it's faster then SIO. Secondly I really like your
> > interface with CD-ROM and FAT support. It's very good. I also think the
> > SIO2IDE would not be much different then a SIO2IDE. Only the SIO interface
> > part will be replaced. A normal PBI device acts like a SIO device so maybe
> > you want to take a look it this too. With SIO I think the maximum
> > transferrate would be 5 or 6 Kb a second. With PBI you can get over
> > 32Kb/sec...
> >
> > Maybe some PBI experts can give some more info...
> >
> > TXG/MNX
> >

> >
> > "Marek M" <marekm@aritech.com.pl> wrote in message
> > news:a67qv6$1isc$1@news2.ipartners.pl...
> > >
> > > The SIO2IDE interface is intended to function like other Atari
> peripherals
> > > attached to the SIO connector.
> > > Because of that:
> > > - you don't need to replace your original Atari OS
> > > - installing SIO2IDE is very simple you even don't need to open your
> Atari
> > >
> > > Of course I am working on the HS mode for the SIO2IDE. I will try to add
> > XF
> > > or US Doubler HS mode.
> > >
> > > Marek M
> > >
> > > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
> > > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > Would it also be possible to create a device using this chip, like
> > PBI2IDE
> > > > because this could achieve higher speeds then SIO....
> > > >
> > > > TXG
> > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > > >
> > > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions)
> > here:
> > > > >
> > > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > > >
> > > > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > > > >
> > > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > > >
> > > > > If you will have any questions please contact me directly.
> > > > >
> > > > > Regards,
> > > > > Marek M
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1513. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:43:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88EA4D.D176F192@students.uni-mainz.de>
Source record: 30684

Well,
NTSC versions of the 65XE do not have an ECI port :(
If you are a NTSC user buy an XL or a 130XE... -Andreas

TXG schrieb:
>
> Hmm I heard of some 65XE systems without PBI but all I have seen do have
> one, on the XE series it's the combination of the cartridge port together
> with the second ECI port.
>
> There are pcb's you can use to make it just like the 600XL/800XL computers.
>
> Your interface is nice, just the speed is something I really need on my
> 8-bit. I run my BBS from my Black-box but there is no CD-ROM support. Your
> interface supports it but will be slower then my Black-box...
>
> TXG/MNX
> "Marek M" <marekm@aritech.com.pl> wrote in message
> news:a67vci$1mah$1@news2.ipartners.pl...
> > Please note that not all 8bit Ataris have PBI.
> > I have 65XE and I can not use any PBI device.
> > SIO is common for all 8bit Ataris.
> >
> > Marek M
> >
> > U¿ytkownik "TXG" <txg@the-underground.myweb.nl> napisa³ w wiadomo¶ci
> > news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> > > Hi,
> > >
> > > For an PBI device you also don't need to open your Atari. Just plug it
> in.
> > > It's not that I don't like your upgrade, I do like it but there are no
> new
> > > interfaces for the PBI bus, and for alot of users like myself I have
> > several
> > > interfaces.
> > >
> > > 2x Blackbox: This is a very good interface, with software in ROM and
> easy
> > > to use even for beginners...
> > > 1x KMK IDE: Good interface, only software is difficult.
> > > 1x MSC IDE: The only interface that has been made with a CD-ROM driver..
> > >
> > > I just wondered if the interface could be changed a little bit to use

> > > parallel I/O because it's faster then SIO. Secondly I really like your
> > > interface with CD-ROM and FAT support. It's very good. I also think the
> > > SIO2IDE would not be much different then a SIO2IDE. Only the SIO
> interface
> > > part will be replaced. A normal PBI device acts like a SIO device so
> maybe
> > > you want to take a look it this too. With SIO I think the maximum
> > > transferrate would be 5 or 6 Kb a second. With PBI you can get over
> > > 32Kb/sec...
> > >
> > > Maybe some PBI experts can give some more info...
> > >
> > > TXG/MNX
> > >
> > >
> > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > news:a67qv6$1isc$1@news2.ipartners.pl...
> > > >
> > > > The SIO2IDE interface is intended to function like other Atari
> > peripherals
> > > > attached to the SIO connector.
> > > > Because of that:
> > > > - you don't need to replace your original Atari OS
> > > > - installing SIO2IDE is very simple you even don't need to open your
> > Atari
> > > >
> > > > Of course I am working on the HS mode for the SIO2IDE. I will try to
> add
> > > XF
> > > > or US Doubler HS mode.
> > > >
> > > > Marek M
> > > >
> > > > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
> > > > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > > Would it also be possible to create a device using this chip, like
> > > PBI2IDE
> > > > > because this could achieve higher speeds then SIO....
> > > > >
> > > > > TXG
> > > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > > > >
> > > > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English descriptions)
> > > here:
> > > > > >
> > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > > > >

> > > > > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > > > > > >
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > > > > >
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> > > > > > >
> > > > > > > Regards,
> > > > > > > Marek M
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1514. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:46:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88EAE6.19566760@students.uni-mainz.de>
Source record: 30685

Well,
I have two (eastern european) 65 XE`s and both do have the ECI and thus
both can have a PBI - as said before, I used them with the msc ide
interface without problems... only NTSC versions of the 65XE lack the
ECI port... -andreas.

Marek M schrieb:
>
> Look at
>
> http://www.geocities.com/dr_seppel/pbi2_eng.htm
>
> PBI is only available in 800/130XE but not in 65XE.
>
> U¿ytkownik "TXG" <txg@the-underground.myweb.nl> napisa³ w wiadomo¶ci
> news:3c8783b6$0$90062$e4fe514c@dreader1.news.xs4all.nl...
> > Hmm I heard of some 65XE systems without PBI but all I have seen do have
> > one, on the XE series it's the combination of the cartridge port together
> > with the second ECI port.
> >
> > There are pcb's you can use to make it just like the 600XL/800XL
> computers.
> >
> > Your interface is nice, just the speed is something I really need on my
> > 8-bit. I run my BBS from my Black-box but there is no CD-ROM support. Your
> > interface supports it but will be slower then my Black-box...
> >
> > TXG/MNX
> > "Marek M" <marekm@aritech.com.pl> wrote in message
> > news:a67vci$1mah$1@news2.ipartners.pl...
> > > Please note that not all 8bit Ataris have PBI.
> > > I have 65XE and I can not use any PBI device.
> > > SIO is common for all 8bit Ataris.
> > >
> > > Marek M
> > >
> > > U¿ytkownik "TXG" <txg@the-underground.myweb.nl> napisa³ w wiadomo¶ci
> > > news:3c877905$0$90038$e4fe514c@dreader1.news.xs4all.nl...
> > > > Hi,
> > > >
> > > > For an PBI device you also don't need to open your Atari. Just plug it
> > in.
> > > > It's not that I don't like your upgrade, I do like it but there are no
> > new

> > > > interfaces for the PBI bus, and for alot of users like myself I have
> > > several
> > > > interfaces.
> > > >
> > > > 2x Blackbox: This is a very good interface, with software in ROM and
> > easy
> > > > to use even for beginners...
> > > > 1x KMK IDE: Good interface, only software is difficult.
> > > > 1x MSC IDE: The only interface that has been made with a CD-ROM
> driver..
> > > >
> > > > I just wondered if the interface could be changed a little bit to use
> > > > parallel I/O because it's faster then SIO. Secondly I really like your
> > > > interface with CD-ROM and FAT support. It's very good. I also think
> the
> > > > SIO2IDE would not be much different then a SIO2IDE. Only the SIO
> > interface
> > > > part will be replaced. A normal PBI device acts like a SIO device so
> > maybe
> > > > you want to take a look it this too. With SIO I think the maximum
> > > > transferrate would be 5 or 6 Kb a second. With PBI you can get over
> > > > 32Kb/sec...
> > > >
> > > > Maybe some PBI experts can give some more info...
> > > >
> > > > TXG/MNX
> > > >
> > > >
> > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > news:a67qv6$1isc$1@news2.ipartners.pl...
> > > > >
> > > > > The SIO2IDE interface is intended to function like other Atari
> > > peripherals
> > > > > attached to the SIO connector.
> > > > > Because of that:
> > > > > - you don't need to replace your original Atari OS
> > > > > - installing SIO2IDE is very simple you even don't need to open your
> > > Atari
> > > > >
> > > > > Of course I am working on the HS mode for the SIO2IDE. I will try to
> > add
> > > > > XF
> > > > > or US Doubler HS mode.
> > > > >
> > > > > Marek M
> > > > >
> > > > > Uzytkownik "TXG" <txg@the-underground.myweb.nl> napisal w wiadomosci
> > > > > news:3c876669$0$90051$e4fe514c@dreader1.news.xs4all.nl...
> > > > > > Would it also be possible to create a device using this chip, like
> > > > PBI2IDE

> > > > > > because this could achieve higher speeds then SIO....
> > > > > >
> > > > > > TXG
> > > > > > "Marek M" <marekm@aritech.com.pl> wrote in message
> > > > > > news:a67ms2$1frb$1@news2.ipartners.pl...
> > > > > > >
> > > > > > > You can find SIO2IDE 1.6, 2.1 and 3.0 (with English
> descriptions)
> > > > here:
> > > > > > >
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide1_6.zip
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide2_1.zip
> > > > > > > http://www.atari.cuprum.com.pl/arch/sio2ide3_0.zip
> > > > > > >
> > > > > > > Here are pictures of my SIO2IDE prototype installed in my 65XE
> > > > > > >
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m1.gif
> > > > > > > http://www.atari.cuprum.com.pl/sio2ide_m2.gif
> > > > > > >
> > > > > > > If you will have any questions please contact me directly.
> > > > > > >
> > > > > > > Regards,
> > > > > > > Marek M
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1515. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:47:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88EB38.55E199FE@students.uni-mainz.de>
Source record: 30686

Well,
you don`t - we do !!! And ATOS too !!
-Andreas.

Mirko Sobe schrieb:
>
> I ask again: who the hell needs so much memory (exept from windoze-users)???
>
> Mirko
>
> "TXG" <txg@the-underground.myweb.nl> schrieb im Newsbeitrag
> news:3c8780c5$0$90064$e4fe514c@dreader1.news.xs4all.nl...
> > Hi,
> >
> > I just got an 2,1 Gb harddisk and want to connect it to my Black-box. It
> > does work except in the controller menu I can't put a number higher then
> 15
> > in the HEADS selection. The harddisk I have has 18 heads. But the
> cylinders
> > 2465 is not a problem. Is there a way to use the full harddisk or will I
> > loose 27%???
> >
> > TXG/MNX
> >
> >

1516. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 16:59:24 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C88EDEC.EE828B58@students.uni-mainz.de>
Source record: 30687

Well,
why not use ultra speed which is common for Happy, Speedy, USD and other
drives?!
Runs with approx. 78000 Baud (Happy and Speedy with Cache; USD and some
others with sector skewing). Just a thought. Afaik the SIO bus is
limited to 100,000 Baud (in Atari OS 19200 is set as the standard)
whereas the PBI can have a max. of approx. 500,000 baud (this is
user-definable somehow). Thus, SIO devices can reach a max. of approx.
12k per second, PBI devices can have a max. of approx. 50-60k per
second... Don`t nail me (hand and foot) if I am wrong.
-Andreas.

LLpwhite schrieb:
>
> > Of course I am working on the HS mode for the SIO2IDE. I will try to add XF
> or US Doubler HS mode. <
>
> Hi Marek-
> I am very enthusiastic about SIO2IDE and look forward to purchasing one! But I
> have been wondering about the HS. Even at 19200, won't the drive should
> respond much faster -- much like a "virtual" drive on APE or SIO2PC? Of
> course, 2X would certainly be better! :-) Congratulations for making this a
> reality!
> Larry

1517. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 17:08:55 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3C88F027.13D7174F@cswebmail.com>
Source record: 30688

Frank Schuster wrote:

> Hi folks,
>
> I like to upgrade my 800XE to 128K as the 130XE.
> Since they both have the same board layout, my question is:

I found schematics for the 256K upgrade done by Wes Newell at
www.atariworld.com/newell.html. I am sure you can use it to build your
own.

Rick D.

1518. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 17:40:15 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <3I6i8.603$L04.274895036@newssvr12.news.prodigy.com>
Source record: 30689

Well the thing about the Euro is that just about every euro. country went Euro except the UK and France. The two most screwed up currencies if you ask me. I still don't know how to make the pound sign with my keyboard, I just use a # (which is the symbol for pound in weight I think).
Mo

Russ Gilbert wrote in message
<3c88e028$0$1608$1dc6e903@news.corecomm.net>...
>I never understood UK money.
>I've never done a pound char (£) ewe, I looked it up a CHR$(156).
>I haven't looked up exchange rates lately. A pound UK used to
>be about such that a US dollar was was worth 67% of a pound
>and a German mark was worth 67% of a US dollar.
>What's a quid?
>Is there a £ key on European keyboards?
>I heard UK money went decimal.
>Maybe the new Euro currency will help clear things up.
>I have two working 800s and can set up a third with just
>the boards, no case or keyboard. I'm sure that someone
>mentions the double 810 drive is what caused the high (about $150 US).
>
>Russg
>
>

1519. Re: Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 18:02:41 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <517i8.3457$Nd.242731@newsread2.prod.itd.earthlink.net>
Source record: 30690

The shadow registers are user friendly means for us to control system properties with a Poke. The OS takes them 60 times per second during VBI and transfers them to the actual hardware registers used by the chips.

This allows for creative displays; when our DLI routines STA new data to those hardware locations at assembly speed, the change will appear immediately in the middle of the screen. The OS then restores the shadow value during VBI so the main screen is unchanged when redrawn from the top. This removes the burden on the programmer of controlling the entire screen every single microsecond and we don't have to waste a DLI to restore what we changed.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
> Thanks for the info, one more thing though do I issue the new graphics
> command immediately after poking 106, and then proceed to copy in the cset
> rom?
>
> And what's a shadow register? I read that poking the chbase address 756
> will also update 54281 and then the book said I could also poke 54281 from
> machine language. Is 54281 only pokeable from machine language? And
what's
> the benefit of doing this rather than poking 756. What would happen if I
> poked 756 from machine language? Would 54281 not get updated as it would
if
> I poked it from basic?
>
> A little confused...
>

1520. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 18:02:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <817i8.3458$Nd.242731@newsread2.prod.itd.earthlink.net>
Source record: 30691

You must alter 106 and make the new graphics mode call before you copy a character set into that space. If PMG are involved, it is simpler to do the above only once for both protected areas.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:ayzh8.2726$Nn6.307446@e3500-atl2.usenetserver.com...
> Not my first, but my first revisited :)
>
> I decided I'm going to dedicate the rest of my life to making Atari Basic
> extremely powerful and easy to implement graphics techniques without
knowing
> much. Of course I'm going to do this by trying to produce relocateable ML
> routines that can be called by USR.
>
> My first routine I was thinking would be to do an all in one ML routine
that
> would take care of relocating the char set for the Atari Basic programmer
> and simply return to him the starting address of his modifyable char set.
>
> The ML routine planned is as follows :
>
> MYCSET = USR(ADR(MYCSET$))
>
> MYCSET$ will contain the relocateable ML routine.
>
> Now I'm going to assume the user has already entered into the graphics
mode
> of choice before calling this routine. This is what I plan on doing in
the
> routine :
>
> PLA -- number of usr variables will be zero and have to clear
> stack anyways
> STA 212 -- zero the LSB of the returned value from the USR function,
> will be zero because character set base will always start on a page
> boundary. Pretty cool optimization huh? :)
>
> copy the rom cset at 57344 into the address beginning at 256 *
(PEEK(106)-4)

>
> update the new CHBASE with poke 756, PEEK(106)-4 and STA 213 right after
> for the MSB of the returned value of the usr function.
>
> I am not going to update the value in 106, or should I? I haven't gotten
to
> PM graphics just yet but if I need to reserve memory for it as well, then
I
> should update the value in 106 in this ML routine so if I take the same
> action in my PM graphics ML routine using 106 would still be safe?...
please
> give me your input.
>

1521. Re: My first ML routine for Atari Basic

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 18:08:49 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <fY6i8.23268$Yd.950225@e3500-atl1.usenetserver.com>
Source record: 30692

Yeah I lloked further into my code and saw I did just that, however when I reserved for PM graphics I just poked 106 - 8 and didn't issue graphics 0. Oh well, it worked fine.

:)

I think I'd like to redo DW and make it ultra clean so it could be redable and compilable.

I already have the shapes, sounds and animations... so it shouldn't be too difficult.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:817i8.3458$Nd.242731@newsread2.prod.itd.earthlink.net...
> You must alter 106 and make the new graphics mode call before you copy a
> character set into that space. If PMG are involved, it is simpler to do the
> above only once for both protected areas.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:ayzh8.2726$Nn6.307446@e3500-atl2.usenetserver.com...
> > Not my first, but my first revisited :)
> >
> > I decided I'm going to dedicate the rest of my life to making Atari Basic
> > extremely powerful and easy to implement graphics techniques without
> knowing
> > much. Of course I'm going to do this by trying to produce relocateable ML
> > routines that can be called by USR.
> >
> > My first routine I was thinking would be to do an all in one ML routine
> that
> > would take care of relocating the char set for the Atari Basic programmer
> > and simply return to him the starting address of his modifyable char set.
> >
> > The ML routine planned is as follows :

```
> >
> > MYCSET = USR(ADR(MYCSET$))
> >
> > MYCSET$ will contain the relocateable ML routine.
> >
> > Now I'm going to assume the user has already entered into the graphics
> mode
> > of choice before calling this routine. This is what I plan on doing in
> the
> > routine :
> >
> > PLA -- number of usr variables will be zero and have to
clear
> > stack anyways
> > STA 212 -- zero the LSB of the returned value from the USR
function,
> > will be zero because character set base will always start on a page
> > boundary. Pretty cool optimization huh? :)
> >
> > copy the rom cset at 57344 into the address beginning at 256 *
> (PEEK(106)-4)
> >
> > update the new CHBASE with poke 756, PEEK(106)-4 and STA 213 right
after
> > for the MSB of the returned value of the usr function.
> >
> > I am not going to update the value in 106, or should I? I haven't
gotten
> to
> > PM graphics just yet but if I need to reserve memory for it as well,
then
> I
> > should update the value in 106 in this ML routine so if I take the same
> > action in my PM graphics ML routine using 106 would still be safe?...
> please
> > give me your input.
> >
>
>
>
```

1522. Re: Please help clairfy these memory locations!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 18:10:11 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <xZ6i8.23271$Yd.950509@e3500-atl1.usenetserver.com>
Source record: 30693

Perfect. That was a good refresher!

(no pun intended :)

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:517i8.3457$Nd.242731@newsread2.prod.itd.earthlink.net...
> The shadow registers are user friendly means for us to control system
> properties with a Poke. The OS takes them 60 times per second during VBI
and
> transfers them to the actual hardware registers used by the chips.
>
> This allows for creative displays; when our DLI routines STA new data to
> those hardware locations at assembly speed, the change will appear
> immediately in the middle of the screen. The OS then restores the shadow
> value during VBI so the main screen is unchanged when redrawn from the
top.
> This removes the burden on the programmer of controlling the entire screen
> every single microsecond and we don't have to waste a DLI to restore what
we
> changed.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> > Thanks for the info, one more thing though do I issue the new graphics
> > command immediately after poking 106, and then proceed to copy in the
cset
> > rom?
> >
> > And what's a shadow register? I read that poking the chbase address 756
> > will also update 54281 and then the book said I could also poke 54281
from
> > machine language. Is 54281 only pokeable from machine language? And
> what's
> > the benefit of doing this rather than poking 756. What would happen if
I
> > poked 756 from machine language? Would 54281 not get updated as it would
> if
> > I poked it from basic?
> >
> > A little confused...

> >
>
>

1523. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 19:09:03 UTC
From: ansk@home.se
Message-ID: <3c890937.292141@nntpserver.swip.net>
Source record: 30694

On Fri, 08 Mar 2002 00:24:04 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

Anders> Do you think £102.99 is too much for the Atari 800
Anders> and the two 810 disk drives?

Paul> In the UK, yes :-)

Isn't this a question of how common the computer is and
of course, if the computer is a popular item on the classic
video games market. My assumption is that it is hard to find
an Atari 800 in Europe. How many were sold in the UK?

The price level in different countries and different parts
of the world is interesting.

The Vectrex system seems to be popular among collectors and
gameplayers everywhere. Although I am an Atari freak, I paid
the equivalent of £200 for a Vectrex base unit with six games
last year, in Sweden.

Anders

1524. Re: FS: Mickey in the Great Outdoors

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 19:22:56 UTC
From: ansk@home.se
Message-ID: <3c890cc8.1205792@nntpserver.swip.net>
Source record: 30695

On Fri, 08 Mar 2002 04:08:00 GMT, "Chris M." <chrism214@comcast.net>
wrote:
> I have a copy of this (tape only) for the Atari 8-bit. Make me
> an offer. Dunno if it works as I have nothing to test it on.
> ...

Cool! I thought I had heard of almost all Atari titles for the
8-bit home computer, but this one is new to me.

I looked it up on the web and found screenshots.

http://xlent.nostalgia.pl/software/games/m/0046.html

Big graphics, a bit like "Sticky Bears Basket Bounce".

Anders

1525. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-08 21:15:19 UTC
From: usenet-20020308@hias.horus.com
Message-ID: <slrna8iaap.t5f.usenet-20020308@camel.hias.horus.com>
Source record: 30696

Hi!

On Fri, 08 Mar 2002 11:08:55 -0600, Rick D. wrote:
> I found schematics for the 256K upgrade done by Wes Newell at
> www.atariworld.com/newell.html. I am sure you can use it to build your
> own.

Unfortunately atariworld.com has closed and you are currently
redirected to 'Holmes Atari 8bit Games'.

I've been able to locate the (old) html file in google's cache, but
the image of the schematics (megxlscm.gif) is missing (of course).

Does someone have a local copy of the schematics he/she could
upload/email/whatever?

so long & thanx,

Hias

1526. Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 06:46:57 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <U9ii8.19255$Nn6.1014445@e3500-atl2.usenetserver.com>
Source record: 30597

It's relocateable and is meant to be called like :

MYCSET=USR(ADR("blahblahblah"))

What it does is look in 106, subtracts 4, ensures the result is a multiple of 4, stores it back into 106, moves the rom charset into this new value pointed by 106 and returns the new charset location in MYCSET to the Atari Basic programmer.

The programmer is supposed to issue his graphics command and then poke 756,MYCSET/256.

I didn't poke 756 in the ML routine because if he issued the graphics command (which he supposed to after updating location 106) it would reset 756 back to the rom character set value of 224.

It's blazing fast! No comparison to peeking and poking the entire rom charset in basic for next loop. That's for sure. Let me know if there are any optimizations that can be done! I am really interested in knowing if there are any...

```
0100 .OPT OBJ
0110 .ORG $8000
0120 PLA
0130 TAY
0140 TAX
0150 STA 212
0160 STA 203
0170 STA 208
0180 SEC
0190 LDA 106
0200 SBC #4
0210 LSR A
0220 LSR A
0230 ASL A
0240 ASL A
0250 STA 209
0260 STA 213
0270 STA 106
0280 LDA #$E0
0290 STA 204
0300 READ LDA (203),Y
0310 STA (208),Y
0320 INY
0330 CPY #0
0340 BNE READ
```

```
0350 INX
0360 CPX #4
0370 BEQ DONE
0380 INC 204
0390 INC 209
0400 BNE READ
0410 DONE RTS
```

1527. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 12:55:34 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a6d2v0$dchr4$1@ID-15679.news.dfncis.de>
Source record: 30598

Hi,

> I Understand that the UK and some western European countries
>recived mainly 65XEs with PBI, The rest of the world had em
>without PBI. I don't think i have ever seen a PBI less version,
>but i live in the UK....

I live in the UK too, my PAL 65XE is also PBI-less.

Don't know for sure where it originated though since I bought it second hand
at a radio rally. However it is definitely a PAL-I model.

> 800s, didn't have one IIRC

That's right, the 400, 800 and 1200XL don't have PBI interfaces.

> Not sure if the one on the XL range is compatable with the XE
>ones....

It is, but it uses a different connector - which would necessitate either two
different versions of the interface or an adapter.

I always thought the XE PBI interface was a joke, how the hell are you
supposed to use a cartridge and a PBI device at the same time? The XL
implementation was far more logical.

>....so for maximum compatability SIO is the way to go.

Absolutely.

TTFN - Pete.

1528. Re: Son of man your e-mail doesn't work...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 13:02:50 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a6d2vv$dchr4$2@ID-15679.news.dfncis.de>
Source record: 30599

Hi,

> I get:
>
> ----- The following addresses had permanent fatal errors -----
>
> <bcozier@bellsouth.net>
>
> (reason: 550 .net 003: you are not allowed to send e-mail to
> bcozier@bellsouth.net)

That's because one of your ISPs has the other one blacklisted, usually because the ISP is a home to spammers.

Sounds like Bellsouth have blacklisted Myweb to me.

TTFN - Pete.

1529. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 14:33:48 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6d6dq$2if0$1@innferno.news.tiscali.de>
Source record: 30600

And where can I get this GUI? Does ABC Soft PL have a Homepage?
BOSS-X.2 (premiere in Schreiersgr&#65533;n) now has four Disk-Sides, too much to
get it on one 180k Disk :-)

Mirko

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
Newsbeitrag news:3C88E2FF.82061E12@students.uni-mainz.de...
> Well,
> if I understand the polish docs for Atari Desktop, it is free (coded in
> Assembler/ML language). The whole thing needs at least a DD (180k) disk,
> but works on 64k machines. Just a few days ago I also found "Windows XL"
> written in turbo Basic XL by Joerg Forg, also free. Maybe something to
> improve your BOSS ?!? -Andreas.
>
>
>
> Mirko Sobe schrieb:
> >
> > Is this free or commercial software?
> >
> > Mirko
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
> > Newsbeitrag news:3C83564D.9C3139EE@students.uni-mainz.de...
> > > Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the
Atari?
> > >
> > > add:
> > > - Atari Desktop by ABC software (Poland), includes editors,
converters,
> > > file copiers, sector copy, tape+turbo tape copy, small games, CMC
finder
> > > and player and much much more; works with 64k RAM and keyboard input;
> > > disk manuals only in polish language...
> > >
> > > subject x.x (four player games)?
> > > add:
> > > - Volleyball, a PD game written in Atari Basic; 4 players with 400/800
> > > Atari;

1530. new L.K.Avalon game available !

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 15:31:46 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3C8A2AE2.4050800@freenet.de>
Source record: 30601

Great news for all game lovers !
Konrad Szczesniak, author of L.K.Avalon's "Electra", send me a disk with
a never released game called "3d24".
L.K.Avalon stopped producing games for the Atari XL computers when this
game was finished - so it never saw the daylight... unitil now !

Visit my web-page to download the game :-)
http://mrbacardi.atari.org

Greetings,
- Mr.Bacardi -I

1531. Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 16:09:23 UTC
From: jim_brohier@ironhoof.com
Message-ID: <28118b5d.0203090809.3a207903@posting.google.com>
Source record: 30602

YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S

1532. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 16:12:22 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6dc6j$2kjp$1@innferno.news.tiscali.de>
Source record: 30613

Im Internet habt ihr gro&#65533;e Fresse, komm her, und du bist dran...

"Jim Brohier" <jim_brohier@ironhoof.com> schrieb im Newsbeitrag
news:28118b5d.0203090809.3a207903@posting.google.com...
> YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S

1533. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 22:12:53 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <i22l8uoarhhin73t03inoqi5uvcd8u04ud@4ax.com>
Source record: 30603

On Fri, 08 Mar 2002 21:15:19 GMT, usenet-20020308@hias.horus.com (Matthias Reichl) wrote:

>Hi!
>
>On Fri, 08 Mar 2002 11:08:55 -0600, Rick D. wrote:
>> I found schematics for the 256K upgrade done by Wes Newell at
>> www.atariworld.com/newell.html. I am sure you can use it to build your
>> own.
>
>Unfortunately atariworld.com has closed and you are currently
>redirected to 'Holmes Atari 8bit Games'.
>
>I've been able to locate the (old) html file in google's cache, but
>the image of the schematics (megxlscm.gif) is missing (of course).
>
>Does someone have a local copy of the schematics he/she could
>upload/email/whatever?
>
>so long & thanx,
>
>Hias

I believe I have it, let me look for it among my Atari stuff...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1534. Help i want Atmas II

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 22:49:57 UTC
From: Daniel Boer <Daniel@daxis.nl>
Message-ID: <a6e3ck$30v$1@news.hccnet.nl>
Source record: 30604

Can anybody send me A atr or dcm file of Atmas II. Once i had an Atari 130 XE but now I only have a emulator. I also had Atmas II but I want to use it on my emulator. I don't have it anymore and like to have an image of it. Does anyone have it? Please send it to:
Daniel@daxis.nl

I would be verry thankful. Please send me a text of de manual with it!

1535. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-09 23:57:48 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8aa506$0$18499$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30605

Hmm.... a typical pc user who is frustated because an Atari never crashes!

hihi

TXG/MNX

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203090809.3a207903@posting.google.com...
> YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S

1536. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 00:03:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8aa66a$0$18488$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30606

Hi,

To upgrade it's easy when you have the 4 chip version, 2x 4464 chips, add 2 more chips on the 2 places below. Or when you have an 8 chip version, solder 8x 4164 in the right row. Secondly you need to order a PAL chip at Best Electronics about $10 you can put that into the free space on the right side of the rams where you woulkd see 3 jumpers in a empty place where you can put a chip. Remove these jumpers and place the PAL chip there. I just need to look up the number for the PAL chip. Then the system will act like a normal 130XE. But the extra chips can also be replaced by 2x 44256 or 41256 and with 1 extra chip and make the system 320Kb....

I will look for the parts later... but it's easy to upgrade...

TXG/MNX
"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message news:i22l8uoarhhin73t03inoqi5uvcd8u04ud@4ax.com...
> On Fri, 08 Mar 2002 21:15:19 GMT, usenet-20020308@hias.horus.com (Matthias
> Reichl) wrote:
>
> >Hi!
> >
> >On Fri, 08 Mar 2002 11:08:55 -0600, Rick D. wrote:
> >> I found schematics for the 256K upgrade done by Wes Newell at
> >> www.atariworld.com/newell.html. I am sure you can use it to build your
> >> own.
> >
> >Unfortunately atariworld.com has closed and you are currently
> >redirected to 'Holmes Atari 8bit Games'.
> >
> >I've been able to locate the (old) html file in google's cache, but
> >the image of the schematics (megxlscm.gif) is missing (of course).
> >
> >Does someone have a local copy of the schematics he/she could
> >upload/email/whatever?
> >
> >so long & thanx,
> >
> >Hias
>
> I believe I have it, let me look for it among my Atari stuff...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru

> _H__/_/ http://machf.tripod.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." and "sons.of." parts before replying

1537. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 00:21:26 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203091854160.25777-100000@shell1>
Source record: 30607

In reply to Ron Hamilton (oldatarian at atariland dot com), who
scribbled:
-> Hi Mike; ... Where are you?

"Mike K" (steakum47 at hotmail dot com) on Fri, 08 Mar 2002 at
02:26:31 GMT, replied:
->Thank you for the information. Another kind Atari user is actually
->sending me everything I'll need to get started.

But still.... There is some value to answering that question
when we long-in-the-tooth 8-bitters ask it. The newcomer (or old-
timer selling out an entire system, or whatever) may be steered to
other active users in his or her local area -- thereby eliminating
the need for doing things like sending DOS bootup disks by snail-
mail. But other readers can't provide local information if they
don't know where "local" is!

In this case examination of info in the long message header shows
that Mike K is probably located in a city that still has a group of
active Atarians. He's luckier than he realizes. But then, that
depends on where he actually is.... Which brings us back to:

... Ron Hamilton, who scribbled:
-> Hi Mike; ... Where are you?

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

1538. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 00:32:14 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8aabb5$0$35568$1dc6e903@news.corecomm.net>
Source record: 30608

My dictionary has 'quid'. It is coloquial for 'pound sterling' or
'sovereign'.
You can type any non-ASCII char, just about, by holding the
ALT key and typing a number on the number keys.
That's how I typed the . Hold ALT and type 1 5 6, then
let the ALT key go.
russg

1539. Computerfest® is almost here

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 01:09:27 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203091936450.28033-100000@shell1>
Source record: 30609

The following news has just come in so I'm forwarding it for the 8-bitters on this newsgroup. There's no Atari 8-bit stuff at these shows anymore, but for anybody within 500 miles of Dayton, Ohio, Computerfest is still a great show well worth going to!

(Well, actually, it's worth going to if you're 5000 miles from Dayton, but that's a pretty long one-day drive! You know what I mean?!)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

---------- Forwarded message ---------- (excerpted)
Date: Wed, 6 Mar 2002 00:29:36 -0500 (EST)
From: Computerfest's Publicity Staff

The Spring 2002 Computerfest® is almost here. Computerfest® arrives at Dayton's Hara Arena Complex on March 16 & 17, 2002.

LINUX PLAYGROUND DEALS DARA VAN
SPEAKERS OTAP PRINTER REPAIR
OLD TIMER COMPUTER FAIR
DOOR PRIZES (INCLUDING 3 COMPUTER SYSTEMS)

You get ALL this and more for only $8.00 in advance and $10.00 the day of the show. Advanced tickets are available now online, see www.computerfest.com for details, at the Hara Arena Box Office, as well as most Dayton area computer stores. Call the store first for ticket availability.

[Editor's Note: Hara Arena & Convention Center is located on the northwestern side of Dayton. Go west from the Needmore Road exit of I-75 and follow the signs. The Hara Complex is located at the intersection of Shiloh Springs Road and Wolf Road.]

Computerfest® has it all: Hardware, Software, Books, Literature and Supplies. You will see why we are the computer show that you have trusted for over 26 years! This show has several exciting features.

Linux user groups from around the area (under the direction of Don Corbet, "The Linux Guy"), have banded together to offer an extensive array of Linux speakers. A play area allows you to experience Linux as you learn from the experts.

The Dayton Amateur Radio Association (DARA) is sponsoring an exhibit on Ham Radio and computers. The DARA Van, an emergency response communications vehicle equipped with lots of high tech radio and communication equipment is on display.

Clay's Printer Repairs is offering factory authorized service on Hewlett Packard, Lexmark, and OKI printers (both inkjet and laser). Estimates and simple repairs while you wait. More complex repairs can be taken in and shipped back to you.

For those computing 'Old Timers' among us, our Computerfest® Museum Curator, Gary Ganger, will be hosting gatherings throughout the weekend for those who would like to discuss, or just reminisce about some of the systems that pioneered this industry. Come meet old friends and make new ones, while you talk about the good old days.

The Ohio Technology Access Project (OTAP) will test products that you have purchased at the show for a small donation.

You can drop off your ticket stub and have a chance at winning our grand prize, a 2 Gigahertz multimedia computer system. Or you may win one of our hourly door prizes donated by exhibitors at the show! You can also purchase our show T-shirt, Sunscreens, Mugs, Tool Kits and more. Or just come by to talk to friends. It is a place to meet great people!

This year's seminar lineup is the best ever! Some of the topics being presented include Linux, e-Commerce, computer crimes, online investing, networking, web pages, firewalls, and certifications. These seminars will provide a wealth of information and all are FREE with your paid admission. A complete schedule of the weekend's seminars can be found on the Computerfest® web site.

And of course Computerfest® offers deals! With hundreds of booths selling computer products of every kind, you are sure to find the computer product you need at the price you want. We have some of the friendliest vendors in the industry. They listen and they care.

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Check the our website at www.computerfest.com, for updated information. We look forward to seeing you at Computerfest®

Enjoy COMPUTERFEST®!!!!

For the safety of yourself and others DMA® and Computerfest®
reserves the right to inspect any item, bag, purse, package or
parcel brought on to HARA property.

1540. Re: Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 01:45:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TUyi8.9214$Vx1.610945@newsread1.prod.itd.earthlink.net>
Source record: 30610

You can drop the redundant CPY in 330; BNE means branch if not equal to
zero... Saves 2 bytes. You could save a few cycles in the loop doing the
same with X;
set it to 4 and DEX to a BNE with no CPX. No byte count savings as you need
a LDX #4. You would probably sense very little difference in percieved run
time.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
news:U9ii8.19255$Nn6.1014445@e3500-atl2.usenetserver.com...
> It's relocateable and is meant to be called like :
>
> MYCSET=USR(ADR("blahblahblah"))
>
> What it does is look in 106, subtracts 4, ensures the result is a multiple
> of 4, stores it back into 106, moves the rom charset into this new value
> pointed by 106 and returns the new charset location in MYCSET to the Atari
> Basic programmer.
>
> The programmer is supposed to issue his graphics command and then poke
> 756,MYCSET/256.
>
> I didn't poke 756 in the ML routine because if he issued the graphics
> command (which he supposed to after updating location 106) it would reset
> 756 back to the rom character set value of 224.
>
> It's blazing fast! No comparison to peeking and poking the entire rom
> charset in basic for next loop. That's for sure. Let me know if there are
> any optimizations that can be done! I am really interested in knowing if
> there are any...
>
>
> 0100 .OPT OBJ
> 0110 .ORG $8000
> 0120 PLA
> 0130 TAY
> 0140 TAX
> 0150 STA 212
> 0160 STA 203
> 0170 STA 208

```
> 0180 SEC
> 0190 LDA 106
> 0200 SBC #4
> 0210 LSR A
> 0220 LSR A
> 0230 ASL A
> 0240 ASL A
> 0250 STA 209
> 0260 STA 213
> 0270 STA 106
> 0280 LDA #$E0
> 0290 STA 204
> 0300 READ LDA (203),Y
> 0310 STA (208),Y
> 0320 INY
> 0330 CPY #0
> 0340 BNE READ
> 0350 INX
> 0360 CPX #4
> 0370 BEQ DONE
> 0380 INC 204
> 0390 INC 209
> 0400 BNE READ
> 0410 DONE RTS
>
```

1541. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 03:10:03 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <f8Ai8.171989$s43.37826088@typhoon.columbus.rr.com>
Source record: 30611

:)

Columbus, OH (home of the bally astrocade!)

There also looks to be an active Atari 8bit user group in Columbus as well.
Never attended, but I plan on making the next meeting.
http://www.angelfire.com/oh4/acec/acec.html

If anyone has old Atari advertisements from Magazines or brochures I'd be
interested in some scans of them. I'm putting together a web page devoted
to old computer and especially the Atari 8 bits.

Thanks again,
Mike

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.33.0203091854160.25777-100000@shell1...
> In reply to Ron Hamilton (oldatarian at atariland dot com), who
> scribbled:
> -> Hi Mike; ... Where are you?
>
> "Mike K" (steakum47 at hotmail dot com) on Fri, 08 Mar 2002 at
> 02:26:31 GMT, replied:
> ->Thank you for the information. Another kind Atari user is actually
> ->sending me everything I'll need to get started.
>
> But still.... There is some value to answering that question
> when we long-in-the-tooth 8-bitters ask it. The newcomer (or old-
> timer selling out an entire system, or whatever) may be steered to
> other active users in his or her local area -- thereby eliminating
> the need for doing things like sending DOS bootup disks by snail-
> mail. But other readers can't provide local information if they
> don't know where "local" is!
>
> In this case examination of info in the long message header shows
> that Mike K is probably located in a city that still has a group of
> active Atarians. He's luckier than he realizes. But then, that
> depends on where he actually is.... Which brings us back to:
>
> ... Ron Hamilton, who scribbled:
> -> Hi Mike; ... Where are you?
>
> >>>---<<<
> >>> david moeser -- erasmus39 at yahoo dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<

> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
>
>

1542. Re: Computerfest® is almost here

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 03:11:34 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <G9Ai8.171990$s43.37827577@typhoon.columbus.rr.com>
Source record: 30612

Thanks for the heads up! I would have missed it otherwise. I've heard this is one great show.

Mike

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message news:Pine.GSO.4.33.0203091936450.28033-100000@shell1...
The following news has just come in so I'm forwarding it for the 8-bitters on this newsgroup. There's no Atari 8-bit stuff at these shows anymore, but for anybody within 500 miles of Dayton, Ohio, Computerfest is still a great show well worth going to!

(Well, actually, it's worth going to if you're 5000 miles from Dayton, but that's a pretty long one-day drive! You know what I mean?!)

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

---------- Forwarded message ---------- (excerpted)
Date: Wed, 6 Mar 2002 00:29:36 -0500 (EST)
From: Computerfest's Publicity Staff

The Spring 2002 Computerfest® is almost here. Computerfest® arrives at Dayton's Hara Arena Complex on March 16 & 17, 2002.

LINUX PLAYGROUND DEALS DARA VAN
SPEAKERS OTAP PRINTER REPAIR
OLD TIMER COMPUTER FAIR
DOOR PRIZES (INCLUDING 3 COMPUTER SYSTEMS)

You get ALL this and more for only $8.00 in advance and $10.00 the day of the show. Advanced tickets are available now online, see www.computerfest.com for details, at the Hara Arena Box Office, as well as most Dayton area computer stores. Call the store first for ticket availability.

[Editor's Note: Hara Arena & Convention Center is located on the northwestern side of Dayton. Go west from the Needmore Road exit of I-75 and follow the signs. The Hara Complex is located at the inter-section of Shiloh Springs Road and Wolf Road.]

Computerfest® has it all: Hardware, Software, Books, Literature and Supplies. You will see why we are the computer show that you

have trusted for over 26 years! This show has several exciting features.

Linux user groups from around the area (under the direction of Don Corbet, "The Linux Guy"), have banded together to offer an extensive array of Linux speakers. A play area allows you to experience Linux as you learn from the experts.

The Dayton Amateur Radio Association (DARA) is sponsoring an exhibit on Ham Radio and computers. The DARA Van, an emergency response communications vehicle equipped with lots of high tech radio and communication equipment is on display.

Clay's Printer Repairs is offering factory authorized service on Hewlett Packard, Lexmark, and OKI printers (both inkjet and laser). Estimates and simple repairs while you wait. More complex repairs can be taken in and shipped back to you.

For those computing 'Old Timers' among us, our Computerfest® Museum Curator, Gary Ganger, will be hosting gatherings throughout the weekend for those who would like to discuss, or just reminisce about some of the systems that pioneered this industry. Come meet old friends and make new ones, while you talk about the good old days.

The Ohio Technology Access Project (OTAP) will test products that you have purchased at the show for a small donation.

You can drop off your ticket stub and have a chance at winning our grand prize, a 2 Gigahertz multimedia computer system. Or you may win one of our hourly door prizes donated by exhibitors at the show! You can also purchase our show T-shirt, Sunscreens, Mugs, Tool Kits and more. Or just come by to talk to friends. It is a place to meet great people!

This year's seminar lineup is the best ever! Some of the topics being presented include Linux, e-Commerce, computer crimes, online investing, networking, web pages, firewalls, and certifications. These seminars will provide a wealth of information and all are FREE with your paid admission. A complete schedule of the weekend's seminars can be found on the Computerfest® web site.

And of course Computerfest® offers deals! With hundreds of booths selling computer products of every kind, you are sure to find the computer product you need at the price you want. We have some of the friendliest vendors in the industry. They listen and they care.

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1543. D3: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 04:53:05 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c8ae60b.54042258@basic.bs.webusenet.com>
Source record: 30614

I get a 160 error when trying to access D3: from AtariWinPlus3.0.
Same result with both DOS XL 2.2 and AtariDos 2.5. Can anyone access
above D2: using this emulator (think I have latest 3.0 beta).
Thanks.

ron

1544. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 05:25:43 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <r7Ci8.401923$eS3.30170349@bin3.nnrp.aus1.giganews.com>
Source record: 30615

I wish Jack Tramiel would just post under his real name :)

In any case, if I have my Atari with me, I guess hell can't be all that
bad...

"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
news:28118b5d.0203090809.3a207903@posting.google.com...
> YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S
>

1545. Re: Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 05:45:25 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <bmCi8.25997$Nn6.1472583@e3500-atl2.usenetserver.com>
Source record: 30616

Hey Ron thanks! I was wondering about that CPY #0 but just didn't want to take the chance. I will make these changes AT ONCE!

:)

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:TUyi8.9214$Vx1.610945@newsread1.prod.itd.earthlink.net...
> You can drop the redundant CPY in 330; BNE means branch if not equal to
> zero... Saves 2 bytes. You could save a few cycles in the loop doing the
> same with X;
> set it to 4 and DEX to a BNE with no CPX. No byte count savings as you need
> a LDX #4. You would probably sense very little difference in percieved run
> time.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:U9ii8.19255$Nn6.1014445@e3500-atl2.usenetserver.com...
> > It's relocateable and is meant to be called like :
> >
> > MYCSET=USR(ADR("blahblahblah"))
> >
> > What it does is look in 106, subtracts 4, ensures the result is a multiple
> > of 4, stores it back into 106, moves the rom charset into this new value
> > pointed by 106 and returns the new charset location in MYCSET to the Atari
> > Basic programmer.
> >
> > The programmer is supposed to issue his graphics command and then poke
> > 756,MYCSET/256.
> >
> > I didn't poke 756 in the ML routine because if he issued the graphics
> > command (which he supposed to after updating location 106) it would reset
> > 756 back to the rom character set value of 224.
> >
> > It's blazing fast! No comparison to peeking and poking the entire rom
> > charset in basic for next loop. That's for sure. Let me know if there are

```
> > any optimizations that can be done! I am really interested in knowing if
> > there are any...
> >
> >
> > 0100 .OPT OBJ
> > 0110 .ORG $8000
> > 0120 PLA
> > 0130 TAY
> > 0140 TAX
> > 0150 STA 212
> > 0160 STA 203
> > 0170 STA 208
> > 0180 SEC
> > 0190 LDA 106
> > 0200 SBC #4
> > 0210 LSR A
> > 0220 LSR A
> > 0230 ASL A
> > 0240 ASL A
> > 0250 STA 209
> > 0260 STA 213
> > 0270 STA 106
> > 0280 LDA #$E0
> > 0290 STA 204
> > 0300 READ LDA (203),Y
> > 0310 STA (208),Y
> > 0320 INY
> > 0330 CPY #0
> > 0340 BNE READ
> > 0350 INX
> > 0360 CPX #4
> > 0370 BEQ DONE
> > 0380 INC 204
> > 0390 INC 209
> > 0400 BNE READ
> > 0410 DONE RTS
> >
>
>
>
>
>
```

1546. FA (Ebay): Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 06:40:22 UTC
From: bobbyshaw@aol.com
Message-ID: <20020310014022.11033.00001112@mb-cu.aol.com>
Source record: 30617

This is the last batch of items I have for sale. Everything else is gone
except for the hardware, and the few floppies that didn't sell last week.
Everything is up on Ebay starting at $0.01 so I'm sure to sell it. Here is the
link to my auctions:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?MfcISAPICommand=ViewListedItems&
userid=bobbyshaw@aol.com

And here's a list of what I have up right now:

Seikosha Axiom AT-100 Printer for Atari
Indus GT 5.25 disk drive for Atari
Atari 1050 disk drive
Atari 410 Program Recorder (non-working)
Atari 850 Interface Module
Atari 130XE computer
B Key 400 keyboard upgrade for Atari 400
Atari 400 computer
Atari 800 computer (bad spacebar)
Atari Joystick
Atari Paddle Contollers
Lot of 5 partial/non-working Atari Joysticks
2 non-working Atari Power supplies
Wico Command Control Joystick
Wico Boss Precision Engineered Joystick
Suncom TAC-2 joystick
6 foot Atari I/O Cable
Flight Simulator II-ATARI 8-bit XE cart+disks
Computer Football Strategy - Atari 8-bit disk
Family Cash Flow - Atari 400/800/XL/XE floppy
My First Alphabet - Atari 400/800/XL/XE disk
Shootout at the OK Galaxy - Atari 8-bit disk
Original Infocom Suspended Map
Original Microprose Silent Service Manual
Atari Juggles House manual

Thanks for looking!
Robert Shaw
--
Interested in vintage Atari 8-bit equipment? Floppy disks on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1547. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 09:11:13 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <RqFi8.947$Qu1.459800714@newssvr12.news.prodigy.com>
Source record: 30618

Ein lustiger Mann vieles Zimmer Wort seines gro&#65533;er Mund!

Mo
8-)

Jim Brohier schreibt...

<28118b5d.0203090809.3a207903@posting.google.com>...
>YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S

1548. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 09:13:45 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <dtFi8.948$XC1.460326067@newssvr12.news.prodigy.com>
Source record: 30619

FAR OUT!
Now that's an impressive windows trick that I would have never figured out.
Very cool indeed!
Mo

Russ Gilbert wrote in message
<3c8aabb5$0$35568$1dc6e903@news.corecomm.net>...
>My dictionary has 'quid'. It is coloquial for 'pound sterling' or
>'sovereign'.
>You can type any non-ASCII char, just about, by holding the
>ALT key and typing a number on the number keys.
>That's how I typed the ¶. Hold ALT and type 1 5 6, then
>let the ALT key go.
>russg
>
>

1549. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 09:17:31 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <LwFi8.949$fG1.460543126@newssvr12.news.prodigy.com>
Source record: 30620

Well it could have been Steve Jobs for that matter...
Bill G. isn't bothered by 20 year old computers (although he should be..)
Mo

Paul Gifford wrote in message ...
>I wish Jack Tramiel would just post under his real name :)
>
>
>In any case, if I have my Atari with me, I guess hell can't be all that
>bad...
>
>"Jim Brohier" <jim_brohier@ironhoof.com> wrote in message
>news:28118b5d.0203090809.3a207903@posting.google.com...
>> YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S
>>
>
>

1550. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 10:04:39 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1015754630@rtfm.mit.edu>
Source record: 30621
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: February 23, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1551. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 11:09:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <hffm8ush0uee7rt9gr86c645cn048svl5r@4ax.com>
Source record: 30622

On 8 Mar 2002 04:48:05 -0800, jerry_glenwright@hotmail.com (Jerry)
wrote:

>Paul
>
>Complete madness! Who is buying these machines? Not long-time Atari
>enthusiasts surely.

From the planet Zarg maybe??

To pay that much they would have to be from there :-)
>
>It is still possible to find them at car boot sales and the like
>(though usually 800XLs/130XEs not 800s) for a pound or two.
>
Yep, must admit I don't get to B/sales much these days tho.

>Ebay is a *very* strange place. That said, I bid and occasionally win,
>and I followed that 800/twin drives auction but could see that the
>price was going way beyond common sense.

Yep, when it passed my maximum (25 quid, btw that's lots of wonga for
the US folk ;-)) I gave up.
>
>Ah well, good luck with the next one which appears (I might auction
>one of mine -- hope I make 102 quid!)

Lol..Good luck to you Jerry, can't fault the seller making as much as
possible..
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1552. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 11:11:18 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <0qfm8u01s684or0rn68v36lj6o6a2vmd1n@4ax.com>
Source record: 30623

On 9 Mar 2002 08:09:23 -0800, jim_brohier@ironhoof.com (Jim Brohier)
wrote:

>YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S

Shut up and get back to playing your boyfriends C64...
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1553. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 11:42:34 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3C8B62C6.9870CE61@ev1.net>
Source record: 30624

Mo wrote:
>
>
> Russ Gilbert wrote in message
> <3c8aabb5$0$35568$1dc6e903@news.corecomm.net>...
> >My dictionary has 'quid'. It is coloquial for 'pound sterling' or
> >'sovereign'.
> >You can type any non-ASCII char, just about, by holding the
> >ALT key and typing a number on the number keys.
> >That's how I typed the ï¿½. Hold ALT and type 1 5 6, then
> >let the ALT key go.
> >russg
> >
>
> FAR OUT!
> Now that's an impressive windows trick that I would have never figured out.
> Very cool indeed!
>
Also, there is a little "character" control panel that
displays the entire 256 character set available to you.
When this is open, you can double-click a character and
it will be inserted into your document... Just another
alternative.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

1554. Re: Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 12:25:45 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C8B50C9.20003A54@asw.cz>
Source record: 30625

```
Son of man wrote:
> 0180 SEC
> 0190 LDA 106
> 0200 SBC #4
> 0210 LSR A
> 0220 LSR A
> 0230 ASL A
> 0240 ASL A

LDA 106
SEC
SBC #$04
AND #$FC

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project
```

1555. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 13:44:17 UTC
From: usenet-20020310@hias.horus.com
Message-ID: <slrna8mojn.15r.usenet-20020310@camel.hias.horus.com>
Source record: 30626

Hi!
On Sat, 09 Mar 2002 17:12:53 -0500, machf wrote:
> On Fri, 08 Mar 2002 21:15:19 GMT, usenet-20020308@hias.horus.com (Matthias
> Reichl) wrote:
> >
> >Does someone have a local copy of the schematics he/she could
> >upload/email/whatever?
>
> I believe I have it, let me look for it among my Atari stuff...

You don't need to start searching, I've already got the schematics
(thanks to RoyE and Lee Barnes).

so long & thanx for the help,

Hias

1556. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 13:57:22 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6fol9$9un$1@innferno.news.tiscali.de>
Source record: 30627

I have no problems while accessing D3: with Atari800Win PLus 3.0.
Didi you have this problem with Atari800Win PLus 2.7b? You must know that
Version 3.0 is only a Beta-Version (but accessing a disk should no problem).

But the problem can be another: is your DOS XL 2.2 or AtariDOS 2.5 prepared
to access more than two drives? AtariDOS for default accesses only D1: and
D2:. You have to use a config-tool (is on the original, complete
ATARI-DOS-Disk) to make ATARI-DOS access D3: (and D4:).

Try to access D3:-D7: with MyDOS. MyDOS for default can access all drives
(D1:-D7:, D8: is RAMDISK for default).

Mirko

<ronfucci@bellsouth.net> schrieb im Newsbeitrag
news:3c8ae60b.54042258@basic.bs.webusenet.com...
> I get a 160 error when trying to access D3: from AtariWinPlus3.0.
> Same result with both DOS XL 2.2 and AtariDos 2.5. Can anyone access
> above D2: using this emulator (think I have latest 3.0 beta).
> Thanks.
>
> ron
>

1557. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 14:00:19 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c8b66de_1@news.iglou.com>
Source record: 30628

ronfucci@bellsouth.net wrote in message
<3c8ae60b.54042258@basic.bs.webusenet.com>...
>I get a 160 error when trying to access D3: from AtariWinPlus3.0.
>Same result with both DOS XL 2.2 and AtariDos 2.5. Can anyone access
>above D2: using this emulator (think I have latest 3.0 beta).
>Thanks.
>

It isn't the emulator's problem, it's the Atari DOS configuration.
There is a memory location you need to POKE to use drive numbers higher than
2 in Atari DOS.
In Atari Basic:
POKE 1802,15
then go to DOS and select H. Write DOS Files.
(the value 15 lets you use drives D1-D4.)

1558. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 14:16:31 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a6fpp6abg1@innferno.news.tiscali.de>
Source record: 30629

Super! I didn't knew that POKE, thank you!

Mirko

"Bill Marcum" <bmarcum@iglou.com> schrieb im Newsbeitrag
news:3c8b66de_1@news.iglou.com...
>
> ronfucci@bellsouth.net wrote in message
> <3c8ae60b.54042258@basic.bs.webusenet.com>...
> >I get a 160 error when trying to access D3: from AtariWinPlus3.0.
> >Same result with both DOS XL 2.2 and AtariDos 2.5. Can anyone access
> >above D2: using this emulator (think I have latest 3.0 beta).
> >Thanks.
> >
>
> It isn't the emulator's problem, it's the Atari DOS configuration.
> There is a memory location you need to POKE to use drive numbers higher
than
> 2 in Atari DOS.
> In Atari Basic:
> POKE 1802,15
> then go to DOS and select H. Write DOS Files.
> (the value 15 lets you use drives D1-D4.)
>
>
>

1559. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 14:31:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b71d2$0$18511$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30630

Hi,

I already wrote an e-mail to the owner of the site www.ironhoof.com where this person has got his free e-mail address. I asked him to block/remove this person from his site or other actions would be taken, I also send a copy of the text he used to write here...
He is a SPAMMER he does this in several newsgroups...

TXG/MNX

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:0qfm8u01s684or0rn68v36lj6o6a2vmd1n@4ax.com...
> On 9 Mar 2002 08:09:23 -0800, jim_brohier@ironhoof.com (Jim Brohier)
> wrote:
>
> >YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S
>
> Shut up and get back to playing your boyfriends C64...
> --
> Paul
>
> "I can still get it wet"
>
> What's the film....(yes, I know where IMDB is too)

1560. Re: Atari Made for FAG's

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 14:51:03 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c8b7666$0$18514$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30631

Hi All,

Just got this message:

Dear Sir

Re: The Gay site http://www.ironhoof.com and Ironhoof Web Mail Service.

Thank you for your email, may we advise that this is being dealt with. The

person concerned is an Ironhoof Web Mail user and will be removed from our

list. We again apologise but we have no real control over this sort of
thing,

save the subsequent removal of any offenders.

We refer you to our Terms of Use: http://www.ironhoof.com/tac.htm

Thank you

Roy G Symonds BA (Law)

legal@ironhoof.net

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c8b71d2$0$18511$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> I already wrote an e-mail to the owner of the site www.ironhoof.com where
> this person has got his free e-mail address. I asked him to block/remove
> this person from his site or other actions would be taken, I also send a
> copy of the text he used to write here...
> He is a SPAMMER he does this in several newsgroups...
>
> TXG/MNX
>
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:0qfm8u01s684or0rn68v36lj6o6a2vmd1n@4ax.com...
> > On 9 Mar 2002 08:09:23 -0800, jim_brohier@ironhoof.com (Jim Brohier)
> > wrote:
> >
> > >YOU AND YOUR ATARI WILL ROT IN HELL.....DIE FAGGOT'S
> >
> > Shut up and get back to playing your boyfriends C64...
> > --
> > Paul
> >

> > "I can still get it wet"
> >
> > What's the film....(yes, I know where IMDB is too)
>
>

1561. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 16:23:26 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8b887c$0$98142$1dc6e903@news.corecomm.net>
Source record: 30632

Hi, Ron.
PEEK 1802. It is probably 3.
Poke 1802,15 and you set up for 4 drives, the maximum I think
for DOS 2.5.
You have to do the POKE, then goto DOS, then write DOS files,
then reboot.
This should work on emulator.
Or use MyDOS image, I think it defaults to a full 8 drives.
Russg

1562. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 16:32:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8b8a90$0$1612$1dc6e903@news.corecomm.net>
Source record: 30633

Uhm, Charles.
How your bring up this character control list?
Russg

1563. retro show

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 16:40:08 UTC
From: Ramjam <ramjam55@btinternet.com>
Message-ID: <a6g297$dh2$1@paris.btinternet.com>
Source record: 30634

I would just like to get some feedback on an idea that I have. I'm considering organising a retro computer show in the North East of England. I want to try and get lots of retro computer owners together in one place for a day, to being along their systems. I only want retro game systems and so anything up to say 1994 would qualify as "retro" e.g

Sega Mega CD
PC engine
Amstrad CPC
Spectrums
C64
Neo-Geo

As well as everyone being able to show off their colections, I would be organsing debates, competitions, etc. Costs would be kept to a minimum as all I'd have to cover is the hiring of a venue.

Any feedback or comments would be most welcomed.

regards

Dave

1564. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 16:40:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8b8c8b$0$1607$1dc6e903@news.corecomm.net>
Source record: 30635

Paul Irvine <mclane.dellos@btinternet.com> wrote in message >
(clip)
> Yep, when it passed my maximum (25 quid, btw that's lots of wonga for
> the US folk ;-)) I gave up.
> Paul
I know I'm a idiot Yank. If you asked what a 'buck' was and if
I had a $ key, I'd think you were an idiot too.
'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
I think that's $5 but I'm not sure.
Someone told me that in money, there's a 1000 difference in
European and Asian. A billion money units is actually a trillion,
or is it a billion is actually a million. If I ever travel to the Old
World, I know people will see the Yank coming, ie. I'm paranoid.
Russg

1565. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 19:35:45 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203101429150.20398-100000@shell1>
Source record: 30636

On Sun, 10 Mar 2002 at 03:10:03 GMT, "Mike K" (steakum47 at
hotmail dot com) scribbled:
->There also looks to be an active Atari 8bit user group in Columbus
->as well.

Looks like you got the info on them. I don't know if they still
have meetings, but the people are still active. Their annual swap-
meet in September is one of the few Atari shows still being held.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

1566. retro show

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 19:41:56 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203101435550.20398-100000@shell1>
Source record: 30637

On Sun, 10 Mar 2002 at 16:40:08 +0000 (UTC), "Ramjam" (ramjam55
at btinternet dot com) scribbled:
->I'm considering organising a retro computer show in the North East
->of England. ... Any feedback or comments would be most welcomed.

You might check out the Vintage Computer Festival's website. See
http://www.vintage.org.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

1567. D3: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 19:52:24 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0203101442250.20398-100000@shell1>
Source record: 30638

On Sun, 10 Mar 2002 at 04:53:05 GMT, ronfucci at bellsouth dot
net scribbled:
->I get a 160 error when trying to access D3: from AtariWinPlus3.0.
->Same result with both DOS XL 2.2 and AtariDos 2.5.

Change the value of DRVBYT with the following poke: POKE 1802,7.
That will enable 3 drives. For 4 drives, use "15" instead of "7."
See pages 80-82 of the 4-inch by 4-inch "Dos-XL Operator's Guide"
book published by Indus in 1983.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1568. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 19:57:51 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <gken8us0k112djk5md3mb4jjeg8e65os1d@4ax.com>
Source record: 30639

On Sun, 10 Mar 2002 14:57:22 +0100, "Mirko Sobe" <atarixle@12move.de>
wrote:

>I have no problems while accessing D3: with Atari800Win PLus 3.0.
>Didi you have this problem with Atari800Win PLus 2.7b? You must know that
>Version 3.0 is only a Beta-Version (but accessing a disk should no problem).

I don't know about this problem, but can I ask where you folks are
getting the latest version of Atari800Win Plus? The address I have is
inaccessible, and if they moved, I can't seem to find where they moved
to. A URL would be appreciated. :)

Mike

1569. Who wants it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 20:30:27 UTC
From: John McCulloch <mcculloch@accesstoledo.com>
Message-ID: <DnPi8.19919$uv5.2117783@bin6.nnrp.aus1.giganews.com>
Source record: 30640

I have a bunch of 8-bit Atari stuff, that, one could have if they want to come and get it. I'm in Perrysburg, Ohio which is near Toledo. So anyone in in NW Ohio or SE Michigan would be within an hours drive or so. Most of NE Indiana is within couple of hours and Cleveland is only a couple also. I have:

Two 800XLs, both with 256K RAM, one with RAMBO XL and the other with OMNIMON XL and RAMrod XL, both work fine.
Two power supplies.
An Indus GT with power supply, works fine.
A carton of 10 boxes of 10 each DS/DD 5 1/4" diskettes.
Cartridge version of MAC/65 with book.
C/65 diskette with book.
Basic XL book for cartridge but alas no cartridge.
The remains of an 800XL after the keyboard was removed to put in one of the working XLs.
An SIO2PC cable.

I'll keep this stuff for a while and see if anyone is willing to come and get it. I was back into this for a while, but I just don't have the time for it now and would rather see it put to use by someone who really will use it. I'm not interested in shipping any of this, and I don't have space to store
it for long and it will end up in a landfill if no-one wants it for free..

Any takers? Just reply and I'll tell you how to get here. Unfortunately it would have to be an evening or weekend.

Thanks,
John

1570. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 21:00:15 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <96in8u49mfcp810p0j5092pdv1qjup7io1@4ax.com>
Source record: 30641

On Sun, 10 Mar 2002 11:40:46 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>
>Paul Irvine <mclane.dellos@btinternet.com> wrote in message >
>(clip)
>> Yep, when it passed my maximum (25 quid, btw that's lots of wonga for
>> the US folk ;-)) I gave up.
>> Paul
>I know I'm a idiot Yank. If you asked what a 'buck' was and if
>I had a $ key, I'd think you were an idiot too.

Lol..I knew I'd hook you with that one Russ, that's why I put the
smiley on it :-)

>'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
>I think that's $5 but I'm not sure.

Pass.....But I'd like to pay $5 for an Atari tho :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1571. Re: retro show

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 21:15:49 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <n6jn8u0l24l3aogs4i0kphgic4iicas3kh@4ax.com>
Source record: 30642

On Sun, 10 Mar 2002 16:40:08 +0000 (UTC), "Ramjam"
<ramjam55@btinternet.com> wrote:

>I would just like to get some feedback on an idea that I have. I'm considering organising a retro computer show in the North East of England. I want to try and get lots of retro computer owners together in one place for a day, to being along their systems. I only want retro game systems and so anything up to say 1994 would qualify as "retro" e.g
>
>Sega Mega CD
>PC engine
>Amstrad CPC
>Spectrums
>C64
>Neo-Geo

You might have at least put the Atari in the list !
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1572. Re: Retro show

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 21:25:12 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <EFDFFNA488i8EwYC@peterswoodharlow.freeserve.co.uk>
Source record: 30643
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit

Once Upon a Time (16:39:40 Sun, 10 Mar 2002 actually)
in comp.sys.amstrad.8bit, Ramjam <ramjam55@btinternet.com>
sharpened a new quill and wrote ...

> I would just like to get some feedback on an idea that I have.ï¿½ I'm
> considering organising a retro computer show in the North East of
> England.ï¿½ I want to try and get lots of retro computer owners
> together in one place for a day, to being along their systems.ï¿½ I
> only want retro game systems and so anything up to say 1994 would
> qualify as "retro" e.g
> ï¿½
> Sega Mega CD
> PC engine
> Amstrad CPC
> Spectrums
> C64
> Neo-Geo
> ï¿½

I think you have just upset all the PC, Amstrad, Sinclair, and Commodore
owners with your comment about " game systems "

#:o)

I'm surprised that you don't mention *the* first games system, the
Atari.

> As well as everyone being able to show off their colections, I
> would be organsing debates, competitions, etc. Costs would be kept
> to a minimum as all I'd have to cover is the hiring of a venue.
> ï¿½
> Any feedback or comments would be most welcomed.
> ï¿½
> regards
> ï¿½
> Dave

Regards,

Barry Ruck. Harlow, Essex. United Kingdom

1573. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 22:03:49 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <BDQi8.6487$58.389913@zwoll1.home.nl>
Source record: 30644

Pete wrote

: > Not sure if the one on the XL range is compatable with the XE
: >ones....

: It is, but it uses a different connector - which would necessitate either
two
: different versions of the interface or an adapter.
:
: I always thought the XE PBI interface was a joke, how the hell are you
: supposed to use a cartridge and a PBI device at the same time?

No problem. There are some adapters out there (like those for the MIO) that
will convert the 2 XE bus' to the XL bus and have a connector on top (or two)
in where you can put the cartridge.

Hardware like the BlackBox has such a connector built-in.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1574. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-10 23:28:59 UTC
From: "Jack H. Lee" <eplicon@**NOSPAM**earthlink.net>
Message-ID: <%_Ri8.10933$Vx1.828189@newsread1.prod.itd.earthlink.net>
Source record: 30645

> I don't know about this problem, but can I ask where you folks are
> getting the latest version of Atari800Win Plus? The address I have is
> inaccessible, and if they moved, I can't seem to find where they moved
> to. A URL would be appreciated. :)
>

http://atariarea.nostalgia.pl/PLus/files/Atari800WinPLus30Beta.zip

1575. Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 00:20:01 UTC
From: Eric Scharff <e.d.s_2@yahoo.com>
Message-ID: <3c8bf831@cs.colorado.edu>
Source record: 30646

I am trying to dig up some of the 8-bit LOGO implementations that were so common in our elementary schools throughout the 1980s. I'm trying to do a comparison of what is out there. Unfortunately, I've not had much luck.

Does anyone know where one could find the Atari implementation of the LOGO programming language? I own an Atari 800 and would be willing to purchase something, but I would prefer something that could be used in an emulator. So if there isn't an emulator-friendly version out there, instructions on how to convert something for use with an emulator would be greatly appreciated.

Hoping someone out there is keeping the LOGO dream alive. :)

-Eric
(Genuine email replies, replace e.d.s_2 with eds_2)

1576. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 00:48:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v9Ti8.5140$P4.462378@newsread2.prod.itd.earthlink.net>
Source record: 30697

Several ways to unify a file into a single load block.

We already mentioned DOS to load and then resave if tthe file loads into available
memory.

You could also do it yourself in Basic from 1 file to another. Just OPEN #1,4,0,"D:TEST.OBJ" to read it in and OPEN #2,8,0,"D:UNIFIED.OBJ" for writing out the streamlined version. With a series of FOR .. NEXT with GET #1 and PUT #2 and some IF .. THEN testing you could eliminate the intermediate vectors and consolidate your file. Need to read it prior in order to know the ending vector or else go back in update mode to finalize bytes 5 & 6. Might even renove the FF FF and *all* vectors for relocatable code and make it a plain data file; you could
then skip the 1st 6 GETs at string load time.

There was also a utility that came with Oasis or Express Pro or some BBS since their modules needed to be single block loads.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
>
> Also, by using the command in MAC/65 ver 1.01 to assemble the object code
> into the file TEST.OBJ :
>
> ASM , , #D:TEST.OBJ
>
> What would be the best way to go about converting this file into another
> file that your basic routine above will work reading from it into M$?
>

1577. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 00:59:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8kTi8.5169$P4.464614@newsread2.prod.itd.earthlink.net>
Source record: 30699

What type and size do you prefer? We can really load you down...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mike K" <steakum47@hotmail.com> wrote in message
> :)
> Columbus, OH (home of the bally astrocade!)
>snip...
> If anyone has old Atari advertisements from Magazines or brochures I'd be
> interested in some scans of them. I'm putting together a web page devoted
> to old computer and especially the Atari 8 bits.
>
> Thanks again,
> Mike
>

1578. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 01:01:21 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <kmvn8u41m7fv1r15hkm23dodlphqt2f0vo@4ax.com>
Source record: 30698

On Tue, 05 Mar 2002 09:53:33 +0100, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Andreas Magenheimer wrote:
>> - both Imagic and ACVT cannot convert any images that
>> are bigger than 180kbytes (it would be nice to include
>> options for 360k, 720k and 1440k; as well as
>> acknowledge of size differences between SIO2PC and
>> Atari 800/Win and autorepair if user requested;
>> you know the size difference in DD formats has to do
>> with the boot sectors...)
>
>Hm, I used Ernest Schreur's paper on Diskcomm dissection and got the
>idea that DiskComm could only process 92k, 130k and 183k disks. Could it
>process bigger ones? Could you send me some samples? I'd be glad to
>correct that.

Well, I just read my 1.0 specifications and it clearly states that
DiskComm can handle disks of up to 9999 sectors. If they are double
density, that is more than 2 meg. I also mentioned that it would
support the HDI floppy drive, which is 1.44 Meg. I did mention that
those three formats are the most common, but you can even DiskComm a
hard drive partition as long as it is not larger than 9999 sectors.
Anyway, I think converting to ATR is easy, since you just keep
extracting data until you run into the end of archive indicator,
regardless of the number of sectors, however, to extend the atr image
to the proper size, you need to know the actual end of the disk.
My simple dcm to atr converter is on my home page, it includes the
'C'-source code, so you can fix it yourself, but I think it will work
on large images. It is named dcm2atr. Take a look at
http://home.planet.nl/~ernest

Keep those XL's/XE's humming.
Ernest.

1579. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 02:08:26 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <ukUi8.66799$gQ.16139507@news02.optonline.net>
Source record: 30700

I don't know who still has the cartridge (you can try Best Electronics or B&C Computervisions,) but the Atari version was superior to the others in several ways. Four turtles, all doing different things in different colors, could occupy the screen at one time, for one thing. I haven't seen LOGO for emulation, or I would have grabbed it, but the disk-based Lisp is available as an .atr.

So, add me to the list of people who'd like to see Atari LOGO as an atr. ...

Sorry I couldn't help.

Alan

"Eric Scharff" <e.d.s_2@yahoo.com> wrote in message
news:3c8bf831@cs.colorado.edu...
> I am trying to dig up some of the 8-bit LOGO implementations that were so
> common in our elementary schools throughout the 1980s. I'm trying to
> do a comparison of what is out there. Unfortunately, I've not had much
> luck.
>
> Does anyone know where one could find the Atari implementation of the
> LOGO programming language? I own an Atari 800 and would be willing
> to purchase something, but I would prefer something that could be used
> in an emulator. So if there isn't an emulator-friendly version out there,
> instructions on how to convert something for use with an emulator would
> be greatly appreciated.
>
> Hoping someone out there is keeping the LOGO dream alive. :)
>
> -Eric
> (Genuine email replies, replace e.d.s_2 with eds_2)
>

1580. Re: Who wants it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 02:42:54 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <OQUi8.175131$s43.38595363@typhoon.columbus.rr.com>
Source record: 30701

Hi John,

I'm very interested. I'm just getting in the Atari 8 bit scene. I have a nice collection of old Apple computers so far and I want to start my Atari collection.

Do you know if you have any kids software? My kids love these classic computers!

Thanks,
Mike

"John McCulloch" <mcculloch@accesstoledo.com> wrote in message news:DnPi8.19919$uv5.2117783@bin6.nnrp.aus1.giganews.com...
> I have a bunch of 8-bit Atari stuff, that, one could have if they want to
> come and get it. I'm in Perrysburg, Ohio which is near Toledo. So anyone
> in in NW Ohio or SE Michigan would be within an hours drive or so. Most of
> NE Indiana is within couple of hours and Cleveland is only a couple also. I
> have:
>
> Two 800XLs, both with 256K RAM, one with RAMBO XL and the other with OMNIMON
> XL and RAMrod XL, both work fine.
> Two power supplies.
> An Indus GT with power supply, works fine.
> A carton of 10 boxes of 10 each DS/DD 5 1/4" diskettes.
> Cartridge version of MAC/65 with book.
> C/65 diskette with book.
> Basic XL book for cartridge but alas no cartridge.
> The remains of an 800XL after the keyboard was removed to put in one of the
> working XLs.
> An SIO2PC cable.
>
> I'll keep this stuff for a while and see if anyone is willing to come and
> get it. I was back into this for a while, but I just don't have the time
> for it now and would rather see it put to use by someone who really will use
> it. I'm not interested in shipping any of this, and I don't have space to
> store
> it for long and it will end up in a landfill if no-one wants it for free..
>
> Any takers? Just reply and I'll tell you how to get here. Unfortunately

it
> would have to be an evening or weekend.
>
> Thanks,
> John
>
>
>
>

1581. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 02:44:57 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <JSUi8.175135$s43.38596778@typhoon.columbus.rr.com>
Source record: 30702

Hi Ron,

I'm not picky. Anything would be appreciated. I just want to gather as much content as possible for the Atari. I've spent a couple hours each night just playing around with my newly acquired Atari computers. I figure anything anyone has would be great. I would like to post it on my web site and share it with the rest of the world.

Thanks,
Mike

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:8kTi8.5169$P4.464614@newsread2.prod.itd.earthlink.net...
> What type and size do you prefer? We can really load you down...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Mike K" <steakum47@hotmail.com> wrote in message
> > :)
> > Columbus, OH (home of the bally astrocade!)
> >snip...
> > If anyone has old Atari advertisements from Magazines or brochures I'd be
> > interested in some scans of them. I'm putting together a web page devoted
> > to old computer and especially the Atari 8 bits.
> >
> > Thanks again,
> > Mike
> >
>
>

1582. Re: Who wants it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 02:47:29 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <5VUi8.175139$s43.38599354@typhoon.columbus.rr.com>
Source record: 30703

I forgot to mention I'm in Columbus, OH. I can make a 2-3 hour trip.

Thanks again,
Mike

"Mike K" <steakum47@hotmail.com> wrote in message
news:OQUi8.175131$s43.38595363@typhoon.columbus.rr.com...
> Hi John,
>
> I'm very interested. I'm just getting in the Atari 8 bit scene. I have a
> nice collection of old Apple computers so far and I want to start my Atari
> collection.
>
> Do you know if you have any kids software? My kids love these classic
> computers!
>
> Thanks,
> Mike
>
>
> "John McCulloch" <mcculloch@accesstoledo.com> wrote in message
> news:DnPi8.19919$uv5.2117783@bin6.nnrp.aus1.giganews.com...
> > I have a bunch of 8-bit Atari stuff, that, one could have if they want
to
> > come and get it. I'm in Perrysburg, Ohio which is near Toledo. So
anyone
> > in in NW Ohio or SE Michigan would be within an hours drive or so. Most
> of
> > NE Indiana is within couple of hours and Cleveland is only a couple
also.
> I
> > have:
> >
> > Two 800XLs, both with 256K RAM, one with RAMBO XL and the other with
> OMNIMON
> > XL and RAMrod XL, both work fine.
> > Two power supplies.
> > An Indus GT with power supply, works fine.
> > A carton of 10 boxes of 10 each DS/DD 5 1/4" diskettes.
> > Cartridge version of MAC/65 with book.
> > C/65 diskette with book.
> > Basic XL book for cartridge but alas no cartridge.
> > The remains of an 800XL after the keyboard was removed to put in one of
> the
> > working XLs.

> > An SIO2PC cable.
> >
> > I'll keep this stuff for a while and see if anyone is willing to come
and
> > get it. I was back into this for a while, but I just don't have the
time
> > for it now and would rather see it put to use by someone who really will
> use
> > it. I'm not interested in shipping any of this, and I don't have space
to
> > store
> > it for long and it will end up in a landfill if no-one wants it for
free..
> >
> > Any takers? Just reply and I'll tell you how to get here.
Unfortunately
> it
> > would have to be an evening or weekend.
> >
> > Thanks,
> > John
> >
> >
> >
> >
>
>

1583. Re: Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 02:59:14 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <l0Vi8.34688$Nn6.1812871@e3500-atl2.usenetserver.com>
Source record: 30704

I wonder about this ...

It seems perfectly correct. I'm basically getting rid of the leftmost 2 bits
so the AND makes perfect sense. I'll update! Thanks again.

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3C8B50C9.20003A54@asw.cz...
> Son of man wrote:
> > 0180 SEC
> > 0190 LDA 106
> > 0200 SBC #4
> > 0210 LSR A
> > 0220 LSR A
> > 0230 ASL A
> > 0240 ASL A
>
> LDA 106
> SEC
> SBC #$04
> AND #$FC
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1584. ANN: Boulder Dash database

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 03:05:19 UTC
From: "Equinox Tetrachloride"
Message-ID: <a6h6tf$62s$1@knossos.btinternet.com>
Source record: 30705
Cross-posted to: comp.sys.apple,comp.sys.atari.8bit

(Please direct replies to comp.sys.sinclair or my e-mail address.)

I have compiled the first searchable database of Boulder Dash games and clones from the 1980s to the present.

I'd appreciate any help in extending the database to cover games and clones on all platforms. The only ones that I believe to be anywhere near complete are Spectrum and Amiga, but even there I expect I've missed a few.

The site is located at http://boulder.cl4.org/

Eq.

--

Equinox Tetrachloride
Non-conformist, just like all my friends.
www.cl4.org - www.insecurities.org

1585. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 03:56:14 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <yVVi8.1082$eN6.543336648@newssvr12.news.prodigy.com>
Source record: 30706

I was told that Atari's Logo and Apples Logo were identical except for the computer they ran on. So I went out and got an Apple Logo book (couldn't find an atari version) and tried a few commands. None of it worked. Maybe if someone has the original manual they could scan it for the web.
Mo

Eric Scharff wrote in message <3c8bf831@cs.colorado.edu>...
>I am trying to dig up some of the 8-bit LOGO implementations that were so
>common in our elementary schools throughout the 1980s. I'm trying to
>do a comparison of what is out there. Unfortunately, I've not had much
>luck.
>
>Does anyone know where one could find the Atari implementation of the
>LOGO programming language? I own an Atari 800 and would be willing
>to purchase something, but I would prefer something that could be used
>in an emulator. So if there isn't an emulator-friendly version out there,
>instructions on how to convert something for use with an emulator would
>be greatly appreciated.
>
>Hoping someone out there is keeping the LOGO dream alive. :)
>
>-Eric
> (Genuine email replies, replace e.d.s_2 with eds_2)
>

1586. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 04:16:39 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <dq9o8uk3j1gao8636gu75brabi3voltk0d@4ax.com>
Source record: 30707

On Sun, 10 Mar 2002 13:44:17 GMT, usenet-20020310@hias.horus.com (Matthias Reichl) wrote:

>Hi!
>On Sat, 09 Mar 2002 17:12:53 -0500, machf wrote:
>> On Fri, 08 Mar 2002 21:15:19 GMT, usenet-20020308@hias.horus.com (Matthias
>> Reichl) wrote:
>> >
>> >Does someone have a local copy of the schematics he/she could
>> >upload/email/whatever?
>>
>> I believe I have it, let me look for it among my Atari stuff...
>
>You don't need to start searching, I've already got the schematics
>(thanks to RoyE and Lee Barnes).
>
>so long & thanx for the help,
>
Well, I didn't find it on my HD, so I guess I already burnt it to a CD...
problem was remembering on which one! Glad to hear you already got it...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1587. Re: VHDL code for C025953 for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 08:09:00 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <a6honhrfv1@goliath.news.is-europe.net>
Source record: 30708

Chris,

the only one that I know is a GAL/PAL listing for the Atari (8-bit) MMU on:

http://www2.asw.cz/~kubecj/achmmu.htm

cheers
Chris

"Chris Martin" <cmartin_at_ti_dot_com@a.a> schrieb im Newsbeitrag
news:3C83DBE1.D7EE414E@a.a...
> Are there VHDL/verilog files out there for any other Atari chips (8bit and
ST)?
>
> --Chris
>
>

1588. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 08:25:29 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3C8C69F9.7CAFC4E2@siemens.at>
Source record: 30709

Mo wrote:
>
> Well the thing about the Euro is that just about every euro. country went
> Euro except the UK and France. The two most screwed up currencies if you ask
> me.

UK didn't change it's currency to Euro but France did.

Gerhard

1589. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 09:25:24 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3c8c77eb.232554546@news.ubs.com>
Source record: 30710

On Fri, 08 Mar 2002 17:40:15 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>Well the thing about the Euro is that just about every euro. country went
>Euro except the UK and France. The two most screwed up currencies if you ask
>me

France changed currency to the Euro ... the UK didn't.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

1590. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 10:17:43 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-vXdSQMYD7JU1@draco.ames.pacbell.net>
Source record: 30711

On Sun, 10 Mar 2002 09:13:45, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

> FAR OUT!
> Now that's an impressive windows trick that I would have never figured out.
> Very cool indeed!
> Mo

this is NOT a windows trick! It has been around since dos 2.11 when I
first started with computers and windows wasn't even an itch in
billy's pants.

Ken

>
> Russ Gilbert wrote in message
> <3c8aabb5$0$35568$1dc6e903@news.corecomm.net>...
> >My dictionary has 'quid'. It is coloquial for 'pound sterling' or
> >'sovereign'.
> >You can type any non-ASCII char, just about, by holding the
> >ALT key and typing a number on the number keys.
> >That's how I typed the . Hold ALT and type 1 5 6, then
> >let the ALT key go.
> >russg
> >
> >
>
>

--

1591. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 10:51:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C8C8C18.EDCC157C@students.uni-mainz.de>
Source record: 30712

Well,
use the STREAMLINER 1.0 to correct this... Or get a better version of
MAC 65 without this bug... -Andreas.

David A Paterson schrieb:
>
> A few thoughts:
>
> Check the version of MAC/65 you've got. Some will assemble in blocks of
> either 128 or 256 bytes. This will segment your files, making it a pain to
> read them in.
>
> As I recall, all object files have a six-byte header:
>
> 255, 255 = object code
> Start address = where to load the file
> Last 2 bytes = either end address or length; I forget which.
>
> If you've got a multi-segment file, you'll have to load in each block of
> the file, one at a time, and append.
>
> Hope this helps,
>
> David P.

1592. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 11:03:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C8C8F00.8DF2A641@students.uni-mainz.de>
Source record: 30713

Well,
as always: e-mail me to get it ! Since I have no access to the binary
group, this seems to be the best way... Think I have downloaded it from
a polish homepage (but forgot the URL of it)... -Andreas.

P.S.: You will not see me in Schreiersgruen or my friend T.Schall, but
R.Altmayer will be there he said...

Mirko Sobe schrieb:
>
> And where can I get this GUI? Does ABC Soft PL have a Homepage?
> BOSS-X.2 (premiere in Schreiersgrün) now has four Disk-Sides, too much to
> get it on one 180k Disk :-)
>
> Mirko
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
> Newsbeitrag news:3C88E2FF.82061E12@students.uni-mainz.de...
> > Well,
> > if I understand the polish docs for Atari Desktop, it is free (coded in
> > Assembler/ML language). The whole thing needs at least a DD (180k) disk,
> > but works on 64k machines. Just a few days ago I also found "Windows XL"
> > written in turbo Basic XL by Joerg Forg, also free. Maybe something to
> > improve your BOSS ?!? -Andreas.
> >
> >
> >
> > Mirko Sobe schrieb:
> > >
> > > Is this free or commercial software?
> > >
> > > Mirko
> > >
> > > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
> > > Newsbeitrag news:3C83564D.9C3139EE@students.uni-mainz.de...
> > > > Subject: 7.7) Are there Graphical User Interfaces (GUIs) for the
> Atari?
> > > >
> > > > add:
> > > > - Atari Desktop by ABC software (Poland), includes editors,
> converters,
> > > > file copiers, sector copy, tape+turbo tape copy, small games, CMC
> finder
> > > > and player and much much more; works with 64k RAM and keyboard input;
> > > > disk manuals only in polish language...

> > > >
> > > > subject x.x (four player games)?
> > > > add:
> > > > - Volleyball, a PD game written in Atari Basic; 4 players with 400/800
> > > > Atari;

1593. Re: Who wants it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 16:21:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8cd98e$0$1600$1dc6e903@news.corecomm.net>
Source record: 30714

Mike.
Get those computers and the SIO2PC cable and you have
a world of stuff kids like avaiable to you.
There are kid specific programs, like 'Ducks Ahoy' and
'Grandma's House' and 'Dr. Seuss Mix 'em Up'. But they'd
probably like the old games like 'PacMan', 'Galaxian', 'Centepede',
'Keystone Kapers' and lots of others.
Russg

1594. Re: retro show

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 16:30:22 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a6im2u$hp4$1@thorium.cix.co.uk>
Source record: 30715

From Last year

http://www.britmeet.co.uk/

They may be able to give you Ideas of what works/didn't work.

Only mentioning the 'Arch rival' machine in this group was a bit of a fo-par
;0)

"Ramjam" <ramjam55@btinternet.com> wrote in message
news:a6g297$dh2$1@paris.btinternet.com...
I would just like to get some feedback on an idea that I have. I'm
considering organising a retro computer show in the North East of England.
I want to try and get lots of retro computer owners together in one place
for a day, to being along their systems. I only want retro game systems and
so anything up to say 1994 would qualify as "retro" e.g

Sega Mega CD
PC engine
Amstrad CPC
Spectrums
C64
Neo-Geo

As well as everyone being able to show off their colections, I would be
organsing debates, competitions, etc. Costs would be kept to a minimum as
all I'd have to cover is the hiring of a venue.

Any feedback or comments would be most welcomed.

regards

Dave

1595. Re: Okay, let me know if this can be optimized any more...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 16:44:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v95j8.12285$Vx1.980491@newsread1.prod.itd.earthlink.net>
Source record: 30716

When we say 'equal to zero' we mean that the zero flag in the processor
status bits is set. This flag is set when zero is encountered in referenced
memory or a register and also when two compared values have zero difference.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message

> BNE means branch if not equal to zero...

1596. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 16:50:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8ce063$0$89924$1dc6e903@news.corecomm.net>
Source record: 30717

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
> >'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
> >I think that's $5 but I'm not sure.
>
> Pass.....But I'd like to pay $5 for an Atari tho :-)
> --
> Paul
I looked up some on UK money.
You went decimal in 1971. But remember my UK money
experience is from Dickens and 'A Christmas Carol' and maybe
Shakespear.
Two bob, six shillings, three farthings and an apple in a patridge tree.
I still don't understand it, but it should be easy. A pence is
100 of a £ now, used to be 240 pence to a £ (I think). I guess a shilling
is still 20 for a £, or like our 'nickle' 5cent peice.
If you ever come to Cleveland, Ohio, I'd give you a working 800.
It probably wouldn't be too good for you tho, because it is NTSC,
and I don't think you could easily put a PAL Antic in it and it uses
a 120v 60 cycle pwr supply, instead of 220v 50hz, still 9v ac at
the computer end. I think there's more than one type of PAL, even.
It's great that we can still like the Atari 8-bit stuff, all over the
globe.
£102.99 is clear enough, a lot.
The biggest I ever saw here on csa8 was when Jim King sold
a complete development setup. An 800, ACTION!, M65,
BXE, BXL, 810, pwr supplies and cables and books for $800 if I recall. That
was about what the stuff sold for in 1980. A lot has to do with
the fact that he packaged the stuff and described it really well.
Russg
more rambling

1597. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 19:06:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ff7j8.7531$P4.621898@newsread2.prod.itd.earthlink.net>
Source record: 30718

In 1980, the 800 alone was about $800 and another $6-700 for the 810...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
>
> Paul Irvine <mclane.dellos@btinternet.com> wrote in message
> > >'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
> > >I think that's $5 but I'm not sure.
> >
> > Pass.....But I'd like to pay $5 for an Atari tho :-)
> > --
> > Paul
> I looked up some on UK money.
> You went decimal in 1971. But remember my UK money
> experience is from Dickens and 'A Christmas Carol' and maybe
> Shakespear.
> Two bob, six shillings, three farthings and an apple in a patridge tree.
> I still don't understand it, but it should be easy. A pence is
> 100 of a £ now, used to be 240 pence to a £ (I think). I guess a shilling
> is still 20 for a £, or like our 'nickle' 5cent peice.
> If you ever come to Cleveland, Ohio, I'd give you a working 800.
> It probably wouldn't be too good for you tho, because it is NTSC,
> and I don't think you could easily put a PAL Antic in it and it uses
> a 120v 60 cycle pwr supply, instead of 220v 50hz, still 9v ac at
> the computer end. I think there's more than one type of PAL, even.
> It's great that we can still like the Atari 8-bit stuff, all over the
> globe.
> £102.99 is clear enough, a lot.
> The biggest I ever saw here on csa8 was when Jim King sold
> a complete development setup. An 800, ACTION!, M65,
> BXE, BXL, 810, pwr supplies and cables and books for $800 if I recall.
That
> was about what the stuff sold for in 1980. A lot has to do with
> the fact that he packaged the stuff and described it really well.
> Russg
> more rambling

1598. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 19:06:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <if7j8.7532$P4.621898@newsread2.prod.itd.earthlink.net>
Source record: 30719

In 1980, the 800 alone was about $800 and another $6-700 for the 810...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
>
> Paul Irvine <mclane.dellos@btinternet.com> wrote in message
> > >'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
> > >I think that's $5 but I'm not sure.
> >
> > Pass.....But I'd like to pay $5 for an Atari tho :-)
> > --
> > Paul
> I looked up some on UK money.
> You went decimal in 1971. But remember my UK money
> experience is from Dickens and 'A Christmas Carol' and maybe
> Shakespear.
> Two bob, six shillings, three farthings and an apple in a patridge tree.
> I still don't understand it, but it should be easy. A pence is
> 100 of a £ now, used to be 240 pence to a £ (I think). I guess a shilling
> is still 20 for a £, or like our 'nickle' 5cent peice.
> If you ever come to Cleveland, Ohio, I'd give you a working 800.
> It probably wouldn't be too good for you tho, because it is NTSC,
> and I don't think you could easily put a PAL Antic in it and it uses
> a 120v 60 cycle pwr supply, instead of 220v 50hz, still 9v ac at
> the computer end. I think there's more than one type of PAL, even.
> It's great that we can still like the Atari 8-bit stuff, all over the
> globe.
> £102.99 is clear enough, a lot.
> The biggest I ever saw here on csa8 was when Jim King sold
> a complete development setup. An 800, ACTION!, M65,
> BXE, BXL, 810, pwr supplies and cables and books for $800 if I recall.
That
> was about what the stuff sold for in 1980. A lot has to do with
> the fact that he packaged the stuff and described it really well.
> Russg
> more rambling

1599. Re: Atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 19:26:59 UTC
From: bobbyshaw@aol.com
Message-ID: <20020311142659.05966.00001397@mb-fo.aol.com>
Source record: 30720

>If anyone has old Atari advertisements from Magazines or brochures I'd be
>interested in some scans of them. I'm putting together a web page devoted
>to old computer and especially the Atari 8 bits.
>
>Thanks again,
>Mike
>

I'll take a look around at what I have left. Unfortunately, I already sold off my magazines. I DO have the brochure for the Atari Indus GT disk drive. I'll take the scans of if and send them to you tonight. I'll check around to see what else I still have and let you know.

Robert Shaw

--
Interested in vintage Atari 8-bit equipment? Hardware on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1600. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 19:47:32 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <a6jcddudq1@news.huji.ac.il>
Source record: 30726

Hey,

Agent USA is one excellent game. Several years after pretty much mastering it, I discovered it was actually written as an "educational" title to teach states and capitals. So not only have I played a cool game, but I know what the capital of Nebraska is, too!

The tune is cool. Short yet sweet. Why don't you play the game on an emulator, and extract the sound to a wav? Atari800Win has that option..

If you can't do it I can do it for you, just ask. (oh, and if you find a medical facility that can help, please inform me as well :)

-itay
(itayc at cs.huji.ac.il)

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com...
> I don't suppose anyone knows where I can get an MP3 of the Agent USA theme
> (that played while you were traveling by train). I've got it stuck in my
> head and want to hear it on my PC.
>
> Yes, I need medical help :)
>
> Thanks!
>
> Paul
>
>
>
>

1601. Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 21:03:19 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a6j5t5gef1@olaf.komtel.net>
Source record: 30721

Hello!

Does anybody know if there&#65533;s a possibility to override the annoying
helicopter flight in Infiltrator?

Or else, can anyone tll me how to fly it correctly?

(-:

Frank

1602. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 21:39:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8d2409$0$1600$1dc6e903@news.corecomm.net>
Source record: 30722

(1980 800 was $800 and 810 $700)
Ok. Maybe 1984. And BXE and BXL won't work on an 800.
But I do remember the $800, I think.
Russg

1603. Anyone have a Basic XE Toolkit Manual?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 21:43:34 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <uu9j8.43746$Nn6.2425175@e3500-atl2.usenetserver.com>
Source record: 30723

Does anyone know if the toolkit for Basic XE provides a Runtime package similar to the Basic XL toolkit disk?

1604. removed bravenet forum & added yahoo group to my website

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 22:02:11 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203111402.2ab2b181@posting.google.com>
Source record: 30724

http://groups.yahoo.com/group/rtdos

1605. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-11 22:08:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <KV9j8.7921$P4.651083@newsread2.prod.itd.earthlink.net>
Source record: 30725

I know BXE required at least an XL and needed the XE for certain
capabilities; I always thought BXL worked on the 800..?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c8d2409$0$1600$1dc6e903@news.corecomm.net...
> (1980 800 was $800 and 810 $700)
> Ok. Maybe 1984. And BXE and BXL won't work on an 800.
> But I do remember the $800, I think.
> Russg
>
>
>

1606. 64K on XE? NOT!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 01:54:37 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <P9dj8.45096$Nn6.2522423@e3500-atl2.usenetserver.com>
Source record: 30727

Can anyone explain why location 106 (RAMTOP) contains 160 on both the 48K
Atari 800 and on the 65/130 XE/GM?

1607. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 02:38:50 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <_Sdj8.424111$eS3.32121086@bin3.nnrp.aus1.giganews.com>
Source record: 30728

I'll have to do that, extract it myself. Maybe I can put together a "best
of" compilation and burn it to CD. Then I'll have something to listen to on
the way to work :)

Thanks!

Paul

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:a6jcddudq1@news.huji.ac.il...
> Hey,
>
> Agent USA is one excellent game. Several years after pretty much mastering
> it, I discovered it was actually written as an "educational" title to
teach
> states and capitals. So not only have I played a cool game, but I know
what
> the capital of Nebraska is, too!
>
> The tune is cool. Short yet sweet. Why don't you play the game on an
> emulator, and extract the sound to a wav? Atari800Win has that option..
>
> If you can't do it I can do it for you, just ask. (oh, and if you find a
> medical facility that can help, please inform me as well :)
>
> -itay
> (itayc at cs.huji.ac.il)
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com...
> > I don't suppose anyone knows where I can get an MP3 of the Agent USA
theme
> > (that played while you were traveling by train). I've got it stuck in
my
> > head and want to hear it on my PC.
> >
> > Yes, I need medical help :)
> >
> > Thanks!
> >
> > Paul
> >
> >
> >

> >
>
>
>

1608. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 03:05:45 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <dgej8.10765$PC5.2436502702@newssvr11.news.prodigy.com>
Source record: 30729

Well my first 800 I got in 1982 I think. It was the original version with cartridge memory. I remember the big bonus of it coming with 48K and a tape deck in the same box. Got it at Sears for right about $800.00. I'll never forget the look on my dad's face when he saw the price tag. He's still a big cheapskate.....
Mo

Russ Gilbert wrote in message
<3c8d2409$0$1600$1dc6e903@news.corecomm.net>...
>(1980 800 was $800 and 810 $700)
>Ok. Maybe 1984. And BXE and BXL won't work on an 800.
>But I do remember the $800, I think.
>Russg
>
>

1609. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 03:07:29 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <Rhej8.10766$UG5.2436769834@newssvr11.news.prodigy.com>
Source record: 30730

I could swear I've seen it on one of the music demo disks I have. It was one
of those demos that gives you a menu of about twenty different songs to
play. If I find it I'll post back.
Mo

Paul Gifford wrote in message
<_Sdj8.424111$eS3.32121086@bin3.nnrp.aus1.giganews.com>...
>I'll have to do that, extract it myself. Maybe I can put together a "best
>of" compilation and burn it to CD. Then I'll have something to listen to
on
>the way to work :)
>
>Thanks!
>
>Paul
>
>"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
>news:a6jcddudq1@news.huji.ac.il...
>> Hey,
>>
>> Agent USA is one excellent game. Several years after pretty much
mastering
>> it, I discovered it was actually written as an "educational" title to
>teach
>> states and capitals. So not only have I played a cool game, but I know
>what
>> the capital of Nebraska is, too!
>>
>> The tune is cool. Short yet sweet. Why don't you play the game on an
>> emulator, and extract the sound to a wav? Atari800Win has that option..
>>
>> If you can't do it I can do it for you, just ask. (oh, and if you find a
>> medical facility that can help, please inform me as well :)
>>
>> -itay
>> (itayc at cs.huji.ac.il)
>>
>>
>> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
>> news:Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com...
>> > I don't suppose anyone knows where I can get an MP3 of the Agent USA
>theme
>> > (that played while you were traveling by train). I've got it stuck in
>my

>> > head and want to hear it on my PC.
>> >
>> > Yes, I need medical help :)
>> >
>> > Thanks!
>> >
>> > Paul
>> >
>> >
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>

1610. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 03:44:13 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3C8D798D.7384@gmx.net>
Source record: 30731

Paul Gifford wrote:

> I'll have to do that, extract it myself. Maybe I can put
> together a "best of" compilation and burn it to CD. Then
> I'll have something to listen to on the way to work :)

That reminds me ... I found a 14 year old cassette with several Atari sounds on it, themes from games (but no Agent USA among them) and demos and some titles from music programs. The tape (a really cheap one, recorded on a simple radio/cassette combination) had after this long time the interesting effect of sounding like stereo?!?

I knew there was a rare 65XEM with two soundchips, and some people enhanced their XL with a second POKEY, but mine was a standard 800XL, so it had only mono (only very few pieces of software would have used the second audio chip).

CU/2 eRGo

1611. Two Atari Computers for whoever wants them

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 03:44:50 UTC
From: bsheffer@aol.com
Message-ID: <25873dcc.0203111944.42a71871@posting.google.com>
Source record: 30732

65xe with power suppy

600xl with no power supply

neither in working condition.

You pay the shipping and they are yours

I live in Atlanta GA

Please email me as I don't check this newsgroup often.

1612. mpp 1000C & mpp 1000E modems (with power supplies) working

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 03:47:01 UTC
From: bsheffer@aol.com
Message-ID: <25873dcc.0203111947.64f8f465@posting.google.com>
Source record: 30733

Pay for the shipping and they are yours

I live in Atlanta, Ga if you just want to pick them up

Please email me as I don't check this newsgroup often.

1613. Re: 64K on XE? NOT!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 04:03:46 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3C8D7E22.24D8@gmx.net>
Source record: 30734

Son of man wrote:

> Can anyone explain why location 106 (RAMTOP) contains
> 160 on both the 48K Atari 800 and on the 65/130 XE/GM?

Because the 6502 CPU can only address 64KB. But you need the BIOS ROM, the memory mapped I/O range and perhaps the BASIC ROM, so can't use the full RAM without tricks. If you need the additional RAM, make sure to disable interrupts like VBI and don't call any system routines. Further, you need a buffer in a lower memory area to exchange data with the Behind-BIOS-RAM (remember, you can't load or store it directly). Some clever implementations like in TurboBASIC reimplement the call gate table like in the ROM, either by handling the system calls directly or by jumping to a routine which reenables the BIOS ROM, calls the original code there and switches the MMU afterwards again to RAM mode.

For the machines with more than 64KB RAM, there was a different mechanism, but you still need a double buffer to copy data between the different 16KB pages.

CU/2 eRGo

1614. Re: 64K on XE? NOT!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 04:27:12 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <j00r8u43a280quqvu6sj6ipq6td4bneap6@4ax.com>
Source record: 30735

On Mon, 11 Mar 2002 20:54:37 -0500, "Son of man" <bcozier@bellsouth.net> wrote:

>Can anyone explain why location 106 (RAMTOP) contains 160 on both the 48K
>Atari 800 and on the 65/130 XE/GM?
>
Because the additional 16K in the XL/XE models can only be accessed through
methods which are "trickier" than what BASIC uses, since they share the same
addresses ROM and I/O space do. (and actually, only an additional 14K can be
accessed, since, AFAIK, no trick whatsoever would allow you access to the 2K
in parallel to the I/O space)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1615. Re: Programmers : I Need thy help!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 04:34:14 UTC
From: david_p@istop.com
Message-ID: <91CEE11D7davidpistopcom@216.187.106.195>
Source record: 30736

magea000@students.uni-mainz.de (Andreas Magenheimer) wrote in
<3C8C8C18.EDCC157C@students.uni-mainz.de>:

>Well,
>use the STREAMLINER 1.0 to correct this... Or get a better version of
>MAC 65 without this bug... -Andreas.

...It's not a bug... it's a feature...

;>

David P.

1616. looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 06:25:29 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B30989.2C0D%gfa@basic.net>
Source record: 30737

Hi,

I'm trying to track down a version of GFA-Basic v1.0
If anyone has a copy or the original disks let me know.
Thanks.

Lonny Pursell

1617. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 06:50:28 UTC
From: bobbyshaw@aol.com
Message-ID: <20020312015028.21159.00000940@mb-fh.aol.com>
Source record: 30738

I was looking through some old Atari papers looking for some ads for a guy from another thread. I came across a mail order catalog from a company called UHC dated 10/18/1982.

Here's their computer prices:
Atari 400 - list $349, sale $289
Atari 800 - list $688, sale $549

I'll be happy to scan the whole thing and put it out there for all to see the old prices. Pretty interesting.

Robert Shaw

>Well my first 800 I got in 1982 I think. It was the original version with
>cartridge memory. I remember the big bonus of it coming with 48K and a tape
>deck in the same box. Got it at Sears for right about $800.00. I'll never
>forget the look on my dad's face when he saw the price tag. He's still a big
>cheapskate.....
>Mo
>
>
>Russ Gilbert wrote in message
><3c8d2409$0$1600$1dc6e903@news.corecomm.net>...
>>(1980 800 was $800 and 810 $700)
>>Ok. Maybe 1984. And BXE and BXL won't work on an 800.
>>But I do remember the $800, I think.
>>Russg
>>
>>
>
>

--
Interested in vintage Atari 8-bit equipment? Hardware on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1618. Re: 64K on XE? NOT!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 11:42:35 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <0Nlj8.47854$Nn6.2658086@e3500-atl2.usenetserver.com>
Source record: 30739

thanks for the info...

"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
news:j00r8u43a280quqvu6sj6ipq6td4bneap6@4ax.com...
> On Mon, 11 Mar 2002 20:54:37 -0500, "Son of man" <bcozier@bellsouth.net>
wrote:
>
> >Can anyone explain why location 106 (RAMTOP) contains 160 on both the 48K
> >Atari 800 and on the 65/130 XE/GM?
> >
> Because the additional 16K in the XL/XE models can only be accessed
through
> methods which are "trickier" than what BASIC uses, since they share the
same
> addresses ROM and I/O space do. (and actually, only an additional 14K can
be
> accessed, since, AFAIK, no trick whatsoever would allow you access to the
2K
> in parallel to the I/O space)
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(http://www.GeoCities.com/Hollywood/2645
>
> remove the "no_me_j." and "sons.of." parts before replying

1619. Re: 64K on XE? NOT!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 11:42:44 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <9Nlj8.47856$Nn6.2657993@e3500-atl2.usenetserver.com>
Source record: 30740

thanks for the info...

"Rainer Gambo" <r.gambo@gmx.net> wrote in message
news:3C8D7E22.24D8@gmx.net...
> Son of man wrote:
>
> > Can anyone explain why location 106 (RAMTOP) contains
> > 160 on both the 48K Atari 800 and on the 65/130 XE/GM?
>
> Because the 6502 CPU can only address 64KB. But you need the BIOS ROM,
> the memory mapped I/O range and perhaps the BASIC ROM, so can't use the
> full RAM without tricks. If you need the additional RAM, make sure to
> disable interrupts like VBI and don't call any system routines. Further,
> you need a buffer in a lower memory area to exchange data with the
> Behind-BIOS-RAM (remember, you can't load or store it directly). Some
> clever implementations like in TurboBASIC reimplement the call gate
> table like in the ROM, either by handling the system calls directly or
> by jumping to a routine which reenables the BIOS ROM, calls the original
> code there and switches the MMU afterwards again to RAM mode.
>
> For the machines with more than 64KB RAM, there was a different
> mechanism, but you still need a double buffer to copy data between the
> different 16KB pages.
>
> CU/2 eRGo

1620. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 12:44:12 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tftr8ugihoqc45sv74kh211ej89njgpf3d@4ax.com>
Source record: 30741

On Mon, 11 Mar 2002 11:50:45 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>
>Paul Irvine <mclane.dellos@btinternet.com> wrote in message
>> >'wonga' is like 'mulla'. There's a word for US money, 'sawbuck'.
>> >I think that's $5 but I'm not sure.
>>
>> Pass.....But I'd like to pay $5 for an Atari tho :-)
>> --
>> Paul
>I looked up some on UK money.
>You went decimal in 1971. But remember my UK money
>experience is from Dickens and 'A Christmas Carol' and maybe
>Shakespear.

Lol..is Abe still your President ;-)

>If you ever come to Cleveland, Ohio, I'd give you a working 800.

<boo hoo> That's it, you upset me :-)

>It probably wouldn't be too good for you tho, because it is NTSC,
>and I don't think you could easily put a PAL Antic in it and it uses
>a 120v 60 cycle pwr supply, instead of 220v 50hz, still 9v ac at
>the computer end. I think there's more than one type of PAL, even.

Composite output is my friend..I reckon my TV would accept the signal
as it switches to PAL 60 etc etc etc

>It's great that we can still like the Atari 8-bit stuff, all over the
>globe.

Yes, an oldie like me appreciates the ongoing community.

>The biggest I ever saw here on csa8 was when Jim King sold
>a complete development setup. An 800, ACTION!, M65,
>BXE, BXL, 810, pwr supplies and cables and books for $800 if I recall. That
>was about what the stuff sold for in 1980. A lot has to do with
>the fact that he packaged the stuff and described it really well.
>Russg

Good luck to him....

As you say, its on par with the price new at the original time of
sale, I remember the horrendous price of my first Atari in the UK, it
basically was a direct $ - ï¿½ price. Thank god I ended up working for a
dealer and got them at dealer price (and free) from then on..

>more rambling
>
Not at all..
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1621. The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 12:53:07 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8Pmj8.48556$Nn6.2678262@e3500-atl2.usenetserver.com>
Source record: 30742

Before I actually begin implementing this I'd like your feedback.

I'm going to create a relocateable ML routine that will move all 4 players
according to how you set it up.

The ML routine will be called like the following :

```
MOVEPM$="relocateable_ML_code"
MOVEPM = ADR(MOVEPM$)
X=USR(MOVEPM,MOVEPM)
```

I am passing the address of the ML routine because all the variables that
this routine uses will be place at the beginning of the MOVEPM$ string. So
this routine will start something like :

```
PLA (number of variables passed to USR function=1)
BNE START

PO_VARS_OFFSET:
.BYTE DIRECTION (contains Joystick#1-4 to read or a compatible joystick
forced direction, or zero = skip processing for this player)
.BYTE DY (or speed in Y direction, or zero disables vertical movement)
.BYTE Y
.BYTE YMIN
.BYTE YMAX
.BYTE IMAGELSB
.BYTE IMAGEMSB
.BYTE DX (or speed in X direction, or zero disables horizontal movement)
.BYTE X
.BYTE XMIN
.BYTE XMAX

P1_VARS_OFFSET:
DUPLICATE 11 BYTES AS P0
P2_VARS_OFFSET:
DUPLICATE 11 BYTES AS P0
P3_VARS_OFFSET:
DUPLICATE 11 BYTES AS P0

START :
PLA (MSB of MOVEPM)
STA 204
PLA (LSB of MOVEPM)
STA 203
LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
```

```
CHECK_PLAYER:
LDA (203),Y -- Is this player enabled?
BNE PROCESS_THIS_PLAYER

NEXT_PLAYER:
TYA
CLC
ADC #11
CMP #58
BEQ DONE
TAY
BNE CHECK_PLAYER

DONE:
RTS

PROCESS_THIS_PLAYER:
TYA
PHA (Save value of Y)
LDA (203),Y (Read joystick or forced direction?)
CMP #4

...

PLA
TAY (restore Y)
BNE NEXT_PLAYER (might be unreachable with a single branch)
```

Now the cool thing about this routine is I've tried to arrange the variables in the order that they would be needed to be read, so to get to the next variable you simply INY...

I can make all the missiles into a player 5 also, but for now I'm just going to do the standard 4 players.

When this routine is done, hopefully it would be able to be implemented as a VBI without any problems.

So what do you think? Does this sound ok? I don't know yet how viable it would be to use Y as the index into the variables. I don't remember 6502 fully, but please tell me I can do indirect addressing offset by X as well?

Let me know...thanks.

Are future generations lost? They will miss out on being able to speak machine language with the Atari. We witnessed the birth of personal computers. We know the humble beginnings. We know the limitations of the earliest computers and how much fun they can be to work with. It was because of the Atari I got into computers, if I had grown up in todays generation I would defenitely have only been a computer user rather than a programmer. On the Atari you can play God. On the PC, you're just a "user".

Programming 6502 ML code is better than sex.

1622. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 13:31:29 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <8gnj8.47172$Yd.2634796@e3500-atl1.usenetserver.com>
Source record: 30743

I performed a little optimization :

> START :
> PLA (MSB of MOVEPM) -- Alternatively, the user can Poke 203&204 with
MOVEPM only once provided that 203 and 204 are not overwritten by any other
routines. Not sure if this is a good idea...

> STA 204
> PLA (LSB of MOVEPM)
> STA 203
> LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
>
> CHECK_PLAYER:
> LDA (203),Y -- Is this player enabled?
> BNE PROCESS_THIS_PLAYER
>
> NEXT_PLAYER:
> TYA

I'm moving the NEXT_PLAYER label right here instead of above :
> CLC
> ADC #11
> CMP #58
> BEQ DONE
> TAY
> BNE CHECK_PLAYER
>
> DONE:
> RTS
>
> PROCESS_THIS_PLAYER:
> TAX (Save jstick#1-4 to read, or forced direction)
> TYA
> PHA (Save value of Y)
> CPX #4 (Read jstick#1-4 or forced direction?)
> ...
>
> FINISHED_PROCESSING_PLAYER:
> PLA (restore Y)
> BNE NEXT_PLAYER (might be unreachable with a single branch)

1623. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 13:40:07 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <fonj8.47216$Yd.2636759@e3500-atl1.usenetserver.com>
Source record: 30744

```
Is this for ST or 8-bit?

"lp" <gfa@basic.net> wrote in message news:B8B30989.2C0D%gfa@basic.net...
> Hi,
>
> I'm trying to track down a version of GFA-Basic v1.0
> If anyone has a copy or the original disks let me know.
> Thanks.
>
> -------------
> Lonny Pursell
>
>
```

1624. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 13:49:05 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a6ll5r$f8p3n$2@ID-15679.news.dfncis.de>
Source record: 30553

Hi,

> No problem. There are some adapters out there (like those for
>the MIO) that will convert the 2 XE bus' to the XL bus....

But it is a problem, because manufacturers then have to provide an adapter (or build one in) or expect the consumer to buy a separate one.

Either way, it's extra cost for the consumer and/or more hassle for the manufacturer (both of whom then won't bother).

Once you establish a standard like PBI you have to stick with it - or at least stay physically compatible. Otherwise you kill the standard, like Atari did with this half-assed move. :-(

TTFN - Pete.

1625. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 14:02:03 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <pf2s8u870idavoglicr18qmmtfdbtbkk45@4ax.com>
Source record: 30745

On Tue, 12 Mar 2002 07:53:07 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>generation I would defenitely have only been a computer user rather than a
>programmer. On the Atari you can play God. On the PC, you're just a "user".

this might be right :-)

>Programming 6502 ML code is better than sex.

... but you should overthink your point of view *g*

but i completly agree with you. i hope to finish a little asm project
and to release it on mekka-symposium'02 wild-compo in fallingbostel.
And so: good luck in enjoying your sex ï¿½hhh atari *g*

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1626. W: music player routine in assembler

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 14:16:04 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <p53s8u044i035ok6n8nqd89spml1g3k6mt@4ax.com>
Source record: 30746

Howdy *.*!

For a little asm intro I need some music playing routines. How could I do this? I'm no musican and want's to take a .sap file, remove the sap header and include it in my asm project.

But without a functional msx - handler the best intro is a shame :-(...

What's with cmc, md8 and tmc playing routines? Are they availble for free?

As my plans for the future, I still have the dream to build a SAP-player on real atari. so ton's of the musics in asma collection could be played without doing it with a toy of pc :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1627. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 14:31:04 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B37B58.2C20%gfa@basic.net>
Source record: 30547

in article fonj8.47216$Yd.2636759@e3500-atl1.usenetserver.com, Son of man at bcozier@bellsouth.net wrote on 3/12/02 8:40 AM:

> Is this for ST or 8-bit?

For the ST.

> "lp" <gfa@basic.net> wrote in message news:B8B30989.2C0D%gfa@basic.net...
>> Hi,
>>
>> I'm trying to track down a version of GFA-Basic v1.0
>> If anyone has a copy or the original disks let me know.
>> Thanks.

Lonny Pursell

1628. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 15:49:26 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ropj8.50314$Nn6.2722279@e3500-atl2.usenetserver.com>
Source record: 30548

Now I'm brainstorming.

Instead of having the players variables placed at the beginning of the routine and instead of having a loop to process each player, here's the next level of optimization :

```
PMOVE$="relocateable_object_code"
PMOVE=ADR(PMOVE$)
X=USR(PMOVE) with no variables passed!
```

Set up these arrays for the Atari basic user once the object code in PMOVE$ is finalized:

```
DIM DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
DIR(1)=PMOVE+2
.. and so on for all the array variables above
```

For simplicity, Players are numbered 1 to 4, and joystick ports are numbered 1 to 4

Want to disable a player? Just POKE DIR(player#),0 to disable it
Want a jstick controlled player? Just POKE DIR(player#),joystick port#
Want to force a jstick direction for a player? Just POKE DIR(player#),jstick-compatible direction value

This is what the new ML routine in PMOVE$ looks like :

```
PLA (required, pull off zero variable count from the stack pushed by USR
function)
P1: (The code for P1 will pretty much be duplicated in P2, P3 and P4)
```

This is where it gets cool!

```
LDA #P0_DIR (the value for P0_DIR was poked beforehand into ADR(PMOVE$)+2,
remember?)
BEQ P2 (in any case, the compiled object code will have all the P#DIRs set
to zero for safety)
CMP #4 (if greater than 4 then it's a forced direction)
etc...

P2:
P3:
P4:
...
RTS
```

Even greater optimizations would include having the Atari basic user poke the LSB of the jstick port# into a predefined offset, specified in the array DIM JPORT(4). This would simplify the ML routine so all joystick port reads

would be coded as LDA 632, and the LSB would be changed to the desired
port# by pokeing JPORT(player#), desired jstick port LSB value ... as a
matter of fact the code can be initialized so that each player# is
controlled by the corresponding joystick port#.

I told you guys this was better than sex!

"Son of man" <bcozier@bellsouth.net> wrote in message
news:8Pmj8.48556$Nn6.2678262@e3500-atl2.usenetserver.com...
> Before I actually begin implementing this I'd like your feedback.
>
> I'm going to create a relocateable ML routine that will move all 4 players
> according to how you set it up.
>
> The ML routine will be called like the following :
>
> MOVEPM$="relocateable_ML_code"
> MOVEPM = ADR(MOVEPM$)
> X=USR(MOVEPM,MOVEPM)
>
> I am passing the address of the ML routine because all the variables that
> this routine uses will be place at the beginning of the MOVEPM$ string.
So
> this routine will start something like :
>
> PLA (number of variables passed to USR function=1)
> BNE START
>
> PO_VARS_OFFSET:
> .BYTE DIRECTION (contains Joystick#1-4 to read or a compatible joystick
> forced direction, or zero = skip processing for this player)
> .BYTE DY (or speed in Y direction, or zero disables vertical movement)
> .BYTE Y
> .BYTE YMIN
> .BYTE YMAX
> .BYTE IMAGELSB
> .BYTE IMAGEMSB
> .BYTE DX (or speed in X direction, or zero disables horizontal movement)
> .BYTE X
> .BYTE XMIN
> .BYTE XMAX
>
> P1_VARS_OFFSET:
> DUPLICATE 11 BYTES AS P0
> P2_VARS_OFFSET:
> DUPLICATE 11 BYTES AS P0
> P3_VARS_OFFSET:
> DUPLICATE 11 BYTES AS P0
>
> START :
> PLA (MSB of MOVEPM)

```
> STA 204
> PLA (LSB of MOVEPM)
> STA 203
> LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
>
> CHECK_PLAYER:
> LDA (203),Y -- Is this player enabled?
> BNE PROCESS_THIS_PLAYER
>
> NEXT_PLAYER:
> TYA
> CLC
> ADC #11
> CMP #58
> BEQ DONE
> TAY
> BNE CHECK_PLAYER
>
> DONE:
> RTS
>
> PROCESS_THIS_PLAYER:
> TYA
> PHA (Save value of Y)
> LDA (203),Y (Read joystick or forced direction?)
> CMP #4
>
> ...
>
> PLA
> TAY (restore Y)
> BNE NEXT_PLAYER (might be unreachable with a single branch)
>
>
> Now the cool thing about this routine is I've tried to arrange the
variables
> in the order that they would be needed to be read, so to get to the next
> variable you simply INY...
>
> I can make all the missiles into a player 5 also, but for now I'm just
going
> to do the standard 4 players.
>
> When this routine is done, hopefully it would be able to be implemented as
a
> VBI without any problems.
>
> So what do you think? Does this sound ok? I don't know yet how viable it
> would be to use Y as the index into the variables. I don't remember 6502
> fully, but please tell me I can do indirect addressing offset by X as
```

well?
>
> Let me know...thanks.
>
> Are future generations lost? They will miss out on being able to speak
> machine language with the Atari. We witnessed the birth of personal
> computers. We know the humble beginnings. We know the limitations of the
> earliest computers and how much fun they can be to work with. It was
> because of the Atari I got into computers, if I had grown up in todays
> generation I would defenitely have only been a computer user rather than a
> programmer. On the Atari you can play God. On the PC, you're just a
"user".
>
> Programming 6502 ML code is better than sex.

1629. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 16:15:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <AMpj8.50565$Nn6.2728011@e3500-atl2.usenetserver.com>
Source record: 30549

I'm very sure I can get this from a store owner I know. I am going this Saturday. I was supposed to go last weekend but it just didn't happen (2 1/2 hours drive)

I'm going to try to make it this saturday for sure...I'll let you know.

"lp" <gfa@basic.net> wrote in message news:B8B37B58.2C20%gfa@basic.net...
> in article fonj8.47216$Yd.2636759@e3500-atl1.usenetserver.com, Son of man at
> bcozier@bellsouth.net wrote on 3/12/02 8:40 AM:
>
> > Is this for ST or 8-bit?
>
> For the ST.
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> > "lp" <gfa@basic.net> wrote in message news:B8B30989.2C0D%gfa@basic.net...
> >> Hi,
> >>
> >> I'm trying to track down a version of GFA-Basic v1.0
> >> If anyone has a copy or the original disks let me know.
> >> Thanks.
>
> -------------
> Lonny Pursell
>
>

1630. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 16:43:05 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Kaqj8.50828$Nn6.2732117@e3500-atl2.usenetserver.com>
Source record: 30550

Hey guys correct me if I'm wrong, but doing it this way, there would be zero indirect addressing instructions since even the copying of the player's image into it's location could be coded as

```
LDA $0000,X
STA $0000,Y
```

with the $0000 in the LDA being replaced with 2 pokes of the player image's LSB&MSB which by the way, could also be stored conveniently in a string. X could be loaded with the image length, another offset defined array DIM PLENGTH(4), coded as LDX #$FF and the $FF changed by pokeing PLENGTH(player#),length

and the $0000 in the STA being replaced with 2 pokes of the player's beginning location in PM memory. The Y could be loaded with the new Y coordinate of the player after jstick/direction reads and DY calculations+image length, and can be decremented with each DEX of the image's length in X. After the DEX, BNE continue_copying_image.

I guess player animation can by performed by just poking the
image(player#),lsb
and image(player#)+1,msb.

With no indirect addressing this routine should be super fast!

"Son of man" <bcozier@bellsouth.net> wrote in message
news:ropj8.50314$Nn6.2722279@e3500-atl2.usenetserver.com...
> Now I'm brainstorming.
>
> Instead of having the players variables placed at the beginning of the
> routine and instead of having a loop to process each player, here's the
next
> level of optimization :
>
> PMOVE$="relocateable_object_code"
> PMOVE=ADR(PMOVE$)
> X=USR(PMOVE) with no variables passed!
>
> Set up these arrays for the Atari basic user once the object code in
PMOVE$
> is finalized:
> DIM DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
> DIR(1)=PMOVE+2
> .. and so on for all the array variables above
>
> For simplicity, Players are numbered 1 to 4, and joystick ports are

numbered
> 1 to 4
>
> Want to disable a player? Just POKE DIR(player#),0 to disable it
> Want a jstick controlled player? Just POKE DIR(player#),joystick port#
> Want to force a jstick direction for a player? Just POKE
> DIR(player#),jstick-compatible direction value
>
> This is what the new ML routine in PMOVE$ looks like :
>
> PLA (required, pull off zero variable count from the stack pushed by USR
> function)
> P1: (The code for P1 will pretty much be duplicated in P2, P3 and P4)
>
> This is where it gets cool!
>
> LDA #P0_DIR (the value for P0_DIR was poked beforehand into
ADR(PMOVE$)+2,
> remember?)
> BEQ P2 (in any case, the compiled object code will have all the P#DIRs set
> to zero for safety)
> CMP #4 (if greater than 4 then it's a forced direction)
> etc...
>
> P2:
> P3:
> P4:
> ...
> RTS
>
> Even greater optimizations would include having the Atari basic user poke
> the LSB of the jstick port# into a predefined offset, specified in the
array
> DIM JPORT(4). This would simplify the ML routine so all joystick port
reads
> would be coded as LDA 632, and the LSB would be changed to the desired
> port# by pokeing JPORT(player#), desired jstick port LSB value ... as a
> matter of fact the code can be initialized so that each player# is
> controlled by the corresponding joystick port#.
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> I told you guys this was better than sex!
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> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:8Pmj8.48556$Nn6.2678262@e3500-atl2.usenetserver.com...
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> > PLA (number of variables passed to USR function=1)
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> > START :
> > PLA (MSB of MOVEPM)
> > STA 204
> > PLA (LSB of MOVEPM)
> > STA 203
> > LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
> >
> > CHECK_PLAYER:
> > LDA (203),Y -- Is this player enabled?
> > BNE PROCESS_THIS_PLAYER
> >
> > NEXT_PLAYER:
```

```
> > TYA
> > CLC
> > ADC #11
> > CMP #58
> > BEQ DONE
> > TAY
> > BNE CHECK_PLAYER
> >
> > DONE:
> > RTS
> >
> > PROCESS_THIS_PLAYER:
> > TYA
> > PHA (Save value of Y)
> > LDA (203),Y (Read joystick or forced direction?)
> > CMP #4
> >
> > ...
> >
> > PLA
> > TAY (restore Y)
> > BNE NEXT_PLAYER (might be unreachable with a single branch)
> >
> >
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> variables
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as
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> > machine language with the Atari. We witnessed the birth of personal
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> > because of the Atari I got into computers, if I had grown up in todays
> > generation I would defenitely have only been a computer user rather than
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> "user".
> >
> > Programming 6502 ML code is better than sex.
>
>
>
>

1631. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 16:48:28 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Nfqj8.50878$Nn6.2735926@e3500-atl2.usenetserver.com>
Source record: 30551

"Son of man" <bcozier@bellsouth.net> wrote in message
news:Kaqj8.50828$Nn6.2732117@e3500-atl2.usenetserver.com...
> Hey guys correct me if I'm wrong, but doing it this way, there would be
zero
> indirect addressing instructions since even the copying of the player's
> image into it's location could be coded as
>
> LDA $0000,X
> STA $0000,Y

I'll have to make that $FFFF in both cases or the compiler would generate
zero page addressing mode and send me to debugging hell!

>
> with the $0000 in the LDA being replaced with 2 pokes of the player
image's
> LSB&MSB which by the way, could also be stored conveniently in a string.
X
> could be loaded with the image length, another offset defined array DIM
> PLENGTH(4), coded as LDX #$FF and the $FF changed by pokeing
> PLENGTH(player#),length
>
> and the $0000 in the STA being replaced with 2 pokes of the player's
> beginning location in PM memory. The Y could be loaded with the new Y
> coordinate of the player after jstick/direction reads and DY
> calculations+image length, and can be decremented with each DEX of the
> image's length in X. After the DEX, BNE continue_copying_image.
>
> I guess player animation can by performed by just poking the
> image(player#),lsb
> and image(player#)+1,msb.
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> With no indirect addressing this routine should be super fast!
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> "Son of man" <bcozier@bellsouth.net> wrote in message
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> > Now I'm brainstorming.
> >
> > Instead of having the players variables placed at the beginning of the
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> > PMOVE$="relocateable_object_code"
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> > X=USR(PMOVE) with no variables passed!
> >
> > Set up these arrays for the Atari basic user once the object code in
> PMOVE$
> > is finalized:
> > DIM
DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
> > DIR(1)=PMOVE+2
> > .. and so on for all the array variables above
> >
> > For simplicity, Players are numbered 1 to 4, and joystick ports are
> numbered
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> > Want to disable a player? Just POKE DIR(player#),0 to disable it
> > Want a jstick controlled player? Just POKE DIR(player#),joystick port#
> > Want to force a jstick direction for a player? Just POKE
> > DIR(player#),jstick-compatible direction value
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> > This is what the new ML routine in PMOVE$ looks like :
> >
> > PLA (required, pull off zero variable count from the stack pushed by USR
> > function)
> > P1: (The code for P1 will pretty much be duplicated in P2, P3 and P4)
> >
> > This is where it gets cool!
> >
> > LDA #P0_DIR (the value for P0_DIR was poked beforehand into
> ADR(PMOVE$)+2,
> > remember?)
> > BEQ P2 (in any case, the compiled object code will have all the P#DIRs
set
> > to zero for safety)
> > CMP #4 (if greater than 4 then it's a forced direction)
> > etc...
> >
> > P2:
> > P3:
> > P4:
> > ...
> > RTS
> >
> > Even greater optimizations would include having the Atari basic user
poke
> > the LSB of the jstick port# into a predefined offset, specified in the
> array
> > DIM JPORT(4). This would simplify the ML routine so all joystick port
> reads
> > would be coded as LDA 632, and the LSB would be changed to the desired
> > port# by pokeing JPORT(player#), desired jstick port LSB value ... as a

```
> > matter of fact the code can be initialized so that each player# is
> > controlled by the corresponding joystick port#.
> >
> >
> > I told you guys this was better than sex!
> >
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:8Pmj8.48556$Nn6.2678262@e3500-atl2.usenetserver.com...
> > > Before I actually begin implementing this I'd like your feedback.
> > >
> > > I'm going to create a relocateable ML routine that will move all 4
> players
> > > according to how you set it up.
> > >
> > > The ML routine will be called like the following :
> > >
> > > MOVEPM$="relocateable_ML_code"
> > > MOVEPM = ADR(MOVEPM$)
> > > X=USR(MOVEPM,MOVEPM)
> > >
> > > I am passing the address of the ML routine because all the variables
> that
> > > this routine uses will be place at the beginning of the MOVEPM$
string.
> > So
> > > this routine will start something like :
> > >
> > > PLA (number of variables passed to USR function=1)
> > > BNE START
> > >
> > > PO_VARS_OFFSET:
> > > .BYTE DIRECTION (contains Joystick#1-4 to read or a compatible
joystick
> > > forced direction, or zero = skip processing for this player)
> > > .BYTE DY (or speed in Y direction, or zero disables vertical movement)
> > > .BYTE Y
> > > .BYTE YMIN
> > > .BYTE YMAX
> > > .BYTE IMAGELSB
> > > .BYTE IMAGEMSB
> > > .BYTE DX (or speed in X direction, or zero disables horizontal
movement)
> > > .BYTE X
> > > .BYTE XMIN
> > > .BYTE XMAX
> > >
> > > P1_VARS_OFFSET:
> > > DUPLICATE 11 BYTES AS P0
> > > P2_VARS_OFFSET:
```

```
> > > DUPLICATE 11 BYTES AS P0
> > > P3_VARS_OFFSET:
> > > DUPLICATE 11 BYTES AS P0
> > >
> > > START :
> > > PLA (MSB of MOVEPM)
> > > STA 204
> > > PLA (LSB of MOVEPM)
> > > STA 203
> > > LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
> > >
> > > CHECK_PLAYER:
> > > LDA (203),Y -- Is this player enabled?
> > > BNE PROCESS_THIS_PLAYER
> > >
> > > NEXT_PLAYER:
> > > TYA
> > > CLC
> > > ADC #11
> > > CMP #58
> > > BEQ DONE
> > > TAY
> > > BNE CHECK_PLAYER
> > >
> > > DONE:
> > > RTS
> > >
> > > PROCESS_THIS_PLAYER:
> > > TYA
> > > PHA (Save value of Y)
> > > LDA (203),Y (Read joystick or forced direction?)
> > > CMP #4
> > >
> > > ...
> > >
> > > PLA
> > > TAY (restore Y)
> > > BNE NEXT_PLAYER (might be unreachable with a single branch)
> > >
> > >
> > > Now the cool thing about this routine is I've tried to arrange the
> > variables
> > > in the order that they would be needed to be read, so to get to the
next
> > > variable you simply INY...
> > >
> > > I can make all the missiles into a player 5 also, but for now I'm just
> > going
> > > to do the standard 4 players.
> > >
```

> > > When this routine is done, hopefully it would be able to be
implemented
> as
> > a
> > > VBI without any problems.
> > >
> > > So what do you think? Does this sound ok? I don't know yet how viable
it
> > > would be to use Y as the index into the variables. I don't remember
> 6502
> > > fully, but please tell me I can do indirect addressing offset by X as
> > well?
> > >
> > > Let me know...thanks.
> > >
> > > Are future generations lost? They will miss out on being able to speak
> > > machine language with the Atari. We witnessed the birth of personal
> > > computers. We know the humble beginnings. We know the limitations of
the
> > > earliest computers and how much fun they can be to work with. It was
> > > because of the Atari I got into computers, if I had grown up in todays
> > > generation I would defenitely have only been a computer user rather
than
> a
> > > programmer. On the Atari you can play God. On the PC, you're just a
> > "user".
> > >
> > > Programming 6502 ML code is better than sex.
> >
> >
> >
> >
>
>
>

1632. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 17:25:04 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <5Oqj8.51198$Nn6.2744379@e3500-atl2.usenetserver.com>
Source record: 30552

Slight problem encountered as I just started on this ...

X and Y values aren't constants like the others...

I will let the Atari basic user determine where the X and Y values for each player are stored in memory by pokeing X(player#),lsb_of_x# and X(player#)+1,msb_of_x#

He can use page 6 or even another basic string XY$ of length 8, an x and y for each player with only one byte needed each. Then he can DIM PX(4), PY(4):FOR I=1 to 4: PX(I)=ADR(XY$)+I-1:PY(I)=ADR(XY$)+I+3:NEXT I

Then :

FOR I=1 to 4:POKE X(I)+1,PX(I)/256:POKE X(I),PX(I)-256*PEEK(X(I)+1):NEXT I

I think I'll just set it up this way automatically, then if he want's to know the current X-coord of a player# all he has to do is PEEK(X(player#)) same for Y-coord. I will keep the fact that the X and Y coords are stored in a basic string XY$ completely hidden from him. All he needs to know is to set X-coord just poke X(player#),x-value and poke Y(player#),y-value or do PEEKs to read it. Now this is just awesome!

"Son of man" <bcozier@bellsouth.net> wrote in message news:Nfqj8.50878$Nn6.2735926@e3500-atl2.usenetserver.com...
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:Kaqj8.50828$Nn6.2732117@e3500-atl2.usenetserver.com...
> > Hey guys correct me if I'm wrong, but doing it this way, there would be
> zero
> > indirect addressing instructions since even the copying of the player's
> > image into it's location could be coded as
> >
> > LDA $0000,X
> > STA $0000,Y
>
> I'll have to make that $FFFF in both cases or the compiler would generate
> zero page addressing mode and send me to debugging hell!
>
> >
> > with the $0000 in the LDA being replaced with 2 pokes of the player
> image's
> > LSB&MSB which by the way, could also be stored conveniently in a string.
> X
> > could be loaded with the image length, another offset defined array DIM
> > PLENGTH(4), coded as LDX #$FF and the $FF changed by pokeing

```
> > PLENGTH(player#),length
> >
> > and the $0000 in the STA being replaced with 2 pokes of the player's
> > beginning location in PM memory. The Y could be loaded with the new Y
> > coordinate of the player after jstick/direction reads and DY
> > calculations+image length, and can be decremented with each DEX of the
> > image's length in X. After the DEX, BNE continue_copying_image.
> >
> > I guess player animation can by performed by just poking the
> > image(player#),lsb
> > and image(player#)+1,msb.
> >
> > With no indirect addressing this routine should be super fast!
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:ropj8.50314$Nn6.2722279@e3500-atl2.usenetserver.com...
> > > Now I'm brainstorming.
> > >
> > > Instead of having the players variables placed at the beginning of the
> > > routine and instead of having a loop to process each player, here's
the
> > next
> > > level of optimization :
> > >
> > > PMOVE$="relocateable_object_code"
> > > PMOVE=ADR(PMOVE$)
> > > X=USR(PMOVE) with no variables passed!
> > >
> > > Set up these arrays for the Atari basic user once the object code in
> > PMOVE$
> > > is finalized:
> > > DIM
> DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
> > > DIR(1)=PMOVE+2
> > > .. and so on for all the array variables above
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> > > PLA (required, pull off zero variable count from the stack pushed by
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> > > function)
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> > > P1: (The code for P1 will pretty much be duplicated in P2, P3 and
P4)
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> > > This is where it gets cool!
> > >
> > > LDA #P0_DIR (the value for P0_DIR was poked beforehand into
> > ADR(PMOVE$)+2,
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> > > BEQ P2 (in any case, the compiled object code will have all the P#DIRs
> set
> > > to zero for safety)
> > > CMP #4 (if greater than 4 then it's a forced direction)
> > > etc...
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> > > P2:
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> > > P4:
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> > > Even greater optimizations would include having the Atari basic user
> poke
> > > the LSB of the jstick port# into a predefined offset, specified in the
> > array
> > > DIM JPORT(4). This would simplify the ML routine so all joystick port
> > reads
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> > > port# by pokeing JPORT(player#), desired jstick port LSB value ... as
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> > > matter of fact the code can be initialized so that each player# is
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> > > news:8Pmj8.48556$Nn6.2678262@e3500-atl2.usenetserver.com...
> > > > Before I actually begin implementing this I'd like your feedback.
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> > > > The ML routine will be called like the following :
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> > > > MOVEPM$="relocateable_ML_code"
> > > > MOVEPM = ADR(MOVEPM$)
> > > > X=USR(MOVEPM,MOVEPM)
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> > > > I am passing the address of the ML routine because all the variables
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> string.
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> > > > > this routine will start something like :
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> > > > > BNE START
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> joystick
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> > > > > START :
> > > > > PLA (MSB of MOVEPM)
> > > > > STA 204
> > > > > PLA (LSB of MOVEPM)
> > > > > STA 203
> > > > > LDY #3 -- OFFSET for beginning of1st Player's VARS from MOVEPM
> > > > >
> > > > > CHECK_PLAYER:
> > > > > LDA (203),Y -- Is this player enabled?
> > > > > BNE PROCESS_THIS_PLAYER
> > > > >
> > > > > NEXT_PLAYER:
> > > > > TYA
> > > > > CLC
> > > > > ADC #11
```

```
> > > > CMP #58
> > > > BEQ DONE
> > > > TAY
> > > > BNE CHECK_PLAYER
> > > >
> > > > DONE:
> > > > RTS
> > > >
> > > > PROCESS_THIS_PLAYER:
> > > > TYA
> > > > PHA (Save value of Y)
> > > > LDA (203),Y (Read joystick or forced direction?)
> > > > CMP #4
> > > >
> > > > ...
> > > >
> > > > PLA
> > > > TAY (restore Y)
> > > > BNE NEXT_PLAYER (might be unreachable with a single branch)
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> > > variables
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> > > > would be to use Y as the index into the variables. I don't remember
> > 6502
> > > > fully, but please tell me I can do indirect addressing offset by X
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> > > well?
> > > >
> > > > Let me know...thanks.
> > > >
> > > > Are future generations lost? They will miss out on being able to
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speak
> > > > machine language with the Atari. We witnessed the birth of personal
> > > > computers. We know the humble beginnings. We know the limitations of
> the
> > > > earliest computers and how much fun they can be to work with. It
was
> > > > because of the Atari I got into computers, if I had grown up in
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> > > > generation I would defenitely have only been a computer user rather
> than
> > a
> > > > programmer. On the Atari you can play God. On the PC, you're just a
> > > "user".
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> > > > Programming 6502 ML code is better than sex.
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> > >
> > >
> > >
> >
> >
> >
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>

1633. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 20:32:15 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <taps8us5kn6j9dllhigifpa4mrj6bb80hh@4ax.com>
Source record: 30554

On Tue, 12 Mar 2002 01:25:29 -0500, lp <gfa@basic.net> wrote:

>Hi,
>
>I'm trying to track down a version of GFA-Basic v1.0
>If anyone has a copy or the original disks let me know.
>Thanks.
>
>-------------
>Lonny Pursell
>

If you're interested in the original manual (in German), I have it.
But I get to keep the folder it came with... ;-)
It was from a friend who had an ST, don't remember why he didn't
need it anymore when he gave it to me... Sorry, no disks, I think
he formatted them.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1634. Re: W: music player routine in assembler

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 20:34:59 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <vips8ucoh6lb24rsma1raegk5380ecudqe@4ax.com>
Source record: 30555

On Tue, 12 Mar 2002 15:16:04 +0100, Thomas Havemeister <twh1@gmx.de> wrote:

>Howdy *.*!
>
>For a little asm intro I need some music playing routines. How could I
>do this? I'm no musican and want's to take a .sap file, remove the sap
>header and include it in my asm project.
>
>But without a functional msx - handler the best intro is a shame
>:-(...
>
>What's with cmc, md8 and tmc playing routines? Are they availble for
>free?
>
>As my plans for the future, I still have the dream to build a
>SAP-player on real atari. so ton's of the musics in asma collection
>could be played without doing it with a toy of pc :-)
>
No intentions of writing a MIDI player for the 8-bit?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1635. Atari 8-bit Stargate Prototype cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 20:59:03 UTC
From: Steve <avcrelecNOSPAM@attbi.com>
Message-ID: <3C8E6C14.FCFD5455@attbi.com>
Source record: 30556

Just wondering availability/rarity and desire for this game
in 8bit. anyone know?
thanks

Steve

1636. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 22:08:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <F%uj8.3395$44.26269@typhoon.sonic.net>
Source record: 30557

lp <gfa@basic.net> wrote:
> in article fonj8.47216$Yd.2636759@e3500-atl1.usenetserver.com, Son of man at
> bcozier@bellsouth.net wrote on 3/12/02 8:40 AM:
>
>> Is this for ST or 8-bit?
>
> For the ST.

Tried comp.sys.atari.st ? :)

-bill!

1637. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 22:18:55 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <F3vj8.17447$58.818427@zwoll1.home.nl>
Source record: 30558

: > No problem. There are some adapters out there (like those for
: >the MIO) that will convert the 2 XE bus' to the XL bus....

Pete wrote

: But it is a problem, because manufacturers then have to provide an adapter
(or
: build one in) or expect the consumer to buy a separate one.

Yes, but I think 2 different styled PBI busses is better then no PBI at all
(as on the 1200XL and lots of 65XE's)

: Either way, it's extra cost for the consumer and/or more hassle for the
: manufacturer (both of whom then won't bother).

True. (hmm, "micro-$oft" is crossing my mind right now, don't know why
:-))
But when looking at the Black-Box on an Atari XE, you'll have the advantage
you can plug in a cartridge vertically in stead of wrestling with it to get it
in the back of it :-)

: Once you establish a standard like PBI you have to stick with it - or at
least
: stay physically compatible.

I agree it would be easier when all Atari's had the same styled PBI bus. Just
wanted to say the problem is not that big.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1638. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 22:25:05 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <y8vj8.17471$58.820116@zwoll1.home.nl>
Source record: 30559

: > The tune is cool. Short yet sweet. Why don't you play the game on an
: > emulator, and extract the sound to a wav? Atari800Win has that option..

Paul Gifford wrote

: I'll have to do that, extract it myself. Maybe I can put together a "best
: of" compilation and burn it to CD. Then I'll have something to listen to on
: the way to work :)

I've 12 CD's filled with all kind of Atari music taken from demo's and games.
Andreas Magenheimer recorded them directly from a real Atari to an audio
CD-recorder (no poor emulated noise, but the real thing!) That's more then a
workday of Atari music! Wish I could get enough webspace without banners to
store them there as MP3's...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1639. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 22:56:30 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <ylvj8.146857$TV4.20055815@typhoon.tampabay.rr.com>
Source record: 30560

Tom Hunt has a great util that will convert atr to dcm on the cth web-site,
the util runs on the Atari.

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:kmvn8u41m7fv1r15hkm23dodlphqt2f0vo@4ax.com...
> On Tue, 05 Mar 2002 09:53:33 +0100, Jindrich Kubec <kubecj@asw.cz>
> wrote:
>
> >Andreas Magenheimer wrote:
> >> - both Imagic and ACVT cannot convert any images that
> >> are bigger than 180kbytes (it would be nice to include
> >> options for 360k, 720k and 1440k; as well as
> >> acknowledge of size differences between SIO2PC and
> >> Atari 800/Win and autorepair if user requested;
> >> you know the size difference in DD formats has to do
> >> with the boot sectors...)
> >
> >Hm, I used Ernest Schreur's paper on Diskcomm dissection and got the
> >idea that DiskComm could only process 92k, 130k and 183k disks. Could it
> >process bigger ones? Could you send me some samples? I'd be glad to
> >correct that.
>
> Well, I just read my 1.0 specifications and it clearly states that
> DiskComm can handle disks of up to 9999 sectors. If they are double
> density, that is more than 2 meg. I also mentioned that it would
> support the HDI floppy drive, which is 1.44 Meg. I did mention that
> those three formats are the most common, but you can even DiskComm a
> hard drive partition as long as it is not larger than 9999 sectors.
> Anyway, I think converting to ATR is easy, since you just keep
> extracting data until you run into the end of archive indicator,
> regardless of the number of sectors, however, to extend the atr image
> to the proper size, you need to know the actual end of the disk.
> My simple dcm to atr converter is on my home page, it includes the
> 'C'-source code, so you can fix it yourself, but I think it will work
> on large images. It is named dcm2atr. Take a look at
> http://home.planet.nl/~ernest
>
> Keep those XL's/XE's humming.
> Ernest.
>
>

1640. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 23:39:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B3FBE6.2C3E%gfa@basic.net>
Source record: 30561

in article F%uj8.3395$44.26269@typhoon.sonic.net, William Kendrick at
bill@newbreedsoftware.com wrote on 3/12/02 5:08 PM:

>> For the ST.
>
> Tried comp.sys.atari.st ? :)

Actually I did, not one reply. ;-)
I figured some 8-bit users might of gotten ST's and used GFA-Basic since it
is related to Turbo Basic XL.

Lonny Pursell

1641. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-12 23:41:29 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B3FC59.2C3F%gfa@basic.net>
Source record: 30562

in article taps8us5kn6j9dllhigifpa4mrj6bb80hh@4ax.com, machf at
no_me_j.machf@hijos.de.terra.com.pe wrote on 3/12/02 3:32 PM:

> If you're interested in the original manual (in German), I have it.
> But I get to keep the folder it came with... ;-)
> It was from a friend who had an ST, don't remember why he didn't
> need it anymore when he gave it to me... Sorry, no disks, I think
> he formatted them.

Thanks for the offer, but I don't need the manual, just a working binary.
;-)

Lonny Pursell

1642. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 00:00:39 UTC
From: bill@newbreedsoftware.com
Message-ID: <HEwj8.3443$44.26497@typhoon.sonic.net>
Source record: 30563

lp <gfa@basic.net> wrote:
> I figured some 8-bit users might of gotten ST's and used GFA-Basic since it
> is related to Turbo Basic XL.

Is it? Hmm... Interesting.

-bill!

1643. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 00:51:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <qoxj8.15308$Vx1.1267081@newsread1.prod.itd.earthlink.net>
Source record: 30564

Wrinkle:

Atari Basic stores array data entries as 6 byte floating point
representations of the numbers.

And, assuming the ADR() function works with arrays, you would:
POKE ADR(DIR(player#)),0 and change the mantissa
or (implied LET) DIR(player#)=0 to alter the FP value.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Son of man" <bcozier@bellsouth.net> wrote in message
> Now I'm brainstorming.
>
> Instead of having the players variables placed at the beginning of the
> routine and instead of having a loop to process each player, here's the
next
> level of optimization :
>
> PMOVE$="relocateable_object_code"
> PMOVE=ADR(PMOVE$)
> X=USR(PMOVE) with no variables passed!
>
> Set up these arrays for the Atari basic user once the object code in
PMOVE$
> is finalized:
> DIM DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
> DIR(1)=PMOVE+2
> .. and so on for all the array variables above
>
> For simplicity, Players are numbered 1 to 4, and joystick ports are
numbered
> 1 to 4
>
> Want to disable a player? Just POKE DIR(player#),0 to disable it
> Want a jstick controlled player? Just POKE DIR(player#),joystick port#
> Want to force a jstick direction for a player? Just POKE
> DIR(player#),jstick-compatible direction value
>
> This is what the new ML routine in PMOVE$ looks like :
>
> PLA (required, pull off zero variable count from the stack pushed by USR

```
> function)
> P1: (The code for P1 will pretty much be duplicated in P2, P3 and P4)
>
> This is where it gets cool!
>
> LDA #P0_DIR (the value for P0_DIR was poked beforehand into
ADR(PMOVE$)+2,
> remember?)
> BEQ P2 (in any case, the compiled object code will have all the P#DIRs set
> to zero for safety)
> CMP #4 (if greater than 4 then it's a forced direction)
> etc...
>
```

1644. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 00:57:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3uxj8.15344$Vx1.1268249@newsread1.prod.itd.earthlink.net>
Source record: 30565

Yep, same author.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:HEwj8.3443$44.26497@typhoon.sonic.net...
> lp <gfa@basic.net> wrote:
> > I figured some 8-bit users might of gotten ST's and used GFA-Basic since
it
> > is related to Turbo Basic XL.
>
> Is it? Hmm... Interesting.
>
> -bill!
>

1645. Re: looking for gfa-basic v1 (same author as turbo basic xl)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 01:00:41 UTC
From: lp <gfa@basic.net>
Message-ID: <B8B40EE9.2C5C%gfa@basic.net>
Source record: 30566

in article HEwj8.3443$44.26497@typhoon.sonic.net, William Kendrick at bill@newbreedsoftware.com wrote on 3/12/02 7:00 PM:

> lp <gfa@basic.net> wrote:
>> I figured some 8-bit users might of gotten ST's and used GFA-Basic since it
>> is related to Turbo Basic XL.
>
> Is it? Hmm... Interesting.

Both were coded by the same guy. I've reverse engineered the token format of GFA-Basic v3.x, I found a copy of v2.x, now all I need is v1.0 to complete my set. They all have different token formats from what I've read.

Lonny Pursell

1646. A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 02:49:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8ebe26$0$1409$1dc6e903@news.corecomm.net>
Source record: 30567

I played with my 800s today.
They work fine. I still think SpDOS X is not reliable with
disk reads and writes, at least the 4.2 or whatever I had.
SpDOS X is the only way (other than 1.1) to use SpDOS with
an 800.
I got out my original disk drive, a RANA, and a second RANA
I bought. Both drives did pretty good, especially with MyDOS.
A8 drives, in my experience, are getting sorta cranky. I have
two Indus, one practically doesn't work, the other is fair.
The best drive I have is a US dblr 1050.
My original RANA from 1984 I found has/had a broken dip
switch block, all the pins from one side of the block broke off
at the mother board.
I've taken the drive apart and removed the switch block and
think I've got it cleaned up to put a new block in, if I can find one.
At this time I'm hoping the drive still works when I'm done.
The drive works fine as D1, because all switches are in the 'off'.
Paul Irving got me wanting to play with my 800s, talking about them
in another thread.
Rambling Russg

1647. SIO2PC Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 02:51:07 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3C8EBEA4.5040900@bellatlantic.net>
Source record: 30568

I just received an SIO2PC cable from J131 in Poland. I'd like to use it to transfer old Atari word processing files to my PC. Could someone point me in the right direction as to what I should do now?

And if special software is needed on the Atari, could someone mail me a diskette with that software?

1648. XL XE OS Source

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 03:02:36 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c8ec108.21422053@basic.bs.webusenet.com>
Source record: 30569

the file I've been able to find (e.g. at CTH) is xlxe_src.arc which contains commented Mac65 source in German. Is an English version available ? tks

ron

1649. Re: SIO2PC Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 03:56:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <L5Aj8.15978$Vx1.1304121@newsread1.prod.itd.earthlink.net>
Source record: 30570

You do not need any special software; DOS should be sufficient, and you can
boot it from the cable.

Use your APE or SIO2PC software to make a large .ATR image and copy all of
your text files to it. Next, get Ken Sider's AtrUtil from:
http://home.columbus.rr.com/ksiders/atari.htm
and you can extract the files and translate them to standard ascii all in
one step. That is it; you are able to access them in any editor.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Brian Siano" <bsiano@bellatlantic.net> wrote in message
news:3C8EBEA4.5040900@bellatlantic.net...
> I just received an SIO2PC cable from J131 in Poland. I'd like to use
> it to transfer old Atari word processing files to my PC. Could someone
> point me in the right direction as to what I should do now?
>
> And if special software is needed on the Atari, could someone mail
> me a diskette with that software?

1650. Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 04:41:06 UTC
From: bobbyshaw@aol.com
Message-ID: <20020312234106.09858.00001016@mb-mp.aol.com>
Source record: 30571

This is in reference to the thread LOL... madness.

I mentioned finding an old catalog dated 10/18/1982 from a company called UHC.
Someone asked me in an e-mail to post it, so here it is for anyone interested.
I only posted the pages that had Atari equipment on it, and I did blur out the
old address and phone number:

http://www.mindspring.com/~robe294/uhcad2.jpg
http://www.mindspring.com/~robe294/uhcad3.jpg
http://www.mindspring.com/~robe294/uhcad4.jpg
http://www.mindspring.com/~robe294/uhcad5.jpg

--
Interested in vintage Atari 8-bit equipment? Hardware on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1651. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 05:27:35 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <brBj8.65591$ny.2317029426@newssvr30.news.prodigy.com>
Source record: 30572

Okay that looks pretty sweet. It also jarred my memory a little and I dug out the remnants of an ad from the Sears catalog. Didn't we all clip these and hang them on the fridge? I believe it's from 1982, I could be wrong and I'm pretty sure that it's from the same year that I got my first. I remember now the computer was about $600 with 48K RAM and the educator package with BASIC, tape drive (program recorder) and states and capitals was about $200 and the entertainer would've been about $100 with tax put me right about $1000.00
Still pretty cheap for a computer back then.
Here's a link to the scan of the page I found (what's left of it)-
http://members.fortunecity.com/momo1/price.jpg
Mo

BobbyShaw wrote in message <20020312234106.09858.00001016@mb-mp.aol.com>...
>This is in reference to the thread LOL... madness.
>
>I mentioned finding an old catalog dated 10/18/1982 from a company called UHC.
>Someone asked me in an e-mail to post it, so here it is for anyone interested.
>I only posted the pages that had Atari equipment on it, and I did blur out the
>old address and phone number:
>
>http://www.mindspring.com/~robe294/uhcad2.jpg
>http://www.mindspring.com/~robe294/uhcad3.jpg
>http://www.mindspring.com/~robe294/uhcad4.jpg
>http://www.mindspring.com/~robe294/uhcad5.jpg
>
>--
>Interested in vintage Atari 8-bit equipment? Hardware on Ebay now!
>http://www.mindspring.com/~robe294/atari_sale.htm

1652. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 06:43:15 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <huCj8.60156$Nn6.2981391@e3500-atl2.usenetserver.com>
Source record: 30573

Hi Ron,

The only thing I'm storing in arrays are the MEMORY ADDRESSES of the various constants in my ML routine which are going to be used as variables.

For instance :

```
START : PLA
DIR1 : LDA #$FF
...
...
...
BEQ DIR2
```

In my basic program DIR(1) = ADR(ML$)+2

So if the Atari basic programmer wants to disable processing for player 1, he just does :

POKE DIR(1),0 he will be changing the code in ML$ but only the constants
...

It's like a realtime compile of the ML code all over again....

To make it look prettier, I just defined constants P1=1:P2=2:P3=3:P4=4 so to change the setup for a player he just does POKE DX(P1),value POKE DY(P1),value POKE XMIN(P1),value etc.

DX(P1) will be set = ADR(ML$)+the offset where the constant #DX value is used in the ML code for player 1 ...

So I'm not POKEING the address of the arrays ... not at all

I'm using the Arrays to store the offsets of the constants used in ML$ for each player, that's why I'm not having a loop to process each player, but in fact just straight code duplicated pretty much 4 times, that gives the Atari basic user control over each player individually by modifying the constants compiled into the ML routine which really are the various Player variables....

It's pretty tricky... and I've got to store all the offsets of these variables into the arrays so the basic user can just POKE LENGTH(P1),player1's length etc. In the ML code that reads like LDX #$FF , the #$FF will be replaced by whatever the programmer POKE's into that offset from the ML code. remember LENGTH(P1) = ADR(ML$)+some offset that I predefine once my ML code is finalized.

So far I've got movement along X-direction working perfectly, and everything
is absolute, mostly immediate mode addressing, I'm proud to report I'm not
using ANY indirect addressing in my ML routine!

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:qoxj8.15308$Vx1.1267081@newsread1.prod.itd.earthlink.net...
> Wrinkle:
>
> Atari Basic stores array data entries as 6 byte floating point
> representations of the numbers.
>
> And, assuming the ADR() function works with arrays, you would:
> POKE ADR(DIR(player#)),0 and change the mantissa
> or (implied LET) DIR(player#)=0 to alter the FP value.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> > Now I'm brainstorming.
> >
> > Instead of having the players variables placed at the beginning of the
> > routine and instead of having a loop to process each player, here's the
> next
> > level of optimization :
> >
> > PMOVE$="relocateable_object_code"
> > PMOVE=ADR(PMOVE$)
> > X=USR(PMOVE) with no variables passed!
> >
> > Set up these arrays for the Atari basic user once the object code in
> PMOVE$
> > is finalized:
> > DIM
DIR(4):X(4):Y(4):DX(4):DY(4):XMIN(4):XMAX(4):YMIN(4):YMAX(4):IMAGE(4)
> > DIR(1)=PMOVE+2
> > .. and so on for all the array variables above
> >
> > For simplicity, Players are numbered 1 to 4, and joystick ports are
> numbered
> > 1 to 4
> >
> > Want to disable a player? Just POKE DIR(player#),0 to disable it
> > Want a jstick controlled player? Just POKE DIR(player#),joystick port#
> > Want to force a jstick direction for a player? Just POKE
> > DIR(player#),jstick-compatible direction value
> >
> > This is what the new ML routine in PMOVE$ looks like :

```
> >
> > PLA (required, pull off zero variable count from the stack pushed by USR
> > function)
> > P1: (The code for P1 will pretty much be duplicated in P2, P3 and P4)
> >
> > This is where it gets cool!
> >
> > LDA #P0_DIR (the value for P0_DIR was poked beforehand into
> ADR(PMOVE$)+2,
> > remember?)
> > BEQ P2 (in any case, the compiled object code will have all the P#DIRs
set
> > to zero for safety)
> > CMP #4 (if greater than 4 then it's a forced direction)
> > etc...
> >
>
>
```

1653. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 06:47:02 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <QxCj8.60181$Nn6.2983159@e3500-atl2.usenetserver.com>
Source record: 30574

Tell me about it, I've been programming all night. It's 1:46 AM!!!

"Russ Gilbert" <russg@en.com> wrote in message
news:3c8ebe26$0$1409$1dc6e903@news.corecomm.net...
> I played with my 800s today.
> They work fine. I still think SpDOS X is not reliable with
> disk reads and writes, at least the 4.2 or whatever I had.
> SpDOS X is the only way (other than 1.1) to use SpDOS with
> an 800.
> I got out my original disk drive, a RANA, and a second RANA
> I bought. Both drives did pretty good, especially with MyDOS.
> A8 drives, in my experience, are getting sorta cranky. I have
> two Indus, one practically doesn't work, the other is fair.
> The best drive I have is a US dblr 1050.
> My original RANA from 1984 I found has/had a broken dip
> switch block, all the pins from one side of the block broke off
> at the mother board.
> I've taken the drive apart and removed the switch block and
> think I've got it cleaned up to put a new block in, if I can find one.
> At this time I'm hoping the drive still works when I'm done.
> The drive works fine as D1, because all switches are in the 'off'.
> Paul Irving got me wanting to play with my 800s, talking about them
> in another thread.
> Rambling Russg
>
>

1654. Re: The ultimate Player move ML routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 06:50:51 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <pBCj8.60207$Nn6.2986973@e3500-atl2.usenetserver.com>
Source record: 30575

```
Minor correction below ...

>
> START : PLA
> DIR1 : LDA #$FF (the #$FF will be replaced by whatever he POKEs into
DIR(1)
BEQ DIR2 should be right here
> ...
> ...
> ...
This should have been
DIR2 : LDA #$FF
not
> BEQ DIR2
```

1655. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 09:16:07 UTC
From: daclmi@netscape.net
Message-ID: <3c8f1883.1016281@news.CIS.DFN.DE>
Source record: 30576

On Tue, 12 Mar 2002 21:49:49 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>I played with my 800s today.
>They work fine. I still think SpDOS X is not reliable with
>disk reads and writes, at least the 4.2 or whatever I had.
>SpDOS X is the only way (other than 1.1) to use SpDOS with
>an 800.

BeWe DOS is Sparta-like, and works well on 800s.

1656. XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 13:26:30 UTC
From: llpwhite@cs.com
Message-ID: <20020313082630.03906.00001142@mb-bh.news.cs.com>
Source record: 30577

I did this mod when it was first published in AC, and was a little disappointed with the results. It was a little better, but only marginally. At that time I was using the composite video output with a composite monitor. Later, I compared the output using a JAM!! and CRT monitor, and still thought it was only slightly better than a "stock" XE. Recently, I put the SV XE back into service with a flat panel display (with JAM!!) -- WOW! Could not believe the difference. I don't know why the difference is so great (at least to my eyes), but text is so sharp and clear, it is absolutely amazing. As a side note, this is the first application where I think that the results are better than using a stock 800 -- still the standard (IMO).
Larry

1657. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 15:13:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8f6ca5$0$93061$1dc6e903@news.corecomm.net>
Source record: 30578

(BeWe DOS works on 800s, is like SpDOS)
I dint know that it worked on 800s. I've never tried it. Maybe
another new thing for me to try.
I haven't tried Top DOS and maybe a few others. I think TOP DOS
is MyDOS, 2/2.5 type.
Thanks for the tip.
Off to the electonic surplus to find a dip switch block.
Russg

1658. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 15:23:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8f6ef2$0$1603$1dc6e903@news.corecomm.net>
Source record: 30579

I haven't done any Super Video upgrades.
My opinion is the 130XE has the best video stock of
all A8s. I can see why you don't think there is much improvement
with it. My 800s probably have the worst display, I'd say.
You feel 800s are the best, I have two 800s and a third just
the boards, so I don't think (... editing)...
it is just a fluke. I asked Ben Poehland if he was going to do a
800 SV and he said he was done with SV upgrades. His favorite
A8 was a souped up (like 1 meg or something) 600 XL.
My 800XLs are in the middle and I'm sure a SV upgrade for them would be
noticable.
Your flat screen and JAM are I guess the ultimate with a 130XE SV.
I guess JAM allows composite input to a SVGA monitor.
russg

1659. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 15:25:40 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8f6f71$0$98142$1dc6e903@news.corecomm.net>
Source record: 30580

Oh, Shoot.
I left out the 1200xl, which has the best colors I think.
I've done one particular Compy Shop demo that the colors
are definitely more robust than any other A8 I try it on.
The clarity of the 1200xl is good, but not as good as the stock
130XE, I'd say.
Russg

1660. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 19:43:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <eZNj8.17273$Vx1.1451933@newsread1.prod.itd.earthlink.net>
Source record: 30581

TopDos is of the MyDos type and has both a native mode (without file numbers in the links) and a compatible 2.0/2.5 mode. Native mode is able to alphabetize directories on the disk as files are not associated with a particular directory entry and links are not a concern.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3c8f6ca5$0$93061$1dc6e903@news.corecomm.net...
> (BeWe DOS works on 800s, is like SpDOS)
> I dint know that it worked on 800s. I've never tried it. Maybe
> another new thing for me to try.
> I haven't tried Top DOS and maybe a few others. I think TOP DOS
> is MyDOS, 2/2.5 type.
> Thanks for the tip.
> Off to the electonic surplus to find a dip switch block.
> Russg
>
>
>

1661. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 19:52:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <N5Oj8.17286$Vx1.1453303@newsread1.prod.itd.earthlink.net>
Source record: 30582

I think that has to be 1983 as the photo shows the 1010 Cassette and 1020
Plotter and mentions the 1200XL in the text.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:brBj8.65591$ny.2317029426@newssvr30.news.prodigy.com...
> Okay that looks pretty sweet. It also jarred my memory a little and I dug
> out the remnants of an ad from the Sears catalog. Didn't we all clip these
> and hang them on the fridge? I believe it's from 1982, I could be wrong
and
> I'm pretty sure that it's from the same year that I got my first. I
remember
> now the computer was about $600 with 48K RAM and the educator package with
> BASIC, tape drive (program recorder) and states and capitals was about
$200
> and the entertainer would've been about $100 with tax put me right about
> $1000.00
> Still pretty cheap for a computer back then.
> Here's a link to the scan of the page I found (what's left of it)-
> http://members.fortunecity.com/momo1/price.jpg
> Mo
>

1662. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 19:56:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <baOj8.17290$Vx1.1454035@newsread1.prod.itd.earthlink.net>
Source record: 30583

My 800s definitely have a better composite display than my XLs.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message

> I haven't done any Super Video upgrades.
> My opinion is the 130XE has the best video stock of
> all A8s. I can see why you don't think there is much improvement
> with it. My 800s probably have the worst display, I'd say.
> You feel 800s are the best, I have two 800s and a third just
> the boards, so I don't think (... editing)...
> it is just a fluke.

1663. [HELP] 8bit terminal prg in C?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 20:55:50 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3C8FBCD6.754F4844@a.a>
Source record: 30584

Hi all,

I am currently translating Tom Hunt's iterm.bas BASIC program
to C. This program is a simple ATASCII terminal for use
with the Atari800WinPlus3.0 emulator.

I want to learn more about how the R: handler works and
program a few utils and games in C using it. I have coded
what I think is correct C, but the terminal prg hangs the Atari
after receiving a few lines.

Anyway, if anyone knows how to program C or knows how to
program the R: device, please take a look at my C code and
tell me what I am doing wrong (maybe something with the IOCB).

Here is my C program:
http://jybolac.virtualave.net/atari/xterm.c

Here is the assembly:
http://jybolac.virtualave.net/atari/xterm.s

Here is the original BASIC:
http://cth.dtdns.net/Emulator/TerminalClient.html
http://cth.dtdns.net/Emulator/CTH_Emulator.html

Thanks,
Chris
http://jybolac.virtualave.net

1664. Dead 800 tale of woe-- and chance to get my old stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 21:24:22 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3C8FC384.9020900@bellatlantic.net>
Source record: 30585

For some time now, I've wanted to transfer a number of my old Atariwriter files to my PC. I finally got ahold of an SIO2PC cable, and this afternoon, I pulled my old 800 and its parts out of storage to give it a try.

The poor thing can't even get into Memo Pad mode. I guess sitting in storage for nearly twenty years'll do that do ya.

So I've got a nice assembly of old Atari hardware that I ought to just get _rid_ of, but maybe I can still salvage something. Is there anyone near Philadelphia who'd be willing to transfer a small pile of disk contents to PC disks, in exchange for

1 Atari 800 computer (dead, but possibly repairable)
1 Atari 810 disk drive
1 Atari 1050 disk drive
1 Atari 850 interface
2 Atari joysticks
1 Koalapad graphics tablet

Cartridges: Pitfall II, Eastern Front 1941, Basic Computing Language (2), Star Trek Simulator,
Centipede, AstroChase, Jumo Jet Pilot, Protector II, Choplifter, Star Raider

Books: Your Atari Computer, Paperclip instruction manual with disk, Machine Language For Beginners,

1 Commodore 64 monitor, model 1701 still working in TERRIFIC order

Assorted peripheral cables, including 2 Atari-to-Monitor cables

Software, in various conditions: Cutthroats, 810/1050 Master Diskette, 1030 Express, Chessmaster 2000, Music Construction Set, Seven Cities of Gold (these last three with original cardboard pack). Plus, whatever's on the disks I give you.

Possible other pieces of equipment that might turn up when I clean my house.

But there's a catch. You have to be willing to come and get this stuff from me here in Philadelphia, and you have to agree to go through the disks I give you and transfer any recoverable text files to me in a PC format somehow. (Now you know why I'm not doing this on Ebay.) Send me email to work this out. In the meantime, I'll pack it up in a box.

1665. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 21:34:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8fc821$0$35576$1dc6e903@news.corecomm.net>
Source record: 30586

(Reply to myself ??? :))
I got it. I couldn't find a dip switch block that would fit the original
holes. I got a right angle 'header' that's just 8 pins down and
a right angle and 8 pins out. Now I can change the settings with
those little black jumper mathingies. Not as convenient as a
dip switch block, but definitely will last forever/not break like
the original.
I'm not sure which is the latest BeweDOS. Checking that out from
spudster bewedos130.zip and bwdsup2.zip and the bewedosdoc.zip.
I think the one I had was 1.10.
My RANAs are hummy. As someone says 'Keep those Ataris hummy.)
Russ

1666. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 21:37:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c8fc8ca$0$35578$1dc6e903@news.corecomm.net>
Source record: 30587

(Ron's 800s better composite than XLs).
Ok, maybe my 800s are different. We're talking here about
display differences that are kinda subjective.
I do remember that the word was the 1200xl with Super Video
has/had the best display of all.
Russ

1667. Making your unrelocateable ML code relocateable

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 22:27:00 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <4jQj8.67487$Nn6.3426998@e3500-atl2.usenetserver.com>
Source record: 30588

Well, I've learned from a recent little ML project that it's really no big deal to make your unrelocateable code into a relocateable routine, and here's the kicker, without chaNging your JMPs into Branch instructions!....

Basically wherever you have a jump instruction or LDA absolute address instruction you put a label on that line
like :

```
.BYTE MYDATA
J1 JMP HERE
...
HERE ...
...
A1 LDA MYDATA
```

When you compile your code make note of the A1 and J1 offsets from the start of your ML routine, to make this easier start cmpiling at an even page boundry like $8000 then the offsets will be easy to read from the assembler listing....

Usually we want our ML routines callable in Basic so dim a string the size of the routine and you can even include data bytes in this string. Once you load this string with your ML code you can use ADR(ML$) to get the absolute starting address of the ML code and then poke ADR(ML$)+A1offset+1,new lsb of MYDATA based on it's new address ADR(ML$)+HERE.

It's not very useful for JMPs etc since it's relatively easy to convert to branches, however look at this code :

```
.BYTE XMAX
.BYTE DX
.BYTE X
...
LDA X
ADC DX
CMP XMAX
```

In many of our ML routines the values like XMAX and DX are initialized and not changed afterwards, so you can even do :

```
LDA X
ADC#DX
CMP#XMAX
```

This code is immediate mode addressing which is quicker for the 6502 to process, so to be able to provide the offset of these constants DX and XMAX from the start of the ML routine keeps the ML code at max efficiency while

giving the basic programmer the illusion that DX and XMAX are variables to be poked with whatever inital values he desires...

So it's possible to have your ML put into a string in BASIC once you poke the ADR(ML$)+offsets generated by the assembler listing with the correct values or absolute addresses in JMP's now that you know ADR(ML$)... Coding this way makes your ML routines as fast as they can be especially in immediate mode addressing....

I guess :)

1668. Re: Dead 800 tale of woe-- and chance to get my old stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 22:37:40 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UwQj8.17490$Vx1.1478159@newsread1.prod.itd.earthlink.net>
Source record: 30589

If it was functional when stored, I would suspect minor corrosion on the contacts. Re-seat and/or clean all of the memory cards and the OS card and maybe get into the power board and mother board to re-seat the chips...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Brian Siano" <bsiano@bellatlantic.net> wrote in message
news:3C8FC384.9020900@bellatlantic.net...
> For some time now, I've wanted to transfer a number of my old
> Atariwriter files to my PC. I finally got ahold of an SIO2PC cable, and
> this afternoon, I pulled my old 800 and its parts out of storage to give
> it a try.
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> The poor thing can't even get into Memo Pad mode. I guess sitting in
> storage for nearly twenty years'll do that do ya.
>
> So I've got a nice assembly of old Atari hardware that I ought to just
> get _rid_ of, but maybe I can still salvage something. Is there anyone
> near Philadelphia who'd be willing to transfer a small pile of disk
> contents to PC disks, in exchange for
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> Cartridges: Pitfall II, Eastern Front 1941, Basic Computing Language
> (2), Star Trek Simulator,
> Centipede, AstroChase, Jumo Jet Pilot, Protector II, Choplifter, Star
Raider
>
> Books: Your Atari Computer, Paperclip instruction manual with disk,
> Machine Language For Beginners,
>
> 1 Commodore 64 monitor, model 1701 still working in TERRIFIC order
>
> Assorted peripheral cables, including 2 Atari-to-Monitor cables
>
> Software, in various conditions: Cutthroats, 810/1050 Master Diskette,

> 1030 Express, Chessmaster 2000, Music Construction Set, Seven Cities of
> Gold (these last three with original cardboard pack). Plus, whatever's
> on the disks I give you.
>
> Possible other pieces of equipment that might turn up when I clean my
house.
>
> But there's a catch. You have to be willing to come and get this stuff
> from me here in Philadelphia, and you have to agree to go through the
> disks I give you and transfer any recoverable text files to me in a PC
> format somehow. (Now you know why I'm not doing this on Ebay.) Send me
> email to work this out. In the meantime, I'll pack it up in a box.
>
>

1669. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 22:59:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <cNQj8.67626$Nn6.3433819@e3500-atl2.usenetserver.com>
Source record: 30590

"Russ Gilbert" <russg@en.com> wrote in message
news:3c8fc8ca$0$35578$1dc6e903@news.corecomm.net...
> (Ron's 800s better composite than XLs).
> Ok, maybe my 800s are different. We're talking here about
> display differences that are kinda subjective.
> I do remember that the word was the 1200xl with Super Video
> has/had the best display of all.
> Russ

WEll that's good to know considering I just paid $260 for a brand new never touched by human hands 1200XL still in plastic sealing... unless some manual labour was involved it's production :)

1670. forget ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-13 23:11:00 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203131511.5a775741@posting.google.com>
Source record: 30591

I've created a "flea market" of sorts on yahoo groups. I did this
because I got tired of ebay's policies and always getting booted off
or my bids not going through. You can visit the "Atari Swap N Shop"
at the following url:

http://groups.yahoo.com/group/atariswapnshop

Let me know if this is a good idea or simply a waste of time.

1671. Re: Dead 800 tale of woe-- and chance to get my old stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 00:12:43 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <%VRj8.10182$9_3.2542064781@newssvr14.news.prodigy.com>
Source record: 30593

I just had to do this to my two old 800's. I was suprised that it didn't
come
up. After I worked all of the boards in and out of their slots a few times
and
re-seated the major chips (I pretty much pressed on everything in sockets.),
it
came right up.

Give it a try before you give up on the old beast.

-Richard

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:UwQj8.17490$Vx1.1478159@newsread1.prod.itd.earthlink.net...
> If it was functional when stored, I would suspect minor corrosion on the
> contacts. Re-seat and/or clean all of the memory cards and the OS card and
> maybe get into the power board and mother board to re-seat the chips...
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Brian Siano" <bsiano@bellatlantic.net> wrote in message
> news:3C8FC384.9020900@bellatlantic.net...
> > For some time now, I've wanted to transfer a number of my old
> > Atariwriter files to my PC. I finally got ahold of an SIO2PC cable, and
> > this afternoon, I pulled my old 800 and its parts out of storage to give
> > it a try.
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> > The poor thing can't even get into Memo Pad mode. I guess sitting in
> > storage for nearly twenty years'll do that do ya.
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> > So I've got a nice assembly of old Atari hardware that I ought to just
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> > 1 Atari 810 disk drive
> > 1 Atari 1050 disk drive
> > 1 Atari 850 interface
> > 2 Atari joysticks
> > 1 Koalapad graphics tablet

> >
> > Cartridges: Pitfall II, Eastern Front 1941, Basic Computing Language
> > (2), Star Trek Simulator,
> > Centipede, AstroChase, Jumo Jet Pilot, Protector II, Choplifter, Star
> Raider
> >
> > Books: Your Atari Computer, Paperclip instruction manual with disk,
> > Machine Language For Beginners,
> >
> > 1 Commodore 64 monitor, model 1701 still working in TERRIFIC order
> >
> > Assorted peripheral cables, including 2 Atari-to-Monitor cables
> >
> > Software, in various conditions: Cutthroats, 810/1050 Master Diskette,
> > 1030 Express, Chessmaster 2000, Music Construction Set, Seven Cities of
> > Gold (these last three with original cardboard pack). Plus, whatever's
> > on the disks I give you.
> >
> > Possible other pieces of equipment that might turn up when I clean my
> house.
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> > But there's a catch. You have to be willing to come and get this stuff
> > from me here in Philadelphia, and you have to agree to go through the
> > disks I give you and transfer any recoverable text files to me in a PC
> > format somehow. (Now you know why I'm not doing this on Ebay.) Send me
> > email to work this out. In the meantime, I'll pack it up in a box.
> >
> >
>
>

1672. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 00:13:08 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a6opotpqd1@news.chatlink.com>
Source record: 30592

Hi Larry,

I believed the same as you until a few months ago when I upgraded my 1200XL to SuperVideo. The XE has the best stock S-Video output and the 800 has the best composite, however with the improved S-Video, the 1200XL output is absolutely stunning. I have a Jam also, but for the true retro feel with the most brilliant color saturation and sharpness, I prefer using a Commodore 1084S monitor.

-Dan

1673. Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 00:20:15 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <eZRj8.68097$Nn6.3460774@e3500-atl2.usenetserver.com>
Source record: 30594

I won 1000 new Dysan Double Density disks on ebay for $20.

But the good thing about these are they are cased in cases of 10 disks and the cases are hard plastic with gold Dysan logo not those flimsy cardboard boxes! And I was wondering where I was going to get 5.25" storage cases, problem solved and in style.

It also just happns that I received my PooldiskToo 2CD set two days ago, so I got plenty disks to fill up and run on the real deal.

I feel like I'm no older than 20 years ago and jumped forward in time and got all this stuff practically for free!

1674. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 02:45:13 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <Z8Uj8.182752$s43.40399695@typhoon.columbus.rr.com>
Source record: 30595

This stuff is great! If anyone else has old ads please post them!

It's like finding an old VHS tape from the mid eighties that you taped TV shows on and looking back on the old shows and commercials. Back then those commercials were annoying, but seeing them almost 20 years later makes you scream, "I remember that commercial!"

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:N5Oj8.17286$Vx1.1453303@newsread1.prod.itd.earthlink.net...
> I think that has to be 1983 as the photo shows the 1010 Cassette and 1020
> Plotter and mentions the 1200XL in the text.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> news:brBj8.65591$ny.2317029426@newssvr30.news.prodigy.com...
> > Okay that looks pretty sweet. It also jarred my memory a little and I dug
> > out the remnants of an ad from the Sears catalog. Didn't we all clip these
> > and hang them on the fridge? I believe it's from 1982, I could be wrong
> and
> > I'm pretty sure that it's from the same year that I got my first. I
> remember
> > now the computer was about $600 with 48K RAM and the educator package with
> > BASIC, tape drive (program recorder) and states and capitals was about
> $200
> > and the entertainer would've been about $100 with tax put me right about
> > $1000.00
> > Still pretty cheap for a computer back then.
> > Here's a link to the scan of the page I found (what's left of it)-
> > http://members.fortunecity.com/momo1/price.jpg
> > Mo
> >
>
>

1675. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 02:53:55 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <7hUj8.182774$s43.40405938@typhoon.columbus.rr.com>
Source record: 30596

If you have not tried your local Thrift Stores then you are missing out!
There's nothing like walking into a Thrift Store and Finding a mint Atari
400 on the shelf for $4!

Mike

"Son of man" <bcozier@bellsouth.net> wrote in message
news:eZRj8.68097$Nn6.3460774@e3500-atl2.usenetserver.com...
> I won 1000 new Dysan Double Density disks on ebay for $20.
>
> But the good thing about these are they are cased in cases of 10 disks and
> the cases are hard plastic with gold Dysan logo not those flimsy cardboard
> boxes! And I was wondering where I was going to get 5.25" storage cases,
> problem solved and in style.
>
> It also just happns that I received my PooldiskToo 2CD set two days ago,
so
> I got plenty disks to fill up and run on the real deal.
>
> I feel like I'm no older than 20 years ago and jumped forward in time and
> got all this stuff practically for free!
>
>
>

1676. Dransik

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 03:44:18 UTC
From: baskar007@juno.com
Message-ID: <3c901998.60454309@news.bright.net>
Source record: 30497

Hey all. My name is Thomas, Aka Baskar, and I'm here to post about an online game called Dransik.

I wouldn't be doing this normally, but this game has brought back a lot of old memories. Remember the OLD Ultima's that we grew up with? Ultima 2 - 5? Well, that's what Dransik reminds me of.

Jason Ely (Lothgar) is the creator of Dransik. You may recognize his name. He helped in the development of Ultima 8, the Crusader games and also wrote the Ultima 6 Editor. That's how he got to know Richard Garriott.

The site's address is http://www.dransik.com
The game will be going OPEN BETA really, really soon. Also, the game will be going Pay to Play (not by choice), but it's not going to be anything like Ultima Online or like most MMORPG's prices.

Anyways, now to give some details on the game.
It is a MMORPG, meaning, you play with other people around the world. We have people playing from the U.S. (where it Originates from.. to be technical - Texas), Finland, Australia, New Zealand, Canada, etc. Some are mature, a lot aren't. PK is allowed and good and evil is distinguished between Red and Green. Guild Support is in, Skills, Quests, etc. Ships, construction, Government and a lot others are in the works. We also have a Message Board, but to access it, you have to get an account.

I'm also telling you about this because I know that a lot of us Atari Appreciators are at least 20+ years old. Yes, there might be some younger ones out there that appreciate the Atari, but we grew up with it, we programmed with it, gamed with it, and created worlds (BBS') with it. Basically, I'd like to get people my age and or older to get over to dransik and play. Most of the players at Dransik are teens and it's hard to socialize on their level. Know what I mean? I'm sure you do.

Thank you for reading this and I hope to see you on Dransik when it goes OPEN BETA in a few days.

Peace Out.

1677. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 03:49:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <1WUj8.53854$Yd.3322775@e3500-atl1.usenetserver.com>
Source record: 30498

Ok dude, tell me how I can go about doing the best video for my 1200XL...

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a6opotpqd1@news.chatlink.com...
> Hi Larry,
>
> I believed the same as you until a few months ago when I upgraded my
1200XL
> to SuperVideo. The XE has the best stock S-Video output and the 800 has
the
> best composite, however with the improved S-Video, the 1200XL output is
> absolutely stunning. I have a Jam also, but for the true retro feel with
> the most brilliant color saturation and sharpness, I prefer using a
> Commodore 1084S monitor.
>
> -Dan
>
>

1678. Re: Dransik

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 03:59:59 UTC
From: baskar007@juno.com
Message-ID: <3c90201f.62126245@news.bright.net>
Source record: 30499

On Thu, 14 Mar 2002 03:44:18 GMT, baskar007@juno.com (Thomas -Baskar-
Hunt) wrote:

Btw, I'm not Tom Hunt, I'm his son. Just wanted to clear that up. :)

1679. Re: Dead 800 tale of woe-- and chance to get my old stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 04:20:16 UTC
From: Brian Siano <bsiano@bellatlantic.net>
Message-ID: <3C902500.3030000@bellatlantic.net>
Source record: 30500

Richard Anderson wrote:

>I just had to do this to my two old 800's. I was suprised that it didn't
>come
>up. After I worked all of the boards in and out of their slots a few times
>and
>re-seated the major chips (I pretty much pressed on everything in sockets.),
>it
>came right up.
>
>Give it a try before you give up on the old beast.
>

I guess I should. The thing just sends a spark of a signal to the
monitor, and it doesn't even come up in Memo Pad mode. Are you sure this
might be just a matter of corrosion?

>
>
>-Richard
>
>"Ron Hamilton" <oldatarian@atariland.com> wrote in message
>news:UwQj8.17490$Vx1.1478159@newsread1.prod.itd.earthlink.net...
>
>>If it was functional when stored, I would suspect minor corrosion on the
>>contacts. Re-seat and/or clean all of the memory cards and the OS card and
>>maybe get into the power board and mother board to re-seat the chips...
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>>Experience is something you don't get until just after you need it.
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>>>Centipede, AstroChase, Jumo Jet Pilot, Protector II, Choplifter, Star
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>>Raider
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>>>Machine Language For Beginners,
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>>>1 Commodore 64 monitor, model 1701 still working in TERRIFIC order
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>>>Gold (these last three with original cardboard pack). Plus, whatever's
>>>on the disks I give you.
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>>house.
>>
>>>But there's a catch. You have to be willing to come and get this stuff
>>>from me here in Philadelphia, and you have to agree to go through the
>>>disks I give you and transfer any recoverable text files to me in a PC
>>>format somehow. (Now you know why I'm not doing this on Ebay.) Send me
>>>email to work this out. In the meantime, I'll pack it up in a box.
>>>
>>>
>>
>
>

1680. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 05:08:51 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <4eWj8.2966$Qo2.321251@news02.tsnz.net>
Source record: 30501

That stuff is great, which is why I'm now re-reading my collection of
Computes I have from '82-'90 Shame I dont have any from earlier... :-(

Speaking of Early Magazines and changing the subject a bit, I have a huge
pile of Byte Magazines from '79 to '82. I see references to Byte around the
net now and again stating this and that about Atari, but in reading through
these Bytes, I'm certainly not seeing any Atari related stories. I wonder
if there is a index for Byte anywhere on the Net that may list specific
Atari articles, as it takes ages to 'flick' through these, they are huge
magazines! :-)

Anyone have any Antic/Analogs they want to trade? I have 30+ Antics
available. List available via email.

Aaron
New Zealand

"Mike K" <steakum47@hotmail.com> wrote in message
news:Z8Uj8.182752$s43.40399695@typhoon.columbus.rr.com...
> This stuff is great! If anyone else has old ads please post them!
>
> It's like finding an old VHS tape from the mid eighties that you taped TV
> shows on and looking back on the old shows and commercials. Back then
those
> commercials were annoying, but seeing them almost 20 years later makes you
> scream, "I remember that commercial!"

1681. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 05:34:41 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <RDWj8.11563$wk1.2678996077@newssvr11.news.prodigy.com>
Source record: 30502

A little off-topic here, but I'm sure at least a half dozen factory workers
put their hands on it before it was shrinkwrapped. I wonder if they washed
their hands in the bathroom....
Hmmm.....

8-)
Mo

Son of man wrote in message ...
>
>WEll that's good to know considering I just paid $260 for a brand new never
>touched by human hands 1200XL still in plastic sealing... unless some
manual
>labour was involved it's production :)
>
>
>
>

1682. Re: forget ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 05:38:15 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <bHWj8.11565$hm1.2679111835@newssvr11.news.prodigy.com>
Source record: 30503

I think it's a great idea! I'll have to go through my trunk of duplicates
and see what I want to offer up. Thanks,
Mo

mad ATARI user alternate wrote in message ...
>I've created a "flea market" of sorts on yahoo groups. I did this
>because I got tired of ebay's policies and always getting booted off
>or my bids not going through. You can visit the "Atari Swap N Shop"
>at the following url:
>
>http://groups.yahoo.com/group/atariswapnshop
>
>Let me know if this is a good idea or simply a waste of time.

1683. Bravo Sierra Lost your E-Mail! HELP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 07:33:49 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203132330540.31641-100000@shell.pacifier.com>
Source record: 30504
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I must apologize to you, especially if I've been neglecting you. I recently lost a lot of E-Mail. If you've been waiting for me to E-Mail you, maybe about a business deal we were in the middle of, I probably lost your E-Mail (Gremlins) when I experienced computer glitches. To be sure, E-Mail me with some record/back E-Mails of our dealings so we can pickup where we left off. One person I'm looking for is John Kolak, and yet another person (Lady) was selling me her Atari 1040STe system. Regardless of whether or not we have dealings, your welcome to E-Mail me and I'll do my best to answer your questions! E-Mail atari@pacifier.com or call Ben anytime at (503)256-9974!!! http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1684. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 07:38:41 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203132334010.31641-100000@shell.pacifier.com>
Source record: 30505
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

Buy Games like Missile Command, Get a FREE Atari Trak-Ball!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

http://www.pacifier.com/~atari/atarisales.htm Root Sales Web Page!
http://www.pacifier.com/~atari/catalogs.htm Catalogs Area
http://www.pacifier.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.pacifier.com/~atari/shipping.htm Shipping Information!
http://www.pacifier.com/~atari/newinbox.htm Atari New in Box!
http://www.pacifier.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.pacifier.com/~atari/testing.htm My Test Standards.
http://www.pacifier.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1685. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 08:07:19 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3c905908@news.zen.co.uk>
Source record: 30506

Russ Gilbert wrote:
> I haven't done any Super Video upgrades.
> My opinion is the 130XE has the best video stock of
> all A8s. I can see why you don't think there is much improvement
> with it.

Interesting you think the 130XE has the best quality. I found the XE games system to be the clearest. On all my 130XEs I have slight vertical dark lines all over the screen, mostly on the left half. On a solid colour screen it looks like it darkens slightly whenever Antic does DMA (a guess...). This is the case with all my PSUs and 130XEs... Does anyone know if this is just a "feature" of the composite output? Would I be better off building an SVideo lead?

Does look great on a 42inch TV though:-)

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

1686. Dallas/Fort Worth /On-Line Chat Atari Activity update

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 10:18:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <004febfa@fmlynet.org>
Source record: 30459

FamilyNet Newsgate

Good morning from J.Y.B.O.L.A.C. (Just Your Basic On-Line Anchunt Computer)

We have made few updates to our D/FW and online community index page at...

http://www.geocities.com/doctor_clu/JYBOLAC.html

Lot of news!

And don't forget our Atari chat goes on tonight at 8pm CST. There is a
link from the index page, but otherwise it is...

http://stargate.cs.swau.edu/atari

Take care and see everyone soon,

Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1687. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 15:45:17 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a6qgcicc1@news.chatlink.com>
Source record: 30507

Hey man,

check out http://www.redshift.com/~cdyson/supervid5.html

Its a fairly simple mod. I'm no electronic genius so it took me a few
evenings, but I was going slow and watching old movies at the same time.
You can get all the parts at Radio Shack (get the big 1/4 watt resistor
assortment pack, I forget the part #).

You will be amazed at the video performance if you have a display that
supports s-video, such as a high-def TV or s-video monitor.

-Dan

"Son of man" <bcozier@bellsouth.net> wrote in message
news:1WUj8.53854$Yd.3322775@e3500-atl1.usenetserver.com...
> Ok dude, tell me how I can go about doing the best video for my 1200XL...

1688. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 16:14:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c90cc68$0$1416$1dc6e903@news.corecomm.net>
Source record: 30508

I haven't looked at XEGS. I would guess it is similar the the 130XE
and 65XE.

1689. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 18:13:48 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <JH5k8.74276$Nn6.3744330@e3500-atl2.usenetserver.com>
Source record: 30509

I have the XEGS. It has a composite out as the monitor connection. It looks fine on my 36" HTDV even though composite is like the lowest video signal. I was using regular rca jacks but when I switched to shielded it made a big difference in clarity.

"Russ Gilbert" <russg@en.com> wrote in message news:3c90cc68$0$1416$1dc6e903@news.corecomm.net...
> I haven't looked at XEGS. I would guess it is similar the the 130XE
> and 65XE.
>
>

1690. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 18:18:54 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <vM5k8.74294$Nn6.3745386@e3500-atl2.usenetserver.com>
Source record: 30510

Sounds interetsing but I'm worried about the shadow effect...

"Dan Vernon" <dan@bitsofthepast.com> wrote in message
news:a6qgcicc1@news.chatlink.com...
> Hey man,
>
> check out http://www.redshift.com/~cdyson/supervid5.html
>
> Its a fairly simple mod. I'm no electronic genius so it took me a few
> evenings, but I was going slow and watching old movies at the same time.
> You can get all the parts at Radio Shack (get the big 1/4 watt resistor
> assortment pack, I forget the part #).
>
> You will be amazed at the video performance if you have a display that
> supports s-video, such as a high-def TV or s-video monitor.
>
> -Dan
>
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:1WUj8.53854$Yd.3322775@e3500-atl1.usenetserver.com...
> > Ok dude, tell me how I can go about doing the best video for my
1200XL...
>
>
>

1691. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 18:35:42 UTC
From: Carsten <carsten@[nospam]>
Message-ID: <1016130944.14794.0@eos.uk.clara.net>
Source record: 30511

Eric Scharff wrote:
> I am trying to dig up some of the 8-bit LOGO implementations that were so
> common in our elementary schools throughout the 1980s. I'm trying to
> do a comparison of what is out there. Unfortunately, I've not had much
> luck.
>
> Does anyone know where one could find the Atari implementation of the
> LOGO programming language? I own an Atari 800 and would be willing
> to purchase something, but I would prefer something that could be used
> in an emulator. So if there isn't an emulator-friendly version out there,
> instructions on how to convert something for use with an emulator would
> be greatly appreciated.
>
> Hoping someone out there is keeping the LOGO dream alive. :)
>
> -Eric
> (Genuine email replies, replace e.d.s_2 with eds_2)
>
>

Hello Eric,

look at http://212.82.234.115/atari/download/
You'll find a ATR Disk with ATARI Logo as a File (and LISP and some
other languages)

Ciao

Cas

1692. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 19:09:02 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0203141109.4513fb29@posting.google.com>
Source record: 30512

Mark Watson <newsAfoftDfsnetD@co.uk> wrote in message news:<3c85d032@news.zen.co.uk>...
> Andre wrote:
> > You are talking about vertical color bar-like effects? If yes, this can
> > be done without P/M. There exists at least one demo (Studio dreams) that
> > changes Antic-graphics modes within ONE scanline (in the opening screen
> > Gr. 9 is mixed with Gr. 15). This demo works with Atari800win and can be
> > found here:
> IIRC gr 9 is GTIA messing with graphics 8 (I forget the ANTIC mode!).GTIA
> registers can be modified within a scanline, so you can have gr8 and gr9 on
> a scanline.

Indeed, I'm going from memory here, but I was playing around with
graphics modes a while back and managed to achieve that
GR.8-GR.9-GR.15 effect. To do it you set the DL to display GR.8
lines. Then set up a DLI that toggles the GTIA mode on after the scan
line has started, that gives you the GR.9 mode. Then toggle the GTIA
mode off again before the scan line has finished and it will give you
something that looks like GR.15.

I also remember trying to do the same thing, switching the GTIA mode
on and off in the horizontal blank (before the new scanline had
started) and ended up with something that looked like GR.15 but with
separate background and border colours (you can't set the background
and the border colours independently in GR.15).

The same sort of thing can be done with PMGs and the colour registers.
Biggest problem is getting the timing right.

1693. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 19:31:47 UTC
From: ansk@home.se
Message-ID: <3c90fa83.1747614@nntpserver.swip.net>
Source record: 30513

On Wed, 13 Mar 2002 16:13:08 -0800, "Dan Vernon"
<dan@bitsofthepast.com> wrote:

> ...
> I have a Jam also, but for the true retro feel with the most
> brilliant color saturation and sharpness, I prefer using a
> Commodore 1084S monitor.

What is a Jam?

Anders

1694. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 21:11:00 UTC
From: llpwhite@cs.com
Message-ID: <20020314161100.11617.00001270@mb-cf.news.cs.com>
Source record: 30514

Hmm -- fair amount of interest in this thread...
Here are a few other rambling observations/thooughts about the video.

My first computer was an 800, and after a short stint with a TV, I got a Commodore 1802 monitor and built a cable to use the chroma/lum. inputs. That was (IMO) the best non-vga combination I ever had. Then I got one of the first 130XE's, and that that one was close (using the same monitor). But the 130 had (faint) vertical stripes that are frequently mentioned, while my 800 had none of that. This 130 has been my "workhorse" for all these years, but was the recipient of the Super Video upgrade.
Then I bought a couple of 800XL's when a discount store was going under. I was absolutely apalled at the video. The text was so fuzzy and weak, I started messing around with the video resistors, and got the text some better. Years later, when I did the XL Super Video upgrade, I was amazed at difference that clipping that capacitor made. That was, at least on my machines, the main source of the "fuzzy" text.
I have never owned a 1200, but saw one after reading a review about how *great* the 1200 video was. Wow, the reviewer's unit sure didn't come out of the same parts bin that my friend's did! I've never seen one with the SV upgrade, but it has been widely reported as making a dramatic difference.
I also have a couple of XEGS's. And these have quite good video -- at least equal to the 130XE.
This *is* a subjective deal -- comparing different units over time, with different monitors, etc. But needless to say, the SV upgrades sure have helped a lot of machines!
Larry

1695. Conversion service for 8-inch disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 21:43:51 UTC
From: dutchman2000 <dutchman@atari.net>
Message-ID: <5P8k8.369$oa.290048@news20>
Source record: 30515

Conversion service available to convert 8-inch floppy disks to another more modern format.
This service is available to all classic collectors free of charge. Just supply the original media and the other blank media you would like it converted to. You will only pay the shipping charges to get it to me.

Some companies charge $300+ to just look at an old 8-inch disk without even telling you if they can convert it!

The goal here is to try to preserve these old documents and source code before they disappear forever...

Contact Me for more information.

dutchman@atari.net

1696. A printout version of SpDOS Construction Set

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-14 22:20:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c91245f$0$35567$1dc6e903@news.corecomm.net>
Source record: 30516

I've put up a printout version of SpDOS Construction Set on
my site:
www.en.com/users/russg

or

http://my.en.com/~russg

It is intended to print odd and even pages on front and back of
pages. Print all the even pages on fanfold paper, turn the fanfold
over and print the other side. It is ATASCII EOLs for printing
from a real Atari. I suppose you could use an ATAS2ASC converter
and then print using a pc. There's also ATASCII<>ASCII converters
at the site.
Russg

1697. Need atari serial cable for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 01:27:42 UTC
From: Mike K <steakum47@hotmail.com>
Message-ID: <i6ck8.185161$s43.40894486@typhoon.columbus.rr.com>
Source record: 30517

Hello,

I just acquired an old atari collection. In this collection I received a 400, 800, 1050 drive and a 810 drive. I have all power cables, but didn't get a serial cable for the disk drives to hook into the computers with.

Does anyone have an extra they would like to part with? I'm looking to convert files for preservation. I also want to put these files up on my website which will be dedicated to Atari 8bit computers.

Thanks,
Mike

1698. Infocom with a printer?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 05:37:14 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <eMfk8.2689$qy6.931203202@newssvr12.news.prodigy.com>
Source record: 30518

Hello all, I'd like to use the feature in the Infocom adventures to enable output to the printer. Only thing is I can't figure out how to load the 850 interfaces driver and then boot the infocom disk? Any ideas? Thanks,
Mo

1699. Re: Need atari serial cable for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 07:21:05 UTC
From: j131@inetia.pl
Message-ID: <a6s7d1$3fa$1@korweta.task.gda.pl>
Source record: 30519

In article <i6ck8.185161$s43.40894486@typhoon.columbus.rr.com>, "Mike K"
<steakum47@hotmail.com> wrote:
>Hello,
>
>I just acquired an old atari collection. In this collection I received a
>400, 800, 1050 drive and a 810 drive. I have all power cables, but didn't
>get a serial cable for the disk drives to hook into the computers with.
>
>Does anyone have an extra they would like to part with? I'm looking to
>convert files for preservation. I also want to put these files up on my
>website which will be dedicated to Atari 8bit computers.
>

Then you definitely are interested also in SIO2PC hardware, chesk my stuff
out:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339549350

And for SIO cables I would suggest bestelec@concentric.net (no affiliation
with this one).

j131

1700. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 09:51:35 UTC
From: daclmi@netscape.net
Message-ID: <3c91c193.2831583@news.CIS.DFN.DE>
Source record: 30520

On Wed, 13 Mar 2002 19:20:15 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I won 1000 new Dysan Double Density disks on ebay for $20.

Top ten signs your wife is getting ready ready to A) throw out all
your classic computer stuff, B) throw out you AND your classic
computer stuff.

10) The Atari 800 setup in the guest room has worked out great, and
now you're going to focus on rebuilding your 225 cartridge Atari 2600
VCS collection in the living room.

9) You have to devote a third closet to your spare computer stuff,
this one's just for the broken disk-drives, printers, and modems.

8) You just won 1000 new Dysan Double Density disks on eBay for $20.

and so on... ;)

1701. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 12:02:11 UTC
From: Michael Geyer <geyer@sun40.mpia-hd.mpg.de>
Message-ID: <a6sns3$6g3$1@news.urz.uni-heidelberg.de>
Source record: 30521

Hi Eric !

Eric Scharff <e.d.s_2@yahoo.com> wrote:
: I am trying to dig up some of the 8-bit LOGO implementations that were so
: common in our elementary schools throughout the 1980s. I'm trying to
: do a comparison of what is out there. Unfortunately, I've not had much
: luck.

Where are you from - USA ? I am just a little bit
jealous... Here in Germany the first time I saw a computer at
school was in my 11th school year - I started school in 1984...
What computers were used ?

Cheers, Michael

1702. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 16:11:33 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c921f61$0$35573$1dc6e903@news.corecomm.net>
Source record: 30522

(These aren't as good as Dan's, but I wanted to hear the other 7.)
7. You stay up 'til 2AM programming your Atari.

6. You have work to be done on your wife's computer. For
three years you haven't done it.

5. You miss your 30th wedding anniversary to attend an
Atari user group meeting.

4. You find someone has set a magnet on your disk box.

3. Your SIO2PC cable blocks entrance to the dining room.

2. Your wife puts a TV in the bedroom.

1. Your wife joins a Hare Krishna group and a guy with an
orange jump suit and shaved head keeps showing up at dinner
time.

1703. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 17:38:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C923199.495054D9@students.uni-mainz.de>
Source record: 30523

Tada,
found it somewhere on a polish server. The ATR contains two EXE files,
one is Logo.EXE (the Logo language), the other one, er well, what might
it be ?!? I don`t know, since my computer did nothing when I loaded it
(so I pressed Reset and I went back to DUp.sys). Anyway, e-mail me to
get an ATR or XFD or DCM image which includes this Logo.Exe file...
-Andreas.

Eric Scharff schrieb:
>
> I am trying to dig up some of the 8-bit LOGO implementations that were so
> common in our elementary schools throughout the 1980s. I'm trying to
> do a comparison of what is out there. Unfortunately, I've not had much
> luck.
>
> Does anyone know where one could find the Atari implementation of the
> LOGO programming language? I own an Atari 800 and would be willing
> to purchase something, but I would prefer something that could be used
> in an emulator. So if there isn't an emulator-friendly version out there,
> instructions on how to convert something for use with an emulator would
> be greatly appreciated.
>
> Hoping someone out there is keeping the LOGO dream alive. :)
>
> -Eric
> (Genuine email replies, replace e.d.s_2 with eds_2)

1704. Re: Help...I'm insane! I need Agent USA music

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 17:45:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C92331C.14BA8C3E@students.uni-mainz.de>
Source record: 30524

Well,
lookout for Music master, Music kaleidoscope and similar programs. One
of them contains the Agent USA music. Me, I recorded all those game
musics with my hifi-cd-recorder on 10 CD-Rs. But I am located in
Germany, so sending these Cd`s via post (airmail) would be too expensive
I guess. Just look if you can find the music and record it
yourself... -andreas.

Mo schrieb:
>
> I could swear I've seen it on one of the music demo disks I have. It was one
> of those demos that gives you a menu of about twenty different songs to
> play. If I find it I'll post back.
> Mo
>
> Paul Gifford wrote in message
> <_Sdj8.424111$eS3.32121086@bin3.nnrp.aus1.giganews.com>...
> >I'll have to do that, extract it myself. Maybe I can put together a "best
> >of" compilation and burn it to CD. Then I'll have something to listen to
> on
> >the way to work :)
> >
> >Thanks!
> >
> >Paul
> >
> >"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
> >news:a6jcddudq1@news.huji.ac.il...
> >> Hey,
> >>
> >> Agent USA is one excellent game. Several years after pretty much
> mastering
> >> it, I discovered it was actually written as an "educational" title to
> >teach
> >> states and capitals. So not only have I played a cool game, but I know
> >what
> >> the capital of Nebraska is, too!
> >>
> >> The tune is cool. Short yet sweet. Why don't you play the game on an
> >> emulator, and extract the sound to a wav? Atari800Win has that option..
> >>
> >> If you can't do it I can do it for you, just ask. (oh, and if you find a
> >> medical facility that can help, please inform me as well :)
> >>

> >> -itay
> >> (itayc at cs.huji.ac.il)
> >>
> >>
> >> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> >> news:Q9Ch8.129247$7a1.11068361@bin5.nnrp.aus1.giganews.com...
> >> > I don't suppose anyone knows where I can get an MP3 of the Agent USA
> >theme
> >> > (that played while you were traveling by train). I've got it stuck in
> >my
> >> > head and want to hear it on my PC.
> >> >
> >> > Yes, I need medical help :)
> >> >
> >> > Thanks!
> >> >
> >> > Paul
> >> >
> >> >
> >> >
> >> >
> >>
> >>
> >>
> > >
> > >

1705. Re: Atari 8-bit Stargate Prototype cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 17:50:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C923473.557582F5@students.uni-mainz.de>
Source record: 30525

Well,
the dealers have it in their lists (20 bucks er dollars), so it is not
rare. they can produce as many as they wish (on an Eprom...).
-Andreas.

Steve schrieb:
>
> Just wondering availability/rarity and desire for this game
> in 8bit. anyone know?
> thanks
>
> Steve

1706. Re: DCM format... converter problems...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 17:53:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C923508.8CA8A60D@students.uni-mainz.de>
Source record: 30526

URL ??
-andreas (who always forgets links/URLs because of bookmarks...)

Guy Ferrante schrieb:
>
> Tom Hunt has a great util that will convert atr to dcm on the cth web-site,
> the util runs on the Atari.
>
> "Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
> news:kmvn8u41m7fv1r15hkm23dodlphqt2f0vo@4ax.com...
> > On Tue, 05 Mar 2002 09:53:33 +0100, Jindrich Kubec <kubecj@asw.cz>
> > wrote:
> >
> > >Andreas Magenheimer wrote:
> > >> - both Imagic and ACVT cannot convert any images that
> > >> are bigger than 180kbytes (it would be nice to include
> > >> options for 360k, 720k and 1440k; as well as
> > >> acknowledge of size differences between SIO2PC and
> > >> Atari 800/Win and autorepair if user requested;
> > >> you know the size difference in DD formats has to do
> > >> with the boot sectors...)
> > >
> > >Hm, I used Ernest Schreur's paper on Diskcomm dissection and got the
> > >idea that DiskComm could only process 92k, 130k and 183k disks. Could it
> > >process bigger ones? Could you send me some samples? I'd be glad to
> > >correct that.
> >
> > Well, I just read my 1.0 specifications and it clearly states that
> > DiskComm can handle disks of up to 9999 sectors. If they are double
> > density, that is more than 2 meg. I also mentioned that it would
> > support the HDI floppy drive, which is 1.44 Meg. I did mention that
> > those three formats are the most common, but you can even DiskComm a
> > hard drive partition as long as it is not larger than 9999 sectors.
> > Anyway, I think converting to ATR is easy, since you just keep
> > extracting data until you run into the end of archive indicator,
> > regardless of the number of sectors, however, to extend the atr image
> > to the proper size, you need to know the actual end of the disk.
> > My simple dcm to atr converter is on my home page, it includes the
> > 'C'-source code, so you can fix it yourself, but I think it will work
> > on large images. It is named dcm2atr. Take a look at
> > http://home.planet.nl/~ernest
> >
> > Keep those XL's/XE's humming.
> > Ernest.

> >
> >

1707. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 18:54:42 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <g5e49ug9l0avqn05kdlmnhqed2c0vik9hm@4ax.com>
Source record: 30527

On Tue, 12 Mar 2002 21:49:49 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>I played with my 800s today.

>Paul Irving got me wanting to play with my 800s, talking about them
>in another thread.

Irvine, please :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1708. Re: Atari 8-bit Stargate Prototype cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 19:15:27 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <rArk8.66253$Yd.4082320@e3500-atl1.usenetserver.com>
Source record: 30528

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3C923473.557582F5@students.uni-mainz.de...
> Well,
> the dealers have it in their lists (20 bucks er dollars), so it is not
> rare. they can produce as many as they wish (on an Eprom...).
> -Andreas.

And you probably just pissed them off as the last one just went for $37 on
ebay.

:)

>
>
>
> Steve schrieb:
> >
> > Just wondering availability/rarity and desire for this game
> > in 8bit. anyone know?
> > thanks
> >
> > Steve

1709. Re: SIO2PC Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 21:19:55 UTC
From: ebaiz@skyenet.net
Message-ID: <%ztk8.911$0_3.937393@newsfeed.slurp.net>
Source record: 30529

On 13 Mar 2002 02:51:07 , Brian Siano wrote:
> I just received an SIO2PC cable from J131 in Poland. I'd like to use
>it to transfer old Atari word processing files to my PC. Could someone
>point me in the right direction as to what I should do now?
>
> And if special software is needed on the Atari, could someone mail
>me a diskette with that software?
>

You want to get a piece of software called APE. Try the site below:

http://www.nacs.net/~classics/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1710. Atari 800--->810 INTERFACE--->RS-232--->PC comm port?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-15 23:29:16 UTC
From: Steve <avcrelecNOSPAM@attbi.com>
Message-ID: <3C9283D6.5B9DC0A4@attbi.com>
Source record: 30530

SINCE it has rs232 ports on it can it substitute
for the SIO2PC cable?

maybe I can just hook up an RS232 cable between the 810
and comm 1 or 2 on my PC?
and then run the usual program(s) mentioned in other posts?

thanks
Steve

1711. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 00:02:29 UTC
From: daclmi@netscape.net
Message-ID: <3c928b16.1799384@news.CIS.DFN.DE>
Source record: 30532

On Fri, 15 Mar 2002 11:11:33 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>(These aren't as good as Dan's, but I wanted to hear the other 7.)

>5. You miss your 30th wedding anniversary to attend an
>Atari user group meeting.

LOL! That one was better than mine, Russ! I dearly hope you are not
speaking from personal experience though!

>3. Your SIO2PC cable blocks entrance to the dining room.

Ahaha!

1712. Re: Atari 800--->810 INTERFACE--->RS-232--->PC comm port?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 00:14:38 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u953es18jiroef@corp.supernews.com>
Source record: 30531

"Steve" <avcrelecNOSPAM@attbi.com> wrote in message
news:3C9283D6.5B9DC0A4@attbi.com...
> SINCE it has rs232 ports on it can it substitute
> for the SIO2PC cable?

Do you mean 850 interface?
>
> maybe I can just hook up an RS232 cable between the 810
> and comm 1 or 2 on my PC?
> and then run the usual program(s) mentioned in other posts?

Bobterm, AMODEM, etcetera on the Atari side. Hyperterm on the IBM side
should work. You will have to set the ports for the right speed.

1713. Re: Lol..Madness

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 01:43:46 UTC
From: mcurrent@carleton.edu
Message-ID: <u958qi2q7irt21@news.supernews.com>
Source record: 30533

In article <3c8d2409$0$1600$1dc6e903@news.corecomm.net>, russg@en.com says...
>
> And BXE and BXL won't work on an 800.

BASIC XL works great on an 800, I did a lot a stuff with that combination.
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

1714. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 02:58:12 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <ETrk8A+8AgcJ092yn@NoSpam.com>
Source record: 30485

In article <4eWj8.2966$Qo2.321251@news02.tsnz.net>,
"Aaron Wheeler" <holmesatari@hotmail.com> wrote:
>That stuff is great, which is why I'm now re-reading my collection of
>Computes I have from '82-'90 Shame I dont have any from earlier... :-(
>
>Speaking of Early Magazines and changing the subject a bit, I have a huge
>pile of Byte Magazines from '79 to '82. I see references to Byte around the
>net now and again stating this and that about Atari, but in reading through
>these Bytes, I'm certainly not seeing any Atari related stories. I wonder
>if there is a index for Byte anywhere on the Net that may list specific
>Atari articles, as it takes ages to 'flick' through these, they are huge
>magazines! :-)

The Charles Burcholz 256k upgrade was published in Byte, but that was later,
probably 84-86.

--
Ryan 'Gozar' Collins

1715. Re: Atari 800--->850 INTERFACE--->RS-232--->PC comm port?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 03:02:59 UTC
From: Steve <avcrelecNOSPAM@attbi.com>
Message-ID: <3C92B5EE.40DB3FDB@attbi.com>
Source record: 30534

yeah sorry 850, (it's been in storage a while, didn't wanna go dig
it up just yet)
steve

Rick Cortese wrote:

> Do you mean 850 interface?

1716. FA (Ebay): Atari Hardware - Ends Saturday night

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 05:18:15 UTC
From: bobbyshaw@aol.com
Message-ID: <20020316001815.12511.00001074@mb-fw.aol.com>
Source record: 30535

I have all my old Atari hardware up on Ebay ending Saturday night. Much of this has gotten quite healthy bids, but please take a look if you need anything. Below is the link to my auctions plus a list of what I have for sale and its current bid at the time of this posting.

Thanks for looking!

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=bobbyshaw@aol.com

Seikosha Axiom AT-100 Printer for Atari-- No Bids (Starts at $0.01)
Indus GT 5.25 disk drive for Atari-- $30.00
Atari 1050 disk drive-- $29.00
Atari 410 Program Recorder (non-working)-- No Bids (Starts at $0.01)
Atari 850 Interface Module-- $20.60
Atari 130XE computer-- $41.00
B Key 400 keyboard upgrade for Atari 400-- $15.00
Atari 400 computer-- $15.50
Atari 800 computer (bad spacebar)-- $9.00
Atari Joystick-- $1.25
Atari Paddle Contollers-- $0.01
Lot of 5 partial/non-working Atari Joysticks-- $0.06
2 non-working Atari Power supplies-- No Bids (Starts at $0.01)
Wico Command Control Joystick-- No Bids (Starts at $0.01)
Wico Boss Precision Engineered Joystick-- $0.01
Suncom TAC-2 joystick-- $0.01
6 foot Atari I/O Cable-- No Bids (Starts at $0.01)
Flight Simulator II-ATARI 8-bit XE cart+disks -- $2.50
Computer Football Strategy - Atari 8-bit disk -- $0.01
Family Cash Flow - Atari 400/800/XL/XE floppy -- No Bids (Starts at $0.01)
My First Alphabet - Atari 400/800/XL/XE disk -- No Bids (Starts at $0.01)
Shootout at the OK Galaxy - Atari 8-bit disk -- $0.01
Original Infocom Suspended Map -- $0.01
Original Microprose Silent Service Manual -- No Bids (Starts at $0.01)
Atari Juggles House manual -- $0.01

--
Interested in vintage Atari 8-bit equipment? Hardware on Ebay now!
http://www.mindspring.com/~robe294/atari_sale.htm

1717. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 05:22:21 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c92d681$0$1599$1dc6e903@news.corecomm.net>
Source record: 30536

(Irving error, meant Irvine).
Uhm. Somebody mixed up an 810 and 850.
Sorry Paul.
Today I played with my Indus drives. I have two. One's better
than the other, but both have a problem with high sectors.
I have them open. There are differences in them, as viewed from
the top with case off.
They both boot, but testing sectors 700-720, I get errors.
The head goes back to 0 track, then back out to 38-39 trying
to read the sectors. I think the little block that a tab goes in
at track 0 is the track 0 sensor. I adjusted this on one, but no
improvement. There are lots of screws with paint on them,
I guess to tell if someone has messed with the screws.
Anyone with an idea why my Indus have trouble reading high sectors?
Russg

1718. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 10:18:46 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C931C06.46FBBA96@t-online.de>
Source record: 30537

> ATARI 8bit Alternate Reality The City *MINT*

MINT condition? You must be joking or blind (look at the upper right
corner of your box - it is DAMAGED).

1719. Re: Atari LOGO

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 10:59:59 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a6v8jjckd06$1@news.t-online.com>
Source record: 30538

"Michael Geyer" <geyer@sun40.mpia-hd.mpg.de> schrieb im Newsbeitrag
news:a6sns3$6g3$1@news.urz.uni-heidelberg.de...
> Where are you from - USA ? I am just a little bit
> jealous... Here in Germany the first time I saw a computer at
> school was in my 11th school year - I started school in 1984...
> What computers were used ?

It depends on the school. I went to school in Germany, too, and we had the first computer in 1985 or so. It was a Commodore PET with "1024 BASIC BYTES FREE." :-) Cute machine with a built-in monitor and tape drive. One or two years later, we had Apple IIs and later on, the enhanced Apple II - I can't remember the model.

Regards,
Thomas

PS: I started school in 1976. ;)
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1720. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 11:04:13 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a6v8rf$3cs$00$1@news.t-online.com>
Source record: 30539

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in
news:Xbff8.42328$Wm3.2482452@zwoll1.home.nl...
> : either the XL or 400 / 800 version. does anyone know where i can find i
> : copy. i seen it posted on a few bbs's a long long time ago in a galaxy
far
> : far away but didn't want to download such a huge file at 2400 baud.

> Don't think there is one (anymore), that is, the original assembly
> sourcelisting. It once was published as a data type-in program in "Happy
> Computer". One had to type numbers which represented the actual binary
file
> (as you would read it back from disk with a sector-editor).

Check this out:
http://www.tmeyer.de/atari/index.html

Have fun typing. ;)

Thomas

PS: Actually, it's not the (Assembler) "source", but only the original hex
dump for typing in the binaries.
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1721. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 18:22:08 UTC
From: daclmi@netscape.net
Message-ID: <3c938d29.15308694@news.CIS.DFN.DE>
Source record: 30540

These are some of the best presented eBay auctions I have ever seen.
Well done!

On Fri, 15 Mar 2002 19:33:03 -0800, Atari_Auctions <emailme@ebay.com>
wrote:

>ATARI 8bit Alternate Reality The City *MINT*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785008
>
>Atari ULTIMA 4 *New in the Box* 400/800 RARE!
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785033
>
>RARE Atarilab Light Module 400/800 *MINT*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785010
>
>Atari 8bit GAUNTLET - Deeper Dungeons *NIB*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785018
>
>Atari DARTS by Thorn EMI 400/800 *RARE*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785014
>
>Atari HOCKEY by Thorn EMI 400/800 *NR*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785021
>
>Atari SOCCER by Thorn EMI 400/800 *NR*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785029
>
>Atari 8bit CYCLE KNIGHT Game *MINT*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785012
>
>Atari 8bit F-15 STRIKE EAGLE *Mint in Box*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785016
>
>Atari 8bit KARATEKA *MINT* NR
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785022
>
>Atari 8bit KENNEDY APPROACH *MINT*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785023
>
>Atari 8bit LAS VEGAS VIDEO POKER *MINT*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785026
>
>Atari 8bit NINJA *MINT* NR
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785027
>

>Atari 8bit TOMAHAWK *MINT* NR
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785030
>
>Atari 8bit VIDEO VEGAS *New in the Box* NR
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785034

1722. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 18:44:42 UTC
From: daclmi@netscape.net
Message-ID: <3c9391e9.16524660@news.CIS.DFN.DE>
Source record: 30542

I hope the auctioneer doesn't feel like I am butting in on his
business, but as a loyal Atari 8bitter I must report that there
appears to be an item missing in the Ultima IV auction.

On Sat, 16 Mar 2002 14:59:48 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>The color on the alternate reality screenshots is alot better than the
>screenshots of the game on the back of the box. Luckily I have AR:CITY and
>Hitchiker's guide both sealed with no wear on the boxes.
>
>"Daniel Miller" <daclmi@netscape.net> wrote in message
>news:3c938d29.15308694@news.CIS.DFN.DE...
>> These are some of the best presented eBay auctions I have ever seen.
>> Well done!

1723. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 18:56:11 UTC
From: daclmi@netscape.net
Message-ID: <3c9394db.17278568@news.CIS.DFN.DE>
Source record: 30543

Just have to mention that everyone should check out the great GIF anim
at the soccer auction (below.) Very impressive. I wanted to keep
watching the game. :)

On Fri, 15 Mar 2002 19:33:03 -0800, Atari_Auctions <emailme@ebay.com>
wrote:

>Atari SOCCER by Thorn EMI 400/800 *NR*
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785029

1724. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 19:59:48 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <1rNk8.84056$Nn6.4614234@e3500-atl2.usenetserver.com>
Source record: 30541

The color on the alternate reality screenshots is alot better than the screenshots of the game on the back of the box. Luckily I have AR:CITY and Hitchiker's guide both sealed with no wear on the boxes.

"Daniel Miller" <daclmi@netscape.net> wrote in message news:3c938d29.15308694@news.CIS.DFN.DE...
> These are some of the best presented eBay auctions I have ever seen.
> Well done!
>
> On Fri, 15 Mar 2002 19:33:03 -0800, Atari_Auctions <emailme@ebay.com>
> wrote:
>
> >ATARI 8bit Alternate Reality The City *MINT*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785008
> >
> >Atari ULTIMA 4 *New in the Box* 400/800 RARE!
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785033
> >
> >RARE Atarilab Light Module 400/800 *MINT*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785010
> >
> >Atari 8bit GAUNTLET - Deeper Dungeons *NIB*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785018
> >
> >Atari DARTS by Thorn EMI 400/800 *RARE*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785014
> >
> >Atari HOCKEY by Thorn EMI 400/800 *NR*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785021
> >
> >Atari SOCCER by Thorn EMI 400/800 *NR*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785029
> >
> >Atari 8bit CYCLE KNIGHT Game *MINT*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785012
> >
> >Atari 8bit F-15 STRIKE EAGLE *Mint in Box*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785016
> >
> >Atari 8bit KARATEKA *MINT* NR
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785022
> >
> >Atari 8bit KENNEDY APPROACH *MINT*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785023

> >
> >Atari 8bit LAS VEGAS VIDEO POKER *MINT*
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785026
> >
> >Atari 8bit NINJA *MINT* NR
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785027
> >
> >Atari 8bit TOMAHAWK *MINT* NR
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785030
> >
> >Atari 8bit VIDEO VEGAS *New in the Box* NR
> >http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339785034
>

1725. Toronto Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 20:22:00 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C93A968.76337F45@yahoo.com>
Source record: 30544

Hey everybody, My name is Jess LaFleur, some of you people here
already know me and some don't I run the Atari Computer Database
located at http://acd.atari.org

anyways back to my topic subject thing

How many people HERE that post HERE
live in ontario that are somewhat close to toronto?

I do know of the TAF, but they don't exactly function anymore
so ive heard in a recent email...

I just wanted to know for future plans/ideas/thingins

thanks,

Atari-Jess

1726. Re: Toronto Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 20:25:46 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C93AA4A.680BC50C@yahoo.com>
Source record: 30545

feel free to email me!

1727. VIP Library for Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 20:37:28 UTC
From: leonhowell@hotmail.com
Message-ID: <16c591c4.0203161237.38a3e6df@posting.google.com>
Source record: 30546

Is there a version of VIP Library for Atari computers, especialy the XE 130? If so, what did it include and where can I get a copy? Where can I get an XE 130?

1728. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-16 21:28:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <UJOk8.84589$Nn6.4670991@e3500-atl2.usenetserver.com>
Source record: 30447

I already mentioned this to him about the ankh?

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3c9391e9.16524660@news.CIS.DFN.DE...
> I hope the auctioneer doesn't feel like I am butting in on his
> business, but as a loyal Atari 8bitter I must report that there
> appears to be an item missing in the Ultima IV auction.
>
> On Sat, 16 Mar 2002 14:59:48 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >The color on the alternate reality screenshots is alot better than the
> >screenshots of the game on the back of the box. Luckily I have AR:CITY
and
> >Hitchiker's guide both sealed with no wear on the boxes.
> >
> >"Daniel Miller" <daclmi@netscape.net> wrote in message
> >news:3c938d29.15308694@news.CIS.DFN.DE...
> >> These are some of the best presented eBay auctions I have ever seen.
> >> Well done!
>

1729. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 01:29:45 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <vbs79ugmdhsp7edmqn0trb8teoiat17b52@4ax.com>
Source record: 30448

On Sat, 16 Mar 2002 09:34:45 -0800, Atari_Auctions <emailme@ebay.com>
wrote:

>Read the description again
>
>"The manuals and maps are untouched, the discs are new, the only thing
>not mint is the box flap edges appear worn from shelf wear...."

Then, it's not MINT, is it?

Mike

1730. Re: Need atari serial cable for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 01:30:42 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C93F1C1.CE2BB687@yahoo.com>
Source record: 30449

Why auction is when you could always sell it to me for 20 USD?
please?

> Then you definitely are interested also in SIO2PC hardware, chesk my stuff
> out:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339549350

1731. Gateway BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 03:00:36 UTC
From: ronfucci@bellsouth.net
Message-ID: <3c94068f.46636489@basic.bs.webusenet.com>
Source record: 30450

Mapping the Atari refers to software at one time available from the
Gateway BBS,
St. Louis, Missouri. Does anyone know if this software has been kept
by someone and may still be available. Thanks.

ron

1732. Re: SIO2PC Cable Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 03:45:46 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C94116A.1DA56CD3@yahoo.com>
Source record: 30451

how much did you pay for it?

Brian Siano wrote:

> I just received an SIO2PC cable from J131 in Poland. I'd like to use
> it to transfer old Atari word processing files to my PC. Could someone
> point me in the right direction as to what I should do now?
>
> And if special software is needed on the Atari, could someone mail
> me a diskette with that software?

1733. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 04:41:42 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <dZUk8.86083$Yd.4712002@e3500-atl1.usenetserver.com>
Source record: 30452

"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:vbs79ugmdhsp7edmqn0trb8teoiat17b52@4ax.com...
> On Sat, 16 Mar 2002 09:34:45 -0800, Atari_Auctions <emailme@ebay.com>
> wrote:
>
> >Read the description again
> >
> >"The manuals and maps are untouched, the discs are new, the only thing
> >not mint is the box flap edges appear worn from shelf wear...."
>
> Then, it's not MINT, is it?

Well, because the most important things, the contents are mint, I can't
blame the guy for advertising it as mint. I hope the disks are error free.

>
> Mike
>

1734. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 11:08:03 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1016363231@rtfm.mit.edu>
Source record: 30453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 16, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 JYBOLAC (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1735. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 12:38:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ef399u4dpojioo7mdld9a9ta1k72jiiedg@4ax.com>
Source record: 30454

On Sat, 16 Mar 2002 23:41:42 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>"Mike Kohary" <mkohary@earthlink.net> wrote in message
>news:vbs79ugmdhsp7edmqn0trb8teoiat17b52@4ax.com...
>> On Sat, 16 Mar 2002 09:34:45 -0800, Atari_Auctions <emailme@ebay.com>
>> wrote:
>>
>> >Read the description again
>> >
>> >"The manuals and maps are untouched, the discs are new, the only thing
>> >not mint is the box flap edges appear worn from shelf wear...."
>>
>> Then, it's not MINT, is it?
>
>Well, because the most important things, the contents are mint, I can't
>blame the guy for advertising it as mint. I hope the disks are error free.

Maybe they are as 'Mint' as the box ;-)

Seriously, the term mint has always applied to the whole package on
any collectable. When I traded and sold Marvel and DC comics back in
the 70's you dare not use 'mint' unless they *were* mint.
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1736. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 12:43:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jp399ukltv9pchc24q9n0jjsqh3pe46l2o@4ax.com>
Source record: 30455

On Sun, 17 Mar 2002 12:38:58 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>Maybe they are as 'Mint' as the box ;-)

Just thought I'd point out that *I am joking* and have to say that all
the stuff looks in very good condition and he or she obviously has
taken care of the bits very well.
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1737. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 13:19:18 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3C9497D6.A5FF7522@t-online.de>
Source record: 30456

> Seriously, the term mint has always applied to the whole package on
> any collectable.

I completely agree - "Mint" condition means:

1) complete and
2) all parts (including package) are "Mint" (so, absolutely undamaged - even colors are not allowed to be faded)

> When I traded and sold Marvel and DC comics back in
> the 70's you dare not use 'mint' unless they *were* mint.

The same with trading cards etc.

Announcing an item to be mint suggests to the reader of the auction title that indeed all is mint, but in this case it is obviously not the case (as the seller admits in the description later). So the auction announcement is -mildly said- misleading.

1738. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 14:25:35 UTC
From: daclmi@netscape.net
Message-ID: <3c94a6dc.2534056@news.CIS.DFN.DE>
Source record: 30458

On Sun, 17 Mar 2002 12:43:57 +0000, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>On Sun, 17 Mar 2002 12:38:58 +0000, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>
>>Maybe they are as 'Mint' as the box ;-)
>
>Just thought I'd point out that *I am joking* and have to say that all
>the stuff looks in very good condition and he or she obviously has
>taken care of the bits very well.

I agree. The stuff is in excellent condition, unusually excellent
condition. He just shouldn't have used the "m" word.

1739. Re: Gateway BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 16:50:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c94c947$0$1600$1dc6e903@news.corecomm.net>
Source record: 30460

Matt Ratcliff's programs:
1. one to turn BASIC on and off.
2. one to put BASIC in RAM and patch rev B
3. one called ram master, that puts the OS in RAM.

I'll guess you're looking for RAM Master. The other two
are probably also in the CTH archive.

RAM Master is in ftp.spudster.org:

\utilities\BBS\CARINA\FLESEC_U\DIR_A file ramaster.arc.

It is just the .com file and a doc, no source I think. Somebody
else asked about rammaster but never said if this is the correct one.

You can also find BASIC.ON and BASIC.OFF in utilities/misc
basiconoff.arc or something like that.

I'm sure a patch for BASIC 'B' is also there at spudster.

1740. Re: Access w/ AtariWinPlus3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 17:13:32 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a72pvr$2r0e$1@innferno.news.tiscali.de>
Source record: 30462

You don't have to go to DOS, to write DOS.SYS to the Disk. This command does
it for you:

OPEN #1,8,0,"D:DOS.SYS":CLOSE #1
But it's right, that you have to reboot.

Mirko

"Russ Gilbert" <russg@en.com> schrieb im Newsbeitrag
news:3c8b887c$0$98142$1dc6e903@news.corecomm.net...
> Hi, Ron.
> PEEK 1802. It is probably 3.
> Poke 1802,15 and you set up for 4 drives, the maximum I think
> for DOS 2.5.
> You have to do the POKE, then goto DOS, then write DOS files,
> then reboot.
> This should work on emulator.
> Or use MyDOS image, I think it defaults to a full 8 drives.
> Russg
>
>

1741. Re: Gateway BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 17:57:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c94db2f$0$35568$1dc6e903@news.corecomm.net>
Source record: 30461

(I don't see my previous reply.)
I now don't think the 'ramaster.arc' is the Matt Ratcliff one.
The RAM Master is a BASIC program. It is called RAM2ROM.BAS
and is at Kevin Savitz's www.atariarchives.org under the Mapping
The Atari section of programs. The other programs mentioned
are also there.
Sorry for the wrong info. Maybe you were (ron) the person who
asked before and I was pointing you in the wrong direction.
I'm sure this time.
Russg

1742. Re: Gateway BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 20:56:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c950315$0$1409$1dc6e903@news.corecomm.net>
Source record: 30463

Nope, wrong again.
I checked it out. The BASIC program from 'Mapping' is a different
program for moving OS to RAM, by Joe somebody.
Mat Rat's 'RAM Master' is the one I originally said, at spudster,
in the weird place it is under Carina/flesec_u/dir_a.
That ramaster.arc has most of a documentation with it also.
The Ram Master, according to 'Mapping' not only puts the
OS in RAM, it also makes it RESET proof, so it stays in RAM.
Russg

1743. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 22:51:04 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <1197f04b6fffc271050dcea656200b7b.8044@mygate.mailgate.org>
Source record: 30464

>
> I found schematics for the 256K upgrade done by Wes Newell at
> www.atariworld.com/newell.html. I am sure you can use it to build your
> own.
>
> Rick D.

Hi Rick, folks,

I was studying the several schematics on the weg concerning the 320K
upgrade.
The memory chips to use are 41256.

I owe an old mega st board and there are AAA2801P-10 DRAM chips on,
which
are as well 256Kx1 Bit DRAM's.

My question is, can I use these chips for the 320K mod?

Regards
Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1744. Re: Need atari serial cable for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 23:33:13 UTC
From: ebaiz@skyenet.net
Message-ID: <ZI9l8.1563$0_3.1814848@newsfeed.slurp.net>
Source record: 30465

On 15 Mar 2002 01:27:42 , "Mike K" wrote:
>Hello,
>
>I just acquired an old atari collection. In this collection I received a
>400, 800, 1050 drive and a 810 drive. I have all power cables, but didn't
>get a serial cable for the disk drives to hook into the computers with.
>
>Does anyone have an extra they would like to part with? I'm looking to
>convert files for preservation. I also want to put these files up on my
>website which will be dedicated to Atari 8bit computers.

I don't but try the site below:

http://www.best-electronics-ca.com/

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

1745. People at Schreiersgr&#65533;n

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-17 23:50:56 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <slaa9uchpu1hadufs7vf5d9nqa7ji56ksu@4ax.com>
Source record: 30457

Howdy *.*!

Another great 8-bit atari meeting has been held on saturday and was a
sucess in my opinion. It was much fun to play a multris - competition
(four player at-once tetris clone) and to talk with several atarians.
As every year the people had enough time to talk about atari, the
scene various other people and do what they love at most -- doin'
atari :-)

so I found many new contacts and I'm now a proud new member of
Foundation Two atari fun-group *g*

so did you played atari yesterday?!

-> I had!!

1746. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 01:26:34 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <kgga9ukt4vq37qeo4nc9p56oipncna3u20@4ax.com>
Source record: 30466

On Sun, 17 Mar 2002 12:35:11 -0800, Atari_Auctions <emailme@ebay.com>
wrote:

>My apologies and thanks for the criticisms, I didn't mean to mislead
>anyone.
>
We know that... :-)
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1747. Re: Need atari serial cable for disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 03:38:00 UTC
From: Mike Keppel <steakum47@hotmail.com>
Message-ID: <sidl8.196232$s43.43824145@typhoon.columbus.rr.com>
Source record: 30467

Thank you for the help folks. A generous person is sending me one as we speak. You guys make this newsgroup the best with all of your help.

Thanks again,
Mike

"Edward S. Baiz Jr." <ebaiz@skyenet.net> wrote in message news:ZI9l8.1563$0_3.1814848@newsfeed.slurp.net...
> On 15 Mar 2002 01:27:42 , "Mike K" wrote:
> >Hello,
> >
> >I just acquired an old atari collection. In this collection I received a
> >400, 800, 1050 drive and a 810 drive. I have all power cables, but
didn't
> >get a serial cable for the disk drives to hook into the computers with.
> >
> >Does anyone have an extra they would like to part with? I'm looking to
> >convert files for preservation. I also want to put these files up on my
> >website which will be dedicated to Atari 8bit computers.
>
> I don't but try the site below:
>
> http://www.best-electronics-ca.com/
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------
>
>

1748. Re: A day well spent on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 03:56:10 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uzdl8.29538$Vx1.2423463@newsread1.prod.itd.earthlink.net>
Source record: 30468

The paint is not for tamper evidence; it is to prevent adjustments from
vibrating out of spec during use and/or shipping...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
> Today I played with my Indus drives. I have two. One's better
> than the other, but both have a problem with high sectors.
> I have them open. There are differences in them, as viewed from
> the top with case off.
> They both boot, but testing sectors 700-720, I get errors.
> The head goes back to 0 track, then back out to 38-39 trying
> to read the sectors. I think the little block that a tab goes in
> at track 0 is the track 0 sensor. I adjusted this on one, but no
> improvement. There are lots of screws with paint on them,
> I guess to tell if someone has messed with the screws.
> Anyone with an idea why my Indus have trouble reading high sectors?
> Russg
>

1749. Re: Infocom with a printer?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 04:03:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5Gdl8.29547$Vx1.2424785@newsread1.prod.itd.earthlink.net>
Source record: 30469

When using the 850, booting the R: handler is only required for serial port
use; just boot the games normally and the printer should work fine...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:eMfk8.2689$qy6.931203202@newssvr12.news.prodigy.com...
> Hello all, I'd like to use the feature in the Infocom adventures to enable
> output to the printer. Only thing is I can't figure out how to load the
850
> interfaces driver and then boot the infocom disk? Any ideas? Thanks,
> Mo
>
>
>
>
>

1750. Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 04:46:50 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C95713A.24276BB4@one.net>
Source record: 30470

Hello,

I'm looking for some Omnimon assistance. I have an 800XL with the Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have a loose OmniView 256 chip.

Can I just insert the OmniView 256 chip into the empty socket on the Ramrod board?

Does anyone have any documentation on the Ramrod enhancement they could photocopy. Or, is the documentation on the 'Net somewhere?

Thanks,

-Bob

1751. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 05:52:55 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <s10b9uo75hhgmlvf48a96vibch3lbqmbgt@4ax.com>
Source record: 30471

On Sat, 16 Mar 2002 23:41:42 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>"Mike Kohary" <mkohary@earthlink.net> wrote in message
>news:vbs79ugmdhsp7edmqn0trb8teoiat17b52@4ax.com...
>> On Sat, 16 Mar 2002 09:34:45 -0800, Atari_Auctions <emailme@ebay.com>
>> wrote:
>>
>> >Read the description again
>> >
>> >"The manuals and maps are untouched, the discs are new, the only thing
>> >not mint is the box flap edges appear worn from shelf wear...."
>>
>> Then, it's not MINT, is it?
>
>Well, because the most important things, the contents are mint, I can't
>blame the guy for advertising it as mint. I hope the disks are error free.

I know it's nitpicking (I'm not a hard-core collector myself), but a
"real" collector would find it important. Mint is just that - mint.
Untouched, pristine; absolutely perfect in every minute respect. It's
just a pet peeve of mine that "mint" is used so liberally on Ebay in
general.

You wouldn't be able to claim a valuable comic book with a bent corner
on the cover was "mint", so why is this any different?

Mike

1752. Re: Infocom with a printer?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 06:18:02 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <uEfl8.67416$6J6.3023807659@newssvr30.news.prodigy.com>
Source record: 30472

Okay that's good to know. But I guess I should have been more honest when I made the post, I just wanted to keep it simple. What I want to do is use my Intex-talker speech synth which operates much like a 300 baud modem off the serial port. In Infocom games you can use the 'script' command to send output to the printer simultaneously. I was thinking the speech synth could 'read' the game to me and save my weary eyes. I know the synth can be reconfigured for paralell port use, but alas I have no manual for it and it has about twenty DIP switches under the hood. I guess I should go fire it up and try it out, it may work.
Thanks, Mo.

Ron Hamilton wrote in message
<5Gdl8.29547$Vx1.2424785@newsread1.prod.itd.earthlink.net>...
>When using the 850, booting the R: handler is only required for serial port
>use; just boot the games normally and the printer should work fine...
>
>--
>-Ron
>
>Experience is something you don't get until just after you need it.
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
>news:eMfk8.2689$qy6.931203202@newssvr12.news.prodigy.com...
>> Hello all, I'd like to use the feature in the Infocom adventures to
enable
>> output to the printer. Only thing is I can't figure out how to load the
>850
>> interfaces driver and then boot the infocom disk? Any ideas? Thanks,
>> Mo
>>
>>
>>
>>
>>
>
>

1753. Re: Infocom with a printer?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 15:04:36 UTC
From: ben_yates_iii@yahoo.com
Message-ID: <154d1183.0203180704.2f8b101c@posting.google.com>
Source record: 30473

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:<uEfl8.67416$6J6.3023807659@newssvr30.news.prodigy.com>...
> Okay that's good to know. But I guess I should have been more honest when I
> made the post, I just wanted to keep it simple. What I want to do is use my
> Intex-talker speech synth which operates much like a 300 baud modem off the
> serial port. In Infocom games you can use the 'script' command to send
> output to the printer simultaneously. I was thinking the speech synth could
> 'read' the game to me and save my weary eyes. I know the synth can be
> reconfigured for paralell port use, but alas I have no manual for it and it
> has about twenty DIP switches under the hood. I guess I should go fire it up
> and try it out, it may work.
> Thanks, Mo.

Hi, Mo!
Interesting idea, I used to do that with Scott Adams' graphic
adventure, Return to Pirates Island on my TI-99/4A, using "SPEECH" for
the printer name as long as I had a TE-II cartridge installed!
Too bad the other adventures didn't support output to printer. I don't
remember trying the Infocom adventures...

Ben

1754. Re: FA: RARE *MINT* NIB Atari 8bit games & software

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 15:59:09 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <m_nl8.103264$Yd.5295650@e3500-atl1.usenetserver.com>
Source record: 30474

Yeah he could have said contents mint.

"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:s10b9uo75hhgmlvf48a96vibch3lbqmbgt@4ax.com...
> On Sat, 16 Mar 2002 23:41:42 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >"Mike Kohary" <mkohary@earthlink.net> wrote in message
> >news:vbs79ugmdhsp7edmqn0trb8teoiat17b52@4ax.com...
> >> On Sat, 16 Mar 2002 09:34:45 -0800, Atari_Auctions <emailme@ebay.com>
> >> wrote:
> >>
> >> >Read the description again
> >> >
> >> >"The manuals and maps are untouched, the discs are new, the only thing
> >> >not mint is the box flap edges appear worn from shelf wear...."
> >>
> >> Then, it's not MINT, is it?
> >
> >Well, because the most important things, the contents are mint, I can't
> >blame the guy for advertising it as mint. I hope the disks are error
free.
>
> I know it's nitpicking (I'm not a hard-core collector myself), but a
> "real" collector would find it important. Mint is just that - mint.
> Untouched, pristine; absolutely perfect in every minute respect. It's
> just a pet peeve of mine that "mint" is used so liberally on Ebay in
> general.
>
> You wouldn't be able to claim a valuable comic book with a bent corner
> on the cover was "mint", so why is this any different?
>
> Mike
>

1755. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 17:25:31 UTC
From: usenet-20020318@hias.horus.com
Message-ID: <slrna9c80h.v3.usenet-20020318@camel.hias.horus.com>
Source record: 30475

Hi!

On Sun, 17 Mar 2002 22:51:04 +0000 (UTC), Frank Schuster wrote:
>
> I was studying the several schematics on the weg concerning the 320K
> upgrade.
> The memory chips to use are 41256.
>
> I owe an old mega st board and there are AAA2801P-10 DRAM chips on,
> which
> are as well 256Kx1 Bit DRAM's.
>
> My question is, can I use these chips for the 320K mod?

Maybe.

I found the AAA2801P-10 chips in the freetradezone database, but
unfortunately the datasheet is not available for free.

This means you simply have two possibilities if you want to use
your chips:

1) just build the upgrade and hope that it will work, or
2) find the datasheet and compare the pinout and specs to the 41256

Another possibility would be to look for 256k or 1M SIMMs (better
yet SIPPs, which are the same as SIMMs except they have pins
- just like normal ICs - and you don't have to search for a
SIMM socket). A good source for these modules are old 386 (and 386SX)
computers most people are just throwing away these days.

Just be sure the upgrade has built-in support for CAS-before-RAS
refresh (the Newell 1c design has it), so that RAM chips larger
than 256kBit will work.

so long,

Hias

1756. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 17:30:11 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c962438$0$24825$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30476

Hi,

The pal chip you need is the CO25953 put this in a 65XE or 800XE and it's
becomes a 130XE.

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c8aa66a$0$18488$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> To upgrade it's easy when you have the 4 chip version, 2x 4464 chips, add
2
> more chips on the 2 places below. Or when you have an 8 chip version,
solder
> 8x 4164 in the right row. Secondly you need to order a PAL chip at Best
> Electronics about $10 you can put that into the free space on the right
side
> of the rams where you woulkd see 3 jumpers in a empty place where you can
> put a chip. Remove these jumpers and place the PAL chip there. I just need
> to look up the number for the PAL chip. Then the system will act like a
> normal 130XE. But the extra chips can also be replaced by 2x 44256 or
41256
> and with 1 extra chip and make the system 320Kb....
>
> I will look for the parts later... but it's easy to upgrade...
>
> TXG/MNX

1757. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 18:11:34 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9cba0t5pj4h6d@corp.supernews.com>
Source record: 30477

"Matthias Reichl" <usenet-20020318@hias.horus.com> wrote in message
news:slrna9c80h.v3.usenet-20020318@camel.hias.horus.com...
> Hi!
>
> On Sun, 17 Mar 2002 22:51:04 +0000 (UTC), Frank Schuster wrote:
> >
> > I was studying the several schematics on the weg concerning the 320K
> > upgrade.
> > The memory chips to use are 41256.
> >
> > I owe an old mega st board and there are AAA2801P-10 DRAM chips on,
> > which
> > are as well 256Kx1 Bit DRAM's.
> >
> > My question is, can I use these chips for the 320K mod?
>
> Maybe.
>
> I found the AAA2801P-10 chips in the freetradezone database, but
> unfortunately the datasheet is not available for free.
>
> This means you simply have two possibilities if you want to use
> your chips:
>
> 1) just build the upgrade and hope that it will work, or
> 2) find the datasheet and compare the pinout and specs to the 41256
>
> Another possibility would be to look for 256k or 1M SIMMs (better
> yet SIPPs, which are the same as SIMMs except they have pins
> - just like normal ICs - and you don't have to search for a
> SIMM socket). A good source for these modules are old 386 (and 386SX)
> computers most people are just throwing away these days.
>
> Just be sure the upgrade has built-in support for CAS-before-RAS
> refresh (the Newell 1c design has it), so that RAM chips larger
> than 256kBit will work.

It is probably getting to be time to move to a large static RAM to do
everything. There are a few problems with things like refresh on dynamic
RAMs, even SIMMs, that make it a problematic when working with an Atari.
Since a lot of designs use multiple chips the number of connections isn't
much different between say a 256k upgrade and replacing all the RAM in a
system with a 512k static RAM. Price wise it would be about the same too I
think. Last time I priced a 512k static it was about $5-$7.

1758. Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 18:23:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c96308a$0$1427$1dc6e903@news.corecomm.net>
Source record: 30478

I posted this question in another thread.
I have 2 Indus drives. Both make errors reading high sectors,
tracks 38 and 39, or even sector 500 up. I've cleaned the heads,
have them open. They make the 'chirp' sound of Indus errors.
I use SmartDOS to check sectors and drive speed. The drive
speed is alright (288). Formatting a fresh floppy error 173,
SmartDOS format error, occurs at the 38-39 tracks. After
a couple tries the format completes, but still has problems reading
high sectors. Steve Tucker says maybe slow the drives down some.
Anyone know how to adjust the speed on an Indus? There are
two rectangular, adjustable resistors on the top board, anyone know
what these do?
Russg

1759. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 18:43:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <4oql8.104263$Yd.5329448@e3500-atl1.usenetserver.com>
Source record: 30479

It has a payment link to paypal which didn't copy over well...

Here's the link.

https://www.paypal.com/xclick/business=nostalgie@bhlegend.com&item_name=NOST
ALGIA+GAMES+CD+#1&amount=25.00

I don't think these games are available anymore. I ordered one.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:%kql8.104246$Yd.5328488@e3500-atl1.usenetserver.com...
> From : nostalgia1788c61@hotmail.com
>
> NOSTALGIA GAMES CD #1
> The 80s-90s were the time that computers began to become popular. It's
> staggering how far we have come since then. But leave the present to one
> side for now and marvel in the splender of awful graphics and poor excuse
> for sound as we take a memory trip back to what computers and the games
were
> like of that time.
>
> Prepare to wallow in nostalgia as you remind yourself of some of the
classic
> games, and have a chance to play them once again.
>
> A Gamers Paradise! Over 460 games for your PC (see the list bottom). This
> giant collection of classic favorites and new releases is sure to provide
> endless hours of enjoyment for everyone.
>
>
>
> Buy now "Nostalgia Games CD #1" for the launching price of 25$. 0.05$ the
> game!!!
>
>
>
> Good play...
>
>
> NOSTALGIE GAMES CD #1:
>
> #
> 1000 Miglia
> 1869
> 4D Boxing

> 5X
> 7 Cities of Gold
> A
> Abuse
> Adventures of Robin Hood
> Akalabeth
> Al Qadim: The Genie's Curse
> Alien Breed
> Alien Breed: Tower Assault
> Alley Cat
> Ancients 1: Deathwatch
> Ancients 2: Approaching Evil
> Another World
> Arcade Trivia Quiz
> Arcade Volleyball
> Asterix: Operation Getafix
> Atomix
> Auto Duel
> B
> Bad Blood
> Ballistix
> Basket Master
> Beyond Castle Wolfenstein
> BlockCAD
> Blue Max: Aces of the Great War
> Bomberman
> Bombuzal
> Bouncing Babies
> Box Castle
> Brix
> Bubble Bobble
> Burger Time
> C
> Caesar
> Cannon Fodder
> Cannon Fodder 2
> Captive
> Castle Wolfenstein
> Centurion: Defender of Rome
> Championship Manager 2
> Championship Manager 97/98
> Chessmaster 2000
> Chessmaster 2100
> Classic Concentration
> Classic Concentration 2
> Cloud Kingdoms
> Commando
> Contraption Zack
> Cover Girl Strip Poker
> Crazy Cows

> D
> D-Day: America Invades
> Defender of the Crown
> Defender of the Crown (EGA Version)
> Detroit
> Diggers
> Diplomacy
> Dizzy: Bubble Dizzy
> Dizzy: Fantastic Adventure of Dizzy
> Dizzy: Fantasy World of Dizzy
> Dizzy: Fastfood Dizzy
> Dizzy: Kwiksnax Dizzy
> Dizzy: Magic Land of Dizzy
> Dizzy: Prince of Yolkfolk
> Dr Ruth's Computer Game of Good Sex
> Dragonball
> Dungeon Master
> DX Ball
> DX Ball 2
> Dylan Dog
> E
> Eishockey Manager
> Elite
> Elite Plus
> Escape from Delirium
> Escape from the Planet of the Robot Monsters
> F
> Face Off
> Fatal Racing (aka Whiplash)
> Final Soccer Challenge
> Flintstones, The: Dino Lost in Bedrock
> Free D.C.!
> Fuck Quest
> G
> Giana Sisters 32k
> Goal!
> Gobliiins
> Gobliins 2
> Gold of the Americas
> Gold of the Aztecs
> Great Escape, The
> Gremlins 2: The New Batch
> H
> Hero's Quest
> History Line 1914-1918 (German)
> Hobbit, The
> I
> Impact
> Impossible Mission 2
> Indianapolis 500

> International Soccer Challenge
> Ironman Offroad Racing
> Italy '90
> J
> Jagged Alliance
> Jahanghir Khan's Squash
> K
> KGB (aka Conspiracy)
> Kick Off 3: European Challenge
> Klax
> Kurtan (Russian)
> L
> Lakers vs Celtics
> Lamers
> Larry Vales 1: Traffic Division
> Larry Vales 2: Dead Girls are Easy
> Last Ninja
> Last Ninja 2: Back with a Vengeance
> License to Kill
> Links: The Challenge of Golf
> Litil Divil (CD version)
> Lode Runner
> Lost Dutchman Mine
> Lost Patrol, The
> Lost Vikings, The
> M
> Mad TV
> Magic Boy
> Manchester United - The Double
> Mario's Game Gallery
> Mask of Evil: Times of Darkness
> Master of Magic
> Match Day Manager
> Match Strip
> Mega-lo-Mania
> Micro Machines
> Microprose Soccer
> Millennium
> Mindbender
> Monopoly
> Monopoly Deluxe
> Moorhuhn Jagd
> Move, The
> My Chess
> N
> Nebulus
> Night Breed: The Action Game
> Night Breed: The Interactive Movie
> Ninja Rabbits
> O

> Oil Imperium
> Operation Europe
> P
> Pac 3D
> Paperboy
> Paperboy 2
> Paratrooper
> PC Man
> PC Pool Challenges
> Pipemania
> Pitstop 2
> Populous
> Porntris
> Ports of Call
> Premiership, The
> Professional Yamb
> R
> Raiden
> Rambo 3
> Red Baron
> Rei Poker
> Rick Dangerous
> Rick Dangerous 2
> Risk
> Risk for Windows
> Risky Woods
> Robo Attack
> S
> Scorched Earth
> Sensible Golf
> Sensible Soccer
> Sensible World of Soccer
> Sexy Droids
> Sharkey's 3D Pool
> Siedler, Die
> Snooper Troops
> Snooper Troops 2
> Sokoban 97
> Sonic Chaos
> Sonic Chaos 2
> Sorcerian
> Space Commanders
> Space Commanders 2
> Space Crusade
> Space Quest: The Lost Chapter
> Space Rogue
> Speedstrip
> Spy vs Spy 3: Arctic Antics
> Sram (French)
> Sram 2 (French)

> Street Fighter
> Street Fighter 2
> Street Rod
> Street Rod 2
> Street Sports Basketball
> Strip Poker
> Strip Poker 2
> Strip Poker 3
> Strip Poker Deluxe (Spanish)
> Stunt Car Racer
> Superfrog
> Supremacy
> Sword of the Samurai
> T
> Teenage Queen
> Terminator 2
> Tetris
> Three Stooges, The
> Tigers in the Snow
> Toyota Celica GT Rally
> Tubular Worlds
> TV Sports Boxing
> TV Sports: Basketball
> Tyrian
> U
> Ultima Worlds of Adventure 1: Savage Empire
> Ultima Worlds of Adventure 2: Martian Dreams
> Ultimate Soccer Manager
> Utopia
> V
> Virtual Bombard
> W
> WackyBrit.com Pong
> Warlords
> Warlords 2
> Warp Factor, The
> Wastetris
> Wembley Rugby League
> Wheel of Fortune
> Wing Commander 1
> Wing Commander Academy
> Wing Commander: Privateer
> Winter Olympics: Lillehammer '94
> Winzer (German)
> World Championship Boxing Manager
> WWF: European Rampage Tour
> X
> X Tetris
>
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>
> 9909ICub6-235XKLZ8690VLtJ6-335RRpE8725CZEx7-535VcmJ2055GZBW3-907l60
>
>
>

1760. ST modem

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 19:49:28 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C9644C7.35AF33F5@yahoo.com>
Source record: 30480

Is there a way to use the PC's modem as the modem for the ST?

It would help me a lot, thanks.

1761. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 20:19:13 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9cipbfbedata4@corp.supernews.com>
Source record: 30481

"Russ Gilbert" <russg@en.com> wrote in message
news:3c96308a$0$1427$1dc6e903@news.corecomm.net...
> I posted this question in another thread.
> I have 2 Indus drives. Both make errors reading high sectors,
> tracks 38 and 39, or even sector 500 up. I've cleaned the heads,
> have them open. They make the 'chirp' sound of Indus errors.
> I use SmartDOS to check sectors and drive speed. The drive
> speed is alright (288). Formatting a fresh floppy error 173,
> SmartDOS format error, occurs at the 38-39 tracks. After
> a couple tries the format completes, but still has problems reading
> high sectors. Steve Tucker says maybe slow the drives down some.
> Anyone know how to adjust the speed on an Indus? There are
> two rectangular, adjustable resistors on the top board, anyone know
> what these do?

Forgive me if you have already done this. First thing I would do is check with a different batch of floppies and check the pressure pad.

What I have noticed with several disks giving me speed errors is the surface coating of the disk has started to degrade/get rough and the disk won't rotate freely. Sometimes you get speed variations and some twisting.

The other thing is this kind of sounds like a classic pressure pad problem. The Indus was a single sided drive so it used a felt pad on top to apply pressure for the read head. Could be something else like head not being in the same plane as the disk, but pressure pad is there to make up for things like that.

1762. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 21:16:57 UTC
From: usenet-20020318@hias.horus.com
Message-ID: <slrna9cm8g.v3.usenet-20020318@camel.hias.horus.com>
Source record: 30482

Hi!

On Mon, 18 Mar 2002 10:11:34 -0800, Rick Cortese wrote:
> "Matthias Reichl" <usenet-20020318@hias.horus.com> wrote in message
> news:slrna9c80h.v3.usenet-20020318@camel.hias.horus.com...
> >
> > Just be sure the upgrade has built-in support for CAS-before-RAS
> > refresh (the Newell 1c design has it), so that RAM chips larger
> > than 256kBit will work.
>
> It is probably getting to be time to move to a large static RAM to do
> everything. There are a few problems with things like refresh on dynamic
> RAMs, even SIMMs, that make it a problematic when working with an Atari.
> Since a lot of designs use multiple chips the number of connections isn't
> much different between say a 256k upgrade and replacing all the RAM in a
> system with a 512k static RAM. Price wise it would be about the same too I
> think. Last time I priced a 512k static it was about $5-$7.

Ah well, that's a good idea. When I started building and designing
hardware extensions for my 800XL some 15 (or maybe 17?) years ago,
static RAMs (with more than 32k) were really expensive. I didn't even
dare to think about creating a 256k _static_ ramdisk :)

I just had a look into a current price-list of a german company
(www.segor.de) and it lists a 628512LP-07 for 9,80 EUR (32 pin DIP
packaging, SO32 is even 0,90 EUR cheaper). OK, now I believe it,
static RAMs are much cheaper now than back in the good old days.

Another pro for static RAMs would be that several chips (like the
41256 or the LS158 which is used for MUXing the address lines) are
quite hard to get these days.

On the contrary, a lot of people (like me, for example :) have tons
of 1MB SIMMs, taken from old PCs, resting on their shelves. So if
you can re-use one of those SIMMs, building a 1MB extension is just
a matter of a few bucks for some 74LSxx and a few hours of time.
(OK, you don't save a lot of money, so the only remaining advantage
would be the "good feeling" that you were able to re-use an otherwise
useless piece of hardware).

Coming back to the design of a static ramdisk: That could be quite
easy IMO. You could discard most of the circuits used by standard
ramdisks, only cut the "RAM-select"-trace coming from the MMU
and add a small address-decoder (using A14, A15, and PB4, maybe
also HALT and PB5 if you want separate ANTIC access) to select
between buit-in RAM and ramdisk. Connect A0-A13 from your Atari

to the static RAM, and some PB pins to A14 and higher of your SRAM. Ah, well, and maybe a little bit of logic for Basic and Selftest if you want 512k or 1MB and still want to control it with PortB. So far for the rough design. Minor implementation details (like combining the SRAM-chip-select with PHI2) are left as an exercise to the reader :-)

BTW: any other ideas or just brainstorming about ramdisk design would be great - I'm currently thinking about building/designing a new ramdisk (my old AtariMagazin ramdisk has gone bad). 'til now I've analyzed the Newell 1Meg (rev 1.c) and Mathy's design. Both designs have their pros and cons. At the moment IMO the optimum would be a slightly modified Newell ramdisk (adding a switch to select between a 512k 130XE compatible ramdisk and a 1Meg ramdisk) extended with Mathy's latch for basic and selftest (or a simple logic that switches off both basic and selftest as soon as the ramdisk is selected - that's mainly what my old 1Meg design was doing).

So, if you've got any ideas about which design you like best/worst, just tell me about it. Any input would be great!

so long,

Hias

1763. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-18 22:23:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <b1qc9u8v1fud8n9kthefltg7ohbpn6ms5m@4ax.com>
Source record: 30483

On Sun, 17 Mar 2002 23:46:50 -0500, Bob Ryan <ryanr@one.net> wrote:

>Hello,
>
>I'm looking for some Omnimon assistance. I have an 800XL with the
>Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have a
>loose OmniView 256 chip.
>
>Can I just insert the OmniView 256 chip into the empty socket on the
>Ramrod board?
>
>Does anyone have any documentation on the Ramrod enhancement they could
>photocopy. Or, is the documentation on the 'Net somewhere?
>
I only OCR'd the Omnimon instructions, which you are welcome to btw..
--
Paul

"I can still get it wet"

What's the film....(yes, I know where IMDB is too)

1764. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 00:53:23 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c968e38$0$35573$1dc6e903@news.corecomm.net>
Source record: 30484

Thanks for the response, Rick.
I have used/tried several disks. The drives are open, so I can see
the top surface on the disks thru the opening. The disks look
shiny and clean.
I thought of the pressure pad. So while it was trying to read
a high sector, going back and forth to track zero, giving
G4 (crc error) or G5 (record not found error) beeps, I was
saying I put pressure in the top peice that has the pressure pad to
see if it would read the sectors better, with my finger. I actually
put enough pressure a few times to stop the disk from turning.
Probably not a good practice, but I think I proved to myself that
the pressure pad wasn't the problem.
I'm thinking it is an electrical problem, not an alignment problem,
as the same errors occur if I format a disk on the drive, then
try to read it. I used a new, never used disk and got errors
on formatting at the high sectors. After a few tries, it formatted.
It seemed to read ok immediately, without taking the disk out.
But once re-inserted, it still had problems reading.
Someone said a head could become magnetized, but thought that
applies only to metal heads like for tapes.
Russg

1765. Re: ST modem

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 03:47:15 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c96b4a5_3@news.iglou.com>
Source record: 30486

Jess LaFleur wrote in message <3C9644C7.35AF33F5@yahoo.com>...
>Is there a way to use the PC's modem as the modem for the ST?
>
>It would help me a lot, thanks.
>
And you ask this on the 8-bit newsgroup?
The simplest answer is "that's why external modems (RS-232, not USB!) and
A/B switches
were made".

1766. Re: ST modem

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 04:31:36 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C96BF28.5ED47D30@yahoo.com>
Source record: 30487

i thought i was in the ST forum sorry :P

Bill Marcum wrote:

> Jess LaFleur wrote in message <3C9644C7.35AF33F5@yahoo.com>...
> >Is there a way to use the PC's modem as the modem for the ST?
> >
> >It would help me a lot, thanks.
> >
> And you ask this on the 8-bit newsgroup?
> The simplest answer is "that's why external modems (RS-232, not USB!) and
> A/B switches
> were made".

1767. Re: ST modem

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 04:32:54 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3C96BF76.4E18FB42@yahoo.com>
Source record: 30488

and i know that any ext modem would work, but im want to use my internal one i want to access it from a serial port! anyways now to forget all this cause its the wrong forum

Jess LaFleur wrote:

> i thought i was in the ST forum sorry :P
>
> Bill Marcum wrote:
>
> > Jess LaFleur wrote in message <3C9644C7.35AF33F5@yahoo.com>...
> > >Is there a way to use the PC's modem as the modem for the ST?
> > >
> > >It would help me a lot, thanks.
> > >
> > And you ask this on the 8-bit newsgroup?
> > The simplest answer is "that's why external modems (RS-232, not USB!) and
> > A/B switches
> > were made".

1768. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 04:35:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c96c013$0$1425$1dc6e903@news.corecomm.net>
Source record: 30489

(dadgum replied to myself in e-mail, instead of here.)
Larry told me R31 sets Indus speed. Tried it, there was
some improvement. I have a us dblr 1050 that reads and writes
the several test disks I'm using, so I know it isn't a problem
with the disks. (This 1050 even reads and writes a floppy I formatted
on my PC 1.2 meg 5.25").
There are 5 adjustable resistors on the Indus. R31 mentioned,
R12, R1, R2 and another I can't see the number.
Anyone know what these other adjustables do?
I set the speed, using SmartDOS to read speed, to 285 and
tried even lower, they were 289 to start with.

1769. Re: People at Schreiersgr&#65533;n

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 07:34:48 UTC
From: news@goroll.net
Message-ID: <3c96e91b.1365723@News.CIS.DFN.DE>
Source record: 30490

Hey Thomas,

You are right. it was a great meeting. I've posted a short summary (german) in the forum at http://www.abbuc.de , for all who can read german.

I liked the 8 player worms game (Cervi) very much.

Ciao,
Michael

1770. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 08:18:05 UTC
From: Sidney Cadot <sidney@v2e.nl>
Message-ID: <a76s6gqkj1@news.tudelft.nl>
Source record: 30491

> Check this out:
> http://www.tmeyer.de/atari/index.html
>
> Have fun typing. ;)

I got to page five, but it was missing (aargh!)

(Just kidding -- but page 5 *is* missing!)

Regards, Sidney

1771. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 11:54:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C972709.684027B8@students.uni-mainz.de>
Source record: 30492

Well,
do you have this article (or a copy of it) or at least some info about
the Buchholz upgrade ?!? Would like to include it in my Ramdisk-info
Text that is also a part of the A8FAQ... greetings - Andreas.

Ryan Collins schrieb:
>
> In article <4eWj8.2966$Qo2.321251@news02.tsnz.net>,
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote:
> >That stuff is great, which is why I'm now re-reading my collection of
> >Computes I have from '82-'90 Shame I dont have any from earlier... :-(
> >
> >Speaking of Early Magazines and changing the subject a bit, I have a huge
> >pile of Byte Magazines from '79 to '82. I see references to Byte around the
> >net now and again stating this and that about Atari, but in reading through
> >these Bytes, I'm certainly not seeing any Atari related stories. I wonder
> >if there is a index for Byte anywhere on the Net that may list specific
> >Atari articles, as it takes ages to 'flick' through these, they are huge
> >magazines! :-)
>
> The Charles Burcholz 256k upgrade was published in Byte, but that was later,
> probably 84-86.
>
> --
> Ryan 'Gozar' Collins

1772. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 14:57:03 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <2lll8.101533$9t5.1131584@news.easynews.com>
Source record: 30493

```
"Son of man" <bcozier@bellsouth.net> wrote in message
news:4oql8.104263$Yd.5329448@e3500-atl1.usenetserver.com...
> It has a payment link to paypal which didn't copy over well...
>
> Here's the link.
>
>
https://www.paypal.com/xclick/business=nostalgie@bhlegend.com&item_name=NOST
> ALGIA+GAMES+CD+#1&amount=25.00
>
>
> I don't think these games are available anymore. I ordered one.
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:%kql8.104246$Yd.5328488@e3500-atl1.usenetserver.com...
> > From : nostalgia1788c61@hotmail.com
> >
> > NOSTALGIA GAMES CD #1
> > The 80s-90s were the time that computers began to become popular. It's
> > staggering how far we have come since then. But leave the present to one
> > side for now and marvel in the splender of awful graphics and poor
excuse
> > for sound as we take a memory trip back to what computers and the games
> were
> > like of that time.
> >
> > Prepare to wallow in nostalgia as you remind yourself of some of the
> classic
> > games, and have a chance to play them once again.
> >
> > A Gamers Paradise! Over 460 games for your PC (see the list bottom).
This
> > giant collection of classic favorites and new releases is sure to
provide
> > endless hours of enjoyment for everyone.
> >
> >
> >
> > Buy now "Nostalgia Games CD #1" for the launching price of 25$. 0.05$
the
> > game!!!
> >
> >
> >
```

> > Good play...
> >
> >
> > NOSTALGIE GAMES CD #1:
> >
> > #
> > 1000 Miglia
> > 1869
> > 4D Boxing
> > 5X
> > 7 Cities of Gold
> > A
> > Abuse
> > Adventures of Robin Hood
> > Akalabeth
> > Al Qadim: The Genie's Curse
> > Alien Breed
> > Alien Breed: Tower Assault
> > Alley Cat
> > Ancients 1: Deathwatch
> > Ancients 2: Approaching Evil
> > Another World
> > Arcade Trivia Quiz
> > Arcade Volleyball
> > Asterix: Operation Getafix
> > Atomix
> > Auto Duel
> > B
> > Bad Blood
> > Ballistix
> > Basket Master
> > Beyond Castle Wolfenstein
> > BlockCAD
> > Blue Max: Aces of the Great War
> > Bomberman
> > Bombuzal
> > Bouncing Babies
> > Box Castle
> > Brix
> > Bubble Bobble
> > Burger Time
> > C
> > Caesar
> > Cannon Fodder
> > Cannon Fodder 2
> > Captive
> > Castle Wolfenstein
> > Centurion: Defender of Rome
> > Championship Manager 2
> > Championship Manager 97/98

> > Chessmaster 2000
> > Chessmaster 2100
> > Classic Concentration
> > Classic Concentration 2
> > Cloud Kingdoms
> > Commando
> > Contraption Zack
> > Cover Girl Strip Poker
> > Crazy Cows
> > D
> > D-Day: America Invades
> > Defender of the Crown
> > Defender of the Crown (EGA Version)
> > Detroit
> > Diggers
> > Diplomacy
> > Dizzy: Bubble Dizzy
> > Dizzy: Fantastic Adventure of Dizzy
> > Dizzy: Fantasy World of Dizzy
> > Dizzy: Fastfood Dizzy
> > Dizzy: Kwiksnax Dizzy
> > Dizzy: Magic Land of Dizzy
> > Dizzy: Prince of Yolkfolk
> > Dr Ruth's Computer Game of Good Sex
> > Dragonball
> > Dungeon Master
> > DX Ball
> > DX Ball 2
> > Dylan Dog
> > E
> > Eishockey Manager
> > Elite
> > Elite Plus
> > Escape from Delirium
> > Escape from the Planet of the Robot Monsters
> > F
> > Face Off
> > Fatal Racing (aka Whiplash)
> > Final Soccer Challenge
> > Flintstones, The: Dino Lost in Bedrock
> > Free D.C.!
> > Fuck Quest
> > G
> > Giana Sisters 32k
> > Goal!
> > Gobliiins
> > Gobliins 2
> > Gold of the Americas
> > Gold of the Aztecs
> > Great Escape, The

> > Gremlins 2: The New Batch
> > H
> > Hero's Quest
> > History Line 1914-1918 (German)
> > Hobbit, The
> > I
> > Impact
> > Impossible Mission 2
> > Indianapolis 500
> > International Soccer Challenge
> > Ironman Offroad Racing
> > Italy '90
> > J
> > Jagged Alliance
> > Jahanghir Khan's Squash
> > K
> > KGB (aka Conspiracy)
> > Kick Off 3: European Challenge
> > Klax
> > Kurtan (Russian)
> > L
> > Lakers vs Celtics
> > Lamers
> > Larry Vales 1: Traffic Division
> > Larry Vales 2: Dead Girls are Easy
> > Last Ninja
> > Last Ninja 2: Back with a Vengeance
> > License to Kill
> > Links: The Challenge of Golf
> > Litil Divil (CD version)
> > Lode Runner
> > Lost Dutchman Mine
> > Lost Patrol, The
> > Lost Vikings, The
> > M
> > Mad TV
> > Magic Boy
> > Manchester United - The Double
> > Mario's Game Gallery
> > Mask of Evil: Times of Darkness
> > Master of Magic
> > Match Day Manager
> > Match Strip
> > Mega-lo-Mania
> > Micro Machines
> > Microprose Soccer
> > Millennium
> > Mindbender
> > Monopoly
> > Monopoly Deluxe

> > Moorhuhn Jagd
> > Move, The
> > My Chess
> > N
> > Nebulus
> > Night Breed: The Action Game
> > Night Breed: The Interactive Movie
> > Ninja Rabbits
> > O
> > Oil Imperium
> > Operation Europe
> > P
> > Pac 3D
> > Paperboy
> > Paperboy 2
> > Paratrooper
> > PC Man
> > PC Pool Challenges
> > Pipemania
> > Pitstop 2
> > Populous
> > Porntris
> > Ports of Call
> > Premiership, The
> > Professional Yamb
> > R
> > Raiden
> > Rambo 3
> > Red Baron
> > Rei Poker
> > Rick Dangerous
> > Rick Dangerous 2
> > Risk
> > Risk for Windows
> > Risky Woods
> > Robo Attack
> > S
> > Scorched Earth
> > Sensible Golf
> > Sensible Soccer
> > Sensible World of Soccer
> > Sexy Droids
> > Sharkey's 3D Pool
> > Siedler, Die
> > Snooper Troops
> > Snooper Troops 2
> > Sokoban 97
> > Sonic Chaos
> > Sonic Chaos 2
> > Sorcerian

> > Space Commanders
> > Space Commanders 2
> > Space Crusade
> > Space Quest: The Lost Chapter
> > Space Rogue
> > Speedstrip
> > Spy vs Spy 3: Arctic Antics
> > Sram (French)
> > Sram 2 (French)
> > Street Fighter
> > Street Fighter 2
> > Street Rod
> > Street Rod 2
> > Street Sports Basketball
> > Strip Poker
> > Strip Poker 2
> > Strip Poker 3
> > Strip Poker Deluxe (Spanish)
> > Stunt Car Racer
> > Superfrog
> > Supremacy
> > Sword of the Samurai
> > T
> > Teenage Queen
> > Terminator 2
> > Tetris
> > Three Stooges, The
> > Tigers in the Snow
> > Toyota Celica GT Rally
> > Tubular Worlds
> > TV Sports Boxing
> > TV Sports: Basketball
> > Tyrian
> > U
> > Ultima Worlds of Adventure 1: Savage Empire
> > Ultima Worlds of Adventure 2: Martian Dreams
> > Ultimate Soccer Manager
> > Utopia
> > V
> > Virtual Bombard
> > W
> > WackyBrit.com Pong
> > Warlords
> > Warlords 2
> > Warp Factor, The
> > Wastetris
> > Wembley Rugby League
> > Wheel of Fortune
> > Wing Commander 1
> > Wing Commander Academy

> > Wing Commander: Privateer
> > Winter Olympics: Lillehammer '94
> > Winzer (German)
> > World Championship Boxing Manager
> > WWF: European Rampage Tour
> > X
> > X Tetris
> >
> >
> >
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> >
> >
> >
> > 9909ICub6-235XKLZ8690VLtJ6-335RRpE8725CZEx7-535VcmJ2055GZBW3-907l60
> >
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>
>

25 quid for a CD full of pirate warez??????????? nah mate I'll just
download them from the alt.binaries.* groups

1773. S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 15:47:18 UTC
From: Brett Cammack <trm105@hotmail.com>
Message-ID: <a4Jl8.245$Jc5.22963@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30494

Trying to teach myself Action! some 20 years after I sold off all my Atari stuff, including Action!, which I never really wrapped my brain around so early in my career.

I'd love to find an electronic copy of the original manual somewhere, but no luck so far. I found the old "Larry's Action! Tutorial" from the S.P.A.C.E. newsletters on line. Unfortunately, installments 3 thru 12 are missing. Anyone know where I may locate these issues? Is there anything out there that might better serve me?

Regards,
Brett C. Cammack

1774. Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 16:09:35 UTC
From: Brett Cammack <trm105@hotmail.com>
Message-ID: <3pJI8.275$Jc5.25375@bgtnsc04-news.ops.worldnet.att.net>
Source record: 30495

I've not posted to this group until today, but I've been reading it for a few weeks now and have been combing the archives of it on Google.Com. I did a Google search on Atari 800 as a whim a while back and was astounded to find such a broad, rich, and comprehensive community of support of these fine old machines. To find three or more excellent emulators available at no cost for the PC was amazing! Suffice to say I've had a ball refreshing my memories here on the Internet.

One thing has sort of bothered me, though and I'd like to make an observation regarding the issue of making "copyrighted material" available. After studying the law on this subject and reading various posts by folks like Bill Wilkinson about not distributing his works even though the rights have been sold and the current owner has vanished, I have concluded that I will staunchly support copyrights within the intent of the law which I determine as follows.

Federal copyright protection is constitutionally finite, despite the legislative body's "fudging" the constitution by extending duration of protection every few years. (a case is pending before the Supreme Court on this matter at this time) Federal copyright law was intended to protect the author of a work for sufficient time to afford a reasonable return for his or her efforts. It was never intended to be a perpetual entitlement. It is supposed to be a quid pro quo that says, essentially, "I'll provide legal coverage for you to protect your work for a reasonable amount of time so you can earn a fair living from it and then you must give up your work to the public domain so all may have free access to it." This is rather like Federal patent protection laws.

With this in mind, we are dealing with 20 year old, eight bit examples of what is essentially archaic technology. I don't mind picking up something like Action! or BasicXL for twenty, thirty, or even fifty bucks as a complete, supported product somewhere, but those days have now passed.

The original authors aren't getting a cent from the high prices being obtained on Ebay, nor are they producing any more of the product. Does the proprietor/owner of Fine Tooned Engineering (if it still exists as a business entity) intend to produce more product? Has any effort been made by this party to defend any ownership rights to any of they intellectual property? Even to the point of a simple post or a message passed via a 3rd party saying, "Gosh, guys, please don't copy that stuff!"? Not that I have been able to detect.

Patents, copyrights, and trademarks that are not defended in any fashion are considered surrendered to the public domain. This has been confirmed by decision of numerous courts.

IMO, it is analogous to not making a photocopy of the Mona Lisa because Leonardo DaVinci still has the copyright on the image and we wouldn't want to do the wrong thing.

Let's support the active body of contributors to the 8-bit Atari community, acknowledge past contributors, and not ham-string ourselves with concern for parties with a demonstrated lack of further interest in it. Let's respect the rights of those who still care about the property they once created and are still collecting revenue from it.

Obviously, these are only my opinions and everyone else is certainly entitled to their own, but I do believe that some sensible dialog is necessary about this subject before the 8-bit Atari enthusiast community withers into a collection of fusty old collectors who've driven the prices of materials out of the reach of the average bloke.

Regards,
Brett C. Cammack

1775. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 16:18:05 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <b2bdeb9222ccf36f85fdb6bff4ff9383.8044@mygate.mailgate.org>
Source record: 30496

Hi !

In order to get the datasheet of the AAA2801P just search for AAA2802
at freetradezone. There you get the datasheet for the AAA2800 serie.
This pdf-file contains the datasheet for AAA2800 and, what surprise,
AAA2801.

Unfortunately I am not able to tell if these chips are fully compatible
with the 41256, at least they have the same pin-out.

Regards
Frank

"Matthias Reichl" <usenet-20020318@hias.horus.com> wrote in message
news:slrna9c80h.v3.usenet-20020318@camel.hias.horus.com...

> Hi!
>

>
> I found the AAA2801P-10 chips in the freetradezone database, but
> unfortunately the datasheet is not available for free.
>

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

1776. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 17:30:59 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203190930.79227b0c@posting.google.com>
Source record: 30397

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<4oql8.104263$Yd.5329448@e3500-atl1.usenetserver.com>...
> It has a payment link to paypal which didn't copy over well...
>
> Here's the link.
>
> https://www.paypal.com/xclick/business=nostalgie@bhlegend.com&item_name=NOST
> ALGIA+GAMES+CD+#1&amount=25.00

Hmm. Hotmail e-mail address, PayPal payment, hundreds of games made by
different manufacturers, advertising through e-mail...

Definitely just someone who burnt a bunch of warezed games to CD.
There's no way that those are legitimate, licensed copies of the
games. It's one thing to pirate old games, it's quite another to try
to make a tidy profit for yourself off other people's work... $25,
even if it includes shipping, probably works out to about .25 for the
blank CD and maybe $2-3 for shipping, so about $22 of profit per CD
sold... very naughty. Avoid this guy, it's a ripoff.

Also, it looks like it's related to www.bhlegend.com, which is
apparently located in Bosnia, somehow I suspect that the copyright
laws aren't being enforced very stringently. Note that what appears to
be all the games on the CD (or at least 461 games) are available for
download from that web site.

1777. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 19:07:27 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9f2v5hijdig64@corp.supernews.com>
Source record: 30398

"Russ Gilbert" <russg@en.com> wrote in message
news:3c968e38$0$35573$1dc6e903@news.corecomm.net...
> Thanks for the response, Rick.
> I have used/tried several disks. The drives are open, so I can see
> the top surface on the disks thru the opening. The disks look
> shiny and clean.

I'd still be checking for something mechanical. Maybe check the wires going to the head for breakage.

I guess trying to demagnetize the head couldn't hurt. I'm not familiar with the read amp on an Indus. They should be adjustable but it is not really something you should try with out a scope.

1778. Re: People at Schreiersgr&#65533;n

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 19:10:01 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <0XLI8.55337$58.2818722@zwoll1.home.nl>
Source record: 30399

Michael

: You are right. it was a great meeting. I've posted a short summary

Too bad I had to work that day. The first Schreiersgr&#65533;n I was not here!

: I liked the 8 player worms game (Cervi) very much.

Have seen it in Czech at Atariada 2001. Nice game, but it's quite difficult
to find 8 people to play it if not on a meeting :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1779. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 19:44:32 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <CnMl8.114827$Yd.5889714@e3500-atl1.usenetserver.com>
Source record: 30400

Yep looks like they can all be downloaded from there. $25 was not a big deal
to me so I ordered it. I'm curious to check out the alkabeth and the ultima
moon thing.

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0203190930.79227b0c@posting.google.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message
news:<4oql8.104263$Yd.5329448@e3500-atl1.usenetserver.com>...
> > It has a payment link to paypal which didn't copy over well...
> >
> > Here's the link.
> >
> >
https://www.paypal.com/xclick/business=nostalgie@bhlegend.com&item_name=NOST
> > ALGIA+GAMES+CD+#1&amount=25.00
>
> Hmm. Hotmail e-mail address, PayPal payment, hundreds of games made by
> different manufacturers, advertising through e-mail...
>
> Definitely just someone who burnt a bunch of warezed games to CD.
> There's no way that those are legitimate, licensed copies of the
> games. It's one thing to pirate old games, it's quite another to try
> to make a tidy profit for yourself off other people's work... $25,
> even if it includes shipping, probably works out to about .25 for the
> blank CD and maybe $2-3 for shipping, so about $22 of profit per CD
> sold... very naughty. Avoid this guy, it's a ripoff.
>
> Also, it looks like it's related to www.bhlegend.com, which is
> apparently located in Bosnia, somehow I suspect that the copyright
> laws aren't being enforced very stringently. Note that what appears to
> be all the games on the CD (or at least 461 games) are available for
> download from that web site.

1780. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 19:49:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c979826$0$35571$1dc6e903@news.corecomm.net>
Source record: 30401

Uhm, Brett.
You'll find lots of ACTION! info at ftp.spudster.org
under the programming/ACTION directory. Stuff like
ACTTUTOR and ACTREF.

1781. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 19:51:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c9798ca$0$35575$1dc6e903@news.corecomm.net>
Source record: 30402

A question just came to mind.
You're interested in ACTION! Do you have the real thing,
or do new emulators have the ability to run it? I think some
effort was being made to run the super carts, but didn't know
if it could be done.

1782. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 20:28:07 UTC
From: Video61@webtv.net
Message-ID: <21903-3C979F57-207@storefull-2112.public.lawson.webtv.net>
Source record: 30405

hi,
you should be real careful in what you are advocating, i have ran into a few authors who would rip me to shreds if i did not get there permission, even though its been out of print for many years, others simply do not care.
some stuff is so contested that it is hopeless, so who cares, some stuff was bought up on the cheap by jack, and never released, then sold off cheap.
some stuff gets released by the publishing companies, and they say that its not worth defending, then later the rights revert back to the original author, and they might not be to happy even if you got good information from the original publishers.
either way i always try to get permission if its possible.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1783. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 20:42:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c97a4f8$0$35565$1dc6e903@news.corecomm.net>
Source record: 30403

Hi, Rick.
I don't think any wired are broken.
Right, don't mess with the read amp without a scope.
I have a Heathkit oscilloscope. I figure I'd hook up a ground
and signal wire someplace and make settings on the scope.
I don't know how to use the scope.
I adjusted all the 4 unknown adjustable resistors, but no improvement.
I remembered where they were, did 1/2 turn clock and 1/2 turn
counter clock and then back to where they were.
There is a read amplifier you said, didn't know that.
I have a new unused 1050 mechanism, and there is a SPACE newsletter
that describes putting a 1050 mech in an Indus. I'm researching
that right now. The author said his Indus was getting errors and he
swapped out all the major chips with no avial, so he put the 1050
mech in the Indus. He figured a bad/marginal read/write head, which
is what I'm thinking.
Wish I knew how to use this scope. My mother assembled it
probably 40 years ago. It still works.
Russ

1784. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 20:43:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c97a53e$0$35571$1dc6e903@news.corecomm.net>
Source record: 30404

Also, Brett all the SPACE newsletters are available at
www.carleton.edu/space maintained by Michael Current our
csa8 keeper of the FAQ.

1785. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 21:07:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <0MNl8.1858$MC5.166702@newsread2.prod.itd.earthlink.net>
Source record: 30406

If the Ramrod is the board which came with Omnimon containing a 3-way switch and 3 OS sockets, then yes you can put Omniview or any other OS on the board and toggle between them.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Bob Ryan" <ryanr@one.net> wrote in message
news:3C95713A.24276BB4@one.net...
> Hello,
>
> I'm looking for some Omnimon assistance. I have an 800XL with the
> Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have a
> loose OmniView 256 chip.
>
> Can I just insert the OmniView 256 chip into the empty socket on the
> Ramrod board?
>
> Does anyone have any documentation on the Ramrod enhancement they could
> photocopy. Or, is the documentation on the 'Net somewhere?
>
> Thanks,
>
> -Bob
>

1786. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 21:13:41 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a789lsjls02$1@news.t-online.com>
Source record: 30407

"Sidney Cadot" <sidney@v2e.nl> wrote in news:a76s6gqkj1@news.tudelft.nl...
>
> > Check this out:
> > http://www.tmeyer.de/atari/index.html
> >
> > Have fun typing. ;)
>
> I got to page five, but it was missing (aargh!)

That page is missing in the compiler listing, not the interpreter itself.

> (Just kidding -- but page 5 *is* missing!)

I know (I also redesigned the pages a bit for single TIF downloads, instead
of TIFs).

I'll try to have that page up in a few days.

Regards,
Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1787. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 23:46:30 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <W38l8A+8A4qX092yn@NoSpam.com>
Source record: 30322

In article <3C972709.684027B8@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
>Well,
>do you have this article (or a copy of it) or at least some info about
>the Buchholz upgrade ?!? Would like to include it in my Ramdisk-info
>Text that is also a part of the A8FAQ... greetings - Andreas.

No, the last time I saw a copy was going through the Byte archives
at college 10-12 years ago. I'll keep an eye out for it though.

My recollection is fuzzy, but I do remember it swapped different sized
banks from the 130XE, IIRC it was 32K instead of 16k.

--
Ryan 'Gozar' Collins

1788. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-19 23:50:13 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3C97EAC9.7595FB0@ev1.net>
Source record: 30408

```
Russ Gilbert wrote:
>
> Also, Brett all the SPACE newsletters are available at
> www.carleton.edu/space maintained by Michael Current our
> csa8 keeper of the FAQ.
>
This URL does *not* work...maybe you left something out???

--
+-------------------------------------------------------------+
| Charles and Francis Richmond <richmond@plano.net> |
+-------------------------------------------------------------+
```

1789. need Web Space for Atari Music Collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 00:04:15 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <rbkf9u4b73e9qe7r0j7u1bphbmgh3jb8l8@4ax.com>
Source record: 30409

Howdy *.*!

I made a best-of atari 8-bit msx cd collection. I converted and
resampled some of my favourites from the sap archive and ordered it
exactly to one audio cd.

If somebody could spend some bytes on a public ftp server i will
download it, so that everybody can enjoy it :-)

cya...

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1790. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 00:45:44 UTC
From: bcammack@topspeed.com
Message-ID: <3c97dac5.2354336@netnews.worldnet.att.net>
Source record: 30410

On Tue, 19 Mar 2002 15:43:53 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>Also, Brett all the SPACE newsletters are available at
>www.carleton.edu/space maintained by Michael Current our
>csa8 keeper of the FAQ.

Actually, that's where I discovered them. It's just that there's a
huge gap between the tutorial articles as I described.

Regards,
Brett C. Cammack

1791. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 01:01:12 UTC
From: bcammack@topspeed.com
Message-ID: <3c97d954.1984999@netnews.worldnet.att.net>
Source record: 30411

On Tue, 19 Mar 2002 14:51:52 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>A question just came to mind.
>You're interested in ACTION! Do you have the real thing,
>or do new emulators have the ability to run it? I think some
>effort was being made to run the super carts, but didn't know
>if it could be done.

Yes! In fact, there's an Action.Com file on the spudster ftp site
that you can simply load as a binary file in 800Win and XFormer.
Someone else (I've bounced across so many URLs I have trouble keeping
track) who was tinkering with the Atari800 emulator on SourceForge has
'.rom' images that can be loaded as cartridges within that emulator.

Never really getting a grip on Action! way back when is a sort of
"unclosed gestalt" of mine. I'm looking forward to having some fun
with it.

Regards,
Brett C. Cammack

1792. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 01:01:13 UTC
From: bcammack@topspeed.com
Message-ID: <3c97dbbf.2604111@netnews.worldnet.att.net>
Source record: 30412

On Tue, 19 Mar 2002 14:28:07 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:
>hi,
> you should be real careful in what you are advocating, i have ran into
>a few authors who would rip me to shreds if i did not get there
>permission, even though its been out of print for many years, others
>simply do not care.
> some stuff is so contested that it is hopeless, so who cares, some
>stuff bought up on the cheap by jack, and never released, then sold
>off cheap.
> some stuff gets released by the publishing companies, and they say that
>its not worth defending, then later the rights revert back to the
>original author, and they might not be to happy even if you got good
>information from the original publishers.
> either way i always try to get permission if its possible.

I certainly do not dispute your experience or opinion. My point is that I don't think it's sensible to tip-toe around because someone who nobody's heard from for, apparently, years, _might_ be upset, offended, or otherwise miffed about the publication of something that once had value a couple decades ago. I'm perfectly willing to respect the intellectual property rights of people, particularly when those rights represent genuine revenue generating potential that are being persued by the rightful owners.

The framers of the Constitution did not intend for the assignment of copyright to be an entitlement in perpetuity. A year in computer technology is roughly the equivalent of dog years, squared, so, like the t-shirt says, in dog-years, the value of any intellectual property contained within the reference manual for, say, OSS Basic A+, is dead. <g>

Healthy dialog is good. I appreciate your thoughtful response.

Regards,
Brett C. Cammack

1793. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 01:43:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c97eb7a$0$35573$1dc6e903@news.corecomm.net>
Source record: 30413

```
My apology (www.carleton.edu/space) <---- WRONG
I got a short term memory problem.
It is www.library.carleton.edu/space.
```

1794. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 01:47:36 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <0gqf9useb4m8292aahprt9brucgrl1jnon@4ax.com>
Source record: 30414

On Thu, 14 Mar 2002 05:34:41 GMT, "Mo" <mygranny-nospam-@swbell-nospam-.net>
wrote:

>A little off-topic here, but I'm sure at least a half dozen factory workers
>put their hands on it before it was shrinkwrapped. I wonder if they washed
>their hands in the bathroom....
>Hmmm.....
>
>8-)
>Mo
>
>
>Son of man wrote in message ...
>>
>>WEll that's good to know considering I just paid $260 for a brand new never
>>touched by human hands 1200XL still in plastic sealing... unless some
>manual
>>labour was involved it's production :)
>>
Or maybe it's like that restaurant where they had a trained gorilla as a cook,
hence they promoted "our meals aren't touched by human hands"...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(http://www.GeoCities.com/Hollywood/2645

remove the "no_me_j." and "sons.of." parts before replying

1795. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 01:48:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c97ec8e$0$35566$1dc6e903@news.corecomm.net>
Source record: 30415

I did major surgery.
I put a supposedly new 1050 mech from Amer. Technavision I got
years ago. Everything except the spindle motor, which on the 1050
mech the wires aren't long enough.
Same problem occurs, won't read high sectors. So it shouldn't
be the head.
Uhm. Rick. How about this read amplifier? Can I do something with
it? Is one of the other 4 adjustable resistors have to do with the
gain or something? I'm leaving town Thur (3/21) so if I don't reply
I'll be back in about a week.
Russ

1796. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 02:57:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c97fcd0$0$35578$1dc6e903@news.corecomm.net>
Source record: 30416

Brett.
That binary load ACTION! is very slow and not like the real thing.
I think it crashes.
Now if atari800win can use super carts, I don't know if it can,
then that may be another story.

1797. ATR8000 Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 03:02:34 UTC
From: Jasen Rogers <jasenr@attbi.com>
Message-ID: <eZSl8.72318$af7.48585@rwcrnsc53>
Source record: 30417

Hello,

I have a 16k ATR 8000 that my dad bought back in the early 80's. I still have the original system, actually, all my original systems and more. ;) Anyway, I was wondering if it was still possible to find a couple of things for it. I would like the 64k upgrade and a 5 1/4" floppy drive enclosure. Mine got fried and thrown away years ago. I am pretty sure I have the 16k version. I only used it for floppy/printer interface. Any ideas? Thanks for any help!

1798. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 03:14:57 UTC
From: Mike Keppel <steakum47@hotmail.com>
Message-ID: <R8Tl8.203860$s43.45815624@typhoon.columbus.rr.com>
Source record: 30418

Yes copying old 8bit software violates copyright laws. Can you walk into Best Buy today and purchase this software? Nope! Maybe if you are lucky you can find a worn out copy of it at a flea market or on Ebay. Will the Author/Company receive any money from the sales of this old software? Nope! Is this software becoming scarce and more hard to find? Yep!

I believe in preserving this stuff. If I were an author of some old software that was no longer being sold and I saw a copy of it on a web site, I'd be honored that people were trying to keep it alive by distributing it. Lets face it, old software like this is fading away. If someone posts a copy of it on a website, sure people might download it. Those same people may even give a copy of it to their friend. They are enjoying it and at the same time keeping it alive. If someone sees this software being copied and blows the whistle, chances are the law will not back it up. Lets say the law does, now that software is taken down and only a few people will actually pay $50 for something that will give them a quick nostalgic feeling. Will they continue to use this software? If they are a die hard fan they might, but chances are they'll use it a few times, then put it away in their basement. Sure they did the right thing by purchasing it, and now the author is $50 richer.

Again, if I were the author and I had created a bunch of top selling software 20 years ago that is obsolete today, I would create a website and give my stuff away. I'd let anyone copy it as much as they wanted, and I would feel good that I was bringing back the spirit of that old software and making people happy. Otherwise I could just blow the whistle on anyone that copied my old stuff. Take them to court and walk away with a little money, but what have I gained? Sure I won some money. Sure the majority of people out on the net feel I had the right to do this, but did I over react?

Should we be like the Bill Gates and count every penny of the software we sell, or be like the Steve Wozniaks and create the software for the bettering/entertainment of people?

I purchase all my software that is selling in stores today. If it's no longer being sold and the company/author has no way of making money from this software, then I will copy it. I copy it to share with others in hopes it will strike an old flame in them to power up their old computer and give it a use rather than sit in a basement. It just depends on how strict your morals are I guess. I have good morals, but they are not perfect.

My idea is... Pay for the software, but if your sales booth is gone, don't get mad when people want to keep something you created that you don't want to support any longer alive. Be honored. I am not targeting anyone on this group, I am just stating how I feel about copyrights and old software. I'm here to just learn and have fun.

Mike

"Brett C. Cammack" <bcammack@topspeed.com> wrote in message
news:3c97dbbf.2604111@netnews.worldnet.att.net...
> On Tue, 19 Mar 2002 14:28:07 -0600 (CST), Video61@webtv.net (Lance
> Ringquist) wrote:
> >hi,
> > you should be real careful in what you are advocating, i have ran into
> >a few authors who would rip me to shreds if i did not get there
> >permission, even though its been out of print for many years, others
> >simply do not care.
> > some stuff is so contested that it is hopeless, so who cares, some
> >stuff bought up on the cheap by jack, and never released, then sold
> >off cheap.
> > some stuff gets released by the publishing companies, and they say that
> >its not worth defending, then later the rights revert back to the
> >original author, and they might not be to happy even if you got good
> >information from the original publishers.
> > either way i always try to get permission if its possible.
>
> I certainly do not dispute your experience or opinion. My point is
> that I don't think it's sensible to tip-toe around because someone who
> nobody's heard from for, apparently, years, _might_ be upset,
> offended, or otherwise miffed about the publication of something that
> once had value a couple decades ago. I'm perfectly willing to respect
> the intellectual property rights of people, particularly when those
> rights represent genuine revenue generating potential that are being
> persued by the rightful owners.
>
> The framers of the Constitution did not intend for the assignment of
> copyright to be an entitlement in perpetuity. A year in computer
> technology is roughly the equivalent of dog years, squared, so, like
> the t-shirt says, in dog-years, the value of any intellectual property
> contained within the reference manual for, say, OSS Basic A+, is dead.
> <g>
>
> Healthy dialog is good. I appreciate your thoughtful response.
>
> Regards,
> Brett C. Cammack

1799. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 05:01:03 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C98178F.8B83B173@one.net>
Source record: 30419

O.k., it is the board (for the XL series) that has three sockets and a
DPDT switch.

I put the Omniview 256 chip into the empty slot but the machine wouldn't
boot with the switch set on the third position.

I then removed the Atari OS chip and replaced it with the OmniView 256
chip. Again, nothing.

Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or does
it only work with the 800 version of Omnimon?

-Bob

Ron Hamilton wrote:
>
> If the Ramrod is the board which came with Omnimon containing a 3-way switch
> and 3 OS sockets, then yes you can put Omniview or any other OS on the board
> and toggle between them.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Bob Ryan" <ryanr@one.net> wrote in message
> news:3C95713A.24276BB4@one.net...
> > Hello,
> >
> > I'm looking for some Omnimon assistance. I have an 800XL with the
> > Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have a
> > loose OmniView 256 chip.
> >
> > Can I just insert the OmniView 256 chip into the empty socket on the
> > Ramrod board?
> >
> > Does anyone have any documentation on the Ramrod enhancement they could
> > photocopy. Or, is the documentation on the 'Net somewhere?
> >
> > Thanks,
> >
> > -Bob
> >

1800. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 06:01:10 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0203192201.1ffa042d@posting.google.com>
Source record: 30420

Charles Richmond <richmond@ev1.net> wrote in message news:<3C97EAC9.7595FB0@ev1.net>...
> Russ Gilbert wrote:
> >
> > Also, Brett all the SPACE newsletters are available at
> > www.carleton.edu/space maintained by Michael Current our
> > csa8 keeper of the FAQ.
> >
> This URL does *not* work...maybe you left something out???

http://www.library.carleton.edu/space/

1801. Re: S.P.A.C.E. Action! tutorial

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 06:43:04 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ndPuUhyHnKBd@localhost>
Source record: 30421

Hi,
the Atari800 emulator has been able to run Action! since before
version .80 so that has been around for awhile already.

Ken

On Tue, 19 Mar 2002 15:47:18, "Brett Cammack" <trm105@hotmail.com>
wrote:

> Trying to teach myself Action! some 20 years after I sold off all my Atari
> stuff, including Action!, which I never really wrapped my brain around so
> early in my career.
>
> I'd love to find an electronic copy of the original manual somewhere, but no
> luck so far. I found the old "Larry's Action! Tutorial" from the S.P.A.C.E.
> newsletters on line. Unfortunately, installments 3 thru 12 are missing.
> Anyone know where I may locate these issues? Is there anything out there
> that might better serve me?
>
> Regards,
> Brett C. Cammack
>
>

--

1802. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 10:07:21 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3C985F59.EAD0E90D@asw.cz>
Source record: 30428

Mike Keppel wrote:
>
> Yes copying old 8bit software violates copyright laws. Can you walk into
> Best Buy today and purchase this software? Nope! Maybe if you are lucky
> you can find a worn out copy of it at a flea market or on Ebay. Will the
> Author/Company receive any money from the sales of this old software? Nope!
> Is this software becoming scarce and more hard to find? Yep!

But, what about games like Asteroids, Battlezone, Centipede, Tempest,
Boulder Dash, Dropzone, Spy vs Spy?

All of them are old and obsolete 8bit games and they're not sold anymore
BUT that's true for Atari 8bit. All of the above still have some
marketing potential and all of them are sold now for modern platforms.

I would also like if the publishers made everything freeware for
obsolete platforms, but now the situation is:

1) Program is already freeware/public domain (good!)

2) Program is copyrighted, we (think we) know who owns rights but
refuses to release it
a) because they are not sure if they own it (Broderbund/Synapse)
b) they simply don't want (ECA?)

3) Program is copyrighted but nobody knows who owns the rights.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1803. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:13:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <o02h9uggghegu6n7dt9lu093skhggh36rq@4ax.com>
Source record: 30422

The Atari should go the way of the C64 and Spectrum where the authors are quite happy for their work to be treated as freeware as it's no longer sold and really are just happy that it is still proving entertainment.

To be perfectly honest there are few hardened vendors solely selling *software* these days that rely on it to keep the business going, personally I find the idea insane if that's what they do. Obviously people who have obtained permission and or copyright should have the ability to try to enforce their rights if needed ala a website giving their game away etc but I feel anything more will just damage the lasting community.

My only beef is with people selling collection on places like Ebay for personal profit ie for $25 etc.
--
Paul

1804. Re: People at Schreiersgr&#65533;n

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:24:00 UTC
From: news@goroll.net
Message-ID: <3c988d2c.22436592@News.CIS.DFN.DE>
Source record: 30423

>Too bad I had to work that day. The first Schreiersgr&#65533;n I was not here!

Oh, better luck next year. Your're going to visit the ABBUC-meeting in
october?

Michael

1805. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:37:58 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7a3bommq1@nets3.rz.RWTH-Aachen.DE>
Source record: 30424

Howdy folks

> To upgrade it's easy when you have the 4 chip version, 2x 4464 chips, add
2
> more chips on the 2 places below. Or when you have an 8 chip version,
solder
> 8x 4164 in the right row. Secondly you need to order a PAL chip at Best
> Electronics about $10 you can put that into the free space on the right
side
> of the rams where you woulkd see 3 jumpers in a empty place where you can
> put a chip. Remove these jumpers and place the PAL chip there. I just need
> to look up the number for the PAL chip. Then the system will act like a
> normal 130XE. But the extra chips can also be replaced by 2x 44256 or
41256
> and with 1 extra chip and make the system 320Kb....
>
> I will look for the parts later... but it's easy to upgrade...

Use precision sockets for all chips (2 RAMs and 1 CO25953).
The xx256 RAMs are not pin compatible to the xx64 chips.

CU Mathy van Nisselroy

1806. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:47:45 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7a3u2$nb0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30425

Howdy Marek

"Marek M" <marekm@aritech.com.pl> schrieb im Newsbeitrag
news:a67vko$1mcs$1@news2.ipartners.pl...
> One more think.
>
> I think that only SIO2IDE supports FAT16/32 and ISO9660 filesystems at the
> moment.

Two questions:
Could you please write an ASPI manager for your interface?
Could you please write an ASPI version of your software, so it can be used
with the ASPI manager? (currently the only ASPI manager is the one for the
BlackBox. For more info on ASPI please check out my ASPI page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm)

CU Mathy van Nisselroy

1807. Re: Black-box with big harddisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:51:39 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7a45d$nh6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30426

Howdy Dan

"Dan Vernon" <dan@bitsofthepast.com> schrieb im Newsbeitrag
news:a686bugto1@news.chatlink.com...
> I asked Bob Puff about this when I set up my BB. The limit is approx. 1
GB
> of usable space on the hard drive due to the limits of BB config
parameters.
> Anyhow, the partition table is limited to 96, so at 16MB each, you still
> would be limited to about 1.5GB. Of course you could do the BB flash rom
> upgrade and start hacking the BB rom to get by these limitations...

This limit of BB config parameters, are they hardware or software limits.
If it's limited by the BB's OS, you could get around this by replacing the
BB OS by a FLashROM.

CU Mathy van Nisselroy

1808. Free to an aspiring ST user in the D/FW area

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 13:55:20 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <0051583a@fmlynet.org>
Source record: 30436

FamilyNet Newsgate

I will have some items to find a good home in the near future. If you live
in the D/FW area or plan to visit soon, contact me at drclu@swbell.net.

Look forward to hearing from you,

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

1809. Re: Horizontal DLI colour changes

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 14:03:51 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0203200603.5d063146@posting.google.com>
Source record: 30427

If you can get your mits on a book called the essential mapping the atari xl/xe(something like that)the twaug version not compute! (and anyway the twaug version is far more indepth) they had an article in the book about changing graphics modes on the same scan line, this prog. technique was originated in mainland europe, as it's mainly used by dutch, german and polish atari demo coders, theres even a website showing you how to do this technique, cant remember which one, it was either heaVen or tigHT group, go to the big atari home page, i think theres a link there

happy atari'ng

carmel

1810. Re: ATR8000 Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 15:14:22 UTC
From: "Ralph E. Dodd" <redodd@comcast.net>
Message-ID: <iH1m8.1816$2q2.154067@bin4.nnrp.aus1.giganews.com>
Source record: 30429

Jasen,

The memory upgrade information is in the manual. If you don't have one,
look here.
http://www.atari-history.com/archives/atr8000.pdf
You just need 8 - 64K chips (200 nanoseconds or faster). These are the
kind found in old IBM pc's or on old pc memory boards. Set the jumpers
according to the manual and you're done. I don't know where you can find a
drive case unless you look on eBay.

Ralph

"Jasen Rogers" <jasenr@attbi.com> wrote in message
news:eZSl8.72318$af7.48585@rwcrnsc53...
> Hello,
>
> I have a 16k ATR 8000 that my dad bought back in the early 80's. I
still
> have the original system, actually, all my original systems and more. ;)
> Anyway, I was wondering if it was still possible to find a couple of
things
> for it. I would like the 64k upgrade and a 5 1/4" floppy drive enclosure.
> Mine got fried and thrown away years ago. I am pretty sure I have the 16k
> version. I only used it for floppy/printer interface. Any ideas? Thanks
for
> any help!
>
>

1811. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 15:44:20 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203200744.4e833336@posting.google.com>
Source record: 30430

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<CnMl8.114827$Yd.5889714@e3500-atl1.usenetserver.com>...
> Yep looks like they can all be downloaded from there. $25 was not a big deal
> to me so I ordered it. I'm curious to check out the alkabeth and the ultima
> moon thing.

I just get very, very uncomfortable at the thought of someone making a
healthy profit off programs that they have no right to. It's one thing
to give someone a copy of a old game or to allow them to make a copy
of your copy of it. It's something else entirely to make a good-sized
profit off of those copies. That seems to be very low to me. I've
certainly got a good-sized collection of, for example, Atari 8bit
stuff that I don't own licenses for (though I do legally own quite a
bit) but if someone wants a copy, I'll just give it to them, trying to
make money off of it is just plain wrong.

If the guy was selling the CD for $5 including shipping, then maybe,
MAYBE I could be convinced that he was actually interested in keeping
the old games alive. But $25? Blank CDs cost virtually nothing in
large quantities, modern CD burners can burn a CD in about three
minutes, and shipping is fairly cheap. That's hardly $25 worth of
work. Or look at Pooldisk - isn't someone selling that for only $5? At
the most, it was $20, right? From what I understand (I don't have a
copy of it - yet), a ton of work went into that, yet they're happy to
sell it for $5, and this other guy does pretty close to zero work and
wants $25...

1812. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 16:29:09 UTC
From: Video61@webtv.net
Message-ID: <6382-3C98B8D5-32@storefull-2116.public.lawson.webtv.net>
Source record: 30431

i certainly agree with some of everything that the posters are saying
except paul irving, i never thought that what i am doing would be viewed
as insane!
without me there would be lots of actual atari users who are not
internet users who would be left out in the cold, and forced into
another machine against there wishes thus really harming our market.
i am told this by my customers everyday, infact the majority of my
customers do not have internet access, nor want it, so what are you
going to do with those people paul, tell them they are out of luck, and
download it off the web?
e-bay is a good place to find hard to find stuff, and e-bay is also a
place that a lot of my present, and future customers get screwed. e-bay
has been good to me because desperate people who are looking for this
stuff buy a machine that they are told it works, but it does not, so
they come to me for repairs, or to buy a machine. many get a good deal
do not get me wrong, and they still come to me for something that they
cannot find on e-bay.
there are many many people who just want to relive there childhood
nostalgia by opening that box with pacman in it, rather than download a
image, and playing the real thing is what they really want to do, why
eat hamburger, when there is still steak available.
that is why i do what i do, and the people that help me are wonderful,
and they understand it.
i would love to publish everything, infact there are a couple of titles
that i am uncertain about and it might be hopeless to ever find the
owner because they are contested, so i did them anyways.
then there are most cases where the authors are really happy and quite
nice about it because they do want to see the stuff out there again for
the actual users, and are really happy that i would ask them so that
there is no discomfort on there part.
then there are certain ones like electronic arts who in no uncertain
terms told me that if i do it, be prepared.
also a certain author of two really neat games who will give them for
free to emulator users, but would not allow me to publish them for the
real users, now there is a real humanitarian, free for some, but not for
the users that it was originally intended for, the two games will remain
anonymous, but lets say you are a little guy who likes to be in mines:)
so this is a mixed bag, you do what you want, but if someone does come
forward you might not like travailing to the state they reside in to
appear in court, that might never happen, but who knows.
i am also really frustrated, i would love to do FTE stuff, it is really
holding back the community, and i think thats what a lot of the
frustration comes from, maybe he will budge someday.
thanks

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1813. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 17:52:05 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <6Q3m8.127551$Yd.6277317@e3500-atl1.usenetserver.com>
Source record: 30432

Actually I bought the Pooldisk Too for $20 I think. I can't remember if shipping was included.

They took the time to compile the CD so I guess they're entitled to sell it for whatever they want for some of their time invested. Look at it this way, there's no reason to get upset because no one's holding a gun to your head saying, "Buy this CD or else!"

:)

"Damfino" <damfino@rochester.rr.com> wrote in message news:ef53b03c.0203200744.4e833336@posting.google.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message news:<CnMl8.114827$Yd.5889714@e3500-atl1.usenetserver.com>...
> > Yep looks like they can all be downloaded from there. $25 was not a big deal
> > to me so I ordered it. I'm curious to check out the alkabeth and the ultima
> > moon thing.
>
> I just get very, very uncomfortable at the thought of someone making a
> healthy profit off programs that they have no right to. It's one thing
> to give someone a copy of a old game or to allow them to make a copy
> of your copy of it. It's something else entirely to make a good-sized
> profit off of those copies. That seems to be very low to me. I've
> certainly got a good-sized collection of, for example, Atari 8bit
> stuff that I don't own licenses for (though I do legally own quite a
> bit) but if someone wants a copy, I'll just give it to them, trying to
> make money off of it is just plain wrong.
>
> If the guy was selling the CD for $5 including shipping, then maybe,
> MAYBE I could be convinced that he was actually interested in keeping
> the old games alive. But $25? Blank CDs cost virtually nothing in
> large quantities, modern CD burners can burn a CD in about three
> minutes, and shipping is fairly cheap. That's hardly $25 worth of
> work. Or look at Pooldisk - isn't someone selling that for only $5? At
> the most, it was $20, right? From what I understand (I don't have a
> copy of it - yet), a ton of work went into that, yet they're happy to
> sell it for $5, and this other guy does pretty close to zero work and
> wants $25...

1814. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 18:36:18 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9hlgg7ejckf70@corp.supernews.com>
Source record: 30433

"Mike Keppel" <steakum47@hotmail.com> wrote in message
news:R8Tl8.203860$s43.45815624@typhoon.columbus.rr.com...
<snip>
> I believe in preserving this stuff. If I were an author of some old
> software that was no longer being sold and I saw a copy of it on a web
site,
> I'd be honored that people were trying to keep it alive by distributing
it.

True but here is the problem. Let's say you were a software author back in the 80s and lost a lot of sales and commisions due to piracy. I mean there are games that never even saw the light of day because they were pirated before they were even released.

Now I know for a fact this created severe financial hardship for more then a few programmers. This was more then a trivial issue for them, lost the house, wife left, little Jimmy has to go to JC kind of stuff.

Believe me, some of these people are still major PO'ed. Lot's of them got over it too of course. That is why it is important to ere on the side of caution. I mean Steve Jobs and Steve Wozniak had their pay day on Super Breakout and got lucky with much bigger things since them. I doubt if they care if there is Super Breakout warez going around. A lot of people weren't so lucky.

1815. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 18:38:59 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ohkh9uc3mha71odk0bhfmhij9i33lhqetj@4ax.com>
Source record: 30435

On Wed, 20 Mar 2002 10:29:09 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

> i certainly agree with some of everything that the posters are saying
>except paul irving, i never thought that what i am doing would be viewed
>as insane!

Lance, you might have read the post a bit more closely before knocking me. I said only that if anyone fully expects to finance a business solely on 8bit *software* <------ sales for any length of time that I view it *personally* as insane.

Unless you have nigh on zero overheads and no payout for supplies then I can't see how a software only item can last. I never said it was a bad thing or you were doing something wrong, in fact all power to you.

> without me there would be lots of actual atari users who are not
>internet users who would be left out in the cold, and forced into
>another machine against there wishes thus really harming our market.
> i am told this by my customers everyday, infact the majority of my
>customers do not have internet access, nor want it, so what are you
>going to do with those people paul, tell them they are out of luck, and
>download it off the web?

And how do people hear of you?

I certainly would never have known about you except for net access.

> e-bay is a good place to find hard to find stuff, and e-bay is also a
>place that a lot of my present, and future customers get screwed. e-bay
>has been good to me because desperate people who are looking for this
>stuff buy a machine that they are told it works, but it does not, so
>they come to me for repairs, or to buy a machine. many get a good deal
>do not get me wrong, and they still come to me for something that they
>cannot find on e-bay.

And you validate my point..You are not purely making money from software.....Which is EXACTLY what I said in the 1st place.

> i would love to publish everything, infact there are a couple of titles
>that i am uncertain about and it might be hopeless to ever find the
>owner because they are contested, so i did them anyways.

Ok, would you publish them if you had to pay royalties?

> then there are most cases where the authors are really happy and quite
>nice about it because they do want to see the stuff out there again for
>the actual users, and are really happy that i would ask them so that

>there is no discomfort on there part.

Which is what I would like to see as I said in my post.

> then there are certain ones like electronic arts who in no uncertain
>terms told me that if i do it, be prepared.

Which is their privilege isn't it..Remeber this thread is about
Copyrights and not image preservation.

> also a certain author of two really neat games who will give them for
>free to emulator users, but would not allow me to publish them for the
>real users, now there is a real humanitarian, free for some, but not for
>the users that it was originally intended for, the two games will remain
>anonymous, but lets say you are a little guy who likes to be in mines:)

Perhaps the author didn't want people to make a profit on his work?

And before you decide that's an attack at you please understand its
not. Many authors quite publically say that their items are free as
images but they may not be sold.

Again, that's their right, if they are not making money from them then
why should anyone else.

> i am also really frustrated, i would love to do FTE stuff, it is really
>holding back the community, and i think thats what a lot of the
>frustration comes from, maybe he will budge someday.

Maybe...
--
Paul

1816. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 18:39:38 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9hlmjj1drkpf2@corp.supernews.com>
Source record: 30434

"Russ Gilbert" <russg@en.com> wrote in message
news:3c97ec8e$0$35566$1dc6e903@news.corecomm.net...
> I did major surgery.
> I put a supposedly new 1050 mech from Amer. Technavision I got
> years ago. Everything except the spindle motor, which on the 1050
> mech the wires aren't long enough.
> Same problem occurs, won't read high sectors. So it shouldn't
> be the head.
> Uhm. Rick. How about this read amplifier? Can I do something with
> it? Is one of the other 4 adjustable resistors have to do with the
> gain or something? I'm leaving town Thur (3/21) so if I don't reply
> I'll be back in about a week.

I'll dig around and see if I can find some of my SAMS 1050 photo facts
sheets for what the scope traces are supposed to look like. I think I lost a
lot of it due to weather damage and significant other clean ups.

1817. Atariada 2002

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 20:53:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c98f88c$0$18516$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30437

Hi,

For all 8-bit users that like to travel, 27-04-2002 there is again the
Atariada in Czech Republik.

Visit: http://atariada.prostejov.cz/

TXG

1818. Re: need Web Space for Atari Music Collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 21:05:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c98fb52$0$18487$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30438

Hi All,

FTP://atari.xs4all.nl port 21

user: atari8
pass: atari4ever

Everybody can use this to download...

!!!! Remember 3 times false logon will block your IP address !!!

TXG/MNX

* Now we have to wait until Thomas fills this area....

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:rbkf9u4b73e9qe7r0j7u1bphbmgh3jb8l8@4ax.com...
> Howdy *.*!
>
> I made a best-of atari 8-bit msx cd collection. I converted and
> resampled some of my favourites from the sap archive and ordered it
> exactly to one audio cd.
>
> If somebody could spend some bytes on a public ftp server i will
> download it, so that everybody can enjoy it :-)
>
> cya...
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

1819. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 21:30:00 UTC
From: Jochen Schäfer <josch@bluenetkl.de>
Message-ID: <3C98FF58.4050006@bluenetkl.de>
Source record: 30439

If I go to my parents around eastern, I will look after that issue,
I'm sure I have it somewhere lying.

Jochen

Thomas Meyer wrote:

> "Sidney Cadot" <sidney@v2e.nl> wrote in news:a76s6gqkj1@news.tudelft.nl...
>
>>>Check this out:
>>>http://www.tmeyer.de/atari/index.html
>>>
>>>Have fun typing. ;)
>>>
>>I got to page five, but it was missing (aargh!)
>>
>
> That page is missing in the compiler listing, not the interpreter itself.
>
>
>>(Just kidding -- but page 5 *is* missing!)
>>
>
> I know (I also redesigned the pages a bit for single TIF downloads, instead
> of TIFs).
>
> I'll try to have that page up in a few days.
>
> Regards,
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:mnemo@gmx.net -- http://www.tmeyer.de/
>
>
>

1820. Re: Rick Cortese maybe? Indus drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 21:43:12 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c990272$0$1612$1dc6e903@news.corecomm.net>
Source record: 30440

Hello, Rick.
I found out that it is probably the disk read amplifier. A mc3470ap.
I'm trying to get a couple. They may be in old pcs. I don't know
if the floppy controller in pcs used the same chip or not.
It'll be about a week and I will be able to try that chip. I also
got some of the other socketed chips to try if the mc3470ap
(nte3470) doesn't fix it.
Russg

1821. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 21:46:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3c990354$0$93061$1dc6e903@news.corecomm.net>
Source record: 30441

My question about this retro-game CD is what will the pc use
to run the programs? Do they distribute emulators with it?
Or are these supposed to be original games, but just cheaply
rewritten for the pc?
Maybe this was answered someplace in this thread.

1822. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 21:57:40 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <lq7m8.130507$Yd.6350371@e3500-atl1.usenetserver.com>
Source record: 30442

I think these are all nostalgic PC games.

"Russ Gilbert" <russg@en.com> wrote in message
news:3c990354$0$93061$1dc6e903@news.corecomm.net...
> My question about this retro-game CD is what will the pc use
> to run the programs? Do they distribute emulators with it?
> Or are these supposed to be original games, but just cheaply
> rewritten for the pc?
> Maybe this was answered someplace in this thread.
>
>
>

1823. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-20 23:07:25 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a7b4ij$2gi9$1@innferno.news.tiscali.de>
Source record: 30443

I excacly know, where my three issues are lying (2xSonderheft 1,
2xSonderheft 2) :-)

Have fun while searching... ;-)

Mirko

"Jochen Sch&#65533;fer" <josch@bluenetkl.de> schrieb im Newsbeitrag
news:3C98FF58.4050006@bluenetkl.de...
> If I go to my parents around eastern, I will look after that issue,
> I'm sure I have it somewhere lying.
>
> Jochen
>
> Thomas Meyer wrote:
>
> > "Sidney Cadot" <sidney@v2e.nl> wrote in
news:a76s6gqkj1@news.tudelft.nl...
> >
> >>>Check this out:
> >>>http://www.tmeyer.de/atari/index.html
> >>>
> >>>Have fun typing. ;)
> >>>
> >>I got to page five, but it was missing (aargh!)
> >>
> >
> > That page is missing in the compiler listing, not the interpreter
itself.
> >
> >
> >>(Just kidding -- but page 5 *is* missing!)
> >>
> >
> > I know (I also redesigned the pages a bit for single TIF downloads,
instead
> > of TIFs).
> >
> > I'll try to have that page up in a few days.
> >
> > Regards,
> > Thomas
> > --
> > Thomas Meyer, Bremen, Germany

> > mailto:mnemo@gmx.net -- http://www.tmeyer.de/
> >
> >
> >
>

1824. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 00:45:36 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <P2am8.13390$Gf.774546@bin2.nnrp.aus1.giganews.com>
Source record: 30444

Wife left? "Honey, your games are being copied too much. I'm leaving you
for someone with REAL copy protection"

And hey...don't knock JCs!

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:u9hlgg7ejckf70@corp.supernews.com...

> Now I know for a fact this created severe financial hardship for more then
a
> few programmers. This was more then a trivial issue for them, lost the
> house, wife left, little Jimmy has to go to JC kind of stuff.

1825. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 01:12:07 UTC
From: Video61@webtv.net
Message-ID: <22649-3C993367-58@storefull-2113.public.lawson.webtv.net>
Source record: 30445

paul,
i am not knocking you, nor were you knocking me. most people do not understand what is left of the atari market, and are simply amazed that anyone is left selling the stuff.
if your post is about strictly software, you are right, but software makes up the overwhelming majority of my sales.
having been in this business for about 19 years my overhead went from about three stores down to today a warehouse with a office that is a much, much lower overhead, and that is how i stay in it.
in that length of time i have 1000's of customers on file, and most tracked me down thru atari themselves, word of mouth, buying garage sale atari's, and finding a old catalog's of mine, writing letters to newspapers. i have been interviewed by at least 6 major newspapers, and once that happens you get put into a data base that many papers use to answer questions from letters sent to newspaper columnist's that provide help to the public, and of course now the net.
but most still come from the mail, and the phone, its amazing.
i pay royalties on many of the games that i publish, just ask scott adams of adventure international.
i fully understand if a author does not want there game published, if one conveys that to me, i will not publish there work.
no hard feelings, i was not offended by what you said,
thanks,
lance

1826. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 02:24:26 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <Jrbm8.17277$V94.1669746@news20.bellglobal.com>
Source record: 30446

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:b1qc9u8v1fud8n9kthefltg7ohbpn6ms5m@4ax.com...
> I only OCR'd the Omnimon instructions, which you are welcome to btw..

I'd like a copy if you don't mind. I don't have a machine, nor do I run
the emu's, but I'd just plain interested in this stuff.

Maury

1827. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 02:39:24 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <cJbm8.2876$17.1837102@newsfeed1.thebiz.net>
Source record: 30347

Bob - After digging around, I found the original Omniview80 disk that came with my Ramrod XL. It's a pretty decent 80 column word processor for the OmniviewXL. I also found a few pages of instructions an installing the RamrodXL board, which I scanned into PDF format. I'll send them to you if you want.

Kevin

"Bob Ryan" <ryanr@one.net> wrote in message
news:3C98178F.8B83B173@one.net...
> O.k., it is the board (for the XL series) that has three sockets and a
> DPDT switch.
>
> I put the Omniview 256 chip into the empty slot but the machine wouldn't
> boot with the switch set on the third position.
>
> I then removed the Atari OS chip and replaced it with the OmniView 256
> chip. Again, nothing.
>
> Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or does
> it only work with the 800 version of Omnimon?
>
> -Bob
>
> Ron Hamilton wrote:
> >
> > If the Ramrod is the board which came with Omnimon containing a 3-way
switch
> > and 3 OS sockets, then yes you can put Omniview or any other OS on the
board
> > and toggle between them.
> >
> > --
> > -Ron
> >
> > Experience is something you don't get until just after you need it.
> > http://www.atariland.com/members/oldatarian
> >
> > "Bob Ryan" <ryanr@one.net> wrote in message
> > news:3C95713A.24276BB4@one.net...
> > > Hello,
> > >
> > > I'm looking for some Omnimon assistance. I have an 800XL with the
> > > Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have
a

> > > loose OmniView 256 chip.
> > >
> > > Can I just insert the OmniView 256 chip into the empty socket on the
> > > Ramrod board?
> > >
> > > Does anyone have any documentation on the Ramrod enhancement they
could
> > > photocopy. Or, is the documentation on the 'Net somewhere?
> > >
> > > Thanks,
> > >
> > > -Bob
> > >

1828. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 10:39:16 UTC
From: Michael Geyer <geyer@sun40.mpia-hd.mpg.de>
Message-ID: <a7cd8k$97m$1@news.urz.uni-heidelberg.de>
Source record: 30348

Hi!

Thomas Meyer <mnemo@t-online.de> wrote:

: Have fun typing. ;)

BTW, did anyone ever type in that whole listing by hand,
I mean in the good old days ?
I think my brother and me started the project and gave up
after the first few hundred pages :)

Cheers, Michael

1829. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 12:19:02 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0203210418.7465103d@posting.google.com>
Source record: 30349

Can you post these to one of the Atari sites on the web ?

ron

"Kevin Besig" <kbesig@borg.com> wrote in message
news:<cJbm8.2876$17.1837102@newsfeed1.thebiz.net>...
> Bob - After digging around, I found the original Omniview80 disk that came
> with my Ramrod XL. It's a pretty decent 80 column word processor for the
> OmniviewXL. I also found a few pages of instructions an installing the
> RamrodXL board, which I scanned into PDF format. I'll send them to you if
> you want.
>
> Kevin
>
> "Bob Ryan" <ryanr@one.net> wrote in message
> news:3C98178F.8B83B173@one.net...
> > O.k., it is the board (for the XL series) that has three sockets and a
> > DPDT switch.
> >
> > I put the Omniview 256 chip into the empty slot but the machine wouldn't
> > boot with the switch set on the third position.
> >
> > I then removed the Atari OS chip and replaced it with the OmniView 256
> > chip. Again, nothing.
> >
> > Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or does
> > it only work with the 800 version of Omnimon?
> >
> > -Bob
> >
> > Ron Hamilton wrote:
> > >
> > > If the Ramrod is the board which came with Omnimon containing a 3-way
> switch
> > > and 3 OS sockets, then yes you can put Omniview or any other OS on the
> board
> > > and toggle between them.
> > >
> > > --
> > > -Ron
> > >
> > > Experience is something you don't get until just after you need it.
> > > http://www.atariland.com/members/oldatarian
> > >
> > > "Bob Ryan" <ryanr@one.net> wrote in message

> > > news:3C95713A.24276BB4@one.net...
> > > > Hello,
> > > >
> > > > I'm looking for some Omnimon assistance. I have an 800XL with the
> > > > Omnimon Ramrod board and Newell 256k memory upgrade in it. I also have
> a
> > > > loose OmniView 256 chip.
> > > >
> > > > Can I just insert the OmniView 256 chip into the empty socket on the
> > > > Ramrod board?
> > > >
> > > > Does anyone have any documentation on the Ramrod enhancement they
> could
> > > > photocopy. Or, is the documentation on the 'Net somewhere?
> > > >
> > > > Thanks,
> > > >
> > > > -Bob
> > > >

1830. Re: need Web Space for Atari Music Collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 12:30:28 UTC
From: twh1@gmx.de
Message-ID: <3c99d21e.2102923@news.tgz-ilmenau.de>
Source record: 30350

On Wed, 20 Mar 2002 22:05:30 +0100, "TXG"
<txg@the-underground.myweb.nl> wrote:

>FTP://atari.xs4all.nl port 21
>
>user: atari8
>pass: atari4ever
>* Now we have to wait until Thomas fills this area....

Well I hope my computer at home did complete it's job :-) ... but I
think until tonight everything has been uploaded.

Have fun with it!!!

-thomsen@ilm

--
-=olDsK00l foReVa!=- & take those atarian care.
p.s.: Sturz des Zaren!

1831. assembler language tutorials

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 14:16:44 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0203210616.400955ae@posting.google.com>
Source record: 30351

Is there a resource or website on the internet that give basic
tutorials on 6502 m/c and 68000 m/c as I would like to get back to
using a decent computer (namely my atari 8bit and ste), and away from
my athlon pc, the tutorials, i would prefer a slight slant atari wise
(although i would be willing to go general 6502/68000 m/c tutorials
and try and get some relevent atari mat.. (as I have an old copy de-re
atari (the only that discribes the ctia and briefly introduces the
gtia) I think i still have my mac65 cart and atari asm cart (never
used these before)

any help from you atarian's would be apprec..

happy atari'ng FOREVER

carmel (long live atari, after the french f@!x things up (a'la warners
and tramiel)

1832. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 14:51:42 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7srj9usgfa4671lgvslhgaqddonmis3n2e@4ax.com>
Source record: 30352

On Wed, 20 Mar 2002 19:12:07 -0600 (CST), Video61@webtv.net (Lance Ringquist) wrote:

>paul,
> i am not knocking you, nor were you knocking me. most people do not >understand what is left of the atari market, and are simply amazed that >anyone is left selling the stuff.

lol, I looked at the Best catalogue a couple of years back and was stunned that there was so many odd & sod around.

> if your post is about strictly software, you are right, but software >makes up the overwhelming majority of my sales.
> having been in this business for about 19 years my overhead went from >about three stores down to today a warehouse with a office that is a >much, much lower overhead, and that is how i stay in it.

Good to hear, i'm still amazed that so much of your income is software based tho. As long as it's turning over then that's the main thing!

> in that length of time i have 1000's of customers on file, and most >tracked me down thru atari themselves, word of mouth, buying garage sale >atari's, and finding a old catalog's of mine, writing letters to >newspapers. i have been interviewed by at least 6 major newspapers, and >once that happens you get put into a data base that many papers use to >answer questions from letters sent to newspaper columnist's that provide >help to the public, and of course now the net.
> but most still come from the mail, and the phone, its amazing.

No disrespect but I never thought that your services were THAT well known, I presume most dealers as being very 'working out of the back room' people.

Well done that man..

> i pay royalties on many of the games that i publish, just ask scott >adams of adventure international.

Not trying to pry but I hope it's not too much..

> no hard feelings, i was not offended by what you said,

I hope not, it was never meant to be an 'attack' or even personally pointed at you at all. It was merely my thoughts on how I would like to see Atari people think about the way software should be archived.

I owe the old Atari a lot, it not only gave me massive entertainment then (and now) but it put the food on the table back then and opened

doors to other area's like game dev and magazine work. I just never thought that there would be that many people who could make a living from it these days..

Keep it going!
--
Paul

1833. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 16:18:01 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <a7d13p$hsh@gap.cco.caltech.edu>
Source record: 30353

Michael Geyer <geyer@sun40.mpia-hd.mpg.de> writes:

>Hi!

>Thomas Meyer <mnemo@t-online.de> wrote:

>: Have fun typing. ;)

>BTW, did anyone ever type in that whole listing by hand,
>I mean in the good old days ?
>I think my brother and me started the project and gave up
>after the first few hundred pages :)

>Cheers, Michael

I ordered the disks for the Sonderheft... I still have copies somewhere but the originals disappeared years ago.

I did, however, type in Happy DOS from the listing... don't know what I was thinking.

Brent
--
"Nine out of ten Americans have sold their soul for a quotation."
--Ezra Pound

1834. Re: assembler language tutorials

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 16:44:59 UTC
From: Jim DeClercq <jimd@panix2.panix.com>
Message-ID: <a7d2mb$ck9$1@reader1.panix.com>
Source record: 30354

carmel <carmel_andrews@hotmail.com> writes:

: Is there a resource or website on the internet that give basic
: tutorials on 6502 m/c and 68000 m/c as I would like to get back to
: using a decent computer (namely my atari 8bit and ste), and away from
: my athlon pc, the tutorials, i would prefer a slight slant atari wise
: (although i would be willing to go general 6502/68000 m/c tutorials
: and try and get some relevent atari mat.. (as I have an old copy de-re
: atari (the only that discribes the ctia and briefly introduces the
: gtia) I think i still have my mac65 cart and atari asm cart (never
: used these before)

: any help from you atarian's would be apprec..

: happy atari'ng FOREVER

: carmel (long live atari, after the french f@!x things up (a'la warners
: and tramiel)

See the umich archives, or its mirrors. Robert C. Arp wrote a DIY book
on that topic, with text, files, and images separated, but for ST 68000
only. Printing it out as a book is a large project, but not too large.

Jim

--
--
/"\ Jim DeClercq--jimd@panix.com--Sylvania, Ohio, USA
\ / ASCII ribbon campaign | I'm a .signature virus! |
X against HTML mail | Copy me into your ~/.signature|
/ \ and postings | to help me spread! |
.

1835. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 16:49:50 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203210849.58eefb86@posting.google.com>
Source record: 30355

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<6Q3m8.127551$Yd.6277317@e3500-atl1.usenetserver.com>...
> Actually I bought the Pooldisk Too for $20 I think. I can't remember if
> shipping was included.
>
> They took the time to compile the CD so I guess they're entitled to sell it
> for whatever they want for some of their time invested. Look at it this way,
> there's no reason to get upset because no one's holding a gun to your head
> saying, "Buy this CD or else!"
>
> :)

Well, I respectfully disagree. They did not code the games, they
probably don't own the games, and compiling the CD is hardly any work
(again, compare the work to compile the Pooldisk CD.) They are merely
profiting off (many) other people's work.

It's no different that copying old videotapes and selling them for a
profit, or copying music CDs and selling them...

As for the emulation question, these are actual released games, back
in the CGA/EGA days (in other words, graphically and play-wise they'll
probably pale compared to every Atari 8bit games)... generally you'll
have a much better time downloading MAME and playing the original
arcade ROMs, or using an emulator to play the Atari ST or Amiga
versions of the games. It might even be easier, these modern PCs don't
always play nice with superold games. On the other hand, they will let
you hear your internal PC speaker do more than "Beep!" when you boot
up. :)

1836. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 16:59:42 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <2gom8.142978$Nn6.6965881@e3500-atl2.usenetserver.com>
Source record: 30356

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0203210849.58eefb86@posting.google.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message
news:<6Q3m8.127551$Yd.6277317@e3500-atl1.usenetserver.com>...
> > Actually I bought the Pooldisk Too for $20 I think. I can't remember if
> > shipping was included.
> >
> > They took the time to compile the CD so I guess they're entitled to sell
it
> > for whatever they want for some of their time invested. Look at it this
way,
> > there's no reason to get upset because no one's holding a gun to your
head
> > saying, "Buy this CD or else!"
> >
> > :)
>
> Well, I respectfully disagree. They did not code the games, they
> probably don't own the games, and compiling the CD is hardly any work
> (again, compare the work to compile the Pooldisk CD.) They are merely
> profiting off (many) other people's work.
>
> It's no different that copying old videotapes and selling them for a
> profit, or copying music CDs and selling them...

I don't think it's as bad as that. These games are no longer being sold or
supported. Music CD's are always being sold. No sales are being deprived of
in this case, whereas with music the artist is being deprived of sales. The
CD has some 700+ games so I'm sure it took some time to put them together.
How much time do you think I'll spend trying to download 700+ games? it's
worth the $25 to me to have it conveniently put on a CD shipped to my door.

>
> As for the emulation question, these are actual released games, back
> in the CGA/EGA days (in other words, graphically and play-wise they'll
> probably pale compared to every Atari 8bit games)... generally you'll
> have a much better time downloading MAME and playing the original
> arcade ROMs, or using an emulator to play the Atari ST or Amiga
> versions of the games. It might even be easier, these modern PCs don't
> always play nice with superold games. On the other hand, they will let
> you hear your internal PC speaker do more than "Beep!" when you boot
> up. :)

1837. Re: need Web Space for Atari Music Collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 17:51:58 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c9a1f82$0$18516$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30358

Hi,

Everything is uploaded fine... I just increased the space, the ftp server
will move to my new dual processor PII-400Mhz with 8GB UW-SCSI disks soon...
Keep uploading the new stuff...

TXG/MNX

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3c99d21e.2102923@news.tgz-ilmenau.de...
> On Wed, 20 Mar 2002 22:05:30 +0100, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >FTP://atari.xs4all.nl port 21
> >
> >user: atari8
> >pass: atari4ever
> >* Now we have to wait until Thomas fills this area....
>
> Well I hope my computer at home did complete it's job :-) ... but I
> think until tonight everything has been uploaded.
>
> Have fun with it!!!
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

1838. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 18:07:17 UTC
From: thor@math.tu-berlin.de
Message-ID: <3c9a1345@news.ivm.net>
Source record: 30357

Michael Geyer <geyer@sun40.mpia-hd.mpg.de> wrote:
> Hi!

> Thomas Meyer <mnemo@t-online.de> wrote:

> : Have fun typing. ;)

> BTW, did anyone ever type in that whole listing by hand,
> I mean in the good old days ?

Yup, I did. I was crazy enough.... (-;

So long,
Thomas

1839. Re: need Web Space for Atari Music Collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 18:50:18 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c9a2d29$0$18526$e4fe514c@dreader4.news.xs4all.nl>
Source record: 30359

I just added the image of the Mega CD on my FTP server, for use with the
MEGA CD interface published in ABBUC last year...

TXG/MNX

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3c9a1f82$0$18516$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> Everything is uploaded fine... I just increased the space, the ftp server
> will move to my new dual processor PII-400Mhz with 8GB UW-SCSI disks
soon...
> Keep uploading the new stuff...
>
> TXG/MNX
>
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:3c99d21e.2102923@news.tgz-ilmenau.de...
> > On Wed, 20 Mar 2002 22:05:30 +0100, "TXG"
> > <txg@the-underground.myweb.nl> wrote:
> >
> > >FTP://atari.xs4all.nl port 21
> > >
> > >user: atari8
> > >pass: atari4ever
> > >* Now we have to wait until Thomas fills this area....
> >
> > Well I hope my computer at home did complete it's job :-) ... but I
> > think until tonight everything has been uploaded.
> >
> > Have fun with it!!!
> >
> > -thomsen@ilm
> >
> > --
> > -=olDsK00l foReVa!=- & take those atarian care.
> > p.s.: Sturz des Zaren!
>
>

1840. Re: assembler language tutorials

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 19:36:28 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <dhdk9u09amifbu0ob87cu222hkbt6m1hkh@4ax.com>
Source record: 30360

On 21 Mar 2002 06:16:44 -0800, carmel_andrews@hotmail.com (carmel)
wrote:

>Is there a resource or website on the internet that give basic
>tutorials on 6502 m/c and 68000 m/c as I would like to get back to
>using a decent computer (namely my atari 8bit and ste), and away from
>my athlon pc, the tutorials, i would prefer a slight slant atari wise
>(although i would be willing to go general 6502/68000 m/c tutorials
>and try and get some relevent atari mat.. (as I have an old copy de-re
>atari (the only that discribes the ctia and briefly introduces the
>gtia) I think i still have my mac65 cart and atari asm cart (never
>used these before)
>
>any help from you atarian's would be apprec..

try this:

http://www.atarimagazines.com/index/index.php?column=Assembly+Language&mag=antic

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

1841. Re: assembler language tutorials

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 20:00:50 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <fYqm8.144738$Nn6.7009848@e3500-atl2.usenetserver.com>
Source record: 30361

If you are looking for 6502 tutorials try
http://nesworld.parodius.com/nesdev/6502guid.txt. This guide could be looked
at as a Readers Digest version.

Dennis

carmel <carmel_andrews@hotmail.com> wrote in message
news:6912483e.0203210616.400955ae@posting.google.com...
> Is there a resource or website on the internet that give basic
> tutorials on 6502 m/c and 68000 m/c as I would like to get back to
> using a decent computer (namely my atari 8bit and ste), and away from
> my athlon pc, the tutorials, i would prefer a slight slant atari wise
> (although i would be willing to go general 6502/68000 m/c tutorials
> and try and get some relevent atari mat.. (as I have an old copy de-re
> atari (the only that discribes the ctia and briefly introduces the
> gtia) I think i still have my mac65 cart and atari asm cart (never
> used these before)
>
> any help from you atarian's would be apprec..
>
> happy atari'ng FOREVER
>
> carmel (long live atari, after the french f@!x things up (a'la warners
> and tramiel)

1842. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 20:14:10 UTC
From: Jochen Schäfer <josch@bluenetkl.de>
Message-ID: <3C9A3F12.1040905@bluenetkl.de>
Source record: 30363

```
Well then, perhaps you should do the scanning ;-)

Jochen

Mirko Sobe wrote:

> I excacly know, where my three issues are lying (2xSonderheft 1,
> 2xSonderheft 2) :-)
>
> Have fun while searching... ;-)
>
> Mirko
>
> "Jochen Schï¿½fer" <josch@bluenetkl.de> schrieb im Newsbeitrag
> news:3C98FF58.4050006@bluenetkl.de...
>
>>If I go to my parents around eastern, I will look after that issue,
>>I'm sure I have it somewhere lying.
>>
>>Jochen
>>
>>Thomas Meyer wrote:
>>
>>
>>>"Sidney Cadot" <sidney@v2e.nl> wrote in
>>>
> news:a76s6g$qkj$1@news.tudelft.nl...
>
>>>>>Check this out:
>>>>>http://www.tmeyer.de/atari/index.html
>>>>>
>>>>>Have fun typing. ;)
>>>>>
>>>>>
>>>>I got to page five, but it was missing (aargh!)
>>>>
>>>>
>>>That page is missing in the compiler listing, not the interpreter
>>>
> itself.
>
>>>
>>>>(Just kidding -- but page 5 *is* missing!)
>>>>
>>>>
```

>>>I know (I also redesigned the pages a bit for single TIF downloads,
>>>
> instead
>
>>>of TIFs).
>>>
>>>I'll try to have that page up in a few days.
>>>
>>>Regards,
>>>Thomas
>>>--
>>>Thomas Meyer, Bremen, Germany
>>>mailto:mnemo@gmx.net -- http://www.tmeyer.de/
>>>
>>>
>>>
>>>
>
>

1843. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 20:14:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Narm8.1767$oi.79163@newsread2.prod.itd.earthlink.net>
Source record: 30362

Yes; I would like to see that word processor...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"ron fucci" <ronfucci@bellsouth.net> wrote in message
> Can you post these to one of the Atari sites on the web ?
>
> ron
>
> "Kevin Besig" <kbesig@borg.com> wrote in message
> > Bob - After digging around, I found the original Omniview80 disk that
came
> > with my Ramrod XL. It's a pretty decent 80 column word processor for the
> > OmniviewXL. I also found a few pages of instructions an installing the
> > RamrodXL board, which I scanned into PDF format. I'll send them to you
if
> > you want.
> >
> > Kevin
> >

1844. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 21:34:46 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a7djkvnnj00$1@news.t-online.com>
Source record: 30364

"Jochen Schï¿½fer" <josch@bluenetkl.de> wrote in
news:3C98FF58.4050006@bluenetkl.de...
> If I go to my parents around eastern, I will look after that issue,
> I'm sure I have it somewhere lying.

I still have the issue and I already scanned the page yesterday, but I
always forget to put it online. :-)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1845. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 21:37:03 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a7djp7$jq1$01$1@news.t-online.com>
Source record: 30365

"Brent Buescher" <buescher@ugcs.caltech.edu> schrieb im Newsbeitrag
news:a7d13p$hsh@gap.cco.caltech.edu...
> I did, however, type in Happy DOS from the listing... don't know what I
was thinking.

I typed in Happy-DOS a while ago (again...) and you can find the ATR at my
page (I added it a few days ago).

Actually, I never used SpartaDOS or the other DOSes. Happy-DOS is short,
quick and great.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1846. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 22:29:55 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <f2tm8.68846$58.3352559@zwoll1.home.nl>
Source record: 30366

Thomas Meyer wrote

: I typed in Happy-DOS a while ago (again...) and you can find the ATR at my
: page (I added it a few days ago).

You could have saved some time by doing a search on the net since I have it on
my page since a long time (Happy-DOS + BASIC listing to create binary) :-))

: Actually, I never used SpartaDOS or the other DOSes. Happy-DOS is short,
: quick and great.

But... Happy-DOS can only acces up to 360KB floppies and only acces D1: - D4:
(plus a Ramdisk) which is a problem if you use harddisks with partitions up to
16MB...

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

1847. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 22:39:37 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C9A6131.1F67A360@rogers.com>
Source record: 30367

Jindrich Kubec wrote:

> Mike Keppel wrote:
> >
> > Yes copying old 8bit software violates copyright laws. Can you walk into
> > Best Buy today and purchase this software? Nope! Maybe if you are lucky
> > you can find a worn out copy of it at a flea market or on Ebay. Will the
> > Author/Company receive any money from the sales of this old software? Nope!
> > Is this software becoming scarce and more hard to find? Yep!
>
> But, what about games like Asteroids, Battlezone, Centipede, Tempest,
> Boulder Dash, Dropzone, Spy vs Spy?
>
> All of them are old and obsolete 8bit games and they're not sold anymore
> BUT that's true for Atari 8bit. All of the above still have some
> marketing potential and all of them are sold now for modern platforms.
>
> I would also like if the publishers made everything freeware for
> obsolete platforms, but now the situation is:
>
> 1) Program is already freeware/public domain (good!)
>
> 2) Program is copyrighted, we (think we) know who owns rights but
> refuses to release it
> a) because they are not sure if they own it (Broderbund/Synapse)
> b) they simply don't want (ECA?)
>
> 3) Program is copyrighted but nobody knows who owns the rights.
>

I suspect scenario 3 is likely for a lot of 8bit stuff. Personally I dont copy anything until I know its not gonna be a problem. Luckily in my case I got quite a few of the 8bit programs when they were still available and kept them in good shape, and afterwards from dealers of NOS (new, old stock). The stuff I managed to find is in quite good shape and a far cry from "ragged worn out disks on ebay".

Perhaps a good idea (which has probably been tried before) is starting a project to find who has rights to what and re-relasing older 8bit stuff, perhaps as freeware or shareware. I wouldn't mind paying a few dollars to some programmer for a program I missed out on the first time around.

1848. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 22:56:18 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <0rtm8.69001$58.3364452@zwoll1.home.nl>
Source record: 30368

Damfino wrote

: Well, I respectfully disagree. They did not code the games, they
: probably don't own the games, and compiling the CD is hardly any work
: (again, compare the work to compile the Pooldisk CD.) They are merely
: profiting off (many) other people's work.

The authors of the Pooldisk are living 20 KM away from my place. I know them personally and have visited them several times at the time they were compiling the first PoolDisk...

They sent mails to any PD-library guy to ask for permission to place the disks on the CD. They PAID for most of the PD disks. They mailed a zillion times in about any Atari related NG to ask for software of any kind as long it was shareware or public domain. They copied thousands of floppies to PC to make ATR images of the disks using the SIO2PC software/hardware (no idea how much 1050's they ruined in the process). They wrote PC utils to view, extract, create and list ATR/XFD images. They bought the equipment to make CD's, only to make the PoolDisks, at a time they were extremely expensive. They burned hundreds of CD's, one by one on that 2 speed burner. They spends thousands of hours to sort and test all ATR's. They downloaded for hours to get every single file I had online on my BBS (you have to pay for every second you are connected over here in the Netherlands, that includes connection to the internet too!).

I don't think you can talk about profit. They never will make any money if talking Atari and will never do. They were also CSS retailer way back, also non-profit. You paid what they paid.

Besides of that, all files on the PoolDisk are free to copy EXCEPT for some commercial games. They were placed on the CD with permission from the copyright-owner (ANG). These are games of at least $5,- each, so do the math.

These games are also the reason you may not copy the whole CD. You'll have to exclude that one particular directory when making a copy for someone else...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

1849. Re: Conversion service for 8-inch disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 22:57:30 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C9A6561.22347835@rogers.com>
Source record: 30369

Hi there,

I dunno if there were too many atari 8bitters using the 8inch disk format.
Although I do remember an article david small wrote in 1983 about using a pair
of them with an ATR8000 setup.

dutchman2000 wrote:

> Conversion service available to convert 8-inch floppy disks to another more
> modern format.
> This service is available to all classic collectors free of charge. Just
> supply the original media and the other blank media you would like it
> converted to. You will only pay the shipping charges to get it to me.
>
> Some companies charge $300+ to just look at an old 8-inch disk without even
> telling you if they can convert it!
>
> The goal here is to try to preserve these old documents and source code
> before they disappear forever...
>
> Contact Me for more information.
>
> dutchman@atari.net

1850. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 23:02:30 UTC
From: Jochen Schäfer <josch@bluenetkl.de>
Message-ID: <3C9A6686.8000208@bluenetkl.de>
Source record: 30370

Thomas Meyer wrote:

> "Jochen Schï¿½fer" <josch@bluenetkl.de> wrote in
> news:3C98FF58.4050006@bluenetkl.de...
>
>>If I go to my parents around eastern, I will look after that issue,
>>I'm sure I have it somewhere lying.
>>
>
> I still have the issue and I already scanned the page yesterday, but I
> always forget to put it online. :-)

Oh, I thought you haven't got the page anymore, since the webpage says
"lost".

OK. But I dig it up anyway.

Jcohen

1851. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 23:05:00 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C9A670C.5E7F6CB7@rogers.com>
Source record: 30371

Daniel Miller wrote:

> On Wed, 13 Mar 2002 19:20:15 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >I won 1000 new Dysan Double Density disks on ebay for $20.
>
> Top ten signs your wife is getting ready ready to A) throw out all
> your classic computer stuff, B) throw out you AND your classic
> computer stuff.
>
> 10) The Atari 800 setup in the guest room has worked out great, and
> now you're going to focus on rebuilding your 225 cartridge Atari 2600
> VCS collection in the living room.
>
> 9) You have to devote a third closet to your spare computer stuff,
> this one's just for the broken disk-drives, printers, and modems.
>
> 8) You just won 1000 new Dysan Double Density disks on eBay for $20.
>
> and so on... ;)

Ok Dennis, what have you been doing snooping around my house? At least you could get it right, the Atari 2600 collection is 60 carts in the same room with my 2 8bits, 3 setup st's, 4 other computers and 4 more sts in storage. Btw, the 8bits not in the guest room but I am since I can no longer use this room as a bedroom. How all that computer stuff leaked out of the closet I'll never know.

1852. Re: Man what a deal!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-21 23:08:11 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3C9A67CC.E18A7C1D@rogers.com>
Source record: 30372

I got 2 full boxes of disks a couple years ago at a neighbours garage sale for $5 a box. I got hundreds of blanks now. I wish I'd found this deal back in the mid 80's even then I'd have enough blanks to keep my 8bit going longer than me.

Son of man wrote:

> I won 1000 new Dysan Double Density disks on ebay for $20.
>
> But the good thing about these are they are cased in cases of 10 disks and
> the cases are hard plastic with gold Dysan logo not those flimsy cardboard
> boxes! And I was wondering where I was going to get 5.25" storage cases,
> problem solved and in style.
>
> It also just happns that I received my PooldiskToo 2CD set two days ago, so
> I got plenty disks to fill up and run on the real deal.
>
> I feel like I'm no older than 20 years ago and jumped forward in time and
> got all this stuff practically for free!

1853. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 02:07:37 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <plwm8.2885$17.1871960@newsfeed1.thebiz.net>
Source record: 30373

I'd be glad to. Any suggestions on a willing site?

Kevin

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0203210418.7465103d@posting.google.com...
> Can you post these to one of the Atari sites on the web ?
>
> ron
>
> "Kevin Besig" <kbesig@borg.com> wrote in message
news:<cJbm8.2876$17.1837102@newsfeed1.thebiz.net>...
> > Bob - After digging around, I found the original Omniview80 disk that
came
> > with my Ramrod XL. It's a pretty decent 80 column word processor for the
> > OmniviewXL. I also found a few pages of instructions an installing the
> > RamrodXL board, which I scanned into PDF format. I'll send them to you
if
> > you want.
> >
> > Kevin
> >
> > "Bob Ryan" <ryanr@one.net> wrote in message
> > news:3C98178F.8B83B173@one.net...
> > > O.k., it is the board (for the XL series) that has three sockets and a
> > > DPDT switch.
> > >
> > > I put the Omniview 256 chip into the empty slot but the machine
wouldn't
> > > boot with the switch set on the third position.
> > >
> > > I then removed the Atari OS chip and replaced it with the OmniView 256
> > > chip. Again, nothing.
> > >
> > > Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or
does
> > > it only work with the 800 version of Omnimon?
> > >
> > > -Bob
> > >
> > > Ron Hamilton wrote:
> > > >
> > > > If the Ramrod is the board which came with Omnimon containing a
3-way
> > switch

> > > > and 3 OS sockets, then yes you can put Omniview or any other OS on
the
> > board
> > > > and toggle between them.
> > > >
> > > > --
> > > > -Ron
> > > >
> > > > Experience is something you don't get until just after you need it.
> > > > http://www.atariland.com/members/oldatarian
> > > >
> > > > "Bob Ryan" <ryanr@one.net> wrote in message
> > > > news:3C95713A.24276BB4@one.net...
> > > > > Hello,
> > > > >
> > > > > I'm looking for some Omnimon assistance. I have an 800XL with the
> > > > > Omnimon Ramrod board and Newell 256k memory upgrade in it. I also
have
> > a
> > > > > loose OmniView 256 chip.
> > > > >
> > > > > Can I just insert the OmniView 256 chip into the empty socket on
the
> > > > > Ramrod board?
> > > > >
> > > > > Does anyone have any documentation on the Ramrod enhancement they
> > could
> > > > > photocopy. Or, is the documentation on the 'Net somewhere?
> > > > >
> > > > > Thanks,
> > > > >
> > > > > -Bob
> > > > >

1854. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 03:37:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mGxm8.2908$oi.144823@newsread2.prod.itd.earthlink.net>
Source record: 30374

Hi, Andreas;

It was *Claus* Buchholz (is that 'Charles' auf Deutsch?) in Sep '85 BYTE called "Quarter-Meg Atari 800XL". I found a copy of a copy with some dropouts, but mostly readable. It banks in 32K blocks and works from code in the RAM OS replacing the international character set. The software is not provided, only instructions to find the source code on the BYTEnet Listings system. There are two schematics depending on your U27 video controller being CO21687 (8-bit refresh) or CO12296 (7-bit refresh). The former uses a 74LS153 and the other a 74LS151, 74LS393 and 74LS00. Both small boards patch into the socket at U27. I had heard that Claus had redone his design for 16K bank compatability after the 130XE was released, but never gotten a copy of that.

What else do you need to know about the details? If I can retouch scans of the diagrams, I might be able to generate a machine readable article.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Andreas Magenheimer" <magea000@students.uni-mainz.de>
wrote in message
> Well,
> do you have this article (or a copy of it) or at least some info about
> the Buchholz upgrade ?!? Would like to include it in my Ramdisk-info
> Text that is also a part of the A8FAQ... greetings - Andreas.
>
> Ryan Collins schrieb:
> >
> > "Aaron Wheeler" <holmesatari@hotmail.com> wrote:
(snip)
> >
> > The Charles Burcholz 256k upgrade was published in Byte, but that was
later,
> > probably 84-86.
> > --
> > Ryan 'Gozar' Collins

1855. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 03:38:31 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203211934310.5084-100000@shell.pacifier.com>
Source record: 30375
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

Buy Games like Missile Command, Get a FREE Atari Trak-Ball!

I've added many boxes of new ST Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@pacifier.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.pacifier.com/~atari/numbers.htm Phone contact info and Hours!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.pacifier.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@pacifier.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

1856. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 04:36:00 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Pwym8.191943$uv5.16671810@bin6.nnrp.aus1.giganews.com>
Source record: 30376
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hey, why do auctions suck? Oh yeah...because people who sell at auctions
are dishonest and have shills. Thanks for clearing that up.
http://home.pacifier.com/~atari/auctions.htm

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message
news:Pine.BSO.4.33.0203211934310.5084-100000@shell.pacifier.com...
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service!

Unless you lose their e-mail addresses...
http://groups.google.com/groups?hl=en&ie=ISO-8859-1&oe=ISO-8859-1&selm=Pine.
BSO.4.33.0203072210520.6782-100000%40shell.pacifier.com

1857. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 07:47:40 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <bpnl9uc2p2185pk0j57a12p6svfhplph8v@4ax.com>
Source record: 30377

On Wed, 20 Mar 2002 14:37:58 +0100, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>> To upgrade it's easy when you have the 4 chip version, 2x 4464 chips, add
>2
>> more chips on the 2 places below. Or when you have an 8 chip version,
>solder
>> 8x 4164 in the right row. Secondly you need to order a PAL chip at Best
>> Electronics about $10 you can put that into the free space on the right
>side
>> of the rams where you woulkd see 3 jumpers in a empty place where you can
>> put a chip. Remove these jumpers and place the PAL chip there. I just need
>> to look up the number for the PAL chip. Then the system will act like a
>> normal 130XE. But the extra chips can also be replaced by 2x 44256 or
>41256
>> and with 1 extra chip and make the system 320Kb....
>>
>> I will look for the parts later... but it's easy to upgrade...
>
>Use precision sockets for all chips (2 RAMs and 1 CO25953).
>The xx256 RAMs are not pin compatible to the xx64 chips.
>
If you're talking about the 4164s and 41256s, well, they only differ in a single
pin. Now, 4464s are another thing... (the "1" after the first "4" in 41xx or the
second "4" in 44xx stand for the way the memory is organized... 4164=64x1-bit,
41256=256x1bit, 4464=64x4bit...)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

1858. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 11:50:19 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0203220350.5b212c1a@posting.google.com>
Source record: 30378

My first try would be Tom Hunt at the CTH site. Perhaps someone will
volunteer here. If not, I love to have a copy via email. Thanks for
the reply.

ron

"Kevin Besig" <kbesig@borg.com> wrote in message
news:<plwm8.2885$17.1871960@newsfeed1.thebiz.net>...
> I'd be glad to. Any suggestions on a willing site?
>
> Kevin
>
>
> "ron fucci" <ronfucci@bellsouth.net> wrote in message
> news:42952602.0203210418.7465103d@posting.google.com...
> > Can you post these to one of the Atari sites on the web ?
> >
> > ron
> >
> > "Kevin Besig" <kbesig@borg.com> wrote in message
> news:<cJbm8.2876$17.1837102@newsfeed1.thebiz.net>...
> > > Bob - After digging around, I found the original Omniview80 disk that
> came
> > > with my Ramrod XL. It's a pretty decent 80 column word processor for the
> > > OmniviewXL. I also found a few pages of instructions an installing the
> > > RamrodXL board, which I scanned into PDF format. I'll send them to you
> if
> > > you want.
> > >
> > > Kevin
> > >
> > > "Bob Ryan" <ryanr@one.net> wrote in message
> > > news:3C98178F.8B83B173@one.net...
> > > > O.k., it is the board (for the XL series) that has three sockets and a
> > > > DPDT switch.
> > > >
> > > > I put the Omniview 256 chip into the empty slot but the machine
> wouldn't
> > > > boot with the switch set on the third position.
> > > >
> > > > I then removed the Atari OS chip and replaced it with the OmniView 256
> > > > chip. Again, nothing.
> > > >
> > > > Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or
> does

> > > > it only work with the 800 version of Omnimon?
> > > >
> > > > -Bob
> > > >
> > > > Ron Hamilton wrote:
> > > > >
> > > > > If the Ramrod is the board which came with Omnimon containing a
> 3-way
> switch
> > > > > and 3 OS sockets, then yes you can put Omniview or any other OS on
> the
> board
> > > > > and toggle between them.
> > > > >
> > > > > --
> > > > > -Ron
> > > > >
> > > > > Experience is something you don't get until just after you need it.
> > > > > http://www.atariland.com/members/oldatarian
> > > > >
> > > > > "Bob Ryan" <ryanr@one.net> wrote in message
> > > > > news:3C95713A.24276BB4@one.net...
> > > > > > Hello,
> > > > > >
> > > > > > I'm looking for some Omnimon assistance. I have an 800XL with the
> > > > > > Omnimon Ramrod board and Newell 256k memory upgrade in it. I also
> have
> a
> > > > > > loose OmniView 256 chip.
> > > > > >
> > > > > > Can I just insert the OmniView 256 chip into the empty socket on
> the
> > > > > > Ramrod board?
> > > > > >
> > > > > > Does anyone have any documentation on the Ramrod enhancement they
> could
> > > > > > photocopy. Or, is the documentation on the 'Net somewhere?
> > > > > >
> > > > > > Thanks,
> > > > > >
> > > > > > -Bob
> > > > > >

1859. Re: pictures added

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 13:31:46 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7fbo3$cm7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30379

Howdy Bill, folks

> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
> What's with the speakers on top of your floppy drives! Yikes! :)

As the text below it says, they were used when testing my CD Audio player utility. (BTW, the CD ROM is connected to the BlackBox)

CU Mathy van Nisselroy

1860. Re: VHDL code for C025953 for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 13:48:45 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7fcq1dfk1@nets3.rz.RWTH-Aachen.DE>
Source record: 30380

Howdy Chris

> The other good thing about this file is that if you only use the 130XE
> compatibility portion of the code you basically can do your own C025953 by
> using a GAL 6002. And it tells you how the C025953 works...

Have you tested this out on a real XE? If we could really replaces the
CO25953 that would be great. They cost 10 bucks.

CU Mathy van Nisselroy

1861. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 14:06:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7fdpmeam1@nets3.rz.RWTH-Aachen.DE>
Source record: 30381

Howdy Marek, folks

I've brows the english docs and have a few questions about the SIO2IDE.

After it's prepared, can I use it just like a normal drive. I mean, save, load and use a sector editor?
How do ATR files get on there? Do I have to save all files as ATR? If I save an ATR, can I read it as if it was a normal disk?

I read something about a master/slave switch. Does that mean you can have only 1 IDE device per SIO2IDE and maximum 2 SIO2IDE's per computer?

CU Mathy van Nisselroy

1862. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 14:10:10 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <a7fe01gbv5@knossos.btinternet.com>
Source record: 30382

Visit our web site
John Thackeray
Trade In Post,
Victoria Road
Shifnal
Shropshire. TF11 8AF
U.K.
Tel/Fax 00+44+(0)1952 462135
john@tradeinpost.com
www.tradeinpost.com

1863. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 14:18:35 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <77fm9u4ueg5000df86isq5blukp0tojqso@4ax.com>
Source record: 30383

On 22 Mar 2002 03:50:19 -0800, ronfucci@bellsouth.net (ron fucci)
wrote:

>My first try would be Tom Hunt at the CTH site. Perhaps someone will
>volunteer here. If not, I love to have a copy via email. Thanks for
>the reply.

Add me to that list if possible..

I did the OmnimonXL docs OCR a while back which most people have now
had so these would be an excellent companion.
--
Paul

1864. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 16:39:14 UTC
From: usenet-20020322@hias.horus.com
Message-ID: <slrna9mlb5.nia.usenet-20020322@camel.hias.horus.com>
Source record: 30384

Hi Frank!

On Tue, 19 Mar 2002 16:18:05 +0000 (UTC), Frank Schuster wrote:
> In order to get the datasheet of the AAA2801P just search for AAA2802
> at freetradezone. There you get the datasheet for the AAA2800 serie.
> This pdf-file contains the datasheet for AAA2800 and, what surprise,
> AAA2801.
>
> Unfortunately I am not able to tell if these chips are fully compatible
> with the 41256, at least they have the same pin-out.

I just had a short look at the datasheets and as far as I can tell
the AAA2801 seems to be compatible with standard 41256 chips.

so long,

Hias

1865. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 16:47:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <teJm8.4587$oi.249529@newsread2.prod.itd.earthlink.net>
Source record: 30385

I can put it up on mine if there are no other volunteers.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kevin Besig" <kbesig@borg.com> wrote in message
news:plwm8.2885$17.1871960@newsfeed1.thebiz.net...
> I'd be glad to. Any suggestions on a willing site?
>
> Kevin
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> news:42952602.0203210418.7465103d@posting.google.com...
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> > ron
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> > "Kevin Besig" <kbesig@borg.com> wrote in message
> news:<cJbm8.2876$17.1837102@newsfeed1.thebiz.net>...
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> > > OmniviewXL. I also found a few pages of instructions an installing the
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> > > Kevin
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> > > "Bob Ryan" <ryanr@one.net> wrote in message
> > > news:3C98178F.8B83B173@one.net...
> > > > O.k., it is the board (for the XL series) that has three sockets and
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> > > > DPDT switch.
> > > >
> > > > I put the Omniview 256 chip into the empty slot but the machine
> wouldn't
> > > > boot with the switch set on the third position.
> > > >
> > > > I then removed the Atari OS chip and replaced it with the OmniView

256
> > > > chip. Again, nothing.
> > > >
> > > > Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or
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> > > > it only work with the 800 version of Omnimon?
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> > > > > -Ron
> > > > >
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> > > > > http://www.atariland.com/members/oldatarian
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> > > > > news:3C95713A.24276BB4@one.net...
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> > > > > > loose OmniView 256 chip.
> > > > > >
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> > > > > > Ramrod board?
> > > > > >
> > > > > > Does anyone have any documentation on the Ramrod enhancement
they
> > > could
> > > > > > photocopy. Or, is the documentation on the 'Net somewhere?
> > > > > >
> > > > > > Thanks,
> > > > > >
> > > > > > -Bob

> > > > > >
>
>
>

1866. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 17:00:22 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a7fnu6$3sg$04$1@news.t-online.com>
Source record: 30387

"Fox-1" <DONT_USE_fox-1@home.nl> wrote in
news:f2tm8.68846$58.3352559@zwoll1.home.nl...
> : I typed in Happy-DOS a while ago (again...) and you can find the ATR at
my
> : page (I added it a few days ago).

> You could have saved some time by doing a search on the net since I have
it on
> my page since a long time (Happy-DOS + BASIC listing to create binary)
:-))

Really? Oh well, I'm a quick typer. ;)

> But... Happy-DOS can only acces up to 360KB floppies and only acces D1: -
D4:
> (plus a Ramdisk) which is a problem if you use harddisks with partitions
up to
> 16MB...

That never was a problem for me. I only use floppies.

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1867. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 17:01:19 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a7fnvv$g5q$03$1@news.t-online.com>
Source record: 30386

"Jochen Schï¿½fer" <josch@bluenetkl.de> wrote
news:3C9A6686.8000208@bluenetkl.de...
> > I still have the issue and I already scanned the page yesterday, but I
> > always forget to put it online. :-)

> Oh, I thought you haven't got the page anymore, since the webpage says
> "lost".

It said "missing", because the file was indeed _missing_. :)

The page has been updated and all pages are available for download now!

http://www.tmeyer.de/atari/index.html

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1868. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 18:16:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9B74EA.1FC444BA@students.uni-mainz.de>
Source record: 30388

Well,
a good friend of mine is a very fast typer (5000 chars or even more in
10 minutes). He typed in the whole TB listing within some hours. and it
worked right from the start (no typing errors!). Cool man !!

Besides that, Frank Ostrowski never published a real Source listing,
just that type in listing. But long time ago some Atarians in former
"German Democratic Republic" (now: eastern germany) dis-assembled the
whole thing. I know who they were, but guess what: they left the Atari
scene long time ago and gave their Ataris plus software away. Until now,
we have not found the buyer (since he moved to a new adress). As long as
he did not throw away the software (and the source code), there is some
hope, that the source will be found some day. Just keep waiting...
-andreas.

Brent Buescher schrieb:
>
> Michael Geyer <geyer@sun40.mpia-hd.mpg.de> writes:
>
> >Hi!
>
> >Thomas Meyer <mnemo@t-online.de> wrote:
>
> >: Have fun typing. ;)
>
> >BTW, did anyone ever type in that whole listing by hand,
> >I mean in the good old days ?
> >I think my brother and me started the project and gave up
> >after the first few hundred pages :)
>
> >Cheers, Michael
>
> I ordered the disks for the Sonderheft... I still have copies somewhere but the originals
disappeared years ago.
>
> I did, however, type in Happy DOS from the listing... don't know what I was thinking.
>
> Brent
> --
> "Nine out of ten Americans have sold their soul for a quotation."
> --Ezra Pound

1869. Epson Stylus Color with 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 18:31:42 UTC
From: Davis family <atari-man@lineone.net>
Message-ID: <3c9b780c_1@news.greennet.net>
Source record: 30392

Has anyone had any success with using an Epson Stylus Color printer with the 8-bit. Mine prints normal text OK, but won't accept most control codes to do anything else. Chris Davis

1870. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 18:47:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9B7C3F.427486B7@students.uni-mainz.de>
Source record: 30389

Well,
let`s imagine a CD-R costs 50 cents (or maybe less) and you spent some
hours or days filling it with Atari Images (ATR, XFd, DCM or whatever).
Think it would not be to unkind to "sell" it for one to five dollars
(plus p&p if outside US). Since you will hardly find more than 100
buyers, you won`t be a millionaire then...

Or imagine, that the CD contains some selfmade programs/images, lets say
5 images. You may sell the CD with just these 5 images for five dollars.
No-one will complain because of copyright (but many will complain for
the unused space). So, you decide to fill the CD with your own 5 images
plus 995 extra images that are not-selfmade. Guess what, now no-one will
complain for unfilled space, but because of copyright reasons (they say
you are making money with it). So you decide to sell only 5,25" Atari
disks - and now all emulator users will complain, since they cannot use
the 5,25" disks. so finally you notice, that you cannot fullfill the
needs and wishes of everyone and to avoid any complaints you give up.
You do not sell anything and furthermore you do not program anything. Is
this what you want ?!? I do not think so... -Andreas.

Damfino schrieb:
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
news:<6Q3m8.127551$Yd.6277317@e3500-atl1.usenetserver.com>...
> > Actually I bought the Pooldisk Too for $20 I think. I can't remember if
> > shipping was included.
> >
> > They took the time to compile the CD so I guess they're entitled to sell it
> > for whatever they want for some of their time invested. Look at it this way,
> > there's no reason to get upset because no one's holding a gun to your head
> > saying, "Buy this CD or else!"
> >
> > :)
>
> Well, I respectfully disagree. They did not code the games, they
> probably don't own the games, and compiling the CD is hardly any work
> (again, compare the work to compile the Pooldisk CD.) They are merely
> profiting off (many) other people's work.
>
> It's no different that copying old videotapes and selling them for a
> profit, or copying music CDs and selling them...
>
> As for the emulation question, these are actual released games, back
> in the CGA/EGA days (in other words, graphically and play-wise they'll
> probably pale compared to every Atari 8bit games)... generally you'll

> have a much better time downloading MAME and playing the original
> arcade ROMs, or using an emulator to play the Atari ST or Amiga
> versions of the games. It might even be easier, these modern PCs don't
> always play nice with superold games. On the other hand, they will let
> you hear your internal PC speaker do more than "Beep!" when you boot
> up. :)

1871. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 18:55:16 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9B7E14.7543CF4@students.uni-mainz.de>
Source record: 30390

But alas,
Happy DOS 4.5 is not fully DOS 2.5 compatible. The update of Happy DOS
was called DOS II+D Vers. 6.1 (also by Stefan Dorndorf). It added double
density, use of batchfiles, etc. - but is still not DOS 2.5 compatible.
Later Stefan did XDOS, which is DOS 2.5 compatible, does 180k and even
360k, but he never officially released it to the public. He wrote about
it in a letter - and when I asked him about this DOS version he kindly
gave me a copy. It still looks like DOS XL (just a DOS.Sys, no menu just
a CP), but can do much more. Unfortunately I do not have any docs for
it... -Andreas.

Thomas Meyer schrieb:
>
> "Brent Buescher" <buescher@ugcs.caltech.edu> schrieb im Newsbeitrag
> news:a7d13p$hsh@gap.cco.caltech.edu...
> > I did, however, type in Happy DOS from the listing... don't know what I
> was thinking.
>
> I typed in Happy-DOS a while ago (again...) and you can find the ATR at my
> page (I added it a few days ago).
>
> Actually, I never used SpartaDOS or the other DOSes. Happy-DOS is short,
> quick and great.
>
> Thomas
> --
> Thomas Meyer, Bremen, Germany
> mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1872. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 19:00:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9B7F37.6AF51807@students.uni-mainz.de>
Source record: 30391

Well,
not everyone needs/uses harddisks with the little Atari. Besides, are
there any Spartados programs to rescue a crashed harddisk (rescue
data/files, undelete files, recover files, etc.) - or are you always
risking to lose files when harddisks go bad sooner or later ?!?
-Andreas.

Fox-1 schrieb:
>
> Thomas Meyer wrote
>
> : I typed in Happy-DOS a while ago (again...) and you can find the ATR at my
> : page (I added it a few days ago).
>
> You could have saved some time by doing a search on the net since I have it on
> my page since a long time (Happy-DOS + BASIC listing to create binary) :-))
>
> : Actually, I never used SpartaDOS or the other DOSes. Happy-DOS is short,
> : quick and great.
>
> But... Happy-DOS can only acces up to 360KB floppies and only acces D1: - D4:
> (plus a Ramdisk) which is a problem if you use harddisks with partitions up to
> 16MB...
>
> --
> Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari
>
> "Remember what the dormouse said..."

1873. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 19:14:05 UTC
From: Thomas Meyer <mnemo@t-online.de>
Message-ID: <a7fvoscmv04$1@news.t-online.com>
Source record: 30394

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
Newsbeitrag news:3C9B74EA.1FC444BA@students.uni-mainz.de...
> a good friend of mine is a very fast typer (5000 chars or even more in
> 10 minutes). He typed in the whole TB listing within some hours. and it
> worked right from the start (no typing errors!). Cool man !!

With the AMPEL program you CANNOT make a typos because each line is checked
on input (you have to type in a checksum on each line). A friend of mine
typed in Turbo-Basic back then, but I don't know how long it took him. :)

Thomas
--
Thomas Meyer, Bremen, Germany
mailto:mnemo@gmx.net -- http://www.tmeyer.de/

1874. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 19:14:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9B827E.45B193E3@students.uni-mainz.de>
Source record: 30393

Well,
I wasn`t talking of Charles Buchholz, this was Aaron Wheeler if I read those quotations right (besides Claus is also common in german, but Klaus is more common). Now on with serious things. I would like to know which banks this upgrade uses (just 16k banks or 32k banks is not enough info). Take a look at my ramdisk info text in the A8FAQ or here in the newsgroup, maybe you already have the info I need. Next, I would like to know the control bits for these Buchholz upgrades (if possible for any buchholz upgrade found, i.e. the 32k bank versions and the 16k bank versions). thanks - Andreas.

Ron Hamilton schrieb:
>
> Hi, Andreas;
>
> It was *Claus* Buchholz (is that 'Charles' auf Deutsch?) in Sep '85 BYTE
> called "Quarter-Meg Atari 800XL". I found a copy of a copy with some
> dropouts, but mostly readable. It banks in 32K blocks and works from code in
> the RAM OS replacing the international character set. The software is not
> provided, only instructions to find the source code on the BYTEnet Listings
> system. There are two schematics depending on your U27 video controller
> being CO21687 (8-bit refresh) or CO12296 (7-bit refresh). The former uses a
> 74LS153 and the other a 74LS151, 74LS393 and 74LS00. Both small boards patch
> into the socket at U27. I had heard that Claus had redone his design for 16K
> bank compatability after the 130XE was released, but never gotten a copy of
> that.
>
> What else do you need to know about the details? If I can retouch scans of
> the diagrams, I might be able to generate a machine readable article.
>
> --
> -Ron
>
> Experience is something you don't get until just after you need it.
> http://www.atariland.com/members/oldatarian
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de>
> wrote in message
> > Well,
> > do you have this article (or a copy of it) or at least some info about
> > the Buchholz upgrade ?!? Would like to include it in my Ramdisk-info
> > Text that is also a part of the A8FAQ... greetings - Andreas.
> >
> > Ryan Collins schrieb:

> > >
> > > "Aaron Wheeler" <holmesatari@hotmail.com> wrote:
> (snip)
> > >
> > > The Charles Burcholz 256k upgrade was published in Byte, but that was
> later,
> > > probably 84-86.
> > > --
> > > Ryan 'Gozar' Collins

1875. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 21:45:54 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0203221345.56f4d7c5@posting.google.com>
Source record: 30395

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<2gom8.142978$Nn6.6965881@e3500-atl2.usenetserver.com>...
> I don't think it's as bad as that. These games are no longer being sold or
> supported. Music CD's are always being sold. No sales are being deprived of
> in this case, whereas with music the artist is being deprived of sales. The
> CD has some 700+ games so I'm sure it took some time to put them together.
> How much time do you think I'll spend trying to download 700+ games? it's
> worth the $25 to me to have it conveniently put on a CD shipped to my door.

You'd be surprised how little effort it would take to round up a CD
full of old games. Hell, just watch alt.binaries.warez.ibm-pc.old
(that's probably not exactly correct, but there is a group just for
old games) for a couple days and you'll be able to easily nab gigs -
many gigs - of old games, and as noted before, the games on that CD
are available for d/l from that site. I'm just annoyed to see someone
out to make a fast buck for themselves off this stuff. Ah well, it's
not worth spending any more time discussing. :)

As for Fox-1, I'm not sure if you understood me properly or you were
just expanding on what I said, I definitely feel that a ton of work
went into the Pooldisk, from what I've heard... as I said, I still
don't own a copy. It sounds like there's been a couple different
places that have sold it, do you know what the current process is to
buy a copy?

1876. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 22:06:44 UTC
From: abc <123@abc.com>
Message-ID: <3c9bb497_1@nopics.sjc>
Source record: 30396

OK, I'll jump in.... Please do not copy any of the old OSS stuff that has not been specifically designated as distributable. I have a vested interest in them and, although I do not actively search for violations, will ask anyone who may be posting them or discussing such posting to stop. (not stop the discussion, just the posting)

I agree that it would be really great if we knew who actually had the rights to the 8-bit stuff and what their attitudes were.

Bob

Brett Cammack <trm105@hotmail.com> wrote in message news:3pJl8.275$Jc5.25375@bgtnsc04-news.ops.worldnet.att.net...
> I've not posted to this group until today, but I've been reading it for a
> few weeks now and have been combing the archives of it on Google.Com. I did
> a Google search on Atari 800 as a whim a while back and was astounded to
> find such a broad, rich, and comprehensive community of support of these
> fine old machines. To find three or more excellent emulators available at
> no cost for the PC was amazing! Suffice to say I've had a ball refreshing
> my memories here on the Internet.
>
> One thing has sort of bothered me, though and I'd like to make an
> observation regarding the issue of making "copyrighted material" available.
> After studying the law on this subject and reading various posts by folks
> like Bill Wilkinson about not distributing his works even though the rights
> have been sold and the current owner has vanished, I have concluded that I
> will staunchly support copyrights within the intent of the law which I
> determine as follows.
>
> Federal copyright protection is constitutionally finite, despite the
> legislative body's "fudging" the constitution by extending duration of
> protection every few years. (a case is pending before the Supreme Court on
> this matter at this time) Federal copyright law was intended to protect the
> author of a work for sufficient time to afford a reasonable return for his
> or her efforts. It was never intended to be a perpetual entitlement. It is
> supposed to be a quid pro quo that says, essentially, "I'll provide legal
> coverage for you to protect your work for a reasonable amount of time so you

> can earn a fair living from it and then you must give up your work to the
> public domain so all may have free access to it." This is rather like
> Federal patent protection laws.
>
> With this in mind, we are dealing with 20 year old, eight bit examples of
> what is essentially archaic technology. I don't mind picking up something
> like Action! or BasicXL for twenty, thirty, or even fifty bucks as a
> complete, supported product somewhere, but those days have now passed.
>
> The original authors aren't getting a cent from the high prices being
> obtained on Ebay, nor are they producing any more of the product. Does
the
> proprietor/owner of Fine Tooned Engineering (if it still exists as a
> business entity) intend to produce more product? Has any effort been made
> by this party to defend any ownership rights to any of they intellectual
> property? Even to the point of a simple post or a message passed via a
3rd
> party saying, "Gosh, guys, please don't copy that stuff!"? Not that I
have
> been able to detect.
>
> Patents, copyrights, and trademarks that are not defended in any fashion
are
> considered surrendered to the public domain. This has been confirmed by
> decision of numerous courts.
>
> IMO, it is analogous to not making a photocopy of the Mona Lisa because
> Leonardo DaVinci still has the copyright on the image and we wouldn't want
> to do the wrong thing.
>
> Let's support the active body of contributors to the 8-bit Atari
community,
> acknowledge past contributors, and not ham-string ourselves with concern
for
> parties with a demonstrated lack of further interest in it. Let's respect
> the rights of those who still care about the property they once created
and
> are still collecting revenue from it.
>
> Obviously, these are only my opinions and everyone else is certainly
> entitled to their own, but I do believe that some sensible dialog is
> necessary about this subject before the 8-bit Atari enthusiast community
> withers into a collection of fusty old collectors who've driven the prices
> of materials out of the reach of the average bloke.
>
> Regards,
> Brett C. Cammack
>
>

1877. Re: Epson Stylus Color with 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-22 22:47:43 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3C9BB48F.6552@gmx.net>
Source record: 30297

Davis family wrote:

> Has anyone had any success with using an Epson Stylus
> Color printer with the 8-bit. Mine prints normal text OK,
> but won't accept most control codes to do anything else.

Did you use the ESC/P2 control codes? They are very different from the
ECP/P control codes used by 9-needle-printers. The newer Epson printers
are no longer "Epson-compatible" at all :-(.

CU/2 eRGo

1878. Re: Epson Stylus Color with 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 01:17:00 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <0mln9usj27rtpuqd20sqmgtk3fth591amm@4ax.com>
Source record: 30298

On Fri, 22 Mar 2002 18:31:42 -0000, "Davis family" <atari-man@lineone.net>
wrote:

>Has anyone had any success with using an Epson Stylus Color printer with the
>8-bit. Mine prints normal text OK, but won't accept most control codes to
>do anything else. Chris Davis
>
Hmmm... I started testing PCL3C commands from the A8 to my Xerox XJ6C inkjet
printer and managed to do a few things, but then didn't have time for more
complicated tests. But if you know the PCL3 codes, you can use them from the
8-bit.

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

1879. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 01:23:09 UTC
From: bcammack@topspeed.com
Message-ID: <3c9bd443.910339@netnews.worldnet.att.net>
Source record: 30299

On Fri, 22 Mar 2002 14:06:44 -0800, "abc" <123@abc.com> wrote:

>OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
>not been specifically designated as distributable. I have a vested interest
>in them and, although I do not actively search for violations, will ask
>anyone who may be posting them or discussing such posting to stop. (not stop
>the discussion, just the posting)

I don't want to seem difficult, but that's a terribly ambiguous
statement in a rather anonymous posting. <g>

I am genuinely curious. Do you anticipate tangible future income from
this interest? Is there some unrecognized technology that lies
dormant with these assorted bits of historical software that holds
value in them beyond curiosity and nostalgia's sake? I'd really like
to understand. I've been writing software and designing hardware for
25 years now and I just don't hold any attachment to my prior works.
(maybe because I always looked back with the understanding of how much
better I could do it over again.)

All this stuff was great and worth every penny in it's day. Now it's
more of a curiosity than anything else. If I want to revisit the
mysteries of Action! and close a lingering gestalt, what does it
matter when the product is no longer commercially available and no
effort is underway to make it so?

>I agree that it would be really great if we knew who actually had the rights
>to the 8-bit stuff and what their attitudes were.

Maybe it'd smoke more of 'em out if people weren't so cautious. :-)

I do enjoy the dialog and these fascinating old 8-bitters...

Regards,
Brett C. Cammack

1880. Re: Epson Stylus Color with 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 02:39:51 UTC
From: llpwhite@cs.com
Message-ID: <20020322213951.17931.00002204@mb-fb.news.cs.com>
Source record: 30300

>Has anyone had any success with using an Epson Stylus Color printer with the 8-bit. <

Your best success will likely be to use the APE printing facility and use the available Atari fonts. Most everything will print out very well. This is about as good as it gets.
APE url: http://www.atarimax.com/

The url for the fonts:
fontshttp://www2.bitstream.net/~marksim/atarimac/fonts.html
Larry

1881. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 12:09:49 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4nro9usbkhd7f5al37bobtcof0fjeb1dpd@4ax.com>
Source record: 30301

On Fri, 22 Mar 2002 14:06:44 -0800, "abc" <123@abc.com> wrote:

>OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
>not been specifically designated as distributable. I have a vested interest
>in them and, although I do not actively search for violations, will ask
>anyone who may be posting them or discussing such posting to stop. (not stop
>the discussion, just the posting)

Please prove this vested interest, either you own copyright or not. As
someone else points out you are posting anon (which breaks some ISP's
T&C) so you could be a 15yr old kid messing people around.

So please either identify both yourself and your ownership or stop
telling people what to post or not.
>
>I agree that it would be really great if we knew who actually had the rights
>to the 8-bit stuff and what their attitudes were.
>
erm slightly ironic?

I wonder if you are who I think you *might be*, then I could
understand why you might want to avoid people knowing who you are..

ching ching...
--
Paul

1882. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 13:34:38 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Ov%m8.25294$7b.2084393@bin7.nnrp.aus1.giganews.com>
Source record: 30302

I'll jump in too. Please copy all you want.

See, anyone can write anything. I'm nobody (in least in the context of having a say in this matter) so it doesn't count. Who are you? I doubt that "123@abc.com" is the legal copyright holder of anything...it would help if you said who you are and what your relation to OSS is.

"abc" <123@abc.com> wrote in message news:3c9bb497_1@nopics.sjc...
> OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
> not been specifically designated as distributable. I have a vested
interest
> in them and, although I do not actively search for violations, will ask
> anyone who may be posting them or discussing such posting to stop. (not
stop
> the discussion, just the posting)
>
> I agree that it would be really great if we knew who actually had the
rights
> to the 8-bit stuff and what their attitudes were.
>
>

1883. Re: atari, commodore, nintendo, spectrum, msx, videopac, vectrex, sega, mattel,

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 15:41:31 UTC
From: mad ATARI user <rtdos@yahoo.com>
Message-ID: <Lm1n8.95960$ZR2.38324@rwcrnsc52.ops.asp.att.net>
Source record: 30303

Well, I think it might help if you speak a "little" english for us bloke.

"www.platenkoning.com" <platenkoning@chello.nl> wrote in message
news:pU8k8.213840$a_1.21871199@amsnews03.chello.com...
> atari, commodore, nintendo, spectrum, msx, videopac, vectrex, sega,
mattel,
> bandai, grandstand, philips, casio, sony, etc.etc
>
> NIEUWE RETRO-GAMES WINKEL OPEN IN AMSTERDAM !!!
>
> hoi, hallo,
>
> we hebben net onze retro-games winkel in amsterdam geopend.
>
> de website = http://www.platenkoning.com/games.html
>
> de beschrijving = amsterdamse winkel die in en verkoop doet van oude retro
> computerspellen en spelcomputers. we hebben duizenden handheld
> computerspellen,
> spelcomputers, oude computers, cartridges, boeken, tabletop spellen, game
en
> watches, rekenmachine games, enz.enz.
> van onder andere atari, commodore, nintendo, spectrum, msx, videopac,
> vectrex, sega, mattel, bandai, grandstand, philips, casio, sony, etc.etc.
>
> sorry, we hebben geen postorder. je zal echt naar amsterdam moeten komen
:o)
>
> in de komende weken zullen we de website flink verbouwen,
> en ook nog een heleboel goede links naar andere websites toevoegen.
>
> als je in amsterdam bent, kom dan zeker eens langs.
> open maandag-zaterdag 13-18.00
> hasselaerssteeg 12 (tegenover centraal station, rechts van het victoria
> hotel)
>
> groetjes,
> simon,
> platenkoning games and records amsterdam,
> http://www.platenkoning.com/games.html
>
>
> ---

--
> --------------
>
> NEW RETRO-GAMES SHOP OPENS IN AMSTERDAM !!!
>
> hi, hello,
>
> we just opened our retro-games shop in amsterdam.
>
> the url = http://www.platenkoning.com/games.html
>
> the description = amsterdam shop that buys and sells old retro
computergames
> and gamecomputers. we have 1000's of handheld games, consoles, old
> computers,
> cartridges, books, tabletops, game and watches, calculator games, etc.etc.
> names like atari, commodore, nintendo, spectrum, msx, videopac, vectrex,
> sega, mattel, bandai, grandstand, philips, casio, sony, etc.etc.
> sorry, no mailorder, you really have to come to amsterdam :o)
>
> in the next few weeks we will completely redesign the website,
> and also we will add lots of links with interesting sites about
retro-games.
>
> please visit our shop when your in amsterdam.
> open monday-saturday 13-18.00
> hasselaerssteeg 12 (opposite from central station, right from victoria
> hotel)
>
> greetings,
> dj simon,
> platenkoning games and records amsterdam,
> http://www.platenkoning.com/games.html
>
>
>
>
>

1884. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 19:17:17 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <1x4n8.70602$ae4.4095842442@newssvr30.news.prodigy.com>
Source record: 30304

Might have had something to do with a recent Ebay auction for ACTION! That started out at $99.00 with a buy it now of $149.00- I can't find it on Ebay now so it must have ended or been pulled.
Mo

Paul Gifford wrote in message ...
>I'll jump in too. Please copy all you want.
>
>See, anyone can write anything. I'm nobody (in least in the context of
>having a say in this matter) so it doesn't count. Who are you? I doubt
>that "123@abc.com" is the legal copyright holder of anything...it would help
>if you said who you are and what your relation to OSS is.
>
>
>"abc" <123@abc.com> wrote in message news:3c9bb497_1@nopics.sjc...
>> OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
>> not been specifically designated as distributable. I have a vested
>interest
>> in them and, although I do not actively search for violations, will ask
>> anyone who may be posting them or discussing such posting to stop. (not
>stop
>> the discussion, just the posting)
>>
>> I agree that it would be really great if we knew who actually had the
>rights
>> to the 8-bit stuff and what their attitudes were.
>>
>>
>
>

1885. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 19:36:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <5P4n8.6768$44.53113@typhoon.sonic.net>
Source record: 30305

Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
<snip>
>
> See, anyone can write anything. I'm nobody (in least in the context of
> having a say in this matter) so it doesn't count. Who are you? I doubt
> that "123@abc.com" is the legal copyright holder of anything...it would help
> if you said who you are and what your relation to OSS is.

I have this eerie feeling it might be Bob Puff?

-bill!

1886. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 21:25:17 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Rq6n8.81674$58.3927036@zwoll1.home.nl>
Source record: 30307

Thomas Meyer wrote

: > You could have saved some time by doing a search on the net since I have
: it on my page

: Really? Oh well, I'm a quick typer. ;)

In that case, I have a whole pile of magazines and..... :-)))

: > But... Happy-DOS can only acces up to 360KB floppies and only acces D1: -
: D4:

: That never was a problem for me. I only use floppies.

Then you'll probably like XDOS too. Looks a lot like Happy-Dos (also written
by Stephan Dorndorf) but uses less memory where it has more features (like HLP
files, batch-file support etc...)

--
Grtx, Sysop Fox-1 / MNX http://www7.brinkster.com/atari

"Remember what the dormouse said..."

1887. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 21:29:28 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Ys6n8.50168$2q2.4470900@bin4.nnrp.aus1.giganews.com>
Source record: 30306

Heck, I might be Bob Puff. Or Puff Daddy. Or Puff the Magic Dragon. Just because I use a real name doesn't mean it's *my" real name. Any kook can post a message (and many do)...let's see some proof!

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:5P4n8.6768$44.53113@typhoon.sonic.net...
> Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
> <snip>
> >
> > See, anyone can write anything. I'm nobody (in least in the context of
> > having a say in this matter) so it doesn't count. Who are you? I doubt
> > that "123@abc.com" is the legal copyright holder of anything...it would help
> > if you said who you are and what your relation to OSS is.
>
> I have this eerie feeling it might be Bob Puff?
>
> -bill!
>

1888. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 21:35:33 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <lr6n8.81677$58.3927073@zwoll1.home.nl>
Source record: 30308

Damfino

: As for Fox-1, I'm not sure if you understood me properly or you were
: just expanding on what I said,

Actually, both...

: went into the Pooldisk, from what I've heard... as I said, I still
: don't own a copy. It sounds like there's been a couple different
: places that have sold it, do you know what the current process is to
: buy a copy?

Go to the authors page and write them an Email. The site is at
http://members.home.nl/stack/atarixle.html

If you can read some German, you can also go to the "shop-page" of the ABBUC
site, which is at
http://www.abbuc.de/shop/index.html

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

1889. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 22:39:24 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <pu0q9ug1h2av9m4lhvmcper5mqcat4kfs7@4ax.com>
Source record: 30309

On Sat, 23 Mar 2002 19:36:33 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
><snip>
>>
>> See, anyone can write anything. I'm nobody (in least in the context of
>> having a say in this matter) so it doesn't count. Who are you? I doubt
>> that "123@abc.com" is the legal copyright holder of anything...it would help
>> if you said who you are and what your relation to OSS is.
>
>I have this eerie feeling it might be Bob Puff?
>
>-bill!

Could be, who's the bloke that 'went missing' and others complained about being owed goods or money?
--
Paul

1890. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 23:03:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <TQ7n8.60034$bj1.19127137@news02.optonline.net>
Source record: 30310

You mean Mike Hohman?

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:pu0q9ug1h2av9m4lhvmcper5mqcat4kfs7@4ax.com...
> On Sat, 23 Mar 2002 19:36:33 GMT, bill@newbreedsoftware.com (William
> Kendrick) wrote:
>
> >Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
> ><snip>
> >>
> >> See, anyone can write anything. I'm nobody (in least in the context of
> >> having a say in this matter) so it doesn't count. Who are you? I
doubt
> >> that "123@abc.com" is the legal copyright holder of anything...it would
help
> >> if you said who you are and what your relation to OSS is.
> >>
> >I have this eerie feeling it might be Bob Puff?
> >
> >-bill!
>
> Could be, who's the bloke that 'went missing' and others complained
> about being owed goods or money?
> --
> Paul

1891. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-23 23:30:42 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c9e132c$0$24819$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30324

> You mean Mike Hohman?
>
Hmm interesting when he shows up somewhere, I like to get in contact with
him...

TXG/MNX

1892. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 00:09:41 UTC
From: T <T@D.com>
Message-ID: <a7j5gmiei1@nntp9.atl.mindspring.net>
Source record: 30311

Copyrights are useless if the copyright holder does not actively prosecute those who the holder feels are infringing upon the copyright.

Since this has probably never happened regarding Atari hardware or software, much less in the past 5-10 years, I wouldn't worry too much about it.

Even if someone was particularly offended, I don't see them suing over something that they haven't made any money on in 15 years.

Also, E-bay seems to be being brought up a lot in this. Selling stuff on E-bay doesn't infringe upon any copyrights whatsoever.

1893. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 01:15:47 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <e5aq9uss94qkkmb5eqkoj4bpqa4of9jv04@4ax.com>
Source record: 30312

On Sat, 23 Mar 2002 23:03:15 GMT, "Alan Sharkis"
<asharkis@optonline.net> wrote:

>You mean Mike Hohman?

That's the one..
--
Paul

1894. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 01:24:46 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <yV9n8.60056$Gf.5031002@bin2.nnrp.aus1.giganews.com>
Source record: 30313

What's this story? Anyone care to give a synopsis?

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:e5aq9uss94qkkmb5eqkoj4bpqa4of9jv04@4ax.com...
> On Sat, 23 Mar 2002 23:03:15 GMT, "Alan Sharkis"
> <asharkis@optonline.net> wrote:
>
> >You mean Mike Hohman?
>
> That's the one..
> --
> Paul
>

1895. Connect my Atari 800XL to my PC Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 02:45:28 UTC
From: Graham Leggat <grahamleggatNOSPAM@bigfoot.com>
Message-ID: <a7jek7ojj1@helle.btinternet.com>
Source record: 30314

Hi

I have an Atari 800XL and intend to use the SIO2PC cable to connect to my PC so I can use software like Atari810 to use my PC's hard disks with my Atari.

But how do I connect the monitor?

The 800XL doesn't seem to have an output for a monitor, so I am wondering if I can use the video in on my ATI rage pro 128 graphics card instead.

Has anyone got round this problem? I would love to have to 800XL sitting proudly with my 1.4Ghz Athlon PC !!

Thanks for your help in advance.

Graham

1896. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 04:02:07 UTC
From: Video61@webtv.net
Message-ID: <17810-3C9D4FBF-208@storefull-2113.public.lawson.webtv.net>
Source record: 30315

Copyrights are useless if the copyright holder does not actively
prosecute those who the holder feels are infringing upon the copyright.
Since this has probably never happened regarding Atari hardware or
software, much less in the past 5-10 years, I wouldn't worry too much
about it.
Even if someone was particularly offended, I don't see them suing over
something that they haven't made any money on in 15 years.
Also, E-bay seems to be being brought up a lot in this. Selling stuff on
E-bay doesn't infringe upon any copyrights whatsoever.

the above statement is not true as far as the copyrights are concerned,
just in the last 2 years i have had to warn a few people who were about
to infringe on a copyright that i hold.
i would have let them use it if they had asked, but they told me in no
uncertain terms that i was not the holder.
so i had to start to get together my paperwork, as well as the
uncompiled source, and i was prepared to file suit.
they backed down, and i have no hard feelings, i just wanted to be
consulted on anything that was done.
so there is still something to some of these rights.
now most do not care, and that is what i have found out, but some do.
BTY bob puff, and a few others here are owed money for work done on FTE
stuff, so they might jump on you if you are perceived to be making money
off of FTE stuff.
some who are owed money watch this nsg like a hawk, and are prepared to
pounce, so that is why i say be careful.
you do not want to have to travel to the state where the suit is filed,
if you think that you do not have to show just watch what a judge can do
to a no show when it comes to copyright infringment.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1897. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 05:01:03 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3C9D5D8F.6D383FAA@one.net>
Source record: 30316

Nope, it ended with no buyer:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339637365

This guy has a few OSS things, but he's way overpriced in my opinion. A
while ago he had a Newell 256K memory upgrade and Omnimon for the 800,
but no one bought those either.

I would like to have the Personal Pascal from OSS, but I can't afford
the $149 asking price.

-Bob

Mo wrote:
>
> Might have had something to do with a recent Ebay auction for ACTION! That
> started out at $99.00 with a buy it now of $149.00- I can't find it on Ebay
> now so it must have ended or been pulled.
> Mo
>
> Paul Gifford wrote in message ...
> >I'll jump in too. Please copy all you want.
> >
> >See, anyone can write anything. I'm nobody (in least in the context of
> >having a say in this matter) so it doesn't count. Who are you? I doubt
> >that "123@abc.com" is the legal copyright holder of anything...it would
> help
> >if you said who you are and what your relation to OSS is.
> >
> >
> >"abc" <123@abc.com> wrote in message news:3c9bb497_1@nopics.sjc...
> >> OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
> >> not been specifically designated as distributable. I have a vested
> >interest
> >> in them and, although I do not actively search for violations, will ask
> >> anyone who may be posting them or discussing such posting to stop. (not
> >stop
> >> the discussion, just the posting)
> >>
> >> I agree that it would be really great if we knew who actually had the
> >rights
> >> to the 8-bit stuff and what their attitudes were.
> >>
> >>
> >
> >

1898. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 08:47:35 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <u9r4gnnnbdse4c@corp.supernews.com>
Source record: 30317

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:17810-3C9D4FBF-208@storefull-2113.public.lawson.webtv.net...
<snip>
> BTY bob puff, and a few others here are owed money for work done on FTE
> stuff, so they might jump on you if you are perceived to be making money
> off of FTE stuff.

Are you at liberty to say what Bob Puff is owed money by FTE for? I can
think of several people off hand like Newel or ICD that may have a claim,
but for the life of me I can't think of a single thing that Bob Puff did for
FTE.

1899. Atari 400 UK : TV Output Frequency Changing ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 12:02:33 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3c9dbf14_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 30318

Hi,

Does anybody know if its possible to change the channel that a UK 400
outputs its TV signal at. I've tried the switch on the back of the box and
it does nothing. With just the Atari plugged into the TV I get a picture on
at 588Mhz however if I also plug the nornal arial cable in I just end up
seeing white noise !!! I've also got a 65XE and that seems fine.

--
Remove 'y' from address to reply (anti-spam)

1900. Re: Atari 400 UK : TV Output Frequency Changing ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 13:17:58 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <2dkr9uk9fsibe93g6s776dgkedka1ljn4j@4ax.com>
Source record: 30319

On Sun, 24 Mar 2002 12:02:33 -0000, "swebb"
<swebb@swebby.screaming.net> wrote:

>Hi,
>
>Does anybody know if its possible to change the channel that a UK 400
>outputs its TV signal at. I've tried the switch on the back of the box and
>it does nothing. With just the Atari plugged into the TV I get a picture on
>at 588Mhz however if I also plug the nornal arial cable in I just end up
>seeing white noise !!! I've also got a 65XE and that seems fine.

You could trim the cores in the modulator, I'm sure one of them sets
the output freq. Means a strip down but it *might* sort the problem..

Maybe
--
Paul

1901. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 13:59:55 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <vZkn8.63266$bj1.20817651@news02.optonline.net>
Source record: 30320

You know, the copyright issues are more clear with respect to programs for older computers than with respect to the subject of another newsgroup that I belong to.

An OSS or ICD program can be identified immediately by just about any hobbyist in the group, even if it's been cracked, and even if that crack was done twenty years ago. In that other group, files are posted that have been enhanced. It may be impossible for the person that enhanced the file to know that the file was originally a commercial file because that information is easily removed in that format, and then the file without the information passed around the Internet as if it were in the public domain. Proving that the poster knowingly altered and distributed a copyrighted work is very difficult, since the poster himself doesn't know half the time. In addition, in that other area, there are agencies formed for the protection of intellectual property that might jump in even when the original file was released with no copyright statement attached.

What's even more difficult is knowing whether all the members of a newsgroup can be in hot water if somebody posts a commercial work. If the copyright holder wishes to sue, he has to be able to show how widely the work was distributed. Who are the members of a newsgroup and how many are there at any given time? How many lurk and never post? How many people outside of the group can they pass the material to? It gets very hairy there, and those are questions that apply to programs for Atari 8-bits as well as the files I mentioned with respect to that other group. Ask two lawyers and you will get AT LEAST three opinions.

You say, be careful. I agree. Among the lurkers might be the copyright-holders themselves. Sure, there's no profit motive any more, but there's always a person's belief in principle.

Take care.

Alan

"Lance Ringquist" <Video61@webtv.net> wrote in message news:17810-3C9D4FBF-208@storefull-2113.public.lawson.webtv.net...
> Copyrights are useless if the copyright holder does not actively
> prosecute those who the holder feels are infringing upon the copyright.
> Since this has probably never happened regarding Atari hardware or
> software, much less in the past 5-10 years, I wouldn't worry too much
> about it.
> Even if someone was particularly offended, I don't see them suing over
> something that they haven't made any money on in 15 years.
> Also, E-bay seems to be being brought up a lot in this. Selling stuff on
> E-bay doesn't infringe upon any copyrights whatsoever.

>
> the above statement is not true as far as the copyrights are concerned,
> just in the last 2 years i have had to warn a few people who were about
> to infringe on a copyright that i hold.
> i would have let them use it if they had asked, but they told me in no
> uncertain terms that i was not the holder.
> so i had to start to get together my paperwork, as well as the
> uncompiled source, and i was prepared to file suit.
> they backed down, and i have no hard feelings, i just wanted to be
> consulted on anything that was done.
> so there is still something to some of these rights.
> now most do not care, and that is what i have found out, but some do.
> BTY bob puff, and a few others here are owed money for work done on FTE
> stuff, so they might jump on you if you are perceived to be making money
> off of FTE stuff.
> some who are owed money watch this nsg like a hawk, and are prepared to
> pounce, so that is why i say be careful.
> you do not want to have to travel to the state where the suit is filed,
> if you think that you do not have to show just watch what a judge can do
> to a no show when it comes to copyright infringment.
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

1902. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 14:15:36 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <uinr9ucqk43feim9f63640rljvg0vcpppm@4ax.com>
Source record: 30321

On Fri, 22 Mar 2002 19:47:27 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>let`s imagine a CD-R costs 50 cents (or maybe less) and you spent some
>hours or days filling it with Atari Images (ATR, XFd, DCM or whatever).
>Think it would not be to unkind to "sell" it for one to five dollars
>(plus p&p if outside US). Since you will hardly find more than 100
>buyers, you won`t be a millionaire then...
>
>Or imagine, that the CD contains some selfmade programs/images, lets say
>5 images. You may sell the CD with just these 5 images for five dollars.
>No-one will complain because of copyright (but many will complain for
>the unused space). So, you decide to fill the CD with your own 5 images
>plus 995 extra images that are not-selfmade. Guess what, now no-one will
>complain for unfilled space, but because of copyright reasons (they say
>you are making money with it). So you decide to sell only 5,25" Atari
>disks - and now all emulator users will complain, since they cannot use
>the 5,25" disks. so finally you notice, that you cannot fullfill the
>needs and wishes of everyone and to avoid any complaints you give up.
>You do not sell anything and furthermore you do not program anything. Is
>this what you want ?!? I do not think so... -Andreas.

I do want the guy who is selling these to not do it. He's not doing
any favors and I'm quite sure is only interested in making money for
himself. He contributed absolutely nothing to create the CD, and he's
advertising it by e-mailing ads - and we all know how much we all
enjoy receiving unsolicited ads in e-mail!

The programs are not hard to find, making a CD with them is a trivial
task, and the guy does not deserve to make $20 or more off every
order.

1903. Re: Connect my Atari 800XL to my PC Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 16:35:01 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Venn8.621958$hy4.23071333@Flipper>
Source record: 30323

I've connected an Atari XEGS (PAL) and an Atari 1200XL (NTSC) to the "video in" of my ATI Rage Fury Pro graphics card. Both work, although the screen looks more stable for NTSC.

Freddy.

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> schreef in bericht news:3c9d47b7.1917312@news...
> "Graham Leggat" <grahamleggatNOSPAM@bigfoot.com>:
>
> >The 800XL doesn't seem to have an output for a monitor, so I am wondering if
> >I can use the video in on my ATI rage pro 128 graphics card instead.
>
> The 800XL has a monitor jack. It is the 5-pin DIN jack on the back of the
> case marked "monitor." You would usually get a 5-pin DIN to RCA cable to
> get the composite video, audio and chroma/luma (if you do the SuperVideo
> modification)
>
> I imagine you could hook the composite video cable to your ATI card and
> have the output from your atari into a capture window or something. I've
> never tried it.
>
> >Has anyone got round this problem? I would love to have to 800XL sitting
> >proudly with my 1.4Ghz Athlon PC !!
>
> Yes, I have a Commodore 1084 monitor and a 5-pin DIN to RCA cable.
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

1904. Re: assembler language tutorials

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 18:30:34 UTC
From: John Oyler <john.oyler@attbi.com>
Message-ID: <3C9DD41E.2F652AAF@attbi.com>
Source record: 30325

carmel wrote:
>
> Is there a resource or website on the internet that give basic
> tutorials on 6502 m/c and 68000 m/c as I would like to get back to
> using a decent computer (namely my atari 8bit and ste), and away from
> my athlon pc, the tutorials, i would prefer a slight slant atari wise
> (although i would be willing to go general 6502/68000 m/c tutorials
> and try and get some relevent atari mat.. (as I have an old copy de-re
> atari (the only that discribes the ctia and briefly introduces the
> gtia) I think i still have my mac65 cart and atari asm cart (never
> used these before)

We've only just started, but check out http://www.spalp.org . Right now, we're concentrating on straight CPU assembly language tutorials, but eventually we'd like to provide platform specific tutorials also. We do have a partial 6502 book... but the 68k will fall to me to write, and I need to finish up a few others first. The other two guys who I'm putting this site together with, are big Atari freaks, so expect those to be among the first to be completed. Then again, I do have 5 or 6 atari's myself...

If anyone wants free tutorials for other wierder cpus, they're going to have to donate some books. Not easy to find, even on ebay or amazon.

Thanks,
John

1905. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 19:27:31 UTC
From: Video61@webtv.net
Message-ID: <23734-3C9E28A3-323@storefull-2111.public.lawson.webtv.net>
Source record: 30326

it is a tangled web from what i understand, there seems to have been
many who were involved in fte projects one way, or another.
the more i look into fte, the more people who were involved directly,
or indirectly turn up.
thanks,
lance

1906. Re: Connect my Atari 800XL to my PC Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 20:00:26 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <aBjn8A+8A0TV092yn@NoSpam.com>
Source record: 30328

In article <3c9d47b7.1917312@news>,
sjeffers@shaw.Delete#This.ca (Shawn Jefferson) wrote:
>"Graham Leggat" <grahamleggatNOSPAM@bigfoot.com>:
>>The 800XL doesn't seem to have an output for a monitor, so I am wondering if
>>I can use the video in on my ATI rage pro 128 graphics card instead.
>
>The 800XL has a monitor jack. It is the 5-pin DIN jack on the back of the
>case marked "monitor." You would usually get a 5-pin DIN to RCA cable to
>get the composite video, audio and chroma/luma (if you do the SuperVideo
>modification)
>
>I imagine you could hook the composite video cable to your ATI card and
>have the output from your atari into a capture window or something. I've
>never tried it.

Yes, this is how I did it with my ATI All-In-Wonder card. You can run it either
in a window or full screen. I used this until I picked up a Commodore 1702
monitor.

--
Ryan 'Gozar' Collins

1907. Atari 800xl sound chip emulator wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 20:15:04 UTC
From: Bohus Kral <bohusk@host.sk>
Message-ID: <a7lc4j$6pb33$1@ID-112213.news.dfncis.de>
Source record: 30327

Hello,
I am a ZX Spectrum freak, I want some emulator for atari800xl sound chip for windows. I have such emulators for ZX Spectrum, C64 and Atari ST.
Please tell me where to download such emulator and where to download musics for it.
Thank you.

Bohus Kral

1908. Re: Atari 400 UK : TV Output Frequency Changing ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 21:02:47 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3c9e3ec9$1_1@news.iglou.com>
Source record: 30329

swebb wrote in message <3c9dbf14_1@mk-nntp-1.news.uk.worldonline.com>...
>Hi,
>
>Does anybody know if its possible to change the channel that a UK 400
>outputs its TV signal at. I've tried the switch on the back of the box and
>it does nothing. With just the Atari plugged into the TV I get a picture on
>at 588Mhz however if I also plug the nornal arial cable in I just end up
>seeing white noise !!! I've also got a 65XE and that seems fine.
>
You need a switch box so that either the Atari or the aerial is connected to
the TV,
not both at the same time.

1909. Re: Atari 800xl sound chip emulator wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-24 21:41:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <eKrn8.7065$44.55571@typhoon.sonic.net>
Source record: 30330

Bohus Kral <bohusk@host.sk> wrote:
> Hello,
> I am a ZX Spectrum freak, I want some emulator for atari800xl sound chip for
> windows. I have such emulators for ZX Spectrum, C64 and Atari ST.
> Please tell me where to download such emulator and where to download musics
> for it.
> Thank you.

Do a google search for SAP player. :)

-bill!
>

1910. Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 00:18:01 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <VYtn8.177181$Nn6.9667898@e3500-atl2.usenetserver.com>
Source record: 30331

Hi I received this and I was wondering where the commercial software might be? Can anyone help me?

Thanks.

1911. Does anyone remeber the title of this game?(Flightsimulator)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 02:28:40 UTC
From: quux_1@hotmail.com
Message-ID: <d46b9810.0203241828.7df6e5ab@posting.google.com>
Source record: 30332

There was a game that I liked to play but I donï¿½t remeber the title of it anymore. It was a flightsimulator, it simulated aircombat during the korean war. The casette envelope was brown. If you know the tiltle of the game please let me know.

Best Wishes/Patrik

1912. Re: Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 06:46:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3c9ec7ec$0$24816$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30333

"Son of man" <bcozier@bellsouth.net> wrote in message
news:VYtn8.177181$Nn6.9667898@e3500-atl2.usenetserver.com...
> Hi I received this and I was wondering where the commercial software might
> be? Can anyone help me?

There is NO commercial software on the Pooldisk only, freeware and
shareware...

TXG/MNX

1913. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 09:46:59 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1017049568@rtfm.mit.edu>
Source record: 30334
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 16, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 JYBOLAC (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

1914. Re: I got this in my email -- Nostalgia CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 10:53:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9F01B1.E6F92D9C@students.uni-mainz.de>
Source record: 30335

Ok,
actually I was talking of my own idea. At the moment I am planning to
release a Cd with some Pd Atari stuff I collected over the years.
Alltogether these are approx. 1000 images (not as big as the Pooldisk
Too). And the problem is just like I described it in the example: I have
some 20-30 selfmade/selfcreated images (mostly graphic and music stuff
that I converted for the little A8). I can just sell these and leave the
CD quite empty or fill the whole CD with other PD stuff. Well, of course
I will fill the whole CD, but I am gonna sell it for a low price (maybe
5 euros, maybe less) to those who are interested. Thus, you are not on
that list, hehehe... -Andreas.

Damfino schrieb:
>
> On Fri, 22 Mar 2002 19:47:27 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Well,
> >let`s imagine a CD-R costs 50 cents (or maybe less) and you spent some
> >hours or days filling it with Atari Images (ATR, XFd, DCM or whatever).
> >Think it would not be to unkind to "sell" it for one to five dollars
> >(plus p&p if outside US). Since you will hardly find more than 100
> >buyers, you won`t be a millionaire then...
> >
> >Or imagine, that the CD contains some selfmade programs/images, lets say
> >5 images. You may sell the CD with just these 5 images for five dollars.
> >No-one will complain because of copyright (but many will complain for
> >the unused space). So, you decide to fill the CD with your own 5 images
> >plus 995 extra images that are not-selfmade. Guess what, now no-one will
> >complain for unfilled space, but because of copyright reasons (they say
> >you are making money with it). So you decide to sell only 5,25" Atari
> >disks - and now all emulator users will complain, since they cannot use
> >the 5,25" disks. so finally you notice, that you cannot fullfill the
> >needs and wishes of everyone and to avoid any complaints you give up.
> >You do not sell anything and furthermore you do not program anything. Is
> >this what you want ?!? I do not think so... -Andreas.
>
> I do want the guy who is selling these to not do it. He's not doing
> any favors and I'm quite sure is only interested in making money for
> himself. He contributed absolutely nothing to create the CD, and he's
> advertising it by e-mailing ads - and we all know how much we all
> enjoy receiving unsolicited ads in e-mail!
>
> The programs are not hard to find, making a CD with them is a trivial

> task, and the guy does not deserve to make $20 or more off every
> order.

1915. Re: Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 11:01:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3C9F03A1.6D5A9F0@students.uni-mainz.de>
Source record: 30336

Well,
there is some small commercial software on the Pooldisk Too.
Take a look at the subdir "Belgium", you will find pirate copies of
Zybex, Mr. Robot, Cavelord, Fatum, Spelunker, and a few other games.
This happened, since most of the ATR images in that directory are
bootdisks (and probably Bo and Ernest did not test every image). But
overall there are less than 20 pirate copies, thus the CD is worthless
for pirates or for collectors of pirated stuff.
-Andreas.

P.S.: the commercial software in the Subdir ANG was placed there with
the exclusive right from the former ANG guys and must not be copied onto
any other media (an info text says so...)

TXG schrieb:
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:VYtn8.177181$Nn6.9667898@e3500-atl2.usenetserver.com...
> > Hi I received this and I was wondering where the commercial software might
> > be? Can anyone help me?
>
> There is NO commercial software on the Pooldisk only, freeware and
> shareware...
>
> TXG/MNX

1916. ANNOUNCING SCOTT ADAMS SAGA ADVENTURELAND 1 NOW ON CARTRIDGE

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 17:29:09 UTC
From: Video61@webtv.net
Message-ID: <15031-3C9F5E65-154@storefull-2114.public.lawson.webtv.net>
Source record: 30337

the first of the famous SCOTT ADAMS S.A.G.A. graphics adventures is now
available on cartridge for the atari 400/800/xl/xe/xegm computers.
memory requirements are 48k. this is a awesome achievement by the
combined talents of three very gifted, and dedicated atari coders.
special thanks to SCOTT ADAMS for permission to release his ground
breaking games on cartridge.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1917. Re: Does anyone remeber the title of this game?(Flightsimulator)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 17:31:52 UTC
From: Video61@webtv.net
Message-ID: <15031-3C9F5F08-155@storefull-2114.public.lawson.webtv.net>
Source record: 30338

i think that the game that you want is mig alley ace by microspose.
you can find it on whats called the top gunner collection.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1918. I finally got Mac/65 Toolkit + Docs!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 22:22:03 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <6JNn8.384$Q7.149689@e3500-atl1.usenetserver.com>
Source record: 30339

It seems to be pretty cool, smooth scrolling, pmgraphics, I/O and lots of stuff.

The docs are what I really wanted. Finally got it!

1919. Best of Creative Computing Volume 1 on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 23:32:10 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-80A904.15320725032002@news.west.cox.net>
Source record: 30340
Cross-posted to: rec.games.video.classic,comp.lang.basic.misc,comp.sys.atari.8bit

The Best of Creative Computing Volume 1 is now available on the Web in
its entirety. Published in 1976, this book is a true classic, containing
300+ pages of articles and programs from the first six issues of
Creative Computing magazine. (It is online with the permission of the
copyright holder.)

http://www.atariarchives.org/bcc1/

A few highlights, in no particular order:

Playing PONG to Win
http://www.atariarchives.org/bcc1/showpage.php?page=141

Hunt The Wumpus (and other classic BASIC games)
http://www.atariarchives.org/bcc1/showpage.php?page=247

The Life and Times of Multivac - Science fiction by Isaac Asimov
http://www.atariarchives.org/bcc1/showpage.php?page=111

Supermarkets Are Going Bananas Over Computers - introduction of UPC codes
http://www.atariarchives.org/bcc1/showpage.php?page=97

A Computer Career for You? - Computers in the workplace in 1974
http://www.atariarchives.org/bcc1/showpage.php?page=37

Is Breaking Into A Timesharing System a Crime?
http://www.atariarchives.org/bcc1/showpage.php?page=4

Enjoy,
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

1920. Help needed Happy 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-25 23:49:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <TwOn8.818$Q7.200021@e3500-atl1.usenetserver.com>
Source record: 30341

Hi this drive, the head appears to be trying to move forward or back, making a beep every 7 secs or so, but failing to boot....

Any one has knoweldge to help me diagnose the problem?

1921. CHIPMUNK RULES!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 01:51:36 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <tjQn8.2902$Q7.338940@e3500-atl1.usenetserver.com>
Source record: 30342

Okay, so the happy drive doesn't work, but I got my brand new chipmunk and this has got to be the most complete list of commercial software I've seen compiled on the parameters disk!

Anyway, the good news is that this makes DEPROTECTED backups of virtually any Atari 8-bit software! I tried it out with the Datasoft basic compiler and it worked!

If anyone out there has original commericial protected Atari 8-bit software you would like copied and backup up in a deprotected form so it can easily be distributed in a .ATR or .DCM image just send me an email.

Let's try to preserve as much of the Atari 8-bit library as we possibly can. I've got quite a collection so far, and now with chipmunk I'm going to work hard on deprotecting all I've got so it can be archived on my PC hard drive and eventually burned on a CD-ROM for all time!!!!!

I've still got Alternate Reailty sealed and Hitchiker's guide sealed both of which can be deprotected with chipmunk. Maybe it's time to break em open, unless I can contact the current winner of the Alternate Reality mint disks and show him how to go about making deprotected backups.

1922. Were are old disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 03:52:43 UTC
From: Jasen Rogers <jasenr@attbi.com>
Message-ID: <fgSn8.117876$702.25304@sccrnsc02>
Source record: 30343

I was hoping someone could point me in the direction of a source to get an old floppy drive to use with my ATR8000. I have gotten an external SCSI enclosure and am modifying it. I am going to paint and label it to look like an original Atari-ish disk drive. Thanks.

1923. Re: Were are old disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 04:18:28 UTC
From: Jasen Rogers <jasenr@attbi.com>
Message-ID: <nESn8.125882$q2.13998@sccrnsc01>
Source record: 30344

Sorry, Where are old disk drives? I can't spell tonight.

"Jasen Rogers" <jasenr@attbi.com> wrote in message
news:fgSn8.117876$702.25304@sccrnsc02...
> I was hoping someone could point me in the direction of a source to get an
> old floppy drive to use with my ATR8000. I have gotten an external SCSI
> enclosure and am modifying it. I am going to paint and label it to look
like
> an original Atari-ish disk drive. Thanks.
>
>

1924. FA: Commodore 64 system, more

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 07:17:28 UTC
From: Indy Dog <indydog@adelphia.net>
Message-ID: <cgVn8.6986$QP3.2763735@news2.news.adelphia.net>
Source record: 30345

ESTATE SALE! Former radio station engineer needs to go into hiding.. he signs with the William Morris agency... HE'S NEVER HEARD FROM AGAIN. It's true...

Meanwhile, here is some of the equipment currently for sale (or auction at EBay). Go to www.geocities.com/uplatewstewkey for links and a full list. It is being updated every 2 weeks or so- check back often (items with an * have an operational problem; details at the site).

Commodore 64 computer system
Fisher 500B receiver
Sylvania VP-7200 laserdisc player
Adcom GFA-5400 power amp MINT!
Lafayette mono tube amp
Dynaco Stereo 70 tube amp
Dynaco PAS-3 preamplifier
Technics SP-25 turntable w/base, arm
Technics SH-10E turntable power supply for SP-10mkII
Yamaha NS-A636
Quad 22 tube preamp
Quad AM-2 mono tube tuner
Quad ESL-57 electrostatic speakers
Olson S-606 speakers MINT!
Ampex MM1200 8-track multitrack
*Yamaha TX-900U tuner
*RCA VPT295 VCR
*Zenith VR-1825 VCR
*Sanyo VHR-5215 VCR
Recoton SP-2 phono preamp
South African Broadcasting Corporation LPs
Gateway 2000 manuals
Sega Genesis video game system
Sony LIP-10 rechargeable battery for portable minidisc players
Fostex X-26 4-track cassette recorder
Panasonic RP-966 outboard Dolby B unit
RCA 64A theatre speaker
RCA oscillator/tester
*Dynaco FM-3 tubed tuner
*AR 2ax speakers

Plus Stereophile back issues, used blank reel tapes and even some factory prerecorded reels!

1925. Question about locations $C000 - $C007

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 14:44:21 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <YF%n8.11796$Q7.2791658@e3500-atl1.usenetserver.com>
Source record: 30346

I posted this on the AtariAge message board and I thought I'd ask the question here too.

Here's the deal. In the 5200 Tempest disassembly Keithen Hayenga is setting $C000 - $C007 to #$00 every time he clears the P/M Graphics pages. I originally thought this was put in to crash the 8-bit but I'm not really sure about this.

I know locations $C000 and $C001 hold a check sum (LSB/MSB) for ROM bytes on the XL/XE but what about the 400/800? These locations aren't used right? I so then what purpose would it serve to set these locations to #$00?

1926. demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 14:47:38 UTC
From: Art-S <art@albi.com.ua>
Message-ID: <a7q1nh$2bah$1@bn.utel.com.ua>
Source record: 30247

Hi all!

Does have atari 8 bit demoscene?
URL please with best demos need..

--

311293609.

WBR
Art-S

1927. Re: CHIPMUNK RULES!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 15:04:59 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a7q2mr$ek0$1@thorium.cix.co.uk>
Source record: 30248

I have a copy also. Nice progam. I usualy use it to make 2 back up copies. 1 for use, one just incase the original disk fianaly goes kaput.

I do appricate the irony that tools that may have hurt my access to games because of Piracy when the Atari was new/current, has become a good way that i can continue to enjoy those same games many years later and preserve them to some degree.

"Son of man" <bcozier@bellsouth.net> wrote in message news:tjQn8.2902$Q7.338940@e3500-atl1.usenetserver.com...
> Okay, so the happy drive doesn't work, but I got my brand new chipmunk and
> this has got to be the most complete list of commercial software I've seen
> compiled on the parameters disk!
>
> Anyway, the good news is that this makes DEPROTECTED backups of virtually
> any Atari 8-bit software! I tried it out with the Datasoft basic compiler
> and it worked!
>
> If anyone out there has original commericial protected Atari 8-bit software
> you would like copied and backup up in a deprotected form so it can easily
> be distributed in a .ATR or .DCM image just send me an email.
>
> Let's try to preserve as much of the Atari 8-bit library as we possibly can.
> I've got quite a collection so far, and now with chipmunk I'm going to work
> hard on deprotecting all I've got so it can be archived on my PC hard drive
> and eventually burned on a CD-ROM for all time!!!!!
>
> I've still got Alternate Reailty sealed and Hitchiker's guide sealed both of
> which can be deprotected with chipmunk. Maybe it's time to break em open,
> unless I can contact the current winner of the Alternate Reality mint disks
> and show him how to go about making deprotected backups.
>
>
>
>

1928. WriteAtr V0.92 available

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 15:48:04 UTC
From: usenet-20020326@hias.horus.com
Message-ID: <slrnaa15vk.15c.usenet-20020326@camel.hias.horus.com>
Source record: 30249

Finally, I've uploaded version 0.92 of WriteAtr to my homepage
http://www.horus.com/~hias/atari/

The major changes between V0.91 and V0.92 are:

* Support for higher capacity formats (360k/720k/1.44M) is working now.

* High capacity formats are supported in three different mappings:
- ATR8000 compatible (used by most Atari high capacity drives):
first side 1 is written, then side 2.
- 'PC style' (eg Karin Maxi): starts with track 0 / side 1, then
track 0 / side 2, then track 1 / side 1, ...
- XF551: first side 1 is written, then side 2 in reverse order

* Written sectors are now verified by default, so you can detect
bad floppy disks.

* Whenever an error occurs, the exact position and error code is
reported and the user may chose to abort/rety/ignore the current
operation.

* I've fixed several smaller bugs in the disk-access layer (mainly
concerning the high capacity formats) and added some more
debugging info.

If you've been using an earlier version of WriteAtr, please upgrade
to the current version. Especially the 'verify writes' feature can
save you from a lot of troubles with bad media.

so long,

Hias

1929. Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 15:55:47 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <a7q5n4opj1@news.tpi.pl>
Source record: 30250

How to view listing of Atari Basic program, that has protection against viewing - after LIST (or each another command) Basic freezes and only Reset key helps. What I can do with it? Maybe I can change some registers with Qmeg?
I've tried CHKBAS program, but it cannot set correct labels of variables. It sets VAR0, VAR1....
Help me, please. Thanks in advance!

Kuba Kosiec
mailto: lewis@atari.pl
http://tt030.nostalgia.pl

1930. Re: Help needed Happy 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 15:59:51 UTC
From: Video61@webtv.net
Message-ID: <23734-3CA09AF7-533@storefull-2111.public.lawson.webtv.net>
Source record: 30252

hi,
a 810 diagnosis, i would be typing all day,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

1931. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 17:00:09 UTC
From: thor@math.tu-berlin.de
Message-ID: <3ca09b09@news.ivm.net>
Source record: 30251

Kuba Kosiec <lewis@atari.pl> wrote:
Hi,

> How to view listing of Atari Basic program, that has protection against
> viewing - after LIST (or each another command) Basic freezes and only Reset
> key helps. What I can do with it? Maybe I can change some registers with
> Qmeg?

No. The BASIC idea (pun intended) of this protection is to adjust the line
offset from one line to the next line to zero such that the interpreter loops
forever when looking for line 32768 (the "direct input") line.

> I've tried CHKBAS program, but it cannot set correct labels of variables. It
> sets VAR0, VAR1....
> Help me, please. Thanks in advance!

I might have an "untokenizer" for Atari Basic just for that. It decodes
the basic tokens manually...

So long,
Thomas

1932. Re: Question about locations $C000 - $C007

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 17:01:15 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <9N1o8.546$1f1.45093@e3500-atl2.usenetserver.com>
Source record: 30253

Disregard this message. It was answered on the AtariAge message board.

I forgot that the GTIA is mapped to $C000 on the 5200. Doh.

Dennis Debro <dnsdebro@netzero.net> wrote in message
news:YF%n8.11796$Q7.2791658@e3500-atl1.usenetserver.com...
> I posted this on the AtariAge message board and I thought I'd ask the
> question here too.
>
> Here's the deal. In the 5200 Tempest disassembly Keithen Hayenga is
setting
> $C000 - $C007 to #$00 every time he clears the P/M Graphics pages. I
> originally thought this was put in to crash the 8-bit but I'm not really
> sure about this.
>
> I know locations $C000 and $C001 hold a check sum (LSB/MSB) for ROM bytes
on
> the XL/XE but what about the 400/800? These locations aren't used right? I
> so then what purpose would it serve to set these locations to #$00?
>
>
>
>

1933. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 18:38:12 UTC
From: Wef Dinaini <g.van.bavel.deletefirstdot@home.nl>
Message-ID: <x33o8.1198$38.74595@zwoll1.home.nl>
Source record: 30254

"Anders Skelander" <ansk@home.se> schreef in bericht
news:3c813d6e.4414436@nntpserver.swip.net...
>
> On Fri, 1 Mar 2002 18:29:38 +0100, "Mirko Sobe" <atarixle@12move.de>
> wrote:

Hi,

just lurking here for a while now...

Wasn't there a special XIO command for this ? I remember using XIO
254,0,0,"D1:" or something like that to format from basic (using DOS 2.5).

Wef.

1934. Re: demos

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 19:23:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <5V3o8.7748$44.60157@typhoon.sonic.net>
Source record: 30255

Art-S <art@albi.com.ua> wrote:
> Hi all!
>
> Does have atari 8 bit demoscene?
> URL please with best demos need..

There are many, many, many. :)

Just search google.com for "atari xl demo"

You can also check out the collection of demos at various Atari FTP sites by searching for 'demo' at XL Search:

http://xlsearch.atari.org/

-bill!

1935. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 20:45:21 UTC
From: abc <123@abc.com>
Message-ID: <3ca0e792_2@nopics.sjc>
Source record: 30256

Obviously, I'm not a PC guy since I can't even set up Outlook Express
properly. I changed ISPs and couldn't get the newsgroups until recently and
I must have been using this identity as some kind of test or something.
Anyway, now I seem to be able to use this newsgroup - all I need to do is
fix my PC. I am going to build another PC with W2K so I'll fix the identity
thing to say AtariBob (Bob Woolley, not Bob Puff). (IS it improper not to
use my name?)

See, you do something dumb and the whole thread gets sidetracked. These
copyrights may have some future value or they may not. The point is that
there are people out there that may object when they encounter a violation.
I will, but I don't spend resources searching for "evil-doers". I don't
necessarily need to prove copyright ownership to have a vested interest in
something - maybe I'm negotiating to buy it, or have an exclusive license.
To sue, maybe - I dunno.

ahhhh, to be 15 again.... heck, 30 even!

Bob Woolley
ataribob@directvinternet.com

sorry for the confusion!

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:4nro9usbkhd7f5al37bobtcof0fjeb1dpd@4ax.com...
> On Fri, 22 Mar 2002 14:06:44 -0800, "abc" <123@abc.com> wrote:
>
> >OK, I'll jump in.... Please do not copy any of the old OSS stuff that has
> >not been specifically designated as distributable. I have a vested
interest
> >in them and, although I do not actively search for violations, will ask
> >anyone who may be posting them or discussing such posting to stop. (not
stop
> >the discussion, just the posting)
>
> Please prove this vested interest, either you own copyright or not. As
> someone else points out you are posting anon (which breaks some ISP's
> T&C) so you could be a 15yr old kid messing people around.
>
> So please either identify both yourself and your ownership or stop
> telling people what to post or not.
> >
> >I agree that it would be really great if we knew who actually had the
rights
> >to the 8-bit stuff and what their attitudes were.
> >

> erm slightly ironic?
>
> I wonder if you are who I think you *might be*, then I could
> understand why you might want to avoid people knowing who you are..
>
> ching ching...
> --
> Paul

1936. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-26 20:51:36 UTC
From: AtariBob <ataribob@directvinternet.com>
Message-ID: <3ca0e909$1_2@nopics.sjc>
Source record: 30257

Does this work?

abc <123@abc.com> wrote in message news:3ca0e792_2@nopics.sjc...
> Obviously, I'm not a PC guy since I can't even set up Outlook Express
> properly. I changed ISPs and couldn't get the newsgroups until recently
and
> I must have been using this identity as some kind of test or something.
> Anyway, now I seem to be able to use this newsgroup - all I need to do is
> fix my PC. I am going to build another PC with W2K so I'll fix the
identity
> thing to say AtariBob (Bob Woolley, not Bob Puff). (IS it improper not to
> use my name?)
>
> See, you do something dumb and the whole thread gets sidetracked. These
> copyrights may have some future value or they may not. The point is that
> there are people out there that may object when they encounter a
violation.
> I will, but I don't spend resources searching for "evil-doers". I don't
> necessarily need to prove copyright ownership to have a vested interest in
> something - maybe I'm negotiating to buy it, or have an exclusive license.
> To sue, maybe - I dunno.
>
> ahhhh, to be 15 again.... heck, 30 even!
>
> Bob Woolley
> ataribob@directvinternet.com
>
> sorry for the confusion!
>
> Paul Irvine <mclane.dellos@btinternet.com> wrote in message
> news:4nro9usbkhd7f5al37bobtcof0fjeb1dpd@4ax.com...
> > On Fri, 22 Mar 2002 14:06:44 -0800, "abc" <123@abc.com> wrote:
> >
> > >OK, I'll jump in.... Please do not copy any of the old OSS stuff that
has
> > >not been specifically designated as distributable. I have a vested
> interest
> > >in them and, although I do not actively search for violations, will ask
> > >anyone who may be posting them or discussing such posting to stop. (not
> stop
> > >the discussion, just the posting)
> >
> > Please prove this vested interest, either you own copyright or not. As
> > someone else points out you are posting anon (which breaks some ISP's

> > T&C) so you could be a 15yr old kid messing people around.
> >
> > So please either identify both yourself and your ownership or stop
> > telling people what to post or not.
> > >
> > >I agree that it would be really great if we knew who actually had the
> rights
> > >to the 8-bit stuff and what their attitudes were.
> > >
> > erm slightly ironic?
> >
> > I wonder if you are who I think you *might be*, then I could
> > understand why you might want to avoid people knowing who you are..
> >
> > ching ching...
> > --
> > Paul
>
>

1937. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 00:58:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <CO8o8.7872$44.60578@typhoon.sonic.net>
Source record: 30258

AtariBob <ataribob@directvinternet.com> wrote:
> Does this work?
>

Yes. And welcome back. :) Now where's my 1200XL, damnit!? :)

-bill!

1938. Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 02:15:54 UTC
From: "Frederick B. Aulgur" <FredAulgur@T-Online.de>
Message-ID: <a7ra6bfcu00$1@news.t-online.com>
Source record: 30259

Hello Everyone,

I have a problem with my 800XL. It will work for hours on end, and then "pow" it stops working. If I try rebooting (no disk activity either) all I see is a black video screen (and again, and again). I have to wait for quite a while before it starts working again. Does anyone have any suggestions as to what to look for or any on-line references that could help?

Thank you,

Fred

1939. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 03:21:53 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA13AC1.55DA95C4@rogers.com>
Source record: 30260

Paul Irvine wrote:

>
>
> Could be, who's the bloke that 'went missing' and others complained
> about being owed goods or money?
> --
> Paul

That sounds like the guy (Mike hohman?) who started fine tooned engineering, bought up the righrs to the icd and newell stuff. Well to make a long storey short he went bust and dissapeared in late 1995 without filling some orders and hadn't fully paid Wes Newell apparently. As for orders not being filled I can attest to this personally since I never got my r-time 8 cartridge, and a couple friends local to me never got their orders filled either.

1940. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 03:27:09 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA13BFC.E0CCB400@rogers.com>
Source record: 30261

Alan Sharkis wrote:

> You know, the copyright issues are more clear with respect to programs for
> older computers than with respect to the subject of another newsgroup that I
> belong to.
>
> An OSS or ICD program can be identified immediately by just about any
> hobbyist in the group, even if it's been cracked, and even if that crack was
> done twenty years ago. In that other group, files are posted that have been
> enhanced. It may be impossible for the person that enhanced the file to
> know that the file was originally a commercial file because that information
> is easily removed in that format, and then the file without the information
> passed around the Internet as if it were in the public domain. Proving that
> the poster knowingly altered and distributed a copyrighted work is very
> difficult, since the poster himself doesn't know half the time. In
> addition, in that other area, there are agencies formed for the protection
> of intellectual property that might jump in even when the original file was
> released with no copyright statement attached.
>
> What's even more difficult is knowing whether all the members of a newsgroup
> can be in hot water if somebody posts a commercial work. If the copyright
> holder wishes to sue, he has to be able to show how widely the work was
> distributed. Who are the members of a newsgroup and how many are there at
> any given time? How many lurk and never post? How many people outside of
> the group can they pass the material to? It gets very hairy there, and
> those are questions that apply to programs for Atari 8-bits as well as the
> files I mentioned with respect to that other group. Ask two lawyers and you
> will get AT LEAST three opinions.
>
> You say, be careful. I agree. Among the lurkers might be the
> copyright-holders themselves. Sure, there's no profit motive any more, but
> there's always a person's belief in principle.
>
> Take care.
>
> Alan

I can agree with this. it does make it a bit harder for those who do sell some 8bit stuff as a sideline. The other problem that I thought of is, if a developer releases something as public domain or shareware, how can we verify it?

1941. Re: Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 04:09:17 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA145D7.4A475AC0@rogers.com>
Source record: 30262

I have the original game (disk manual, everything) I've never seen a rom
version for any computer, its a disk based game.

Mo wrote:

> Is that a cartridge ROM? Just curious, it sounds like either an SSI or
> Microprose game and I wasn't aware that they released cartridges.
> Mo
>
> Aleksey Udovydchenko wrote in message
> <43cb2c27.0201082001.1da04707@posting.google.com>...
> >Hi everybody!
> >Please help me to find Raid Over Moscow ROM, as mine hangs up on final
> >destination (Moscow). I think that its ROM and not an emulator
> >problem, as I were trying Atari800Win and XFormer both with same
> >effect - game hang up and emulator not.
> >with respect, Aleksey

1942. Re: Raid Over Moscow

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 04:31:21 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <tWbo8.3705$vl4.1322101855@newssvr11.news.prodigy.com>
Source record: 30263

Okay, I was gonna say I didn't think SSI or Microprose ever released any carts. Who makes it? If you send me an ATR I'll try it out on my real machine and see what happens.
Mo

James Alexander wrote in message <3CA145D7.4A475AC0@rogers.com>...
>I have the original game (disk manual, everything) I've never seen a rom
>version for any computer, its a disk based game.
>
>Mo wrote:
>
>> Is that a cartridge ROM? Just curious, it sounds like either an SSI or
>> Microprose game and I wasn't aware that they released cartridges.
>> Mo
>>
>> Aleksey Udovydchenko wrote in message
>> <43cb2c27.0201082001.1da04707@posting.google.com>...
>> >Hi everybody!
>> >Please help me to find Raid Over Moscow ROM, as mine hangs up on final
>> >destination (Moscow). I think that its ROM and not an emulator
>> >problem, as I were trying Atari800Win and XFormer both with same
>> >effect - game hang up and emulator not.
>> >with respect, Aleksey
>

1943. Re: Question about locations $C000 - $C007

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 05:16:37 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a7rka0$31jf$1@news.nextra.cz>
Source record: 30264

```
If You make copy RAM to ROM and disable it,
You may give in this locations something.
Fanny, Prague..
```

"Dennis Debro" <dnsdebro@netzero.net> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:YF%n8.11796$Q7.2791658@e3500-atl1.usenetserver.com...
> I posted this on the AtariAge message board and I thought I'd ask the
> question here too.
>
> Here's the deal. In the 5200 Tempest disassembly Keithen Hayenga is
setting
> $C000 - $C007 to #$00 every time he clears the P/M Graphics pages. I
> originally thought this was put in to crash the 8-bit but I'm not really
> sure about this.
>
> I know locations $C000 and $C001 hold a check sum (LSB/MSB) for ROM bytes
on
> the XL/XE but what about the 400/800? These locations aren't used right? I
> so then what purpose would it serve to set these locations to #$00?
>
>
>
>

1944. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 10:16:46 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CA19C0E.290045FD@asw.cz>
Source record: 30277

thor@math.tu-berlin.de wrote:
> No. The BASIC idea (pun intended) of this protection is to adjust the line
> offset from one line to the next line to zero such that the interpreter loops
> forever when looking for line 32768 (the "direct input") line.

Most 'unlistable' programs I've seen have wiped variable name table.
(That's why my chkbas program doesn't display 'correct' ids).

The thing you describe I don't understand. Line looks like this:

WORD lineno BYTE linelen BYTE cmdlen... cmd (until cmdlen) another cmd
until linelen

Which byte you change and to which value?

The pointer to 32768 is directly in header so there's no problem in
finding that.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

1945. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 10:55:02 UTC
From: thor@math.tu-berlin.de
Message-ID: <3ca196f6@news.ivm.net>
Source record: 30265

Wef Dinaini <g.van.bavel.deletefirstdot@home.nl> wrote:

> Wasn't there a special XIO command for this ? I remember using XIO
> 254,0,0,"D1:" or something like that to format from basic (using DOS 2.5).

No, just because the concept behind XIO is quite something different.
XIO just sends a special command to the handler, but for a directory listing,
you would also have to display the results of the handler somehow... (-;
Well, that's beyond the scope of XIO.

A good solution concerning Atari BASIC is to put a special text file into
a fixed location on disk, i.e. on "D:DIR". Something in the spirits of:

```
DIM DIR$(20):O.#5,6,0,"D:*.*":FOR I=1 TO 0:INP.#5,A$:?A$:NEXT I
```

and then to use

```
ENTER "D:DIR"
```

to list the directory which would just execute the above line in "direct mode"
of basic.

Greetings,
Thomas

1946. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 11:45:31 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <2c73auk8r039vok8b2hno1ej9qc14q9s3o@4ax.com>
Source record: 30266

On Tue, 26 Mar 2002 12:45:21 -0800, "abc" <123@abc.com> wrote:

>Obviously, I'm not a PC guy since I can't even set up Outlook Express
>properly.

Lol...OE, spit...

> I am going to build another PC with W2K so I'll fix the identity
>thing to say AtariBob (Bob Woolley, not Bob Puff). (IS it improper not to
>use my name?)
>
Hello there Bob, had I seen your name i'd have smiled and said no more
:-)

Btw, yes, posting via a deliberately screwed email can be viewed as a
non-no by some ISP's although it's rarely enforced.

>See, you do something dumb and the whole thread gets sidetracked. These
>copyrights may have some future value or they may not. The point is that
>there are people out there that may object when they encounter a violation.

Of course there will be and 99% of people who are contacted by a valid
source will remove said items from web pages, on sale etc etc but
until you 'de-cloaked' you might have been a 10-yr old messing around.

(although that's not exactly answering the point)

>I will, but I don't spend resources searching for "evil-doers". I don't
>necessarily need to prove copyright ownership to have a vested interest in
>something - maybe I'm negotiating to buy it, or have an exclusive license.
>To sue, maybe - I dunno.

Like I said Bob, 99.9% of people would respect a call for removal of
an item being distributed via pages or sold commercially without
permission but where I wonder is when people buy rights for an item
just so they can sit on an item and have no plans for releasing said
item ever. Sure, it's their right and I'm sure people would respect
their wishes but it seems such a shame to own a product just for the
sake of hoarding it for no real gain?
>
>ahhhh, to be 15 again.... heck, 30 even!

If only I could retread time ;-)

--
Paul

1947. How do I protect an ML routine in BASIC if the routine isn't mine?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 12:29:11 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7se12$o7o$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30267

Howdy folks

I've stumbled onto a problem while trying to debug CD Audio Player (CDAP).

CDAP is getting so close to the ASPI manager in memory, that TurboBASIC overwrites part of the manager. How do I protect the manager if I can not change the location or format of the manager.

(I just sent Matthias a message to ask him if it is possible to relocate the manager)

I could stuff the ML code into a BASIC string, but I want to use the manager as is and no create a version that is 'BASIC only'.

I looked into declaring a string around the manager (from $8000 to $8800), but (Turbo)BASIC keeps moving these string in memory.

Please help.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

1948. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 13:25:06 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <YGjo8.5667$oz6.1501011@news20.bellglobal.com>
Source record: 30268

"BobbyShaw" <bobbyshaw@aol.com> wrote in message
news:20020312234106.09858.00001016@mb-mp.aol.com...
> http://www.mindspring.com/~robe294/uhcad2.jpg
> http://www.mindspring.com/~robe294/uhcad3.jpg
> http://www.mindspring.com/~robe294/uhcad4.jpg
> http://www.mindspring.com/~robe294/uhcad5.jpg

404's on all, did you take them down?

Maury

1949. How to print Basic source?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 14:18:33 UTC
From: Kuba Kosiec <lewis@atari.pl>
Message-ID: <a7skcubmo1@news.tpi.pl>
Source record: 30269

How to print Atari Basic source code with inverse signs? It can be without inverse, but with no interpretation od >128 codes. TIA!

Kuba Kosiec
mailto: lewis@atari.pl
http://tt030.nostalgia.pl

1950. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 14:26:47 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <HEko8.19170$u77.7792439@news02.optonline.net>
Source record: 30270

I got my order, complete with a long-distance Thank You call from Hohman,
but then again, I put it in early in FTe's history. I think he overextended
at some point, and that's when people began to get burned. And, yes, I
personally know people who got burned.

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3CA13AC1.55DA95C4@rogers.com...
>
>
> Paul Irvine wrote:
>
> >
> >
> > Could be, who's the bloke that 'went missing' and others complained
> > about being owed goods or money?
> > --
> > Paul
>
> That sounds like the guy (Mike hohman?) who started fine tooned
engineering,
> bought up the righrs to the icd and newell stuff. Well to make a long
storey short
> he went bust and dissapeared in late 1995 without filling some orders and
hadn't
> fully paid Wes Newell apparently. As for orders not being filled I can
attest to
> this personally since I never got my r-time 8 cartridge, and a couple
friends
> local to me never got their orders filled either.
>

1951. TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 14:32:31 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a7sl61$1b3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30271

Howdy folks

Am I the only one who'ld like TurboBASIC to be able to [TRACE] to (ram)disk
or printer instead of the screen, where it screws up you display?

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

1952. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 15:10:36 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a7sndc$pp6$1@thorium.cix.co.uk>
Source record: 30272

Dry joint somewhere? Cracked wire? sounds like it

when it happens again, pop the case and see if there are any 'unusualy' warm
bits on the board.

Where? maybe someone else will have an idea.

"Frederick B. Aulgur" <FredAulgur@T-Online.de> wrote in message
news:a7ra6bfcu00$1@news.t-online.com...
> Hello Everyone,
>
> I have a problem with my 800XL. It will work for hours on end, and then
> "pow" it stops working. If I try rebooting (no disk activity either) all
I
> see is a black video screen (and again, and again). I have to wait for
> quite a while before it starts working again. Does anyone have any
> suggestions as to what to look for or any on-line references that could
> help?
>
> Thank you,
>
> Fred
>
>

1953. Re: Copyrights and old Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 15:54:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <l8ps7a.qsj.ln@speaker.rodsbooks.com>
Source record: 30273
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

[Posted and mailed]

[More appropriate newsgroup added and followups set]

In article <3C9D5D8F.6D383FAA@one.net>,
Bob Ryan <ryanr@one.net> writes:
>
> I would like to have the Personal Pascal from OSS, but I can't afford
> the $149 asking price.

Check out this URL:

http://www.icd.com/bargains/

OTOH, I seem to recall reading somewhere that ICD wasn't the most
reliable at filling orders these days, so you may want to do some
checking on that. Then too, at $7.95 plus shipping, it's not all THAT
great a risk.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

1954. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 17:09:47 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v1no8.503$7j.41827@newsread2.prod.itd.earthlink.net>
Source record: 30274

Sure sounds heat related. Are the chips socketed? If so, re-seat them.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Frederick B. Aulgur" <FredAulgur@T-Online.de> wrote in message
news:a7ra6bfcu00$1@news.t-online.com...
> Hello Everyone,
>
> I have a problem with my 800XL. It will work for hours on end, and then
> "pow" it stops working. If I try rebooting (no disk activity either) all
I
> see is a black video screen (and again, and again). I have to wait for
> quite a while before it starts working again. Does anyone have any
> suggestions as to what to look for or any on-line references that could
> help?
>
> Thank you,
>
> Fred

1955. Re: forgot DIR command

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 17:17:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v8no8.520$7j.42845@newsread2.prod.itd.earthlink.net>
Source record: 30275

You have to give it an inactive IO channel as in:
XIO 254, #1,0,0,"D1:"

There were some minor variations for special functions in Dos 2.5, MyDos and SpartaDos.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Wef Dinaini" <g.van.bavel.deletefirstdot@home.nl> wrote in message
news:x33o8.1198$38.74595@zwoll1.home.nl...
> "Anders Skelander" <ansk@home.se> schreef in bericht
> news:3c813d6e.4414436@nntpserver.swip.net...
> >
> > On Fri, 1 Mar 2002 18:29:38 +0100, "Mirko Sobe" <atarixle@12move.de>
> > wrote:
>
> Hi,
>
> just lurking here for a while now...
>
> Wasn't there a special XIO command for this ? I remember using XIO
> 254,0,0,"D1:" or something like that to format from basic (using DOS 2.5).
>
> Wef.
>
>
>
>

1956. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 17:53:00 UTC
From: canadiancoconut@yahoo.com
Message-ID: <b1ddcbe5.0203270953.4e61a064@posting.google.com>
Source record: 30276

When I use to repair the Atari for a living I would run this test

```
10 PRINT "Hello ";
20 GOTO 10
```

If the 600XL, 800XL, or 1200XL would stop working 99% of the time the CPU sally "modified 6502" was at fault. To confirm this run the XL machine till it crashes and swap out the CPU, or use component cooler to cool the CPU down. Now here is the ironic thing, that same CPU will most likely work flawlessly in another XL machine. I would run this test for at least 48 hours before I would release the XL machine back to the customer.

Canadian CoCo Nut

1957. dumped tripod in favor of geocites (temporary)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 22:14:29 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0203271414.63b747e2@posting.google.com>
Source record: 30278

http://geocities.com/rtdos

1958. Re: How do I protect an ML routine in BASIC if the routine isn't mine?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 23:03:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sdso8.1188$n83.99683@newsread1.prod.itd.earthlink.net>
Source record: 30279

You have one possible option in addition to relocate ASPI or condense CDAP, assuming TB uses memory similar to Atari Basic. TBasic starts with MEMLO at $3629 and builds the statement table up from there followed by string array space and runtime stacks.

Where is RAMTOP and the display RAM, and what is FRE(0)? You may be able to allocate your DIMmensioned resources creatively to near $8000 and then DIM a never used dummy string a little over 2K to get past $8800 and then allow TB to have what is available up to the display list.

Or it might be as simple as Poke RUNSTK (142-143) and MEMTOP (144-145) to $8801 *if* your strings all fit below $8000 and there is enough room above $8800 and below the display list. This Poke must be *after* any edit of Basic statements and *after* DIM of all strings/arrays. It must also be under program control and before any Gosub or For/Next statement.

The 2K dummy string method is safer, and should not be affected by Dos configuration differences if using TBasic. Any direct manipulation of memory usage apart from RAMTOP and MEMLO needs very detailed oriented planning and presents hazards.

Basic does move string data as needed, but *only* when the program size changes as code is added or deleted. Shifts are normally small when "RUN" replaces "SAVE "D9:ASPI>TBASIC>TEST4.BAS" as immediate mode line number 32768 in the statement table

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a7se12$o7o$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've stumbled onto a problem while trying to debug CD Audio Player (CDAP).
>
> CDAP is getting so close to the ASPI manager in memory, that TurboBASIC
> overwrites part of the manager. How do I protect the manager if I can not
> change the location or format of the manager.
>
> (I just sent Matthias a message to ask him if it is possible to relocate
the
> manager)
>

> I could stuff the ML code into a BASIC string, but I want to use the
manager
> as is and not create a version that is 'BASIC only'.
>
> I looked into declaring a string around the manager (from $8000 to $8800),
> but (Turbo)BASIC keeps moving this string in memory.
>
> Please help.
>
> CU Mathy van Nisselroy

1959. Re: How to print Basic source?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-27 23:44:25 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <tPso8.1329$n83.102662@newsread1.prod.itd.earthlink.net>
Source record: 30280

Does your printer have an escape code command or DIP switch to configure
7-bit pure ascii mode? This would convert inverse characters to normal, but
leaves you susceptible to control characters in the zero to 31 ascii range
which sometimes do form feed or other distractions.

Another option is save the program in LISTed form with:
LIST"D:MYPROG.LST" and send it manually to the printer with a lister routine
to mask out the offending characters.

```
10 OPEN #1,4,0,"D:MYPROG.LST"
20 OPEN #2,8,0,"P:
30 TRAP 80: GET #1,B
40 IF B=155 THEN PRINT #2: GOTO 30
50 IF B>159 THEN PRINT #2;CHR$(B-128);:GOTO 30
60 IF B<32 OR B>126 THEN PRINT #2;"&";:GOTO 30
70 PRINT #2;CHR$(B);:GOTO 30
80 END
```

Take note of the semicolons in lines 50, 60, 70 to suppress line feeds. You
could choose your own substitute character in line 60 and also reject or
accept other specific characters.
--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kuba Kosiec" <lewis@atari.pl> wrote in message
news:a7skcubmo1@news.tpi.pl...
> How to print Atari Basic source code with inverse signs? It can be without
> inverse, but with no interpretation od >128 codes. TIA!
>
> Kuba Kosiec
> mailto: lewis@atari.pl
> http://tt030.nostalgia.pl
>
>
>

1960. Need Help With Sick 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 00:16:22 UTC
From: Puzzled <trout@fish.net>
Message-ID: <g6o4au8njqbbj6pcb22n6nm6u71en2f6h4@4ax.com>
Source record: 30281

I recently picked up a Atari Writer System package at a thrift store, everything looks new and unused (still sealed) except the computer and PS.

The problem is that when the 600 is switched on all I get is a ugly green screen with diagonal lines running down the left third of the screen.

Anyone know what might be wrong? Any help would be appreaciated.

1961. Ebay: ATARI 800XL excellent condition +3 games and WICO joystick

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 00:55:02 UTC
From: ward3d@*nospam*bellsouth.net
Message-ID: <jeq4ausmsmiv5dvq7ltie9odqe5rpflhl2@4ax.com>
Source record: 30282

No Reserve Ends 3/31/02

ATARI 800XL computer in excellent condition.
Includes the Power Supply, Centipede, Space Invaders and Donkey Kong
game carts, and a WICO command control joystick.

Thanks for looking!

1962. Ebay: ATARI 800XL excellent condition +3 games and WICO joystick

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 00:57:47 UTC
From: ward3d@*nospam*bellsouth.net
Message-ID: <onq4aus7aa11n76br1vv8cagoh79k7gr3f@4ax.com>
Source record: 30283

No Reserve Ends 3/31/02

ATARI 800XL computer in excellent condition.
Includes the Power Supply, Centipede, Space Invaders and Donkey Kong
game carts, and a WICO command control joystick.

See a phot and a complete description at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1342301138

Thanks for looking!

1963. Online book-Compute!'s Second Book of Atari Graphics

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 03:13:43 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-6CBF29.19134327032002@news.west.cox.net>
Source record: 30284

Compute!'s Second Book of Atari Graphics is now available on
the Web -- full text and all the software.

Kudos to Allan Bushman, who did the scanning and HTMLizing;
and Ron Hamilton for doing the code.

http://www.atariarchives.org/c2bag/
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

1964. Re: How to print Basic source?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 03:46:14 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <amwo8.7939$ov6.3388@nwrddc04.gnilink.net>
Source record: 30285

I always used the "G:" device to print Basic source to my old Epsons. I
probably have some GDevice disks with the driver around here somewhere if
you want it.

"Kuba Kosiec" <lewis@atari.pl> wrote in message
news:a7skcubmo1@news.tpi.pl...
> How to print Atari Basic source code with inverse signs? It can be without
> inverse, but with no interpretation od >128 codes. TIA!
>
> Kuba Kosiec
> mailto: lewis@atari.pl
> http://tt030.nostalgia.pl
>
>

1965. Re: Old mail order catalog from 1982

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 05:12:17 UTC
From: bobbyshaw@aol.com
Message-ID: <20020328001217.22402.00000495@mb-fv.aol.com>
Source record: 30286

```
>> http://www.mindspring.com/~robe294/uhcad2.jpg
>> http://www.mindspring.com/~robe294/uhcad3.jpg
>> http://www.mindspring.com/~robe294/uhcad4.jpg
>> http://www.mindspring.com/~robe294/uhcad5.jpg
>
>404's on all, did you take them down?
>
```

Oops, yes... I took them down the other night. I loaded up some more stuff on my server space, and removed them just in case I needed the room (the 5 pics take up almost a meg in space). I just FTP'ed in, and am only at 57% of quota, so they're back up.

I figured the thread was old by now and didn't realize people were still checking out the images. As a sidenote, and a gripe against Earthlink... Mindspring used to have some Web space statistics that used to show how many hits and views that each file on your server space received. Earthlink (which bought Mindspring quite a while ago) finally did away with that statistics page, replacing it with their own "Urchin" statistics page. Although these statistics are "prettier" and show you some charts and graphs, it does not show you hit counts for images, just HTM files. So, now I have no way of knowing if my images are still being viewed (I used to REALLY like using that to catch Ebay picture stealers).

Anyways, the images are back up. Sorry!

Robert Shaw

1966. Re: dumped tripod in favor of geocites (temporary)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 06:21:55 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <2dd5auo2j5p4v99i3d3s6eqvlu1kn2qben@4ax.com>
Source record: 30287

On 27 Mar 2002 14:14:29 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>http://geocities.com/rtdos

Agh! Why geocities instead of tripod? I'm in the process of *leaving* geocities, beginning april they'll no longer support FTP for up/downloads, and you won't be able to access your e-mail via POP anymore or even forward it elsewhere... And currently, they have that annoyance of checking downloads on a per hour basis and blocking your page if you have exceeded a given amount (soemthing like downloading 1MB in 3 minutes or so...)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

1967. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 10:20:34 UTC
From: thor@math.tu-berlin.de
Message-ID: <3ca2e062@news.ivm.net>
Source record: 30288

Jindrich Kubec <kubecj@asw.cz> wrote:

> Most 'unlistable' programs I've seen have wiped variable name table.
> (That's why my chkbas program doesn't display 'correct' ids).

> The thing you describe I don't understand. Line looks like this:

> WORD lineno BYTE linelen BYTE cmdlen... cmd (until cmdlen) another cmd
> until linelen

> Which byte you change and to which value?

IIRC, you'd to set the linelen to zero for the last line of the program
such that the interpreter loops forever finding line 32768.

> The pointer to 32768 is directly in header so there's no problem in
> finding that.

Not the way how ATARI BASIC handles it, though.

So long,
Thomas

1968. Re: Need Help With Sick 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 17:14:48 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ua6jo2raj2l680@corp.supernews.com>
Source record: 30289

"Puzzled" <trout@fish.net> wrote in message
news:g6o4au8njqbbj6pcb22n6nm6u71en2f6h4@4ax.com...
> I recently picked up a Atari Writer System package at a thrift
> store, everything looks new and unused (still sealed) except the
> computer and PS.
>
> The problem is that when the 600 is switched on all I get is a ugly
> green screen with diagonal lines running down the left third of the
> screen.
>
> Anyone know what might be wrong? Any help would be appreaciated.

Leave it on the green screen over night. Sometimes the heat and juice will
revive an ailing Atari.

If that fails I would bet RAM. On coldstart the CPU does a jump to ROM and
it looks like it is getting as far as some prelimary graphics chip set up.
That you even have a green screen means your clock circuit, GTIA, and ANTIC
are probably OK. You can boot an Atari with the PIA chip pulled, so that
kind of corners it to RAM or moisture/oxidation of contacts.
>

1969. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 17:17:39 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0203280917.6a410969@posting.google.com>
Source record: 30290

My 800XL, after sitting in the cupboard for 8 years, fails self test, about 10 red blocks coming up.

Anyone know how to trace where the problem is? Memory controller or DRAM chips (4164s). The problem is always the same blocks, so at least its consistent! Is there a way of disabling the self test so that i can at least use the cartridges for now? Where can i get good DRAM devices from (in am in UK).

Many thanks for any help.

Neil

1970. David Crane ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 17:50:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CA357E2.1BDF6863@students.uni-mainz.de>
Source record: 30291

Hmm,
just wondering where David Crane is (working) in these days - is he
still at Activision ?! By the way, there is a TV series called "Friends"
(with actors like Jennifer Aniston, etc.), it lists David Crane as
Producer and Executive Producer. Is it the same David Crane or just
someone with the same name as the famous Atari and Activision programmer
?!? -andreas.

1971. Happy Easter, etc. !!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 17:52:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CA3586E.59D2EB38@students.uni-mainz.de>
Source record: 30292

Hello Folks,
choose your religion or membership and then:

1) Happy "Easter" for all Christians !! (members of christian religion)
2) Happy "Passah/Pesach/Pesah" (or whatever it is called in english)
for all Jews !! (members of jewish religion)
3) Happy "Days" for all other religions !! (Because I do not know if and
what the muslims, hindus, buddhists and other religions are gonna
celebrate this weekend...)
4) Happy Computing for all Atarians !!! (not registered/patented as a
religion by now...)

-Andreas.

1972. Re: David Crane ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 20:51:33 UTC
From: ansk@home.se
Message-ID: <3ca3817a.1025489@nntpserver.swip.net>
Source record: 30293

On Thu, 28 Mar 2002 18:50:26 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:
> ...
> just wondering where David Crane is (working) in these days - is
> he still at Activision ?! By the way, there is a TV series called
> "Friends" (with actors like Jennifer Aniston, etc.), it lists
> David Crane as Producer and Executive Producer. Is it the same David
> Crane or just someone with the same name as the famous Atari and
> Activision programmer?!? -andreas.

David Crane, the author of Pitfall and other great games, can be
found at Skyworks these days:

http://www.skyworks.com/about/about_principals_david.htm

David Crane with connections to "Friends" is not the same person:

http://my.brandeis.edu/profiles/one-profile?profile_id=78

Anders

1973. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 21:01:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ua711olld7u89@corp.supernews.com>
Source record: 30294

"Neil" <neil.briffett@nokia.com> wrote in message
news:fcdc2375.0203280917.6a410969@posting.google.com...
> My 800XL, after sitting in the cupboard for 8 years, fails self test,
> about 10 red blocks coming up.
>
> Anyone know how to trace where the problem is? Memory controller or
> DRAM chips (4164s). The problem is always the same blocks, so at
> least its consistent! Is there a way of disabling the self test so
> that i can at least use the cartridges for now? Where can i get good
> DRAM devices from (in am in UK).

Most likely the DRAM vs memory controller. It is pretty much generic 64kx1
DRAM chips of 150 ns speed. You should be able to find those in older memory
cards for the PC or such things as printer buffers. If worse comes to worse,
the 256kx1 DRAMS will plug right in and function as 64k chips w/o any
modification.
>
> Many thanks for any help.
>
> Neil

1974. Just lucky I guess

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 21:16:16 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <hzLo8.33313$Q7.20474580@e3500-atl1.usenetserver.com>
Source record: 30295

I was checking www.vg-network.com and saw this about the new Atari 800 Win 3.0+ :

supports 22 types of cartridges (e.g. SpartaDOS, DiamondOS, XEGS, Action!, BASIC XL), allows running BBS software thanks to R: device emulation, can read cassette images (CAS) as well as raw files using emulated tape player, makes a DirectSound driver available to music lovers, allows saving video with sound track to an AVI file, can emulate Atari trak ball, helps a lot in a game cheating, allows booting any Atari software using one keystroke, fully emulates second button of an Atari 5200 joystick.

Now the question is how to dump these carts like basic XL? I have the latest version 1.03 ... anyone can help with this?

1975. Re: Just lucky I guess

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 21:32:12 UTC
From: ronfucci@bellsouth.net
Message-ID: <3ca38bc1.413963457@basic.bs.webusenet.com>
Source record: 30296

Jindroush may be looking for a cart dump of this, check with him.
http://cat.asw.cz/~kubecj/contact.htm

ron

On Thu, 28 Mar 2002 16:16:16 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>I was checking www.vg-network.com and saw this about the new Atari 800 Win
>3.0+ :
>
>supports 22 types of cartridges (e.g. SpartaDOS, DiamondOS, XEGS, Action!,
>BASIC XL), allows running BBS software thanks to R: device emulation, can
>read cassette images (CAS) as well as raw files using emulated tape player,
>makes a DirectSound driver available to music lovers, allows saving video
>with sound track to an AVI file, can emulate Atari trak ball, helps a lot in
>a game cheating, allows booting any Atari software using one keystroke,
>fully emulates second button of an Atari 5200 joystick.
>
>Now the question is how to dump these carts like basic XL? I have the latest
>version 1.03 ... anyone can help with this?
>
>
>
>

1976. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 23:39:16 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a809hm$1k1e$1@innferno.news.tiscali.de>
Source record: 30147

The Trace_output comes from a normal print command (output at IOCB #0). If it was #6, you could close #6 and open #6 for printer output, but it isn't. So, there's no way to TRACE to printer or ...

Mirko

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im Newsbeitrag news:a7sl61$1b3$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Am I the only one who'ld like TurboBASIC to be able to [TRACE] to (ram)disk
> or printer instead of the screen, where it screws up you display?
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address will cease to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

1977. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-28 23:46:20 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a809uu$1k4e$1@innferno.news.tiscali.de>
Source record: 30148

CHKBAS has to create new variables names, because the old names are deleted.
One method is to create a wrong var-table by using the same var-name for all
var's, another is to replace all var-names with return-char's (CHR$(155))...

exsamples:
original listing

```
LIST
10 DIM A$(20),B$(20)
20 C=15
30 A$="Hallo":B$="World"
40 ?A$:?B$
RUN
Hallo
World
```

replaced by same var-names

```
LIST
10 DIM A$(20),A$(20)
20 A=15
30 A$="Hallo":A$="World"
RUN
Hallo
World
```

replaced by return's

```
LIST
10 DIM
(20),
(20)
20
=15
30
="Hallo":
="World"
RUN
Hallo
World
```

Mirko

"Kuba Kosiec" <lewis@atari.pl> schrieb im Newsbeitrag
news:a7q5n4opj1@news.tpi.pl...
> How to view listing of Atari Basic program, that has protection against
> viewing - after LIST (or each another command) Basic freezes and only

Reset
> key helps. What I can do with it? Maybe I can change some registers with
> Qmeg?
> I've tried CHKBAS program, but it cannot set correct labels of variables.
It
> sets VAR0, VAR1....
> Help me, please. Thanks in advance!
>
> Kuba Kosiec
> mailto: lewis@atari.pl
> http://tt030.nostalgia.pl
>
>

1978. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 01:02:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <x2Po8.2014$Xu6.226353@newsread2.prod.itd.earthlink.net>
Source record: 30149

The real last line *is* 32768 in the SAVEd file; the POKE(PEEK(138)+...
method changes length of previous line to zero. Basic then cannot find last
line and end of statement table resulting in a trip to never-return land.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<thor@math.tu-berlin.de> wrote in message news:3ca2e062@news.ivm.net...
> Jindrich Kubec <kubecj@asw.cz> wrote:
>
> > Most 'unlistable' programs I've seen have wiped variable name table.
> > (That's why my chkbas program doesn't display 'correct' ids).
>
> > The thing you describe I don't understand. Line looks like this:
>
> > WORD lineno BYTE linelen BYTE cmdlen... cmd (until cmdlen) another cmd
> > until linelen
>
> > Which byte you change and to which value?
>
> IIRC, you'd to set the linelen to zero for the last line of the program
> such that the interpreter loops forever finding line 32768.
>
> > The pointer to 32768 is directly in header so there's no problem in
> > finding that.
>
> Not the way how ATARI BASIC handles it, though.
>
> So long,
> Thomas

1979. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 01:05:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <95Po8.2025$Xu6.218403@newsread2.prod.itd.earthlink.net>
Source record: 30150

Even carts need RAM for work space and display data. Have you tried just
removing and re-seating the current chips?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Neil" <neil.briffett@nokia.com> wrote in message
news:fcdc2375.0203280917.6a410969@posting.google.com...
> My 800XL, after sitting in the cupboard for 8 years, fails self test,
> about 10 red blocks coming up.
>
> Anyone know how to trace where the problem is? Memory controller or
> DRAM chips (4164s). The problem is always the same blocks, so at
> least its consistent! Is there a way of disabling the self test so
> that i can at least use the cartridges for now? Where can i get good
> DRAM devices from (in am in UK).
>
> Many thanks for any help.
>
> Neil

1980. Re: How to print Basic source?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 01:07:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <g7Po8.2036$Xu6.227310@newsread2.prod.itd.earthlink.net>
Source record: 30151

```
Right you are; I wore out a Gemni 15 with the G colon device. It is
fabulous; all characters readable and more lines per page.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:amwo8.7939$ov6.3388@nwrddc04.gnilink.net...
> I always used the "G:" device to print Basic source to my old Epsons. I
> probably have some GDevice disks with the driver around here somewhere if
> you want it.
>
> "Kuba Kosiec" <lewis@atari.pl> wrote in message
> news:a7skcu$bmo$1@news.tpi.pl...
> > How to print Atari Basic source code with inverse signs? It can be
without
> > inverse, but with no interpretation od >128 codes. TIA!
> >
> > Kuba Kosiec
> > mailto: lewis@atari.pl
> > http://tt030.nostalgia.pl
```

1981. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 01:11:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <YaPo8.2050$Xu6.228071@newsread2.prod.itd.earthlink.net>
Source record: 30152

You could POKE the put byte address from printer or any device into IOCB
zero to redirect output. You still get your display data mixed in going to
the alternate device; do not know any way to separate them...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:a809hm$1k1e$1@innferno.news.tiscali.de...
> The Trace_output comes from a normal print command (output at IOCB #0). If
> it was #6, you could close #6 and open #6 for printer output, but it
isn't.
> So, there's no way to TRACE to printer or ...
>
> Mirko
>
> "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> schrieb im
> Newsbeitrag news:a7sl61$1b3$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > Am I the only one who'ld like TurboBASIC to be able to [TRACE] to
> (ram)disk
> > or printer instead of the screen, where it screws up you display?
> >
> > CU Mathy van Nisselroy
> >
> >
> > --
> > ---
> > My old email address will cease to exist as of the end of 2001, please
use
> > my new address.
> > Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie
meine
> > neue Adresse.
> > Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu
> mijn
> > nieuwe adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >

>
>
>

1982. Re: Personal Pascal

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 05:01:50 UTC
From: ekaljuma@mtsac.edu
Message-ID: <926a9946.0203282101.48f97843@posting.google.com>
Source record: 30153

Bob Ryan <ryanr@one.net> wrote in message news:<3C9D5D8F.6D383FAA@one.net>...
> Nope, it ended with no buyer:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1339637365
>
> This guy has a few OSS things, but he's way overpriced in my opinion. A
> while ago he had a Newell 256K memory upgrade and Omnimon for the 800,
> but no one bought those either.
>
> I would like to have the Personal Pascal from OSS, but I can't afford
> the $149 asking price.
>
I believe I have a copy lying around somewhere. Make an offer in email.

Galen

1983. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 05:57:29 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0203282153230.30227-100000@shell.pacifier.com>
Source record: 30154
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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1984. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 13:35:40 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <M4_o8.312286$uv5.26980232@bin6.nnrp.aus1.giganews.com>
Source record: 30155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I sell well-tested Ataris at auction. What do you have to say about me?

"Well, regarding Auctions, the Wise Saying should read "You Don't Get what You've OverPaid For!" or "Theirs a Sucker Born Every Minute" (http://home.pacifier.com/~atari/auctions.htm)

That's why I take my business to someone who respects our small community and doesn't denigrate members for personal profit: B&C ComputerVisions: www.myatari.com

p.s. Here's a freebie, you dope: it's "there's", not "Theirs"

p.p.s. Lose any e-mail addresses lately?

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0203282153230.30227-100000@shell.pacifier.com...

1985. Can someone help dump cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 18:20:33 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Cb2p8.25486$1f1.2002955@e3500-atl2.usenetserver.com>
Source record: 30156

Hi I need to dump a Basic XL 1.02 cart for someone far away.

He gave me the dumped 1.03 cart which I own, but I don't have the SIO2PC cable and all that to make it possible for me to dump the version 1.02 that I also have. I can send you the 1.02 cart, you can dump it and then send it back to me. You'll also be able to use it with the new version 3.0 of Atari 800 win+ which is way cool.

Please let me know.

1986. Re: Atari 800XL Flaky

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 19:55:40 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <0F3p8.544$ml2.45083@newsread1.prod.itd.earthlink.net>
Source record: 30157

You might be able to swap memory chips around to get the good ones in a
single block at the bottom of RAM and have enough to execute some carts.
Sort of making the 800XL into a 600XL...

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Neil" <neil.briffett@nokia.com> wrote in message
news:fcdc2375.0203280917.6a410969@posting.google.com...
> My 800XL, after sitting in the cupboard for 8 years, fails self test,
> about 10 red blocks coming up.
>
> Anyone know how to trace where the problem is? Memory controller or
> DRAM chips (4164s). The problem is always the same blocks, so at
> least its consistent! Is there a way of disabling the self test so
> that i can at least use the cartridges for now? Where can i get good
> DRAM devices from (in am in UK).
>
> Many thanks for any help.
>
> Neil

1987. Re: Basic listing protection

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 22:46:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <t96p8.778$ml2.68981@newsread1.prod.itd.earthlink.net>
Source record: 30158

I did a re-LISTer program for someone in Alaska a year or so back; all in
Basic with just OPEN, GET, NOTE, POINT and PUT.

It corrects that last line offset and provides the option to generate a
variable name table. Arbitrary labels like A$, BB(or VAR01 are all you can
do whenever the originals were replaced with 'Return' or 'Clear screen'
characters. The cosmetic fix is:
1) Load your unprotected Basic file
2) LIST it to an atascii text file
3) load this file into a text processor
4) search for variables and
5) replace generics with descriptive labels
6) save this updated file
7) ENTER it into Basic and
8) SAVE it as completed corrected file.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Kuba Kosiec" <lewis@atari.pl> wrote in message
news:a7q5n4opj1@news.tpi.pl...
> How to view listing of Atari Basic program, that has protection against
> viewing - after LIST (or each another command) Basic freezes and only
Reset
> key helps. What I can do with it? Maybe I can change some registers with
> Qmeg?
> I've tried CHKBAS program, but it cannot set correct labels of variables.
It
> sets VAR0, VAR1....
> Help me, please. Thanks in advance!
>
> Kuba Kosiec
> mailto: lewis@atari.pl
> http://tt030.nostalgia.pl

1988. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 22:50:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Yc6p8.786$ml2.69121@newsread1.prod.itd.earthlink.net>
Source record: 30159
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Where exactly did you leave it..?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<nlgesq@aol.com> wrote in message
news:a82ghnrjc2210@nsnmrro2-gest.nuria.telefonica-data.net...
> See Attached
>
>

1989. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-29 23:42:23 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <zZ6p8.72968$YS3.976521236@newssvr30.news.prodigy.com>
Source record: 30160
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've got no problem at all with Bravo Sierra, I bought a tape from them for about $3.00 which would've been $10-15 on Ebay, and recieved it within a few days. I wish there were more vendors, then we could save even more money.
Mo

1990. alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 01:45:03 UTC
From: mcurrent@carleton.edu
Message-ID: <uaa64voovr0nb1@news.supernews.com>
Source record: 30161

Does alt.binaries.comp.atari8bit still exist? It disappeared from my news server, anyway.
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

1991. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 02:39:41 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CA5256D.109D@gmx.net>
Source record: 30162

Michael Current wrote:

> Does alt.binaries.comp.atari8bit still exist?
> It disappeared from my news server, anyway.

Hm. It seems, the question "what happened to the whole a.b.c.*
hierarchy?" would be more appropriate :-(. Some other groups from the
alt hierarchy are no longer available on the news server of my provider,
too (ok, they had a crash in january).

CU/2 eRGo

1992. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 03:10:54 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ca52c90_1@news.iglou.com>
Source record: 30163
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
nlgesq@aol.com wrote in message ...
>See Attached
>

I see no attached here.
```

1993. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 03:39:29 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Rrap8.57745$u77.15551214@news02.optonline.net>
Source record: 30164

I still have it, Michael, but it's a very quiet group...

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:uaa64voovr0nb1@news.supernews.com...
> Does alt.binaries.comp.atari8bit still exist? It disappeared from my news
> server, anyway.
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
>

1994. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 04:34:38 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CA5405E.E81F1D4B@one.net>
Source record: 30165

It's gone from my news server (supernews.one.net).

-Bob

Alan Sharkis wrote:
>
> I still have it, Michael, but it's a very quiet group...
>
> "Michael Current" <mcurrent@carleton.edu> wrote in message
> news:uaa64voovr0nb1@news.supernews.com...
> > Does alt.binaries.comp.atari8bit still exist? It disappeared from my news
> > server, anyway.
> > --
> > Michael Current mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> > S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
> >

1995. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 05:15:23 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ca54c32$0$35579$1dc6e903@news.corecomm.net>
Source record: 30166

I never could see anything in the binaries group(s).
Right now, I can see the group, but it only has three messages.
Seems like I remember it gets cleared out about every day or something.
I would have to go to dejanews if I was looking for something.
Between spudster and Aaron Wheeler, that's where I usually look
for stuff.
Russg

1996. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 12:42:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7s9bauknun509rvvb1q72cfmqngvthers2@4ax.com>
Source record: 30167
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

On Fri, 29 Mar 2002 22:10:54 -0500, "Bill Marcum" <bmarcum@iglou.com>
wrote:

>
>nlgesq@aol.com wrote in message ...
>>See Attached
>>
>
>I see no attached here.
>
I think it may be because his account has gone bye

I've seen similar messages in other groups..?
--
Paul

1997. Re: Can someone help dump cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 16:17:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ca5e50b$0$1423$1dc6e903@news.corecomm.net>
Source record: 30168

Son.
As far as I know, the only way to dump BXL is with Omnimon
or similar ml monitor. You have to poke values into $D??? and
then dump $B000-$BFFF. And you also need to dump
$A000-$AFFF. I think this is how the bank switching super
carts work. I have a dump I did of BXE this way. There are
three banks at $B000-$BFFF, which are selected with the
$D??? switch. That makes these 16K carts. I think Gato
is a 128k cart, so some more bank switching is done with it.
Russg
Here's the dump info I got from Jason Duerstock....
From Jason Duerstock.
RTime 8 uses addresses d5b8 and d5b9.

d1e2 & d1e0 are high & low bytes of the page # of the MIO
RAM that gets mapped into the d6xx area for serial, parallel
and SCSI ports of the MIO.

To dump BXE and ACTION!, any access to d500, d501 or d509
selects the bank of the cart that goes in a000 to afff.
ie. bits 0 and 3 of d5xx do the select. b000 to bfff remains
constant. afff will show a 0, 1 or 9 depending which bank is
active (d500, d501 or d509).

BXL and Mac65 use d500, d503 and d507.

MIO control address = d1ff. 4, 8, 16, 32 value here banks
the ROM in the MIO to d800-dfff.

For SpartaDOS X, any access to d5e0 will toggle SpX on or
off.

1998. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 19:08:22 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <oXnp8.19759$38.1575973@zwoll1.home.nl>
Source record: 30170

Michael Current wrote

: Does alt.binaries.comp.atari8bit still exist? It disappeared from my news
: server, anyway.

I don't get errors when polling for msg's, however it has been a while since I saw something listed over there...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

"Don't let your first ride in a Hearse be your last one"

1999. Re: dumped tripod in favor of geocites (temporary)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 19:15:09 UTC
From: Pairman
Message-ID: <19op8.1201$p13.43216@news2.telusplanet.net>
Source record: 30169

Well, I dumped Geocities for xoom and well, we all know what happened there. Now I keep it on my ISP's server with a free forwording service. so if I move my web page to another ISP. The address stays the same.

Pairman

http://pairman.zapto.org

"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message news:2dd5auo2j5p4v99i3d3s6eqvlu1kn2qben@4ax.com...
> On 27 Mar 2002 14:14:29 -0800, rtdos@rocketmail.com (mad ATARI user alternate)
> wrote:
>
> >http://geocities.com/rtdos
>
> Agh! Why geocities instead of tripod? I'm in the process of *leaving* geocities,
> beginning april they'll no longer support FTP for up/downloads, and you won't
> be able to access your e-mail via POP anymore or even forward it elsewhere...
> And currently, they have that annoyance of checking downloads on a per hour
> basis and blocking your page if you have exceeded a given amount (soemthing like
> downloading 1MB in 3 minutes or so...)
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

2000. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 19:50:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CA61702.BBBA4D94@rogers.com>
Source record: 30171
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi Everyone,

Its more spam. Just like the one a few days ago about "ibm mainframe courses"
a few days ago. With that one anyone who replied got mailbombed by someone
using an email address at a classic computer site in the UK and pretending to
be some sort of usenet moderator making vague threats about whoever responded.

Paul Irvine wrote:

> On Fri, 29 Mar 2002 22:10:54 -0500, "Bill Marcum" <bmarcum@iglou.com>
> wrote:
>
> >
> >nlgesq@aol.com wrote in message ...
> >>See Attached
> >>
> >
> >I see no attached here.
> >
> I think it may be because his account has gone bye
>
> I've seen similar messages in other groups..?
> --
> Paul

2001. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 19:53:02 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <ylop8.5769$UJ1.1831664796@newssvr11.news.prodigy.com>
Source record: 30172

I got two new headers from it about a warez site being down for the night...
Mo

Fox-1 wrote in message ...
>Michael Current wrote
>
>: Does alt.binaries.comp.atari8bit still exist? It disappeared from my
news
>: server, anyway.
>
>I don't get errors when polling for msg's, however it has been a while
since I
>saw something listed over there...
>
>
>--
>
>Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
>
>"Don't let your first ride in a Hearse be your last one"
>
>

2002. Re: dumped tripod in favor of geocites (temporary)

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-30 22:31:03 UTC
From: machf <no_me_j.machf@hijos.de.terra.com.pe>
Message-ID: <7cccaughhfckkvbcuu0mgalgdlq1ihpv9h@4ax.com>
Source record: 30173

On Sat, 30 Mar 2002 19:15:09 GMT, "Pairman" <pairman@hotmail.*#@spam.com> wrote:

>Well, I dumped Geocities for xoom and well, we all know what happened there.

Right, the page I have on Tripod used to be on Xoom before...

>Now I keep it on my ISP's server with a free forwording service. so if I
>move my web page to another ISP. The address stays the same.
>
Instead of my ISP, I think I'll simply host my Geocities page on my PC,
using DynDNS in a similar way of what you have in mind... I already keep
a copy of those pages on my HD, so...

>Pairman
>
>http://pairman.zapto.org
>
>
>"machf" <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
>news:2dd5auo2j5p4v99i3d3s6eqvlu1kn2qben@4ax.com...
>> On 27 Mar 2002 14:14:29 -0800, rtdos@rocketmail.com (mad ATARI user
>alternate)
>> wrote:
>>
>> >http://geocities.com/rtdos
>>
>> Agh! Why geocities instead of tripod? I'm in the process of *leaving*
>geocities,
>> beginning april they'll no longer support FTP for up/downloads, and you
>won't
>> be able to access your e-mail via POP anymore or even forward it
>elsewhere...
>> And currently, they have that annoyance of checking downloads on a per
>hour
>> basis and blocking your page if you have exceeded a given amount
>(soemthing like
>> downloading 1MB in 3 minutes or so...)
>>
>> --
>> _____________ ____---____ Marco Antonio Checa Funcke
>> _____________D /-/---_----' Santiago de Surco, Lima, Peru
>> _H__/_/ http://machf.tripod.com
>> '-_____|(
>>
>> remove the "no_me_j." and "sons.of." parts before replying

>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

2003. Anyone have a busted 1050 or 810? Looking for chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 00:23:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ca6570a$0$1412$1dc6e903@news.corecomm.net>
Source record: 30174

I plugged a wd2793 floppy controller chip into a 1050 backwards.
This blew the chip. I think the 1050 is functional otherwise.
(I was looking at it and said 'that's backwards', but plugged it
in anyway. Who knows, I've been doing too much disk drive
stuff.)
So if someone has a 2793, or maybe even a 2797, I'd purchase
it from you. Otherwise, this 1050 is good for parts.
(I'm still working on my Indus drives. About my last hope is
a sn75437ane stepper motor control chip. I ordered two.
As for ordering a wd2793, I found places that had them with
a $500 minimum order.)
Russg

2004. Re: Anyone have a busted 1050 or 810? Looking for chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 01:38:56 UTC
From: trm105@hotmail.com
Message-ID: <3ca66760.4119290@netnews.worldnet.att.net>
Source record: 30175

On Sat, 30 Mar 2002 19:23:31 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>So if someone has a 2793, or maybe even a 2797, I'd purchase
>it from you. Otherwise, this 1050 is good for parts.
>(I'm still working on my Indus drives. About my last hope is
>a sn75437ane stepper motor control chip. I ordered two.
>As for ordering a wd2793, I found places that had them with
>a $500 minimum order.)

www.bgmicro.com has the FDC chips for about $7.00 in their current
catalog. Good company. Enjoyable catalog, too.

Regards,
Brett C. Cammack

2005. Re: Can someone help dump cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 01:46:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DTtp8.3230$ml2.318021@newsread1.prod.itd.earthlink.net>
Source record: 30176

Once you know which and where and how the banks appear, you can:

POKE some machine code in page 6,
OPEN a CIO channel for disk write and
USR(1536) where your code can:

save original $D??? for later
toggle $D??? for the correct bank
copy the code to RAM around $7000 and
dump it to disk file
repeat 2 more times for other banks
reset $D??? to original setting
RTS to Basic X?
CLOSE IO channel.

The ML code can be quickly cobbled together...
PLA
LDA $D???
STA safeplace
LDA #bank1
STA $D???
JSR move and dump
LDA #bank2
etc...
LDA safeplace
STA $D???
RTS

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3ca5e50b$0$1423$1dc6e903@news.corecomm.net...
> Son.
> As far as I know, the only way to dump BXL is with Omnimon
> or similar ml monitor. You have to poke values into $D??? and
> then dump $B000-$BFFF. And you also need to dump
> $A000-$AFFF. I think this is how the bank switching super
> carts work. I have a dump I did of BXE this way. There are
> three banks at $B000-$BFFF, which are selected with the
> $D??? switch. That makes these 16K carts. I think Gato
> is a 128k cart, so some more bank switching is done with it.
> Russg

> Here's the dump info I got from Jason Duerstock....
> From Jason Duerstock.
> RTime 8 uses addresses d5b8 and d5b9.
>
> d1e2 & d1e0 are high & low bytes of the page # of the MIO
> RAM that gets mapped into the d6xx area for serial, parallel
> and SCSI ports of the MIO.
>
> To dump BXE and ACTION!, any access to d500, d501 or d509
> selects the bank of the cart that goes in a000 to afff.
> ie. bits 0 and 3 of d5xx do the select. b000 to bfff remains
> constant. afff will show a 0, 1 or 9 depending which bank is
> active (d500, d501 or d509).
>
> BXL and Mac65 use d500, d503 and d507.
>
> MIO control address = d1ff. 4, 8, 16, 32 value here banks
> the ROM in the MIO to d800-dfff.
>
> For SpartaDOS X, any access to d5e0 will toggle SpX on or
> off.

2006. Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 10:20:19 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <QqBp8.23242$Ko1.4237429@news6-win.server.ntlworld.com>
Source record: 30177

I'm working on a project to develop an IC tester (logic and memory). The first phase of the design will be to develop the decoding circuitry on one of my XL machines before miniaturising it and installing it into a stand alone system with a microcontroller (if there's any call for a low-cost IC tester for the Atari then it may be possible to release it and the software commercially)

The decoding circuitry will connect up to the joystick ports and the 8-bit used in place of the eventual microcontroller. The only thing is that I can't remember how to turn the joystick ports to outputs. Any pointers?

David

2007. Seeking for "Halcyon Days"

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 12:47:10 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <a870a5flu1@olaf.komtel.net>
Source record: 30178

Hello!

Does anyone know if the electronic interview book "Halcyon Days" is still
"in print"? Or, if not, could somebody guide me to a URL where to download
it from?

Thanks,
Frank

2008. Re: Anyone have a busted 1050 or 810? Looking for chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 14:16:33 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ca71a40$0$1416$1dc6e903@news.corecomm.net>
Source record: 30179

Thanks, Brett.
They have all the chips I was looking for, the hard to find ones for the Indus, the MC3470, the SN75437 and the 2793.
I shoulda asked here before I bought elsewhere. All of them are cheaper than I paid too.
Now my problem is a minimum order. I'll have to check it out.
Russg

2009. Re: Can someone help dump cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 14:28:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ca71d03$0$1414$1dc6e903@news.corecomm.net>
Source record: 30180

OK. That'd probably work (ml program to dump OSS carts).
I'm not sure you could easily put it on page 6, but that's not
necessary, you could put it anywhere, like $3000.
The difference with the language carts from game carts is
that you can access DOS from them and run your ml program.
And now you mention it, such a program could be used to
dump any cart using Omnimon's Get File command then
Jump subroutine to the address of your dumper ml program.
I was thinking that BXL and other language carts may be doing
bank switching when you try to dump from a ml program.
I don't know when the carts do their bank switching.

2010. Re: Seeking for "Halcyon Days"

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 16:58:52 UTC
From: ansk@home.se
Message-ID: <3ca73fb8.849808@nntpserver.swip.net>
Source record: 30181

On Sun, 31 Mar 2002 14:47:10 +0200, "Frank Schr&#65533;der-H&#65533;ftmann"
<bgtzhn@gmx.de> wrote:
> ...
> Does anyone know if the electronic interview book "Halcyon Days"
> is still "in print"? Or, if not, could somebody guide me to a URL
> where to download it from?

It looks as if you can order "Halcyon Days" from this location:

http://www.dadgum.com/halcyon.html

Anders

2011. Re: ATR8000 Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 18:49:58 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA75A56.DD91247C@cswebmail.com>
Source record: 30182

The manual has the memory upgrade. Real easy. (As has already been said)

The drive case is not hard either..many surplus electronics places will have them in different sizes. Some with power supplies. I built mine, and used a spare pc power supply for the drives and for my XL computer.

Rick D.

2012. Re: ATR8000 Upgrades?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 18:51:17 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA75AA4.DB56DCB8@cswebmail.com>
Source record: 30183

The other upgrades were the Co-power 8086 board, and a hard disk unit which I haven't seen. But a daughter board for an IDE drive might be possible.

Rick D.

2013. Re: How to print Basic source?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 18:58:11 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA75C43.A9C31AF5@cswebmail.com>
Source record: 30184

Kuba Kosiec wrote:

> How to print Atari Basic source code with inverse signs? It can be without
> inverse, but with no interpretation od >128 codes. TIA!
>

There are programs around to do just that..list basic programs in plain text. LISTER.BAS is a generic name. Some print in all graphics, and some will print plain text except for special stuff that prints in graphics. Depends on your printer.

Rick D.

2014. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 19:03:52 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA75D98.D4A8CC26@cswebmail.com>
Source record: 30185

Kevin Besig wrote:

> I'd be glad to. Any suggestions on a willing site?
>

I can also place the doc on my site.

Rick D.

2015. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 19:08:18 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA75EA2.97B1ECEC@cswebmail.com>
Source record: 30186

Bob Ryan wrote:

> O.k., it is the board (for the XL series) that has three sockets and a
> DPDT switch.
>
> I put the Omniview 256 chip into the empty slot but the machine wouldn't
> boot with the switch set on the third position.
>
> I then removed the Atari OS chip and replaced it with the OmniView 256
> chip. Again, nothing.
>
> Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or does
> it only work with the 800 version of Omnimon?
>
> -Bob

Make sure the board and the OV256 chip are in the right direction. I can reburn
the chip is needed. I can also test the board.

OV256, OM XL, and OM800 are different OS chips. The 800 version will not work
with the XL/XE version of ramrod, at least if its the 4K rom version.

Looks are deceiving..its a special switch, dp 3 way binary

Rick D.

2016. Re: TurboBASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 19:14:23 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA7600F.53E74AB4@cswebmail.com>
Source record: 30187

Mathy van Nisselroy wrote:

> Howdy folks
>
> Am I the only one who'ld like TurboBASIC to be able to [TRACE] to (ram)disk
> or printer instead of the screen, where it screws up you display?
>
> CU Mathy van Nisselroy
>

This is why I don't use trace. Its just not useable unles it goes to a file or printer. Or the app uses a split screen.

I just put in print statements instead(usually to line 23 ending in semicolon).

Rick D.

2017. Re: Were are old disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 19:18:55 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA7611F.B5303AAD@cswebmail.com>
Source record: 30188

Jasen Rogers wrote:

> Sorry, Where are old disk drives? I can't spell tonight.
>
> "Jasen Rogers" <jasenr@attbi.com> wrote in message
> news:fgSn8.117876$702.25304@sccrnsc02...
> > I was hoping someone could point me in the direction of a source to get an
> > old floppy drive to use with my ATR8000. I have gotten an external SCSI
> > enclosure and am modifying it. I am going to paint and label it to look
> like
> > an original Atari-ish disk drive. Thanks.
> >
> >

Good places are:

thrift stores..my Goodwill has a computer center. I can find 360K and 1 meg drives for the ATR.

Also, Computer surplus centers are good. And catalogs usually have 360K and 1 meg new drives two.

The ATR can use 3.5" drives, but I find the second disk type to keep up with not worth the effort.

Rick D.

2018. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 19:19:55 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CA7615A.9D327FC1@cswebmail.com>
Source record: 30189

"maurita.o" wrote:

> ...
> The only thing is that I
> can't remember how to turn the joystick ports to outputs. Any pointers?
>
> David

Mapping the Atari has the info.

Rick D.

2019. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-03-31 21:58:46 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <AFLp8.16602$2b4.2988270@news11-gui.server.ntli.net>
Source record: 30190

"Rick D." <webrickd@cswebmail.com> wrote in message
news:3CA7615A.9D327FC1@cswebmail.com...
>
>
> "maurita.o" wrote:
>
> > ...
> > The only thing is that I
> > can't remember how to turn the joystick ports to outputs. Any pointers?
> >
> > David
>
> Mapping the Atari has the info.
>
> Rick D.

If I can find my copy.

David

2020. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 01:42:49 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CA7BB19.37728B1A@one.net>
Source record: 30191

With Kevin's help I was able to get it working. This particular 800XL
also has the Newell 256 memory upgrade. I've done the "130XE compatible"
mod to the Newell and the next thing on the list is the Super Video mod.

The computer is a bit flaky when booting sometimes. Every once in a
while it won't boot at all. But, if I leave it off for about 30 seconds
or so, it will boot fine.

Isn't there a mod to drain the extra memory faster?

-Bob

"Rick D." wrote:
>
> Bob Ryan wrote:
>
> > O.k., it is the board (for the XL series) that has three sockets and a
> > DPDT switch.
> >
> > I put the Omniview 256 chip into the empty slot but the machine wouldn't
> > boot with the switch set on the third position.
> >
> > I then removed the Atari OS chip and replaced it with the OmniView 256
> > chip. Again, nothing.
> >
> > Is the Omniview 256 compatible with the Omnimon XL (Ramrod XL)? Or does
> > it only work with the 800 version of Omnimon?
> >
> > -Bob
>
> Make sure the board and the OV256 chip are in the right direction. I can reburn
> the chip is needed. I can also test the board.
>
> OV256, OM XL, and OM800 are different OS chips. The 800 version will not work
> with the XL/XE version of ramrod, at least if its the 4K rom version.
>
> Looks are deceiving..its a special switch, dp 3 way binary
>
> Rick D.

2021. Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 07:09:24 UTC
From: Martin Douglas <"GAME SEEKER">
Message-ID: <2e1gauopn2912flon90tc10u3j44p389ka@4ax.com>
Source record: 30192

I won't be able to afford these 'cause I'm currently unemployed, but I
enjoy helping others when I can. While looknig around Ebay just now,
I found this guy that must be selling off some of his lifetime
collection! Among other things, (Mostly rare Atari 2600 Stuff), I saw
cartridges for the Atari 8-bit computers like TOPPER, PENGO,
Activision's DESIGNER'S PENCIL, and STAR WARS: THE ARCADE GAME.
Here is the link to his main listings, (I think he has more than one
page of them):
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=possum-glory@usa.com&incl
ude=0&since=-1&sort=2&rows=25
He also has a BRAND-NEW-LOOKING, COMPLETE FAIRCHILD CHANNEL F SYSTEM,
how often do you run across one of those in ANY condition?? Here is
the link to it:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1342975362&r=0&t=0&showTutorial=0&ed=10
17758001&indexURL=0&rd=1
I know Atari 2600 collectors been looking for the Atari 2600 SPARROW
MUSIC MACHINE cartridge in particular, so here is the link to that
one:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1343123205&r=0&t=0&showTutorial=0&ed=10
17806326&indexURL=0&rd=1
And he had some Texas Instruments TI-99 4/A cartridges that I never
saw before, (or even knew existed), like M*A*S*H, MUNCHMOBILE, and
RETURN TO PIRATE'S ISLE.
I also saw many many other rare items he had that I wish I could get,
including some Commavid stuff, and rare items for several other
systems as well, many of which (mostly cartridges) are the only ones
of their kind on all of Ebay!
Best to hurry, though!
Some of his best auctions end in only a day or so!
He also appears to be adding MORE and different rare items to his
auctions right along, so it might be a good idea to keep checking back
every day or two in order to see what he's added.
Hope this helps some people who have been looking for this stuff, and
good luck!

2022. Midwest Classic Announcement

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 08:08:44 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <a894ic$70j$1@uwm.edu>
Source record: 30193

On June 30, 2001, the GOAT Store, LLC and Marty Goldberg teamed together to bring Atari Jaguar Festival to Milwaukee, and it was considered by many to be the best Jaguar Festival ever. This year, the GOAT Store, LLC and Marty Goldberg are getting back together to bring gamers the biggest classic gaming show of its type in the Midwest -- the Midwest Classic.

The Midwest Classic promises to offer visitors an incredible amount of things to see and do. From pinball, to video games, to classic computers, the Midwest Classic is shaping up to be a real classic event!

Pinball

Pinball was born in the Midwest, so it is only appropriate that the event will feature the classic ball and flipper game. Not one to settle with just being able to play pinball at the event, The Goat Store, LLC will be offering the chance to see how a pinball works from the inside!

The Video Games

One of the features to many classic gaming events is the ability to see, and play with, many rare systems and items, and the Midwest Classic will be no exception. Marty Goldberg's Classic Gaming Museum will be vastly expanded this year featuring everything from PONG to the machines currently on the market.

"At Atari Jaguar Festival 2001, Marty Goldberg's gaming collection proved to be one of the biggest attractions," stated Gary Heil of the GOAT Store, LLC. "This year, the Classic Gaming Museum will be larger and more comprehensive. We can't wait!"

The Classic Gaming Museum will feature nearly every video game system ever released in the United States, as well as seldom seen video game promotional materials fomr the 70's and 80's. The Midwest Classic will also feature many video game related tournaments which attendees will be encouraged to participate in during the day for lots of systems like the Atari 2600, Colecovision, Nintendo Entertainment System, Sega Genesis and more!

The Computers

As classic computer collectors know, sometimes there is nothing better than an old computer. The Midwest Classic will feature many classic personal computers from the first mid 70's microcomputers, to commercial computers and peripherals by Atari, Commodore, Apple, Tandy and more!

Revisit the ways computers began. Visitors are encouraged to see if they can remember what their favorite computer games were... and why attendees who don't still have them need to get their old computers back!

And Much Much More!

The GOAT Store, LLC and Marty Goldberg promise that there will be a lot more surprises in store for visitors to the Midwest Classic! Announcements about exclusive Midwest Classic editions of some homebrew games, special tournament prizes, and more will be coming in the next few weeks!

"The Midwest Classic is going to be a great event for anybody who wants to learn a little bit about both video gaming and computer gaming history, compete against new friends, trade games or just enjoy the day playing great games," stated Dan Loosen of the GOAT Store, LLC. "The Midwest Classic is going to be a true classic."

The Midwest Classic is scheduled for June 8, 2002. Tickets are currently on sale at the GOAT Store, LLC Web site (http://www.goatstore.com). If you would like to help with the show, or if you have any questions about it, feel free to email Dan Loosen (loosen@goatstore.com) or Gary Heil (heil@goatstore.com).

2023. PhillyClassic Update 4-1-02

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 11:49:03 UTC
From: Classic Gamer <classicgmr@yahoo.com>
Message-ID: <POXp8.13843$sf6.441527@news2.east.cox.net>
Source record: 30194

Update 4-1-02

TABLE SPACE IS ALMOST GONE!!!

If you're planning to reserve a table for PhillyClassic you should do so soon! We have less than **5** remaining tables with 3 1/2 weeks left before the show!

PHILLYCLASSIC HOMEBREW GAME RELEASES

PhillyClassic3 is proud to announce the following PhillyClassic game debuts and/or exclusive show releases from some of the hardest working people in the game business - classic gaming developers!

Daniel Bienvenu will release his new ColecoVision game, Bejeweled. Details on this very cool project are available at http://www.geocities.com/newcoleco2/rom/games.html. Bejeweled will sell for $30.

Brian Prescott will be debuting Vault Assault Tournament Edition and bringing some other goodies along. Check here for info on his project: http://home.tampabay.rr.com/bprescot/vaultassault/index.htm

Christopher Tumber will be debuting Vectrex VIX/Tsunami and Spinnerama at the show and may be putting some other surprises together as well.

Joe Grand and Hozer Video Games proudly announce a PC3 edition of Joe's Atari 2600 game SCSIcide (50 limited edition carts with a special glossy laminated PC3 label). Here's the website for details: http://www.mindspring.com/~jgrand/atari/

Joe Cody of Atari2600.com tells us he will be releasing Atari 2600 Bugs Bunny at PhillyClassic3. In addition, he has a special guest who will be accompanying him at the show, Mr. Bob Polaro, programmer of Bugs Bunny as well as Defender, Sprint Master, Real Sports Volleyball, Desert Falcon, Road Runner and Rampage. Bob will be on hand to autograph copies of Bugs Bunny and meet with collectors.

Sooooooooooooo.... what are you waiting for? Buy your tickets online NOW and plan to join us for some awesome videogaming fun!

CORPORATE PC3 ATTENDEE

EBGameworld is on board!! Come down to the show and check out their spread! Check out their website at:

http://www.ebgameworld.com

TABLE SPACE IS GOING FAST!

If you're planning to reserve a table for PhillyClassic you should do so soon! We have less than **5** remaining tables with 3 1/2 weeks left before the show!

Also, anyone planning on coming should get their ticket orders in before the show. Tickets will only cost $10 pre-ordered but will be $15 at the door so order now and save some cash! :) Check the PhillyClassic website for order info:

http://www.phillyclassic.com

PHILLYCLASSIC TO GIVE AWAY 2 X-BOX AT THE SHOW!

That's right! We now have 2 consoles to award to some lucky gamers at the show! Head over to our website for details!

Now you HAVE to come down to the show! :)

Check out David Newman's interview with Armchair Empire!

http://www.armchairempire.com/Interviews/david-newman.htm

PhillyClassic is now deep into the planning stages. Here's the rundown:

* The dates, time and location are all set. PhillyClassic will happen April 26th and 27th, 2002 at the Valley Forge Convention Center in Valley Forge, PA. 15,000 square feet of gaming goodness! Doors open at 5:00 p.m. on Friday to the public and close around 10:30! :) Saturday morning we let the ticketholders in bright and early at 9:00 a.m. and play, play all day!! More scheduling to come soon at http://www.phillyclassic.com!

* Tickets and tables are now on sale and are going fast!! All payments can be made through PayPal to Phillyclassic3@yahoo.com, or visit the website for info on where to send checks and money orders. Tickets are $10.00 pre-ordered and $15.00 at the door.

Tables are priced at:

UNPOWERED TABLES:
1st table - $20
2nd table - $30
3rd and subsequent tables - $40

TABLES WITH POWER:
1st table - $30
2nd table - $40
3rd and subsequent tables - $50

VENDOR/CORPORATE TABLES:
$100 Unpowered/$150 with power

The reason the tables are priced differently this year for powered vs. unpowered is because this year we are being charged by the convention center for electrical needs.

The other difference in table pricing (the $20/$30/$40 progressive setup) will allow for the most possible people to get a single table and to put a fair price on tablespace for people who plan to move a LOT of goods.

* We also have Corporate space available and are talking to a few big companies about attending and getting out to the gamers like you directly!

* Tournament scheduling is almost complete. The console tournaments are as follows:
Friday night(Early Bird Tournament):
Nintendo64 Pokemon Puzzle League

Saturday:
Atari 2600 Warlords
Nintendo Burgertime
Sega Saturn Bust-A-Move

Our arcade tournaments will be announced shortly but it looks like we may actually be able to do a WHOPPING 7-8 tournaments instead of just 2 for them!

* We have given over 1/4 of our total space for - get ready - upright arcade games ON FREE PLAY!!! Wow!! If that arcade at your local mall is as disappointing to you as it is to us then make it a point to at least come down for this part of the show! You won't regret it!

* Like the more current systems as well? Fear not! We have not forsaken you! Many of us will be featuring Playstation2, X-Box and Gamecube along side our beloved Atari, Intellivision and ColecoVision systems!

* Join our Yahoo! mailing list to get updates directly as well as discuss the show with others and set up personal trades for the show! Join here: http://groups.yahoo.com/group/phillyclassic/

* Check in at our website at http://www.phillyclassic.com for late-breaking news, updates, accomodation recommendations, driving directions and more!

We look forward to seeing you at the greatest PhillyClassic yet!

PHILLYCLASSIC STAFF
David and Marc, Organizers
Ryan and Jeff, Technical Coordinators
Matt and anonymous1.com, Web Maestros

Ben, publicity/marketing

2024. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 15:20:10 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3CA87AAA.42123516@t-online.de>
Source record: 30195

"Martin Douglas
>
> I won't be able to afford these 'cause I'm currently unemployed, but I
> enjoy helping others when I can.

Do you really think the readers of this newsgroup are stupid?

2025. Re: Seeking for "Halcyon Days"

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 16:19:35 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <qI%p8.2438$iU6.658702@news20.bellglobal.com>
Source record: 30196

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@gmx.de> wrote in message
news:a870a5flu1@olaf.komtel.net...
> Does anyone know if the electronic interview book "Halcyon Days" is still
> "in print"? Or, if not, could somebody guide me to a URL where to download
> it from?

I have it in Mac format (floppy!). I really cannot recommend it. It would make an excellent web site (and in fact it is in HTML format, which makes the choice of delivery platform all the more odd) but I simply can't say that it's worth $25US. Some of the interviews are definitely interesting, but certainly nothing out of the ordinary. The articles are about 5 HTML pages each, so if this was in print it might fill 25-50 pages at the most. I doubt you would pay $25 for such a book.

Maury

2026. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 19:21:40 UTC
From: T <T@D.com>
Message-ID: <a8ac5a$f0e$1@slb5.atl.mindspring.net>
Source record: 30197

"Andre" <Chrodegang@t-online.de> wrote in message
news:3CA87AAA.42123516@t-online.de...
> "Martin Douglas
> >
> > I won't be able to afford these 'cause I'm currently unemployed, but I
> > enjoy helping others when I can.
>
> Do you really think the readers of this newsgroup are stupid?

Andre, on the other hand, does not enjoy helping others.

2027. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 21:23:10 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3CA8CFBE.B779ED37@t-online.de>
Source record: 30198

T schrieb:

> Andre, on the other hand, does not enjoy helping others.

Let me help you :o)

-> Why does he promote auctions from only one guy (there are a lot more interesting auctions)? Why does he use the same style of phrases as the seller of the promoted auctions? Why does he know that the seller adds more and rare items soon?

2028. Re: dumped tripod in favor of geocites (temporary)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 22:59:21 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0204011459.55a9ed7d@posting.google.com>
Source record: 30199

I'd post it on my ISP but until they figure out what they are gonna do
with ex-@home users, i'm stuck with GEOCITIES for now.

machf <no_me_j.machf@hijos.de.terra.com.pe> wrote in message
news:<2dd5auo2j5p4v99i3d3s6eqvlu1kn2qben@4ax.com>...
> On 27 Mar 2002 14:14:29 -0800, rtdos@rocketmail.com (mad ATARI user alternate)
> wrote:
>
> >http://geocities.com/rtdos
>
> Agh! Why geocities instead of tripod? I'm in the process of *leaving* geocities,
> beginning april they'll no longer support FTP for up/downloads, and you won't
> be able to access your e-mail via POP anymore or even forward it elsewhere...
> And currently, they have that annoyance of checking downloads on a per hour
> basis and blocking your page if you have exceeded a given amount (soemthing like
> downloading 1MB in 3 minutes or so...)

2029. Re: PhillyClassic Update 4-1-02

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-01 23:02:56 UTC
From: Classic Gamer <classicgmr@yahoo.com>
Message-ID: <AG5q8.16002$sf6.524138@news2.east.cox.net>
Source record: 30200

CORRECTION: TABLE SPACE IS SOLD OUT!! :)

"Classic Gamer" <classicgmr@yahoo.com> wrote in message
news:POXp8.13843$sf6.441527@news2.east.cox.net...
> Update 4-1-02
> ----------
>
> TABLE SPACE IS ALMOST GONE!!!
>
> If you're planning to reserve a table for PhillyClassic you should do so
> soon! We have less than **5** remaining tables with 3 1/2 weeks left
before
> the show!
>
> ----------
>
> PHILLYCLASSIC HOMEBREW GAME RELEASES
>
> PhillyClassic3 is proud to announce the following PhillyClassic game
debuts
> and/or exclusive show releases from some of the hardest working people in
> the game business - classic gaming developers!
>
> Daniel Bienvenu will release his new ColecoVision game, Bejeweled. Details
> on this very cool project are available at
> http://www.geocities.com/newcoleco2/rom/games.html. Bejeweled will sell
for
> $30.
>
> Brian Prescott will be debuting Vault Assault Tournament Edition and
> bringing some other goodies along. Check here for info on his project:
> http://home.tampabay.rr.com/bprescot/vaultassault/index.htm
>
> Christopher Tumber will be debuting Vectrex VIX/Tsunami and Spinnerama at
> the show and may be putting some other surprises together as well.
>
> Joe Grand and Hozer Video Games proudly announce a PC3 edition of Joe's
> Atari 2600 game SCSIcide (50 limited edition carts with a special glossy
> laminated PC3 label). Here's the website for details:
> http://www.mindspring.com/~jgrand/atari/
>
> Joe Cody of Atari2600.com tells us he will be releasing Atari 2600 Bugs
> Bunny at PhillyClassic3. In addition, he has a special guest who will be
> accompanying him at the show, Mr. Bob Polaro, programmer of Bugs Bunny as

> well as Defender, Sprint Master, Real Sports Volleyball, Desert Falcon,
Road
> Runner and Rampage. Bob will be on hand to autograph copies of Bugs Bunny
> and meet with collectors.
>
> Sooooooooooooo.... what are you waiting for? Buy your tickets online NOW
and
> plan to join us for some awesome videogaming fun!
>
> ----------
>
> CORPORATE PC3 ATTENDEE
>
> EBGameworld is on board!! Come down to the show and check out their
spread!
> Check out their website at:
>
> http://www.ebgameworld.com
>
> ----------
>
> TABLE SPACE IS GOING FAST!
>
> If you're planning to reserve a table for PhillyClassic you should do so
> soon! We have less than **5** remaining tables with 3 1/2 weeks left
before
> the show!
>
> Also, anyone planning on coming should get their ticket orders in before
the
> show. Tickets will only cost $10 pre-ordered but will be $15 at the door
so
> order now and save some cash! :) Check the PhillyClassic website for order
> info:
>
> http://www.phillyclassic.com
>
> ----------
>
> PHILLYCLASSIC TO GIVE AWAY 2 X-BOX AT THE SHOW!
>
> That's right! We now have 2 consoles to award to some lucky gamers at the
> show! Head over to our website for details!
>
> Now you HAVE to come down to the show! :)
>
> ----------
>
> Check out David Newman's interview with Armchair Empire!
>

> http://www.armchairempire.com/Interviews/david-newman.htm
>
> ----------
>
> PhillyClassic is now deep into the planning stages. Here's the rundown:
>
> * The dates, time and location are all set. PhillyClassic will happen
April
> 26th and 27th, 2002 at the Valley Forge Convention Center in Valley Forge,
> PA. 15,000 square feet of gaming goodness! Doors open at 5:00 p.m. on
Friday
> to the public and close around 10:30! :) Saturday morning we let the
> ticketholders in bright and early at 9:00 a.m. and play, play all day!!
More
> scheduling to come soon at http://www.phillyclassic.com!
>
> * Tickets and tables are now on sale and are going fast!! All payments can
> be made through PayPal to Phillyclassic3@yahoo.com, or visit the website
for
> info on where to send checks and money orders. Tickets are $10.00
> pre-ordered and $15.00 at the door.
>
> Tables are priced at:
>
> UNPOWERED TABLES:
> 1st table - $20
> 2nd table - $30
> 3rd and subsequent tables - $40
>
> TABLES WITH POWER:
> 1st table - $30
> 2nd table - $40
> 3rd and subsequent tables - $50
>
> VENDOR/CORPORATE TABLES:
> $100 Unpowered/$150 with power
>
> The reason the tables are priced differently this year for powered vs.
> unpowered is because this year we are being charged by the convention
center
> for electrical needs.
>
> The other difference in table pricing (the $20/$30/$40 progressive setup)
> will allow for the most possible people to get a single table and to put a
> fair price on tablespace for people who plan to move a LOT of goods.
>
> * We also have Corporate space available and are talking to a few big
> companies about attending and getting out to the gamers like you directly!
>
> * Tournament scheduling is almost complete. The console tournaments are as

> follows:
> Friday night(Early Bird Tournament):
> Nintendo64 Pokemon Puzzle League
>
> Saturday:
> Atari 2600 Warlords
> Nintendo Burgertime
> Sega Saturn Bust-A-Move
>
> Our arcade tournaments will be announced shortly but it looks like we may
> actually be able to do a WHOPPING 7-8 tournaments instead of just 2 for
> them!
>
> * We have given over 1/4 of our total space for - get ready - upright
arcade
> games ON FREE PLAY!!! Wow!! If that arcade at your local mall is as
> disappointing to you as it is to us then make it a point to at least come
> down for this part of the show! You won't regret it!
>
> * Like the more current systems as well? Fear not! We have not forsaken
> you! Many of us will be featuring Playstation2, X-Box and Gamecube along
> side our beloved Atari, Intellivision and ColecoVision systems!
>
> * Join our Yahoo! mailing list to get updates directly as well as discuss
> the show with others and set up personal trades for the show! Join here:
> http://groups.yahoo.com/group/phillyclassic/
>
> * Check in at our website at http://www.phillyclassic.com for
late-breaking
> news, updates, accomodation recommendations, driving directions and more!
>
> We look forward to seeing you at the greatest PhillyClassic yet!
>
> PHILLYCLASSIC STAFF
> David and Marc, Organizers
> Ryan and Jeff, Technical Coordinators
> Matt and anonymous1.com, Web Maestros
> Ben, publicity/marketing
>
>

2030. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 05:53:44 UTC
From: T <T@D.com>
Message-ID: <a8bh1dglq1@slb6.atl.mindspring.net>
Source record: 30201

"Andre" <Chrodegang@t-online.de> wrote in message
news:3CA8CFBE.B779ED37@t-online.de...
> -> Why does he promote auctions from only one guy (there are a lot more
> interesting auctions)? Why does he use the same style of phrases as the
> seller of the promoted auctions? Why does he know that the seller adds
> more and rare items soon?

Let it go.

2031. CD Audio player: small patch for those with a NEXT TRACK button

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 12:42:33 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8c8vp$q2g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30202

```
Howdy folks

If you are using version 138 or 139 of CD Audio Player, please change the
following line:

27310 DASHONTRACK=CURRENTTRACK

to

27310 IF CURRENTTRACK<>= THEN DASHONTRACK=CURRENTTRACK

If you press the NEXT TRACK button on your CD-ROM, CD Audio Player will no
longer crash. When pressing the button, the current track will for a second
become zero. Since the routine I use to calculate where to place the dashes
on the screen doesn't like that (I guess a 'divide by zero' occures), it
used to bum out. Now the zero doesn't ever turn up in the calculation.

CU Mathy van Nisselroy

---
My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy
```

2032. Re: SIO2IDE with English descriptions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 12:47:51 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8c99oqda1@nets3.rz.RWTH-Aachen.DE>
Source record: 30203

Howdy Pete, folks

> > No problem. There are some adapters out there (like those for
> >the MIO) that will convert the 2 XE bus' to the XL bus....
>
> But it is a problem, because manufacturers then have to provide an adapter
(or
> build one in) or expect the consumer to buy a separate one.

I'm using a MIO PBI adapter with my BlackBox, that way, I have a flexible connection between XE and BlackBox. So I can move the XE around a bit without damaging the Blackbox. Second advantage is that an adapter is easier to replace then a BlackBox. (there are times when I have to go from one XE to the next very often.)

CU Mathy van Nisselroy

PS you can see the piece of flatcable is some of the pictures on my site at http://www-users.rwth-aachen.de/mathy.van_nisselroy

2033. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 13:03:25 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8ca6t$r42$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30204

Howdy David

> (if there's any call for a low-cost IC
> tester for the Atari then it may be possible to release it and the
software
> commercially)

Sounds interesting enough. Unfortunately, I don't know enough about
electronics to really know if such a thingie would be helpfull. Please
explain more (like what chips can be tested, etc.)

CU Mathy van Nisselroy

2034. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 13:06:16 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8cac9$r78$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30205

```
Howdy David

> If I can find my copy.

PIA is at $D300 to $D303 ($D304 to $DFF is the first 4 addresses repeated 63
times)
Direction control should be at the even addresses. ($D300 and $D302)

CU Mathy van Nisselroy
```

2035. Pictures of Atari meeting in Schreiersgruen, Germany

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 13:11:03 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8cal8rht1@nets3.rz.RWTH-Aachen.DE>
Source record: 30206

Howdy folks

For those loving pictures of Atari meetings. Try http://www.abbuc.de click on AKTUELL, then Schreiersgruen, then 'Die ersten Bilder' and after that 'Ein weiteres Album'. I wasn't there but it seems to have been a nice meeting with lots of people. BTW AFLOS stands for Atari FLashROM OS. It's still under developement by MacFalkner.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2036. Re: CD Audio player: small patch for those with a NEXT TRACK button

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 13:39:56 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8ccbd$t8f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30207

```
Howdy folks

> 27310 IF CURRENTTRACK<>= THEN DASHONTRACK=CURRENTTRACK

should ofcourse be:

27310 IF CURRENTTRACK<>0 THEN DASHONTRACK=CURRENTTRACK

Sorry!!!

CU Mathy van Nisselroy
```

2037. Re: David Crane ?!?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 13:44:30 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0204020544.295c3168@posting.google.com>
Source record: 30208

Any DC fanpage 'round the net?

ansk@home.se (Anders Skelander) wrote in message
news:<3ca3817a.1025489@nntpserver.swip.net>...
> On Thu, 28 Mar 2002 18:50:26 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
> > ...
> > just wondering where David Crane is (working) in these days - is
> > he still at Activision ?! By the way, there is a TV series called
> > "Friends" (with actors like Jennifer Aniston, etc.), it lists
> > David Crane as Producer and Executive Producer. Is it the same David
> > Crane or just someone with the same name as the famous Atari and
> > Activision programmer?!? -andreas.
>
> David Crane, the author of Pitfall and other great games, can be
> found at Skyworks these days:
>
> http://www.skyworks.com/about/about_principals_david.htm
>
> David Crane with connections to "Friends" is not the same person:
>
> http://my.brandeis.edu/profiles/one-profile?profile_id=78
>
> Anders

2038. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-02 15:42:27 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <5lkq8.6078$Np3.985974@news2-win.server.ntlworld.com>
Source record: 30209

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a8ca6t$r42$1@nets3.rz.RWTH-Aachen.DE...
> Howdy David
>
> > (if there's any call for a low-cost IC
> > tester for the Atari then it may be possible to release it and the
> software
> > commercially)
>
> Sounds interesting enough. Unfortunately, I don't know enough about
> electronics to really know if such a thingie would be helpfull. Please
> explain more (like what chips can be tested, etc.)
>
> CU Mathy van Nisselroy

All depends on how I manage to design the decoding and encoding logic
(working on a few possible designs at the moment).

An IC tester is simply a device that allows you to plug in a chip and it'll
run some tests on it to check that it's working properly. At the moment I'm
only concentrating on getting the basic design down for testing logic chips.
Once that's up and running, along with the software, I'll work on the second
model which will include the ability to test RAM chips.

Initially, the chips that will be tested are the 7400 and 4000 series CMOS
logic chips.

The design I'm aiming for is a generic unit that can be connected to any
computer with little modification (it'll make it easier for me to interface
to a microcontroller later).

A professional stand-alone IC tester costs up to and over US$1000. I've seen
some that will test several hundred different ICs. That's the ultimate aim
of this project.

David

2039. A few words about retro gaming

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 02:24:23 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Txtq8.18799$0T6.6094504@e3500-atl1.usenetserver.com>
Source record: 30210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Matthew:13:52: Then said he unto them, The kingdom of heaven is like unto a man that is an householder, which bringeth forth out of his treasure things new and old.

-- Jesus Christ

2040. Re: Connect my Atari 800XL to my PC Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 10:51:36 UTC
From: ebaiz@skyenet.net
Message-ID: <Y8Bq8.339$cC5.232591@newsfeed.slurp.net>
Source record: 30211

On 24 Mar 2002 02:45:28 , "Graham Leggat" wrote:
>Hi
>
>I have an Atari 800XL and intend to use the SIO2PC cable to connect to my PC
>so I can use software like Atari810 to use my PC's hard disks with my Atari.
>
>But how do I connect the monitor?
>
>The 800XL doesn't seem to have an output for a monitor, so I am wondering if
>I can use the video in on my ATI rage pro 128 graphics card instead.
>
>Has anyone got round this problem? I would love to have to 800XL sitting
>proudly with my 1.4Ghz Athlon PC !!
>
>Thanks for your help in advance.

Hello,

Yes, I do this all the time. I hook either my 800xl or my 130xe to my
17 inch VGA monitor. What you need are two things, one is a video
converter and then a Commodore monitor cable. You can get the monitor
cable from B&C and the video converter can be purchsed at a number of
places. I got mine from Matco.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

Edward S. Baiz Jr.
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HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
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Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2041. FA: Atari 800 and original game software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 12:02:15 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204030402.21a8e8f6@posting.google.com>
Source record: 30212

I'm auctioning a fairly complete Atari 800 system on eBay.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014037502

Due to a typographical error in the title that I didn't catch, the auction doesn't show up during a title search, so I think the auction price is going to be low. $14.50 right now. Someone who needs a system might as well take advantage of my mistake.

I also have Autoduel, Temple of Apshai and Flight Simulator II for auction. The lot is only $5.55 right now. All original disks, boxes and manuals, complete except for the warranty registration cards.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014284617

I'm going to be listing a few more items over the next couple of days, including several games, an Atari Logo cart with manuals, an Atari printer, a few more systems (including an 800 XL with floppy), etc. Check under the seller ID double_bbl over the next week or so.

Please do not e-mail me at my listed account -- the mailbox is permanently hosed, which is good since I don't want to see the spam that always seems to follow a newsgroup posting. You can contact me via eBay.

2042. ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON CART

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 16:54:47 UTC
From: Video61@webtv.net
Message-ID: <3860-3CAB33D7-4@storefull-2116.public.lawson.webtv.net>
Source record: 30213

we are very pleased to be able to announce archer macleans famous world karate championship now on cartridge for the atari 400/800/xl/xe/xegm. this world famous ground breaking game first saw the light in a 1986 release from EPYX.
the memory requirements are 48k. the actual cartridge coding was done by the combined efforts of 3 very dedicated atari coders, my thanks to them.
also special thanks to archer maclean for the permission to port his ground breaking game to cartridge, and making it available to the atari community again,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2043. Re: XL XE OS Source

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 18:03:08 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <dvHq8.15903$lq6.2355060@news6-win.server.ntlworld.com>
Source record: 30214

<ronfucci@bellsouth.net> wrote in message
news:3c8ec108.21422053@basic.bs.webusenet.com...
> the file I've been able to find (e.g. at CTH) is xlxe_src.arc which
> contains commented Mac65 source in German. Is an English version
> available ? tks
>
> ron

The closest I've found is in a 'revamp' of Mapping the Atari sold by the Tyne and Wear Atari User Group a few years ago. The book was called 'The Complete and Essential Map' and came in a two manual set. The first book was pretty much a copy of Mapping with some errors fixed and a little extra info in places. The second manual included extra information, including a documented XL/XE OS listing.

David

2044. Re: Atari 800 and original game software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 19:25:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hGIq8.13548$nt1.1115660@newsread2.prod.itd.earthlink.net>
Source record: 30215

You *could* just look in the memory card bays to determine how many of each
size it contains... and would not need to 'assume 16K'.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

<tunamike@atomictuna.com> wrote in message
news:923500c8.0204030402.21a8e8f6@posting.google.com...
> I'm auctioning a fairly complete Atari 800 system on eBay.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014037502
>
> Due to a typographical error in the title that I didn't catch, the
> auction doesn't show up during a title search, so I think the auction
> price is going to be low. $14.50 right now. Someone who needs a
> system might as well take advantage of my mistake.
>
> I also have Autoduel, Temple of Apshai and Flight Simulator II for
> auction. The lot is only $5.55 right now. All original disks, boxes
> and manuals, complete except for the warranty registration cards.
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014284617
>
> I'm going to be listing a few more items over the next couple of days,
> including several games, an Atari Logo cart with manuals, an Atari
> printer, a few more systems (including an 800 XL with floppy), etc.
> Check under the seller ID double_bbl over the next week or so.
>
> Please do not e-mail me at my listed account -- the mailbox is
> permanently hosed, which is good since I don't want to see the spam
> that always seems to follow a newsgroup posting. You can contact me
> via eBay.
>

2045. Ok quick answer needed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-03 21:43:14 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <rDKq8.20337$ku5.1852717@e3500-atl2.usenetserver.com>
Source record: 30216

I have an Atari 810 happy drive that doesn't appear to work.

Can youi tell me how to remove the happy upgrade that might work in another drive?

thanks

2046. Im done with my efforts on Indus, for now

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 00:38:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3caba087$0$77322$1dc6e903@news.corecomm.net>
Source record: 30217

Here's a summary of my efforts with my 2 Indus drives, and my
others as well.
I'm done messing with my floppy drives. I have taken about
a month with all 8 of them.
The stepper control chip sn75347ane was the most significant
improvement for my Induses. However, the Induses are still
not what I'd call reliable. One is still worse than the
other. I tried turning the stepper motor slightly both
ways. This resulted in significantly worse reading of
sectors, so I put it back to where I marked it to start
with.

Without knowing exactly what some of the pots on the Indus
do, and how to set them, I can only try a little one way
then a little the other. For the read pot, R31, I counted
the full extent and then went 1/2 way. This seems as good
as any, slight movements both ways no improvement or worse.

I tried new chips for every socketed chip on the Indus
except the Z80 and ROM. I tried adjusting every pot. I
reduced the speed, with pot R12, I think to 285. I tried a
new mechanism. Only the stepper chip helped at all.

My Ranas are working about as good as they ever did.
My 1050s seem to be about as good as it gets as far as
reading, writing and formatting. I have US dblrs in three
of them.

I'd suggest anyone planning to do things with their drives
to use a sector reader and see how the disk reads. I used
SmartDOS 'T'est sectors. Disk Wizard II Map disk would also
work.

Russg

2047. Re: Im done with my efforts on Indus, for now

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 01:20:35 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ePNq8.21248$ku5.1968421@e3500-atl2.usenetserver.com>
Source record: 30218

I have an Astra 2001 double drive unit. It never gave me any trouble.

It supposed to have direct drive motors and relaible circuitry built for BBS
owners.

Unlike the belt driven 810 and I don't know what the 1050 uses.

"Russ Gilbert" <russg@en.com> wrote in message
news:3caba087$0$77322$1dc6e903@news.corecomm.net...
> Here's a summary of my efforts with my 2 Indus drives, and my
> others as well.
> I'm done messing with my floppy drives. I have taken about
> a month with all 8 of them.
> The stepper control chip sn75347ane was the most significant
> improvement for my Induses. However, the Induses are still
> not what I'd call reliable. One is still worse than the
> other. I tried turning the stepper motor slightly both
> ways. This resulted in significantly worse reading of
> sectors, so I put it back to where I marked it to start
> with.
>
> Without knowing exactly what some of the pots on the Indus
> do, and how to set them, I can only try a little one way
> then a little the other. For the read pot, R31, I counted
> the full extent and then went 1/2 way. This seems as good
> as any, slight movements both ways no improvement or worse.
>
> I tried new chips for every socketed chip on the Indus
> except the Z80 and ROM. I tried adjusting every pot. I
> reduced the speed, with pot R12, I think to 285. I tried a
> new mechanism. Only the stepper chip helped at all.
>
> My Ranas are working about as good as they ever did.
> My 1050s seem to be about as good as it gets as far as
> reading, writing and formatting. I have US dblrs in three
> of them.
>
> I'd suggest anyone planning to do things with their drives
> to use a sector reader and see how the disk reads. I used
> SmartDOS 'T'est sectors. Disk Wizard II Map disk would also
> work.
>
> Russg
>
>

2048. Re: Im done with my efforts on Indus, for now

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 04:14:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cabd30c$0$1415$1dc6e903@news.corecomm.net>
Source record: 30219

Right, the Astra. I think there is a lot to the design of drives.
If the Astra never gets errors, that's great.
You can tell when a drive has problems reading/writing sectors.
It will re-seek the sector, 'snark', like on copy protected disks.
Or it will make a 'pfhhht' sound, rather than the nice 'beep beep'.
I like the Atari disk sounds, you can tell what is going on just
by the sounds.
I think the design of the 1050s, and US dblr, is just a better design.
There were more than one drive mech and I think the electronics
were different in some Indus.
SmartDOS 't'est sectors is a good way to see that the drive reads
whatever sectors you pick.
If you just scopy (SpDOS) or disk copy an entire disk from
one drive to another, that's a good test of disk and drive.
On another note, REMOTE.COM, I think messed up real bad.
I ran it, with no APE cable attached (why do I do these things?).
I ended up with three REMOTE.COM files, two 0 bytes.
And another file that x32g.dos reported as about 197k, larger
than the disk. Time to erase trashed files, copy the good ones
over to a newly formated disk, and re-format the disk.
Russg

2049. Re: Ok quick answer needed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 04:17:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cabd3e6$0$1426$1dc6e903@news.corecomm.net>
Source record: 30220

I don't have a quick answer.
It is my opinion that Happy, Archiver and other 'super' mods
cause problems. So perhaps saving the Happy isn't going to
work in a new 810, if the Happy is where the problem is.
All the speed stuff and enhanced abilities seem to me to
be the source of errors and drive failures.

2050. Re: Ok quick answer needed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 04:29:52 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <4FQq8.7144$Su4.2360460348@newssvr11.news.prodigy.com>
Source record: 30221

I would seriously consider diagnosing that drive, it's hell on a drive to
get an upgrade like that - so you may wind up killing another drive.
Why don't you tell us what it's doing and maybe we can help?
Mo

Son of man wrote in message ...
>I have an Atari 810 happy drive that doesn't appear to work.
>
>Can youi tell me how to remove the happy upgrade that might work in another
>drive?
>
>thanks
>
>
>

2051. Re: Ok quick answer needed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 04:32:31 UTC
From: Video61@webtv.net
Message-ID: <4941-3CABD75F-7@storefull-2118.public.lawson.webtv.net>
Source record: 30222

the happy on a 810 is mounted on the side board.
what is the problem with the drive?
call me, and maybe i can work you thru this,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2052. Re: XL XE OS Source

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 05:09:59 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <a8gn7f$v8b$1@news.nextra.cz>
Source record: 30223

Try. http://www.newbreedsoftware.com/xlsearch/.
Fanny, Prague.

--
semecky@saul-is.cz
http://go.to/semecky
Atari XL/XE

"maurita.o" <maurita.o@ntlworld.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:dvHq8.15903$lq6.2355060@news6-win.server.ntlworld.com...
> <ronfucci@bellsouth.net> wrote in message
> news:3c8ec108.21422053@basic.bs.webusenet.com...
> > the file I've been able to find (e.g. at CTH) is xlxe_src.arc which
> > contains commented Mac65 source in German. Is an English version
> > available ? tks
> >
> > ron
>
> The closest I've found is in a 'revamp' of Mapping the Atari sold by the
> Tyne and Wear Atari User Group a few years ago. The book was called 'The
> Complete and Essential Map' and came in a two manual set. The first book
was
> pretty much a copy of Mapping with some errors fixed and a little extra
info
> in places. The second manual included extra information, including a
> documented XL/XE OS listing.
>
> David
>
>

2053. Re: Connect my Atari 800XL to my PC Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 05:20:42 UTC
From: bsturk@news1.news.adelphia.net
Message-ID: <slrnaanpvf.as.bsturk@telengard.sturk.net>
Source record: 30224

```
On Wed, 03 Apr 2002 10:51:36 GMT, Edward S. Baiz Jr. <ebaiz@skyenet.net> wrote:
> On 24 Mar 2002 02:45:28 , "Graham Leggat" wrote:
>>Hi
>>
>>I have an Atari 800XL and intend to use the SIO2PC cable to connect to my PC
>>so I can use software like Atari810 to use my PC's hard disks with my Atari.
>>
>>But how do I connect the monitor?
>>
>>The 800XL doesn't seem to have an output for a monitor, so I am wondering if
>>I can use the video in on my ATI rage pro 128 graphics card instead.
>>
>>Has anyone got round this problem? I would love to have to 800XL sitting
>>proudly with my 1.4Ghz Athlon PC !!
>>
>>Thanks for your help in advance.
>
> Hello,
>
> Yes, I do this all the time. I hook either my 800xl or my 130xe to my
> 17 inch VGA monitor. What you need are two things, one is a video
> converter and then a Commodore monitor cable. You can get the monitor
> cable from B&C and the video converter can be purchsed at a number of
> places. I got mine from Matco.
>

I jumped into this thread late so I'm not sure it has been mentioned
but I am using something called the "Cheesebox" and I can switch between
the PC and Atari with just the touch of a button, perfect for SIO2PC.

--
.-----------------------------------------------------,---------.
| Brian Sturk - http://www.nh.ultranet.com/~bsturk \ C/C++ | .> )\,^a__
|--------------------------| bsturk@nh.ultranet.com | Python |( _ _)/ /-." ~
| http://www.telengard.com `--------------------------`--------| `( )_ )/
| Telengard Technologies Inc. - NT/*nix UI & device drivers |_<_s_<_s
'-----------------------------------------------------------------'
```

2054. FA: Game cartridges for Atari computer system

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 14:36:07 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204040636.2f62a5e2@posting.google.com>
Source record: 30225

Q*Bert
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014708515

Diamond Mine
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014709117

Jumpman Junior
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014757261

Missile Command
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014757789

Return of the Jedi: Death Star Battle
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014758933

Congo Bongo
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014759373

Super Cobra
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014759744

Journey to the Planets
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014760153

Astro Chase
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2014760368

More items coming, including programming books and manuals, Atari Logo
(with all manuals). Check my auctions under login double_bbl

2055. uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 21:40:56 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3cacc7fe$1_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 30226

Hi,

I posted a message about this a while ago but didn't get much of a reply. I've bought an atari 400 which works fine, however when i plug the ariel lead into the tv via a split with the normal ariel lead the 400's picture is replace by noise. If I do the same thing with a battered 65xl I have thats fine. Any idea's ? If its because the 400 is outputing at a frequency that clashes with a tv station is there an easy way of changing the 400s output a little.

Cheers

--
Remove 'y' from address to reply (anti-spam)

2056. Re: Pictures of Atari meeting in Schreiersgruen, Germany

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 21:46:45 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <9R3r8.16701$ml2.1291896@newsread1.prod.itd.earthlink.net>
Source record: 30227

It sure was *great* seeing lots of people appreciating those venerable computers. Brings back good times during the 8-bit hey-days with sizeable groups at TACE meetings before it dwindled to a handfull and finally disbanded in spring 1996.

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a8cal8rht1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> For those loving pictures of Atari meetings. Try http://www.abbuc.de click
> on AKTUELL, then Schreiersgruen, then 'Die ersten Bilder' and after that
> 'Ein weiteres Album'. I wasn't there but it seems to have been a nice
> meeting with lots of people. BTW AFLOS stands for Atari FLashROM OS. It's
> still under developement by MacFalkner.
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address will cease to exist as of the end of 2001, please use
> my new address.
> Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
> neue Adresse.
> Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
> nieuwe adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>
>

2057. Atari800 gameson 5 1/2

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 22:55:47 UTC
From: Carl Sankey <carlsankey@btinternet.com>
Message-ID: <a8illi$3a8$1@paris.btinternet.com>
Source record: 30228

Does anyone know how i can transfer all of my old 51/2 floppys to the PC?
Is there a modification I can do to the 1050 diskdrive so the PC can read
it? or
Is there any software out there that can read atari 800 5 1/2 disks using a
standard (very old) PC 5 1/2 disk drive?

2058. Re: uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-04 23:37:18 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3CACE3C9.4426409D@rogers.com>
Source record: 30229

Hi there,

Well I'm not totally sure what you mean, the description of your connections is a little vague. Anyways, for most 8bit stiff the rf out on the computer goes to a switchbox (to switch from the computer to the normal antenna or cable), the switchbox then connect to the tv. There is also a connector in the box for the antenna (or cable). Is the type of setup your talking about? On the atari 8bits I've got there is a switch to switch between 2 different channels.
swebb wrote:

> Hi,
>
> I posted a message about this a while ago but didn't get much of a reply.
> I've bought an atari 400 which works fine, however when i plug the ariel
> lead into the tv via a split with the normal ariel lead the 400's picture is
> replace by noise. If I do the same thing with a battered 65xl I have thats
> fine. Any idea's ? If its because the 400 is outputing at a frequency that
> clashes with a tv station is there an easy way of changing the 400s output a
> little.
>
> Cheers
>
> --
> Remove 'y' from address to reply (anti-spam)

2059. Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-05 01:50:35 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0204041746010.32486-100000@shell.pacifier.com>
Source record: 30230
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm Currently offering my 20/20 Discounts! 2 20% Discounts. A 20% Discount on All SoftWare for Classic 8 Bit, Atari ST Computer Lines and most Jaguar Games in stock! And a 20% Discount for my more preferred/regular Customers covering most HardWare, SoftWare, Books and Accessories for Classic Atari 8 Bit & Atari ST Lines. Check WebLink below for more details on discounts! http://www.pacifier.com/~atari/specials.htm WebPage for Specials!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@pacifier.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

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2060. Re: Atari 20/20 Discount! FREE Trak-Ball!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-05 05:43:43 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <jQar8.118137$VJ1.10285675@bin3.nnrp.aus1.giganews.com>
Source record: 30232
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I sell well-tested Ataris at auction. What do you have to say about me?

"Well, regarding Auctions, the Wise Saying should read "You Don't Get what You've OverPaid For!" or "Theirs a Sucker Born Every Minute" (http://home.pacifier.com/~atari/auctions.htm)

That's why I take my business to someone who respects our small community and doesn't denigrate members for personal gain: B&C ComputerVisions: www.myatari.com

p.s. Here's a freebie, you dope: it's "there's", not "Theirs" (on the above mentioned page)

p.p.s. Lose any e-mail addresses lately?

"Bravo Sierra Computers" <atari@pacifier.com> wrote in message news:Pine.BSO.4.33.0204041746010.32486-100000@shell.pacifier.com...

blahdy blah blah

2061. Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-05 05:43:47 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CAD3993.E897E418@one.net>
Source record: 30231

I have an 800XL with the Newell 256K upgrade. I did the 130XE compatible mod to it.

When I boot with SpartaDOS X (4.21) it shows a ramdisk of 440 sectors. When I go to the FORMAT menu, the only thing I can do is change the volume name. I can't specify the mode.

This happens with the switch in either position. Did I screw up the mod?

-Bob

2062. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON CART

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-05 07:56:48 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3CAD58C0.7597F011@t-online.de>
Source record: 30233

> we are very pleased to be able to announce archer macleans famous world
> karate championship now on cartridge for the atari 400/800/xl/xe/xegm.

Hello Lance,

Does the game come with all background pictures (as seen on disc
version)?

2063. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON CART

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-05 15:40:53 UTC
From: Video61@webtv.net
Message-ID: <27055-3CADC585-17@storefull-2118.public.lawson.webtv.net>
Source record: 30234

hi andre,
you mean the screen shots of all of the different cities aroud the
world that the championships are fought, if so yes, including the music,
and the sound effects.
this game was really the first head to head fighting game that has real
time joystick movements, it is a masterpiece, and i am lucky to have
gotton permissio.
sometimes i just plug the cart in, and let it play the music, and watch
all of the different world wide scenarios in demo, its awesome.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2064. Re: uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 00:10:11 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3cae3c76_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 30235

Well I use a Y connector. This allows the atari and the normal ariel lead to be connected at the same time. The theory being that you can switch channels on the tv and also switch to the channel the 400 is on. When using the 65xe this works fine, however with the 400 i just get noise, well not white noise but a a very corrupt screen. I suspect the 400 is outputting a signal at the same frequency as a local tv station, or a weak station I can't normally view anyway. So is there a simple way of adjusting the frequency the 400 outputs on ?

--
Remove 'y' from address to reply (anti-spam)
"James Alexander" <james-m-alexander@rogers.com> wrote in message news:3CACE3C9.4426409D@rogers.com...
> Hi there,
>
> Well I'm not totally sure what you mean, the description of your connections is
> a little vague. Anyways, for most 8bit stiff the rf out on the computer goes
> to a switchbox (to switch from the computer to the normal antenna or cable),
> the switchbox then connect to the tv. There is also a connector in the box for
> the antenna (or cable). Is the type of setup your talking about? On the atari
> 8bits I've got there is a switch to switch between 2 different channels.
> swebb wrote:
>
> > Hi,
> >
> > I posted a message about this a while ago but didn't get much of a reply.
> > I've bought an atari 400 which works fine, however when i plug the ariel
> > lead into the tv via a split with the normal ariel lead the 400's picture is
> > replace by noise. If I do the same thing with a battered 65xl I have thats
> > fine. Any idea's ? If its because the 400 is outputing at a frequency that
> > clashes with a tv station is there an easy way of changing the 400s output a
> > little.
> >
> > Cheers

> >
> > --
> > Remove 'y' from address to reply (anti-spam)
>

2065. Re: uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 01:12:09 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0204051712.5c4ba424@posting.google.com>
Source record: 30236

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CACE3C9.4426409D@rogers.com>...
> Well I'm not totally sure what you mean, the description of your connections is
> a little vague. Anyways, for most 8bit stiff the rf out on the computer goes
> to a switchbox (to switch from the computer to the normal antenna or cable),
> the switchbox then connect to the tv.

Atari's in the UK don't tend to use those switchboxes, or at least, I
have never seen one that does. Usually they are connected either
straight to the TV, or through a little box with 2 antenna inputs and
1 output (but with no switch).

> > I've bought an atari 400 which works fine, however when i plug the ariel
> > lead into the tv via a split with the normal ariel lead the 400's picture is
> > replace by noise. If I do the same thing with a battered 65xl I have thats
> > fine. Any idea's ? If its because the 400 is outputing at a frequency that
> > clashes with a tv station is there an easy way of changing the 400s output a
> > little.

If it is clashing with a TV station, then you should be able to tell
by connecting the 400 on its own, then disconnecting the 400 and
connecting the normal ariel on its own, seeing if you get a picture
with both.

This is a silly question, but are you sure that the split works? If
any of the connections on it are lose/broken then it might also cause
the problem.

2066. Re: Atari800 gameson 5 1/2

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 01:16:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <P%rr8.19202$nt1.1573791@newsread2.prod.itd.earthlink.net>
Source record: 30237

If the PC is very old, maybe Anadisk will read those disks; PC floppy controller
cards have not had single density FM type compatiblity for about 15 years.
1050s with US Doubler or Happy modifications can use double density MFM type
recording; AtariUtil by Charles Marslett or AtariDsk by HiasSoft is able to
access these on the PC 5.25.

Other options include the SIO2PC/APE cable and software, simple transfer
over modems or null modem transfer with R-Verter. A Happy 1050 can also
read/write 5.25 180K PC floppies.

The 1050 enhanced Dos 2.5 density is a variation of MFM. Has anyone been
able to program the PC floppy controller to read 128 byte sector, 26 sector
track MFM disks?

--
-Ron

Experience is something you don't get until just after you need it.
http://www.atariland.com/members/oldatarian

"Carl Sankey" <carlsankey@btinternet.com> wrote in message
news:a8illi$3a8$1@paris.btinternet.com...
> Does anyone know how i can transfer all of my old 51/2 floppys to the PC?
> Is there a modification I can do to the 1050 diskdrive so the PC can read
> it? or
> Is there any software out there that can read atari 800 5 1/2 disks using
a
> standard (very old) PC 5 1/2 disk drive?

2067. BBS Now open

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 01:29:00 UTC
From: dj_lexnfx@hotmail.com
Message-ID: <8f7c01f1.0204051728.420ac258@posting.google.com>
Source record: 30238

Games like Spacer Quest, RISK, and the King Of The Hill trivia support board.

No upload/download ratio for Apple computers

Great conversation!

For the most phun on the phone, call

WaZaBoo! II BBS (440) 693-4315

2068. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 06:16:46 UTC
From: david_p@istop.com
Message-ID: <91E8BDACdavidpistopcom@216.187.106.195>
Source record: 30239

ryanr@one.net (Bob Ryan) wrote in <3CAD3993.E897E418@one.net>:

>I have an 800XL with the Newell 256K upgrade. I did the 130XE compatible
>mod to it.
>
>When I boot with SpartaDOS X (4.21) it shows a ramdisk of 440 sectors.
>When I go to the FORMAT menu, the only thing I can do is change the
>volume name. I can't specify the mode.
>
>This happens with the switch in either position. Did I screw up the mod?
>
>-Bob
>

This sounds about right - RAMdisks are always 256 byte sectors. And I
think SDX defaults to reserving the XE banks for apps that require them,
unless you explicity tell SDX to use all available banks for the RD.

Mind you, my 256k 800xl is still boxed from my last move; it should be up
and running in another few weeks, so take this with a grain of salt.

David P.

2069. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 06:49:43 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1018075749@rtfm.mit.edu>
Source record: 30240
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: March 16, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.03.15: update Marek Mikolajewski SIO2IDE info
2002.03.02: removed TWAUG
2002.02.16: removed Atari Phoenix Project
2002.02.02: added Twilight World, Montezuma's Revenge, Cosmic Tunnels
to Video-61
2002.02.02: updated Satantronic product list
2002.01.26: added Compyshop to ABBUC product list

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
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them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection. Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface, PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715

USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com
Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-
only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way

El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.1 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz (3/00)
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St

Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
USA
tel: (503) 256-9974 24hrs
mailto:atari@benjamin.net or mailto:atari@pacifier.com or
http://www.atari.benjamin.net/ or http://www.pacifier.com/~atari/
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362

USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Computer STudio (Sheldon H. Winick)
40 Westgate Parkway Suite H
Asheville, NC 28806
USA
tel: (704) 251-0201 / 800-253-0201
mailto:s.winick@worldnet.att.net
Vendor: hardware and software

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000

Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss

Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA

tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for

all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843

mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush) (1/02)
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA

mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 1/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 2

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone... he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items

stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Marek Mikolajewski 3/02
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices such as hard drives and
CD-ROM drives to the Atari 8-bit. Latest version 3.0

MiKRO
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikrosoft.miesto.sk/
Developer: Sprite Editor 1.1

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com

http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com

http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT) 1/02
mailto:hias@horus.com or mailto:hias+atari@horus.com

http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.91 beta (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic 2/02
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Darren Schebek
mailto:dschebek@telus.net
http://www3.telus.net/dschebek/envision.html
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Sijmen Schouten
The Netherlands

mailto:MyIDE@ATARI.MYWEB.NL
http://www.atari.myweb.nl/hardware.htm
Developer: MyIDE--IDE interface project for the Atari

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities), AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities), ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility), UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility), High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus. Development Software: KAsm65 V2.51, KLink65 1.51, KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/

Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:

Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead
Publisher: FLOP disk magazine, http://flop.atari.org/
(Magazine FLOP is only in Czech.)

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518

Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 2.8

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA

Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 1/02
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: Ape'98 and ProSystem'98 v1.20
for Win 95/98 only, Ape & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for
XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for
9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS
(Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 SR1--ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin, Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon
mailto:danv@bitsofthepast.com
http://www.bitsofthepast.com/atari
Developer: Atari810 1.1 -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 6.0 beta

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542

USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com

http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

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End of atari-8-bit/vendev
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2070. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 06:52:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1018075749@rtfm.mit.edu>
Source record: 30241
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 16, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net Boot Factory (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 JYBOLAC (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2071. FA: Original children's educational software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 10:38:54 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204060238.45d8f01f@posting.google.com>
Source record: 30242

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2015202519

This is a lot of five educational titles for the Atari 400, Atari 800, and related computer systems.

Snooper Troops

Spinnaker Software. Case #1: The Granite Point Ghost, by Tom Snyder. Someone is haunting the old Cable Mansion. It's up to you to find out who. But don't get caught! Ages 10-Adult. Box, manual, floppy disk.

Adventure Creator

Spinnaker Software. Make mazes, monsters and more as you design incredible adventures that will challenge your friends -- and you! Ages 8-Adult. Box, cartridge.

Matchmaker Dictionary

American Educational Computer, Inc. Matchmaker Dictionary works on the principle of matching words and their definitions or descriptions, up to four lines long. It is excellent for lessions and games in any subject area which builds upon identification, description and definition: Language Arts, Social Studies, Math, Science and others. Box, manual, floppy disk.

Matchmaker Phrasebook

American Educational Computer, Inc. As the name implies, Matchmaker Phrasebook works on the principle of matching phrases of up to twenty letters. Its is excellent for lessions and games in areas such as: Bilingual Studies, Language Arts, Social Studies and others. Box, manual, floppy disk.

Story Machine

Spinnaker Software. With Story Machine you'll have fun writing your own stories and seeing them come to life. Ages 8-Adult. Box, manual, cartridge

2072. Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 12:10:29 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <qyBr8.2123$Og6.206492@news02.tsnz.net>
Source record: 30243

I just tried out the Atari 800 Emulator 0.5 for the Dreamcast, and what can I say??? It's great. Full sound support now, works with no slow downs and worked on every game I tried on it.

Rally Speedway is now gonna be overused again, now that I can play it on the big screen tv without having to drag my 130XE setup into the lounge! ;-)

If you have a dreamcast, and a cd writer, I highly recomend it. Go to here http://www.boob.co.uk/emulators/other.html#Atari800 for the emu.

Obviously a few things need doing in this emu, like the menu's need to be made more DC orientated. etc. But the fact it didnt struggle at all with 4000 ATR images in one directory and 2000 atari executables in another, is excellent!!

I dont have a DC keyboard yet, but think I'm gonna get one now... :-)

Aaron

PS - No I havent 'sold out' with the Dreamcast. :-) I prefer to look at it, as another converted console for the Atari-cause! ;-)

2073. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 12:28:51 UTC
From: llpwhite@cs.com
Message-ID: <20020406072851.16901.00002122@mb-mh.news.cs.com>
Source record: 30244

> sometimes i just plug the cart in, and let it play the music, and watch all of the different world wide scenarios in demo, its awesome. <

Ditto, Lance. Surely one of the very best game demos ever done for the 8-bit. The graphics may not be quite as clean as Karateka (sp?), but the music and the background scenes set it apart. I wonder what it would look/sound like today on the X-box or PS2...
Larry

2074. Re: Atari800 gameson 5 1/2

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 12:39:32 UTC
From: llpwhite@cs.com
Message-ID: <20020406073932.16901.00002123@mb-mh.news.cs.com>
Source record: 30245

>Has anyone been able to program the PC floppy controller to read 128 byte
sector, 26 sector track MFM disks?<

Yes, although I have not tried it in the past 5 years or so (several PC's ago).
The controller and DOS interrupts had no trouble with 128 byte MFM sectors.
IIRC, someone provided a link to a listing and explanation of the various types
of PC floppy controllers that would/would not do FM as well as MFM (?)
Larry

2075. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 14:28:50 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CAF0622.121CAF7F@one.net>
Source record: 30246

When I first go into the FORMAT menu (before I select a drive),
SpartaDOS reports 184320 bytes with 720 sectors and a 40 track/SS drive.

When I select 9 as the drive number, this changes to 114432 bytes with
447 sectors and double density.

I cannot change anything on the menu other than the drive number and
volume name.

In the documentation for the "130XE compatible" mod, it states "switch
to "newell" mode" to see 192k. My concern is that I' only seeing 112k.

I'm wondering if I have some bad RAM chips?

-Bob

David A Paterson wrote:
>
> ryanr@one.net (Bob Ryan) wrote in <3CAD3993.E897E418@one.net>:
>
> > [snip me]
> >
>
> This sounds about right - RAMdisks are always 256 byte sectors. And I
> think SDX defaults to reserving the XE banks for apps that require them,
> unless you explicity tell SDX to use all available banks for the RD.
>
> Mind you, my 256k 800xl is still boxed from my last move; it should be up
> and running in another few weeks, so take this with a grain of salt.
>
> David P.

2076. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 16:16:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uau8isrhs9ha5a@corp.supernews.com>
Source record: 30097

"Bob Ryan" <ryanr@one.net> wrote in message
news:3CAF0622.121CAF7F@one.net...
> When I first go into the FORMAT menu (before I select a drive),
> SpartaDOS reports 184320 bytes with 720 sectors and a 40 track/SS drive.
>
> When I select 9 as the drive number, this changes to 114432 bytes with
> 447 sectors and double density.
>
> I cannot change anything on the menu other than the drive number and
> volume name.
>
> In the documentation for the "130XE compatible" mod, it states "switch
> to "newell" mode" to see 192k. My concern is that I' only seeing 112k.
>
> I'm wondering if I have some bad RAM chips?

No. SDX was designed with Basic XE in mind so it always reserves the XE
banks for use with OSS super carts.

You can over ride the default configuration by having a boot floppy with a
config.sys file.

2077. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 16:36:07 UTC
From: Video61@webtv.net
Message-ID: <12552-3CAF23F7-177@storefull-2113.public.lawson.webtv.net>
Source record: 30098

hi larry,
karataka has great graphics, it just has horrible joystick responses.
why atari went after karataka, and not world championship karate is
beyond me, it was available.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2078. Re: uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 18:12:52 UTC
From: swebb <swebb@swebby.screaming.net>
Message-ID: <3caf3a36_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 30099

Yeah the split works. If I connect the 400 by itself I get a good picture.
If I connect the ariel by itself I don't get a picture on that channel but
there is somekind of weak signal there. If I connect the 65xe on the
splitter it seems to work fine, i see all channels and the 65xe picture !

--
Remove 'y' from address to reply (anti-spam)
"Raphael Espino" <rjespino@hotmail.com> wrote in message
news:9ee50737.0204051712.5c4ba424@posting.google.com...
> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CACE3C9.4426409D@rogers.com>...
> > Well I'm not totally sure what you mean, the description of your
connections is
> > a little vague. Anyways, for most 8bit stiff the rf out on the
computer goes
> > to a switchbox (to switch from the computer to the normal antenna or
cable),
> > the switchbox then connect to the tv.
>
> Atari's in the UK don't tend to use those switchboxes, or at least, I
> have never seen one that does. Usually they are connected either
> straight to the TV, or through a little box with 2 antenna inputs and
> 1 output (but with no switch).
>
>
> > > I've bought an atari 400 which works fine, however when i plug the
ariel
> > > lead into the tv via a split with the normal ariel lead the 400's
picture is
> > > replace by noise. If I do the same thing with a battered 65xl I have
thats
> > > fine. Any idea's ? If its because the 400 is outputing at a frequency
that
> > > clashes with a tv station is there an easy way of changing the 400s
output a
> > > little.
>
> If it is clashing with a TV station, then you should be able to tell
> by connecting the 400 on its own, then disconnecting the 400 and
> connecting the normal ariel on its own, seeing if you get a picture
> with both.
>
> This is a silly question, but are you sure that the split works? If
> any of the connections on it are lose/broken then it might also cause

> the problem.

2079. Any problems running Stargate on 130XE w/ ape?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 20:58:41 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <5kJr8.21217$nt1.1730409@newsread2.prod.itd.earthlink.net>
Source record: 30100

Hi

I just got an sio2pc cable and downloaded the ape software to try it. I have no problems getting most stuff working correctly...altho when I tried Stargate on it, the 130XE just displays garbage on the screen. Any known compatibility problems with this? I know its an unfinished game, but was curious if it should be running on 130xe's or not. TIA.

2080. Re: Question on Atari 8-bit games with sound problems on emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-06 23:37:26 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a8o0rm$5mc$1@paris.btinternet.com>
Source record: 30101

Hi Mike,
good to hear you're still working on the emulator. Hope you can keep the
speed up (new atari800win3.0 too slow on my 700Mhz celeron).

I think "Mirax Force" is a game that was having problems on emulators
because of how it used STIMER - there is some speech at the beginning. Sorry
don't know the technical reason why, but the pokey timers were always
buggers to use on a real atari too!

"Whomper Stomper" had speech, but I think this works ok on most of the
atari800win emulators. But maybe still worth checking it's ok with Pokey.

I'm sure you already thought of it, but.
A real good test might be to throw some recent demos at it and see(hear!)
what happens. Some of those guys get some real good results in unusual ways.

Hope this helps. Good luck.

"Mike" <mhill@cinci.rr.com> wrote in message
news:qohq3u02ihgvtc69emohi1i6hisi5039hg@4ax.com...
> Hello,
>
> I'm working on a update (slowly) to my old 8-bit emulator Pokey. Not
> sure if many of you remember it..... :)
>
> Anyway I am working on sound emulation. And I believe I have pretty
> much 100% accurate sound, but I was hoping some of you could throw
> some game names at me that don't work correctly on all the current
> 8-bit emulators.
>
> A good example I can give you. Berzerk. When you load the game you
> hear the digitized "Got the Humanoid, Got the intruder" with the
> current emulators. And when you hit the option key you hear them
> repeated while in the opening screen. But once you start playing the
> game you never hear the above phrases when you get shot, exit a level
> , etc. Now with my new sound emulation you get to hear it all.
>
> So anyway I would appreciate any comments from you guys on as many
> games or programs as you know of that have any sound issues with the
> emulators out there. I want to test it as best I can before I release
> it into the wild.
>
> I will also furnish the information and code for this emulation so
> other authors can incorporate it if they wish.
>
> No target date yet for a release, but hopefully in a month or two.

>
> Thanks for your time and your help!
>
> Mike
> mhill@cinci.rr.com
>
>

2081. Different text sizes

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 09:33:56 UTC
From: Don Holmberg <donholmberg@shaw.ca>
Message-ID: <3CB012E0.2D64BC9C@shaw.ca>
Source record: 30102

Okay...before you start shaking your head, I'm a "newbie". Yup.

Programmed on the 8bits as a kid, but damned if I can remember
everything now.

I'm interested in getting different sized text on the screen at the same
time, yunno, like the text from gr.0, gr.1, and gr.2 on the page
simultaneously. Like on Miner 2049'er.

I'm using Atari BASIC right now, because I have a few books. I'm also
starting to fiddle with Assembler, but I don't have a good environment
for that now (speaking of which, does anyone know where I can get good
programming tools in .ATR format?)

Thanks in advance,
-Don

2082. Re: Different text sizes

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 11:13:21 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <8TVr8.739$NG3.356559@news2-win.server.ntlworld.com>
Source record: 30103

"Don Holmberg" <donholmberg@shaw.ca> wrote in message
news:3CB012E0.2D64BC9C@shaw.ca...
> Okay...before you start shaking your head, I'm a "newbie". Yup.
>
> Programmed on the 8bits as a kid, but damned if I can remember
> everything now.
>
> I'm interested in getting different sized text on the screen at the same
> time, yunno, like the text from gr.0, gr.1, and gr.2 on the page
> simultaneously. Like on Miner 2049'er.
>
> I'm using Atari BASIC right now, because I have a few books. I'm also
> starting to fiddle with Assembler, but I don't have a good environment
> for that now (speaking of which, does anyone know where I can get good
> programming tools in .ATR format?)
>
> Thanks in advance,
> -Don

To do what you want, and lots of other fancy stuff besides, you can create your own display list. With this much-used (and fairly simple) method, you could theoretically have every video mode on the same screen. Mapping the Atari has some good info on display lists. It's now available online but I can't remember which site has it.

I think I have the MAC/65 assembler on ATR format. Or XFD ... whichever, I use it on an emulator.

David

2083. Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 11:19:49 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <cZVr8.792$NG3.361482@news2-win.server.ntlworld.com>
Source record: 30104

I was given (yes, you read that correctly) a Black Box recently. However, it seems to be faulty in that nothing happens when I press the left button. The board also has the Floppy Board fitted to it.

I have a feeling that one of the unit's previous owners messed around with it for some reason. Are there any BB owners here who can give me a list of the ICs that should be on the board?

The guy who gave it to me apparently paid the previous owner (Max Gerum from the now apparently defunct Tyne & Wear Atari User Group) around 300GBP for the unit, tried it once, couldn't get it to work, and put it away.

David

2084. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 13:40:59 UTC
From: kfb <james@pattison.fsnet.co.uk>
Message-ID: <a8pi8ufmj1@news7.svr.pol.co.uk>
Source record: 30105

Is this the same game that was released over here in the UK as
'International Karate' ?

2085. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 13:45:40 UTC
From: kfb <james@pattison.fsnet.co.uk>
Message-ID: <a8pihn$22o$1@news8.svr.pol.co.uk>
Source record: 30106

```
> Why does he promote auctions from only one guy (there are a lot more
> interesting auctions)? Why does he use the same style of phrases as the
> seller of the promoted auctions? Why does he know that the seller adds
> more and rare items soon?

Because he and the seller are blatantly the same person.
```

2086. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 16:07:51 UTC
From: EMKAY <EMKAY@EUROPEONLINE.COM>
Message-ID: <ccr0buc8l06glisoc2hb5kucfvtdg0a7i4@4ax.com>
Source record: 30107

On Sun, 7 Apr 2002 00:10:29 +1200, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:
>
>If you have a dreamcast, and a cd writer, I highly recomend it. Go to here
>http://www.boob.co.uk/emulators/other.html#Atari800 for the emu.
>

ok, I give up - has anyone else managed to burn this to cdrom ?

The closest I have got to getting it working is by using 'Self Boot
Buddy 2', but all I get is the atari screen with a a message saying
'sorry this program needs a real atari/OS' and I can't select any
files under disk management.

this is the directory structure I created -

root -
IP.BIN (used makeip.exe to create this)
ATARI800.BIN (renamed from ATARI800.scrambled)
ATARIXL.ROM
ATARIOSB.ROM
ATARIBAS.ROM
5200.ROM

root\disks
MULE.ATR

any ideas??? I'm stuck...
EMKAY

2087. Re: Any problems running Stargate on 130XE w/ ape?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 16:30:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb0767d$0$35572$1dc6e903@news.corecomm.net>
Source record: 30108

Many game will not load from DOS, you have to use a menu loader
disk/image to load them.

2088. Classic Gaming Expo 2002 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 18:28:33 UTC
From: jhardie@pipeline.com
Message-ID: <3cb08d6c.369707310@news.optonline.net>
Source record: 30109
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

For Immediate Release

Contact John Hardie, Sean Kelly, and Joe Santulli
info@cgexpo.com
http://www.cgexpo.com

CLASSIC GAMING EXPO 2002 SHOW DATES ANNOUNCED;
MULTIPLE ANNIVERSARY EVENTS PLANNED

VALLEY STREAM, NY (March 17, 2002) -- The organizers of Classic Gaming Expo have announced the dates of the 2002 show to take place at Jackie Gaughan's Plaza Hotel. On Saturday, August 10, and Sunday, August 11, the computer and gaming industry's most innovative pioneers will gather in Las Vegas to attend Classic Gaming Expo 2002. Dubbed CGE2K2, the fifth annual event will celebrate multiple historical anniversaries and is inspired by a strong, continued commitment to classic game updates and re-releases by the industry's major publishers.

Heading up this years celebration are several historical video game anniversaries, most notably of which is the thirty year anniversary of the founding of Atari. Officially formed in 1972, Atari has become a name synonymous with videogames and is still in existence today under the guidance of parent company, Infogrames. In addition to the formation of Atari, 2002 also marks twenty-five years since the release of their Atari 2600 game system, one of the best-selling consoles of all time.

Other milestones being celebrated at this years expo include the twenty-year anniversaries of the release of both, the Coleco and the Vectrex game systems. These systems, released in 1982, helped to revolutionize the video game industry. "It's amazing to think that all of these important historical events have anniversaries in 2002," said Sean Kelly, co-promoter of Classic Gaming Expo. "In addition, there are several smaller events to commemorate including our fifth year of organizing CGE."

Other items of interest at this years show include an updated museum exhibit, numerous additions to the guest speaker list, and the release of several new games for various classic systems. The Classic Gaming Expo museum encompasses hundreds of items including many one-of-a-kind prototypes. The museum contains the largest public display of classic game hardware, software,

and memorabilia in the world. "What makes the Classic Gaming Expo Museum so special is the fact that it's comprised of items belonging to dozens of individuals," states co-promoter John Hardie. "This is not just a single person's collection but rather a grouping of items on loan from enthusiasts as well as many of our distinguished guests."

Aside from the numerous keynote speeches by various industry legends throughout the show, CGE 2002 will play host to a large number of classic videogame vendors and exhibitors. While many of them will be selling mint-condition hardware and software from the days of old, others will be presenting new products for sale for systems such as the Vectrex, Colecovison, Atari 2600, 5200, Lynx, and Jaguar as well as many of the modern-day consoles.

Other show highlights include various classic console game stations, tournaments, raffles, door prizes, and an incredible number of classic coin-operated videogames, all set on free play for the attendees.

"We're thankful for the on-going support and interest shown by the videogame industry," notes co-promoter Joe Santulli. "We feel it's vital that the history be preserved for generations to come."

Now in its fifth year, Classic Gaming Expo remains the industry's only annual event that is dedicated to celebrating and preserving the history of electronic entertainment; bringing together industry pioneers, gaming enthusiasts, and the media for the ultimate experience in learning, game-playing and networking. Classic Gaming Expo is a production of CGE Services, Corp.
(www.cgexpo.com)

END

2089. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 18:54:59 UTC
From: Video61@webtv.net
Message-ID: <28686-3CB09603-31@storefull-2115.public.lawson.webtv.net>
Source record: 30110

hi,
archer maclean(he is from the u.k.) explained to me that it was also
known as international karate, world international karate championship,
world karate championship, so it probably the same game.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2090. Re: Classic Gaming Expo 2002 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 19:16:18 UTC
From: Brent Cobb <a1mixman@lvcm.com>
Message-ID: <ub16o649gjgc70@corp.supernews.com>
Source record: 30111
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

Right on!
I live in Vegas!
Very cool news, thanks,

BZ
"John Hardie" <jhardie@pipeline.com> wrote in message
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>
> ### END ###
>

2091. Re: Classic Gaming Expo 2002 Announced!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 19:19:09 UTC
From: Brent Cobb <a1mixman@lvcm.com>
Message-ID: <ub16tibda4j5cf@corp.supernews.com>
Source record: 30112
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.arcade.collecting,rec.games.video.atari,rec.games.video.classic

Very cool!
I live in vegas, so count me in!
Thanks,

BZ
"John Hardie" <jhardie@pipeline.com> wrote in message
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> ### END ###
>

2092. 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 21:29:25 UTC
From: Greg Reimer <ggreimer@mb.sympatico.ca>
Message-ID: <3CB0BA35.6F8AE442@mb.sympatico.ca>
Source record: 30113

Are there any newer printers available to work on our atari 8-bits?
I've been using an Olympia "electronic compact" dot matrix (since the
beginning of time) using a Axiom interface. It's always worked fine but
I'm tired of using fan fold paper. I greatly desire to put a single
page of any color into the printer and use my Letter Wizard, Print shop,
etc , without the hassle of feeding the fanfold through the system.
Are there options? My 800 and xe computers sit faithfully with their
1050 and indus drives, I'm using them for playing games with my boys but
when it comes to a printing job or utility I head for this thing I'm
using now just because of the ease.
Is there any hope? Please let me know.

Greg

2093. Re: Different text sizes

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-07 22:56:45 UTC
From: kfb <james@pattison.fsnet.co.uk>
Message-ID: <a8qiqtpmv1@newsg3.svr.pol.co.uk>
Source record: 30114

iirc in BASIC its

? #6;"BIGTEXT" for big text
or ? "SMALLTEXT" for small text

2094. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 00:19:12 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <wj5s8.2441$Og6.249361@news02.tsnz.net>
Source record: 30115

> ok, I give up - has anyone else managed to burn this to cdrom ?
>
> The closest I have got to getting it working is by using 'Self Boot
> Buddy 2', but all I get is the atari screen with a a message saying

I only made up a non bootable cd. Just to see how good the emulator was. I
havent attempted the selfbooting cdrom yet. It certainly works non selfboot
:-)

Aaron

2095. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 01:12:29 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a8qqpt$o70$1@mohawk.hwcn.org>
Source record: 30116

maurita.o (maurita.o@ntlworld.com) wrote:
: I was given (yes, you read that correctly) a Black Box recently. However, it
: seems to be faulty in that nothing happens when I press the left button. The
: board also has the Floppy Board fitted to it.

: I have a feeling that one of the unit's previous owners messed around with
: it for some reason. Are there any BB owners here who can give me a list of
: the ICs that should be on the board?

: The guy who gave it to me apparently paid the previous owner (Max Gerum from
: the now apparently defunct Tyne & Wear Atari User Group) around 300GBP for
: the unit, tried it once, couldn't get it to work, and put it away.

: David

I have found that sometimes the Black Box acts wonky if the power supply
is loose, and if the Floppy Board isn't making good contact with the BB
motherboard. The first thing I would try it to separate the Floppyboard
from the Blackbox and reseat it. I would reseat any chips which are
socketed as well. Then I would make sure the power supply is connected
snugly. If none of this works, perhaps an email to CSS is in order.

Good luck.

Willy

2096. Atari 800XL video help

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 05:59:15 UTC
From: brigand@chek.com
Message-ID: <b68c1995.0204072159.1b2968de@posting.google.com>
Source record: 30117

I just added an Atari 800XL to my collection of early-1980s computers. The machine seems to have a problem with video. Unlike the plain Jane 800, the 800XL has a five pin DIN port marked video as well as an RCA jack in back. I stuck an RF switchbox on the back of the TV (one known to work with an 800) and tried three different RCA cables between the switchbox and the RCA jack on the XL and all I get is a flickering grey screen (like the V-HOLD was out of whack, and the TV is B&W, which doesn't help). There was no such flicker when I had the 800 connected.

What gives? Is this machine dead? Bad video? I made sure all chips were seated securely, blew out the inside of the machine with compressed air and verified that I didn't have cracked solder joints on the underside of the board, all with no improvement.

I'd try the machine with an old dedicated color monitor, but it appears that the DIN to RCA video, audio (like a Y-cable) is damaged. The RCA plugs have separated from the wire and I can see a main wire going to the prong, a bare wire that doesn't quite touch the crimped part of the plug, and a sheared off black wire, which should go where?

Any help is appreciated. Thanks. This machine was quite a find for me, since I only knew one kid with an Atari when I was growing up, and I'd love to make this thing work.

2097. FA: Atari programming manuals

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 06:26:34 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204072226.35205ce@posting.google.com>
Source record: 30118

Lot of four Atari BASIC programming guides and manuals:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2015682197

Atari BASIC: A Self-Teaching Guide:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1528892749

This last book was listed in the regular books section, where it was promptly buried. There are only three days left, so I'm sure it'll go at a low price.

Two more lots of programming manuals to follow, one with program listings (mostly games) and another with advanced sound and graphics.

2098. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 06:49:25 UTC
From: EMKAY <EMKAY@EUROPEONLINE.COM>
Message-ID: <87f2buo0mcj4i0p4hn6rku3t19i23g847m@4ax.com>
Source record: 30119

>
>I only made up a non bootable cd. Just to see how good the emulator was. I
>havent attempted the selfbooting cdrom yet. It certainly works non selfboot
>:-)
>
>Aaron
>
Any chance you could post a directory listing of your cd, perhaps some
of my files are missing or in the wrong place.

IP.BIN isn't included in the .zip file, is it required - or is that
only for selfboot ?

Emkay

2099. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 07:14:48 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <Tobs8.15073$OP.504341@stones>
Source record: 30120

Does the IK cart detect PAL/NTSC and set the interrupt
rate accordingly for the music?

Regards,
Mark

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:28686-3CB09603-31@storefull-2115.public.lawson.webtv.net...
> hi,
> archer maclean(he is from the u.k.) explained to me that it was also
> known as international karate, world international karate championship,
> world karate championship, so it probably the same game.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

2100. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 07:41:05 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <IQbs8.212764$BX5.2595051@news.easynews.com>
Source record: 30121

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:qyBr8.2123$Og6.206492@news02.tsnz.net...
> I just tried out the Atari 800 Emulator 0.5 for the Dreamcast, and what
can
> I say??? It's great. Full sound support now, works with no slow downs
and
> worked on every game I tried on it.
>
> Rally Speedway is now gonna be overused again, now that I can play it on
> the big screen tv without having to drag my 130XE setup into the lounge!
;-)
>
> If you have a dreamcast, and a cd writer, I highly recomend it. Go to
here
> http://www.boob.co.uk/emulators/other.html#Atari800 for the emu.
>
> Obviously a few things need doing in this emu, like the menu's need to be
> made more DC orientated. etc. But the fact it didnt struggle at all with
> 4000 ATR images in one directory and 2000 atari executables in another, is
> excellent!!
>
> I dont have a DC keyboard yet, but think I'm gonna get one now... :-)
>
> Aaron
>
> PS - No I havent 'sold out' with the Dreamcast. :-) I prefer to look at
> it, as another converted console for the Atari-cause! ;-)
>
>

Did you play MULE or Bristles?? Both of these experience slowdowns. Great
emulator, but not perfect :)

2101. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 07:56:43 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <q0cs8.2518$Og6.258512@news02.tsnz.net>
Source record: 30122

> >I only made up a non bootable cd. Just to see how good the emulator was.
I
> >havent attempted the selfbooting cdrom yet. It certainly works non
selfboot
> >:-)
> Any chance you could post a directory listing of your cd, perhaps some
> of my files are missing or in the wrong place.

I just have the the contents of the Emulator Archive, and I also made a copy
of Atari800.bin and renamed it to 1st_read.bin, but only 'just in case', I
didnt wanna screw a cdr so it didnt hurt having it there.. It's probably
not needed.??

I also have the Atari bios Roms in the root of the cdrom as yourself have.
I got the file names for these from the .cfg file in the archive.

> IP.BIN isn't included in the .zip file, is it required - or is that
> only for selfboot ?

not needed for non self boot. I'll try to make a self boot soon.

Aaron

2102. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 09:11:11 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <P8ds8.215234$BX5.2623936@news.easynews.com>
Source record: 30123

"EMKAY" <EMKAY@EUROPEONLINE.COM> wrote in message
news:ccr0buc8l06glisoc2hb5kucfvtdg0a7i4@4ax.com...
> On Sun, 7 Apr 2002 00:10:29 +1200, "Aaron Wheeler"
> <holmesatari@hotmail.com> wrote:
> >
> >If you have a dreamcast, and a cd writer, I highly recomend it. Go to
here
> >http://www.boob.co.uk/emulators/other.html#Atari800 for the emu.
> >
>
> ok, I give up - has anyone else managed to burn this to cdrom ?
>
> The closest I have got to getting it working is by using 'Self Boot
> Buddy 2', but all I get is the atari screen with a a message saying
> 'sorry this program needs a real atari/OS' and I can't select any
> files under disk management.
>
> this is the directory structure I created -
>
> root -
> IP.BIN (used makeip.exe to create this)
> ATARI800.BIN (renamed from ATARI800.scrambled)
> ATARIXL.ROM
> ATARIOSB.ROM
> ATARIBAS.ROM
> 5200.ROM
>
> root\disks
> MULE.ATR
>
> any ideas??? I'm stuck...
> EMKAY

Have you read all the guides on www.dcemulation.com - thats the only info I
used to get it working. Also I generated a diskjuggler image, CDROM, mode 2,
2048, in TAO mode. I couldnt get Nero image to work, just kept rebooting the
DC.

2103. new version of CD audio player

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 13:08:29 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8s4oj$82d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30124

Howdy folks

I just put the latest version of my CD audio player on my website at
http://www-users.rwth-aachen.de/mathy.van_nisselroy

If you could please test the 'O' command, which should now work each time as
it should with tray, caddy and slot-in CD-ROM mechanisms. If you have a CD
with or then 48 but less then 73 tracks, please test if the right track
shows up when the software is started. Please read the textfile. It
explains in more detail how to use CDAP.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2104. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 14:58:13 UTC
From: Video61@webtv.net
Message-ID: <12552-3CB1B005-358@storefull-2113.public.lawson.webtv.net>
Source record: 30127

hi mark,
i cannot tell you that one. the original program is a port over of the
ntsc version.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2105. Using XEP80 to debug programs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 14:59:26 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8sb8j$1s3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30125

Howdy folks

A few days ago, I had the following idea. Don't know if it's worth the hassle, but I own 3 XEP80's so...
Anybody ever tried to use an XEP80 as a second screen, to debug his/her programming? To print out the values of some variables in a way that it doesn't mess up your normal screen output???

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2106. TurboBASIC and XIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 15:01:19 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a8sbc3$20q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30126

Howdy folks

Does TurboBASIC check for a maximum value when it comes to XIO commands. I often use subdirectories and when I have to press RESET, MyDOS looses the name of the subdirectory. I tried to use an XIO command (as mentuioned in the MyDOS doc's) but I get an error message.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2107. Re: Using XEP80 to debug programs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-08 23:50:11 UTC
From: david_p@istop.com
Message-ID: <91EAC7707davidpistopcom@216.187.106.195>
Source record: 30128

nisse-ma@reze-1.rz.rwth-aachen.de (Mathy van Nisselroy) wrote in
<a8sb8j$1s3$1@nets3.rz.RWTH-Aachen.DE>:

>Howdy folks
>
>A few days ago, I had the following idea. Don't know if it's worth the
>hassle, but I own 3 XEP80's so...
>Anybody ever tried to use an XEP80 as a second screen, to debug his/her
>programming? To print out the values of some variables in a way that it
>doesn't mess up your normal screen output???
>
>CU Mathy van Nisselroy

Should be possible; I seem to recall an Antic article by Dave and Sandy Small talking about the same idea - using a Bit 3 80 column board (plugged into RAM slot #3 on an 800) for debugging to maintain the screen display.

Possible problems:

- driver conflicts - if the XEP80 driver uses memory locations needed by your program

- interrupt conflicts - the XEP80 is picky about its data stream, I seem to recall.

But good luck with this project!

David P.

2108. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 00:46:20 UTC
From: al <alfonsol@ironmaiden.com>
Message-ID: <a8td8qmhm1@usenet.nivel5.cl>
Source record: 30129

the epson ink printers seem to work ok with an adpter

"Greg Reimer" <ggreimer@mb.sympatico.ca> escribi&#65533; en el mensaje
news:3CB0BA35.6F8AE442@mb.sympatico.ca...
> Are there any newer printers available to work on our atari 8-bits?
> I've been using an Olympia "electronic compact" dot matrix (since the
> beginning of time) using a Axiom interface. It's always worked fine but
> I'm tired of using fan fold paper. I greatly desire to put a single
> page of any color into the printer and use my Letter Wizard, Print shop,
> etc , without the hassle of feeding the fanfold through the system.
> Are there options? My 800 and xe computers sit faithfully with their
> 1050 and indus drives, I'm using them for playing games with my boys but
> when it comes to a printing job or utility I head for this thing I'm
> using now just because of the ease.
> Is there any hope? Please let me know.
>
> Greg
>

2109. Re: Atari 800XL video help

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 03:37:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <llts8.1489$CA6.117524@newsread1.prod.itd.earthlink.net>
Source record: 30130

My 800s have an integral 75 ohm RF cord out to RCA pin plug and there is a coil of some sort inside the case. The XLs have a jack on the back of the case for the cord containing the external component. It might make a difference to interferrence on the set. That 5 pin DIN monitor connection would be preferred. Pinouts are on a couple of sites.

--
Ron

http://www.atariland.com/members/oldatarian

"brigand" <brigand@chek.com> wrote in message
news:b68c1995.0204072159.1b2968de@posting.google.com...
> I just added an Atari 800XL to my collection of early-1980s computers.
> The machine seems to have a problem with video. Unlike the plain
> Jane 800, the 800XL has a five pin DIN port marked video as well as an
> RCA jack in back. I stuck an RF switchbox on the back of the TV (one
> known to work with an 800) and tried three different RCA cables
> between the switchbox and the RCA jack on the XL and all I get is a
> flickering grey screen (like the V-HOLD was out of whack, and the TV
> is B&W, which doesn't help). There was no such flicker when I had the
> 800 connected.
>
> What gives? Is this machine dead? Bad video? I made sure all chips
> were seated securely, blew out the inside of the machine with
> compressed air and verified that I didn't have cracked solder joints
> on the underside of the board, all with no improvement.
>
> I'd try the machine with an old dedicated color monitor, but it
> appears that the DIN to RCA video, audio (like a Y-cable) is damaged.
> The RCA plugs have separated from the wire and I can see a main wire
> going to the prong, a bare wire that doesn't quite touch the crimped
> part of the plug, and a sheared off black wire, which should go where?
>
> Any help is appreciated. Thanks. This machine was quite a find for
> me, since I only knew one kid with an Atari when I was growing up, and
> I'd love to make this thing work.
>

2110. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 03:45:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <gtts8.1509$CA6.112555@newsread1.prod.itd.earthlink.net>
Source record: 30131

Many of the modern printers accept ascii characters and produce nice text
output. Drivers for graphics is another matter...

I use an Epson AP3250 (several years old now), but it has a single sheet
feeder. AC carried some articles on using laser printers with the A8; think
they were 500C or maaybe 600...

--
Ron

http://www.atariland.com/members/oldatarian

"Greg Reimer" <ggreimer@mb.sympatico.ca> wrote in message
news:3CB0BA35.6F8AE442@mb.sympatico.ca...
> Are there any newer printers available to work on our atari 8-bits?
> I've been using an Olympia "electronic compact" dot matrix (since the
> beginning of time) using a Axiom interface. It's always worked fine but
> I'm tired of using fan fold paper. I greatly desire to put a single
> page of any color into the printer and use my Letter Wizard, Print shop,
> etc , without the hassle of feeding the fanfold through the system.
> Are there options? My 800 and xe computers sit faithfully with their
> 1050 and indus drives, I'm using them for playing games with my boys but
> when it comes to a printing job or utility I head for this thing I'm
> using now just because of the ease.
> Is there any hope? Please let me know.
>
> Greg
>
>

2111. US vs. European Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 09:40:05 UTC
From: Wef Dinaini <gvb.deletethispart@haans.com>
Message-ID: <3cb2b6f7$0$223$4d4ebb8e@news.nl.uu.net>
Source record: 30132

<DELURK>

Hi All,

I bought an old 2600 today, and as I already have an american one,
is there any reason why I cannot use the US cartridges in the
European (Dutch) one ?

I know the signal is PAL vs NTSC, but apart from the obvious
difference in refresh rates (PAL=50Hz, NTSC=60Hz), is there
more to it ?

Any help you can offer is appreciated.

Kind regards,
Wef

</DELURK>

2112. us doubler / alphaload menus

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 09:43:38 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <eJys8.377188$_Y5.52139@news.easynews.com>
Source record: 30133

I have a large number of us doubler / Alphaload / Rob C / Ian K type warpspeed menus which I have put across to the PC with Prosystem and are now in ATR format. However they don't appear to work in the Atari800Win emulator. Does anyone know an emulator which will work with these (UK only I think) menu disks?

2113. Super Heart - game

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 11:51:51 UTC
From: Piotr Bieniek <bieniu@chemul.uni.lodz.pl>
Message-ID: <a8ukle$i12$1@news.onet.pl>
Source record: 30134

Hello!

Does anybody have a game called "Super Heart" for Atari XL/XE? It's a game I wrote many years ago, but unfortunately I have sold all my disks and tapes with Atari. What a stupidity! Now, I can play Atari games using emulator, but I can't find MY game. My games were freeware and I got them to many people. I could find one of my games in the Internet (it is called "Logic Games"), but the game I'm the most proud of ("Super Heart") seems to be unavailable on sites I know.

Could you, please, help me in hunt for my game?

Greetings

--
Piotr Bieniek
bieniu@chemul.uni.lodz.pl
http://chemul.uni.lodz.pl/~bieniu

2114. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 14:23:24 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb2f946$0$80227$1dc6e903@news.corecomm.net>
Source record: 30135

(Off topic. But maybe someone will know.)
Can PS2 disks be copied with a PC CD burner?
Just got a RW CD and Nero and InCD software.
I see there's a video copy in Nero. Can that copy DVDs?
I doubt it, at least without a DVD reader CD.
And finally, do most PC program CDs contain copy protection
such that a burner copy won't work? Like the old A8 copy
protected disks won't work with basic DOS sector copying.
Regards,
Russg

2115. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 17:50:17 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <tRFs8.1003$0q5.469675116@newssvr11.news.prodigy.com>
Source record: 30136

Nero will do VCD (video CD's) but they have to go through the 10 hours or so of compression from DVD before they'll work. I'm reasonably sure Nero will do modern copy-protected disks, it analizes the track layout before burning so it seems likely. I don't know about PS2 disks, but I have read about doing Sega Saturn disks, the only disadvantage is that it has to boot from a real saturn disk and then you make the disk change while it's spinning. Sounds too traumatic for me!

Mo

Russ Gilbert wrote in message
<3cb2f946$0$80227$1dc6e903@news.corecomm.net>...
>(Off topic. But maybe someone will know.)
>Can PS2 disks be copied with a PC CD burner?
>Just got a RW CD and Nero and InCD software.
>I see there's a video copy in Nero. Can that copy DVDs?
>I doubt it, at least without a DVD reader CD.
>And finally, do most PC program CDs contain copy protection
>such that a burner copy won't work? Like the old A8 copy
>protected disks won't work with basic DOS sector copying.
>Regards,
>Russg
>
>

2116. Re: us doubler / alphaload menus

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 18:25:51 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <55c6bugq5eg5hq7ne7db7r8rkfd7ldccsj@4ax.com>
Source record: 30137

On Tue, 09 Apr 2002 09:43:38 GMT, "switchblade" <xxx@nospam.com>
wrote:

>I have a large number of us doubler / Alphaload / Rob C / Ian K type
>warpspeed menus which I have put across to the PC with Prosystem and are now
>in ATR format. However they don't appear to work in the Atari800Win
>emulator. Does anyone know an emulator which will work with these (UK only I
>think) menu disks?
>
Have you tried F11 to stop the fast I/O..

The Alphaloads wrote to the drives buffer if iirc

If you want you can send me a couple to test and if I can't get them
working I'll have a chat with the Atari800win plus team.
--
Paul

2117. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 19:19:15 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0204091119.24418db3@posting.google.com>
Source record: 30138

"Russ Gilbert" <russg@en.com> wrote in message
news:<3cb2f946$0$80227$1dc6e903@news.corecomm.net>...
> (Off topic. But maybe someone will know.)
> Can PS2 disks be copied with a PC CD burner?
> Just got a RW CD and Nero and InCD software.
> I see there's a video copy in Nero. Can that copy DVDs?
> I doubt it, at least without a DVD reader CD.
> And finally, do most PC program CDs contain copy protection
> such that a burner copy won't work? Like the old A8 copy
> protected disks won't work with basic DOS sector copying.
> Regards,
> Russg

No, not really, and sort-of. :)

No, you can't copy PS2 discs as they are standard DVDs. You'll need a DVD burner and even then I'm pretty sure you won't be able to, I'm not sure if PS2 discs are dual-layer DVDs but if they are, then definitely no. (If all this is confusing, don't worry, just remember the "no" part.)

Nero can, I believe, burn DVDs if you have a DVD burner. You can't really copy store-bought DVDs, as most nowadays are "dual-layer" which means they have two layers of data sandwiched on top of each other, which PC DVD burners can't do. The "Video" stuff in Nero usually refers to Video CDs and Super Video CDs, which are regular CDs with MPEG files in a certain resolution run at a certain fps, which can be played in a VCD player or in many DVD players. Being limited to the storage you'll get on a CD (and limited to the required resolution), the quality is nothing like DVD - it's sort of like a VHS recorded at the lowest quality. OK, but not great.

As for protection, many newer games use a variety of protection which is not unlike the Atari 8bit protection, with forced bad areas and such. The most common now is "SafeDisc2"... but, like the old days, with the right hardware, you can still copy it - you need a burner capable of (going off the top of my head here) writing subcode info properly, as well as raw mode and several other things. The most common software used for such copying is CloneCD - www.elby.de - they have a list on their site of what burners can do what. I've got a LiteOn 24/10/40 and am very happy with it, and it can copy anything - there are only a small handful of burners that can do it all. The newest version of CloneCD includes the ability to "amplify weak sectors" which supposedly can allow burners that otherwise couldn't to successfully copy SafeDisc2-protected CDs, but you need to not be in

the US - which means that, if you are, you need to change your
regional settings (to, say, Canada.)

2118. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 20:07:50 UTC
From: EMKAY <EMKAY@EUROPEONLINE.COM>
Message-ID: <f3i6bukukm6kfjdedkns41k538vqu17f89@4ax.com>
Source record: 30139

On Mon, 08 Apr 2002 07:41:05 GMT, "switchblade" <xxx@nospam.com>
wrote:

>>
>
>Did you play MULE or Bristles?? Both of these experience slowdowns. Great
>emulator, but not perfect :)
>

Thanks to both Aaron and Switchblade - I finally got it working by
using the image from dcemulation.com, the only thing that seems
different is that the working .cfg file doesn't contain cr/lf, it must
be a unix/pc thing.

Anyway, got a selfboot cdrom with all the megaimages working by using
selfboot buddy, and not only that - but the second hand games shop
near where I live is selling off second hand dreamcast keyboards (for
10 quid), so now I can select games on the multiboot menu :-))

The emulation does seem pretty good, but you are right - Mule does
seem to be suffering a bit.

hope it's fixed in the next version...

regards,
EMKAY

2119. Composite video out

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 21:59:16 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <mqJs8.35289$gA5.3802503@e3500-atl2.usenetserver.com>
Source record: 30140
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a new STe and an 8-bit XEGS both with composite out.

The XEGS has much better graphics output than does the STe. I used ultima 3 as the reference.

The XEGS is far sharper and well defined, unlike the STe which appears a bit fuzzy.

No one has been abe to help me find something that can convert the Atari ST best electronics 15.75khz VGA cable signal into a 31.5khz signal for use on 640x480 compatible VGA monitors. I want the ST ultima on my 36" VGA TV looking as sharp as possible!!!!!!!!!!

2120. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-09 23:24:04 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb37818$0$1533$1dc6e903@news.corecomm.net>
Source record: 30141

Thanks Ian, Mo, Daminfo.
I think I'm getting the picture. PS2 is probably a dual layer DVD,
and most movie DVDs are dual layer, PC can't do.
Many pc game CDs are copy protected, so they are iffy at best.
I don't have a DVD PC CD, just the PS2 can read DVD movies.
My wife wanted a CD burner, so she could copy a card making
PC CD, her co-worker told her she could burn a copy of hers.
Just like the old days. I'm sure there are people cracking protection
and circles to get cracked copies of stuff, only we're talking here
100s of megabytes, which I'm not going to do on a dial-up connection.

My question now is, what exactly is Aaron doing? He's running
Atari800win on his Dreamcast? Or is he burning DC games using
a PC. Atari800win is for the pc, how's that run on a DC?

Russg

2121. Re: Composite video out

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 01:11:38 UTC
From: kfb <james@pattison.fsnet.co.uk>
Message-ID: <a903gb$hk1$1@news7.svr.pol.co.uk>
Source record: 30142
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I have a new STe and an 8-bit XEGS both with composite out.
>
> The XEGS has much better graphics output than does the STe. I used ultima
3
> as the reference.
>
> The XEGS is far sharper and well defined, unlike the STe which appears a
bit
> fuzzy.
>
> No one has been abe to help me find something that can convert the Atari
ST
> best electronics 15.75khz VGA cable signal into a 31.5khz signal for use
on
> 640x480 compatible VGA monitors. I want the ST ultima on my 36" VGA TV
> looking as sharp as possible!!!!!!!!!!

You can get external scandoublers meant for the Amiga which do just that (convert 15khz up to 31Khz for use on SVGA monitors). I dont know very much about the ST's video-out It shouldnt be too hard to convert one of these for use with an ST.

Cheers,
kfb

2122. Re: US vs. European Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 02:42:39 UTC
From: Russ Perry Jr <slapdash@enteract.com>
Message-ID: <slapdash-4603BD.21423909042002@news.enteract.com>
Source record: 30143

"Wef Dinaini" <gvb.deletethispart@haans.com> wrote:
> I bought an old 2600 today, and as I already have an american one,
> is there any reason why I cannot use the US cartridges in the
> European (Dutch) one ?
>
> I know the signal is PAL vs NTSC, but apart from the obvious
> difference in refresh rates (PAL=50Hz, NTSC=60Hz), is there
> more to it ?

I'm more familiar with playing PAL carts on an NTSC system,
but I think the problems you may see are just that the image
might roll (requiring a vertical hold adjustment), and the
colors will be off -- possibly showing up as black & white.

If anyone knows better about playing NTSC carts on a PAL
system, I'd love to hear details too!
--
//*===++
|| Russ Perry Jr 2175 S Tonne Dr #114 Arlington Hts IL 60005 ||
|| 847-952-9729 slapdash@enteract.com VIDEOGAME COLLECTOR! ||
++===*//

2123. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 03:37:12 UTC
From: Hugh Moore <newshog@comcast.net>
Message-ID: <3CB3B3CC.6040300@comcast.net>
Source record: 30144

My recollection is that many of the dot matrix printers (9 & 24 pin) accepted single sheets. The issue would be a printer driver for graphics, but many emulated the epson fx. You don't say if you're in the market for one, but I have at least three (maybe four or five) of them around here along with some ribbons. Price = Cost of shipping or free if picked up. Contact me if interested.

Hugh

Greg Reimer wrote:

> Are there any newer printers available to work on our atari 8-bits?
> I've been using an Olympia "electronic compact" dot matrix (since the
> beginning of time) using a Axiom interface. It's always worked fine but
> I'm tired of using fan fold paper. I greatly desire to put a single
> page of any color into the printer and use my Letter Wizard, Print shop,
> etc , without the hassle of feeding the fanfold through the system.
> Are there options? My 800 and xe computers sit faithfully with their
> 1050 and indus drives, I'm using them for playing games with my boys but
> when it comes to a printing job or utility I head for this thing I'm
> using now just because of the ease.
> Is there any hope? Please let me know.
>
> Greg
>
>

2124. Antic Music Processor 2.0 - Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 07:34:04 UTC
From: Steven Lashower <lashower@nospam.netcom.com>
Message-ID: <45q7bus86nbuaqnvhorvna1g9ebmsqahfb@4ax.com>
Source record: 30145

Hi All -

For those interested, I posted the source code to AMP 2.0 along with the executable and source for the unreleased "AMP Jukebox" in "alt.binaries.comp.atari8bit" There's a .ZIP containing two ATRs with Mac/65 source code, binaries, and sample songs.

I know binary groups are "iffy" at best on some newservers, so hopefully, someone will grab it and place it in a nice FTP archive. If you have trouble getting at it (or know a better place for it) please let me know.

Enjoy,
- Steve

If there's interest, I have source and executable for a assembly language Wheel of Fortune game I wrote back in 1991... Yeah, yeah...I know....but it was popular back then!!!! =)

2125. Re: us doubler / alphaload menus

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 07:48:59 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <L7Ss8.437276$_Y5.58020@news.easynews.com>
Source record: 30049

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:55c6bugq5eg5hq7ne7db7r8rkfd7ldccsj@4ax.com...
> On Tue, 09 Apr 2002 09:43:38 GMT, "switchblade" <xxx@nospam.com>
> wrote:
>
> >I have a large number of us doubler / Alphaload / Rob C / Ian K type
> >warpspeed menus which I have put across to the PC with Prosystem and are
now
> >in ATR format. However they don't appear to work in the Atari800Win
> >emulator. Does anyone know an emulator which will work with these (UK
only I
> >think) menu disks?
> >
> Have you tried F11 to stop the fast I/O..
>
> The Alphaloads wrote to the drives buffer if iirc
>
> If you want you can send me a couple to test and if I can't get them
> working I'll have a chat with the Atari800win plus team.
> --
> Paul

Hello - I sent our friend Steve (APE author) some floppies, a selection of
alphaload/rob c/ian k/multiboot/warpspeed menus.

He converted them to ATR and did some jiggerypokery and reckoned that they
all worked ok when using the PC as the floppy drive and running them on a
real Atari using APE I think.

He then sent me the ATR files back which I tried on the various emulators
with no joy, so thought I'd pose the questions here.

If you want me to email you the ATR files I will do that.

Paul

2126. Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 12:41:41 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204100441.52301fb2@posting.google.com>
Source record: 30146

Just bought a sealed copy of MM ... boxed from 1982 marked as working
on 400 and 800 (obviously as there was nothing else at this time!).

It doesnt work on my 65XE ... why?

2127. Re: Guy has FA on Ebay Atari 400/800 Carts TOPPER, PENGO, More, Atari 2600 MUSIC MACHINE, TI-99 M*A*S*H, Other Rare Cartridges!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 14:22:48 UTC
From: Andre <stein@agnld.uni-potsdam.de>
Message-ID: <3CB44AB8.E0D8C2FD@agnld.uni-potsdam.de>
Source record: 30047

kfb wrote:

> Because he and the seller are blatantly the same person.

Maybe we should tell this big t?

2128. Re: Composite video out

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 14:45:41 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CB45015.E938B61A@siemens.at>
Source record: 30048
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

kfb wrote:
> > No one has been abe to help me find something that can convert the Atari
> ST
> > best electronics 15.75khz VGA cable signal into a 31.5khz signal for use
> on
> > 640x480 compatible VGA monitors.
>
> You can get external scandoublers meant for the Amiga which do just that
> (convert 15khz up to 31Khz for use on SVGA monitors). I dont know very
> much about the ST's video-out It shouldnt be too hard to convert one of
> these for use with an ST.

I once wanted to buy a scandoubler for the ST but IIRC the guy at the
company which sold them told me that he thinks it wouldn't work with
an Atari. Therefore I didn't buy it. So if anybody who really tried
to use one could tell about his experience I would be very interested.

Gerhard

2129. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 15:19:21 UTC
From: Video61@webtv.net
Message-ID: <3228-3CB457F9-19@storefull-2117.public.lawson.webtv.net>
Source record: 30050

hi,
no it does not sorry, it is one of those 400/800only carts.
it has to do with the way it was programmed.
it works on my xe with the translator cart.
you can find it at,
www.atarisales.com
if you got a monster maze sealed you really got a find,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2130. Re: TurboBASIC and XIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 17:12:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bo_s8.5202$3P4.452782@newsread2.prod.itd.earthlink.net>
Source record: 30051

Would that be XIO 41 select default subdirectory?

--
Ron

http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
> Howdy folks
>
> Does TurboBASIC check for a maximum value when it comes to XIO commands.
I
> often use subdirectories and when I have to press RESET, MyDOS looses the
> name of the subdirectory. I tried to use an XIO command (as mentuioned in
> the MyDOS doc's) but I get an error message.
>
> CU Mathy van Nisselroy

2131. Anyone in Atlanta Area interested in Atari 800 and 2 disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 17:35:49 UTC
From: ckmeusel@netzero.net
Message-ID: <df7b1df9.0204100935.4b4b637b@posting.google.com>
Source record: 30052

Hello,

I am looking for anyone in the atlanta ga area that would be
interested in any old Atari hardware (Atari 800) plus 2 disk drives
plus numerous diskettes of games. There are some joy sticks and other
Atari stuff as well.

Just email me at ckmeusel@netzero.net if interested.

Thanks

2132. Re: Antic Music Processor 2.0 - Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 21:06:51 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cb4a991$0$85450$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30053

Thanx for posting please release also this assembly anguage Wheel of Fortune
game. Or e-mail it to me.

txg@the-underground.myweb.nl

TXG/MNX
"Steven Lashower" <lashower@nospam.netcom.com> wrote in message
news:45q7bus86nbuaqnvhorvna1g9ebmsqahfb@4ax.com...
> Hi All -
>
> For those interested, I posted the source code to AMP 2.0 along with
> the executable and source for the unreleased "AMP Jukebox" in
> "alt.binaries.comp.atari8bit" There's a .ZIP containing two ATRs
> with Mac/65 source code, binaries, and sample songs.
>
> I know binary groups are "iffy" at best on some newservers, so
> hopefully, someone will grab it and place it in a nice FTP archive.
> If you have trouble getting at it (or know a better place for it)
> please let me know.
>
> Enjoy,
> - Steve
>
> If there's interest, I have source and executable for a assembly
> language Wheel of Fortune game I wrote back in 1991... Yeah, yeah...I
> know....but it was popular back then!!!! =)
>
>

2133. Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 21:09:37 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cb4aa37$0$85431$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30054

Hi,

There is a new game in development for the 8-bit machine!

I just downloaded the preview of the "Atari 130XE Space Harrier Conversion Project".

http://www.sheddyshack.co.uk/

It looks really cool right now, check it out...!

TXG/MNX

2134. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-10 22:48:54 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <wc3t8.9715$38.815025@zwoll1.home.nl>
Source record: 30055

Neil wrote

: Just bought a sealed copy of MM ... boxed from 1982 marked as working
: on 400 and 800 (obviously as there was nothing else at this time!).

: It doesnt work on my 65XE ... why?

Because your 65XE isn't a 400 or 800 computer :-)

Clean-coded programs are no problem, but some "less-clean" coded are. Just load up an Atari 800 o.s. in your 65XE and it'll probably run. I have a diskbased one which can be downloaded from my site: http://www7.brinkster.com/atari/ataridl/dosutil.htm#top (it's the last file in the list).

You may also ask Lance Ringquist (Video61) for more info, since he just released such a translator on a cartridge...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2135. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 01:45:43 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204101745.3abac9c9@posting.google.com>
Source record: 30056

> www.atarisales.com
> if you got a monster maze sealed you really got a find,

Was a find, now its opened :-). Yeah for some reason Synapse, a top notch Atari company put out the most of these carts 800 only carts- Picnic Paranoia, Protector II, Shamus ,Slime. Always thought that was a little strange.

2136. WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 02:07:28 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CB4EFE0.BB95314@one.net>
Source record: 30057

I apologize for the length, but I just have to tell someone. :-)

A while ago I picked up a BlackBox and along with it came another box with the hard drives.

The drive box is from Xerox and about the same length and depth as the original IBM PC, but it's about half as high. The BlackBox ROM has a sticker that says "BB 1.34" on it. I don't have the FloppyBoard.

The person I bought it from hadn't used it in years and was unsure if it would work and didn't have the power supply for the BlackBox. Thanks to Nir for supplying one for me.

I couldn't get the setup to work. I put it on the shelf for when I had more time to experiment with it.

Tonight I had the time. I opened the Xerox case and found two Seagate ST501 drives and a Konan controller card, plus the power supply. I noticed one drive would spin up, but the other wouldn't. Further investigation revealed that there was only one drive with power connected. The card and other drive were unpowered. I connected the card and other drive.

When I booted everything, the BlackBox still wouldn't "see" the drives. I unplugged the drive cable from the BlackBox and turned it around. When I powered everything back up, it worked! It booted off of the first hard disk partition so fast I couldn't believe it.

Anyway, I'm so thrilled. My wife, however, thinks I'm nuts.

There's 7 drives configured across both disks. It uses MyDOS 4.5, so I have some adjusting to do.

If I remember correctly, the person I bought it from said he used to run a BBS with it. On one of the partitions there's a subdirectory named "Board", but I haven't had a chance to investigate yet.

-Bob

2137. Re: Im done with my efforts on Indus, for now

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 03:29:09 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <9q7t8.1779$w31.1569@nwrddc01.gnilink.net>
Source record: 30058

I have an Astra Big D dual drive unit. IIRC, didn't this unit actually have two different drives in it or were they supposed to be identical? I think one might have been DSDD and SSDD but I don't remember. One of the two drives was very flaky last time I messed with it (around 5 years ago).

"Son of man" <bcozier@bellsouth.net> wrote in message news:ePNq8.21248$ku5.1968421@e3500-atl2.usenetserver.com...
> I have an Astra 2001 double drive unit. It never gave me any trouble.
>

2138. Re: Ok quick answer needed!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 03:31:20 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <cs7t8.1802$w31.1254@nwrddc01.gnilink.net>
Source record: 30059

I have a Happy 1050 that has been running like a Top for 15 years (knock on wood).

"Russ Gilbert" <russg@en.com> wrote in message news:3cabd3e6$0$1426$1dc6e903@news.corecomm.net...
> I don't have a quick answer.
> It is my opinion that Happy, Archiver and other 'super' mods
> cause problems. So perhaps saving the Happy isn't going to
> work in a new 810, if the Happy is where the problem is.
> All the speed stuff and enhanced abilities seem to me to
> be the source of errors and drive failures.
>
>
>

2139. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 03:37:03 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <zx7t8.1854$w31.1098@nwrddc01.gnilink.net>
Source record: 30060

I also have it. I got the AMP source that was posted there a little while ago. I also noticed that someone had posted a lot of garbage there (about 136 messages or so)

"Alan Sharkis" <asharkis@optonline.net> wrote in message news:Rrap8.57745$u77.15551214@news02.optonline.net...
> I still have it, Michael, but it's a very quiet group...
>

2140. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 04:46:47 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <Xy8t8.147364$K52.24301368@typhoon.tampabay.rr.com>
Source record: 30061

Kool,

I just DL it and it rocks.. I cant wait to see the final version. Sega has some great 8bit games .. Mastertronic had a lot for the C64 that was not converted to the 8bit Atari and its a real shame cause "Kight Games" was an outstanding fighting game that I use to play on a real C64 20 years ago and now threw emulation.

Space Harier Rock.. Sheddy please finish soon!

/|\ Atari8Man /|\

"TXG" <txg@the-underground.myweb.nl> wrote in message news:3cb4aa37$0$85431$e4fe514c@dreader3.news.xs4all.nl...
> Hi,
>
> There is a new game in development for the 8-bit machine!
>
> I just downloaded the preview of the "Atari 130XE Space Harrier Conversion
> Project".
>
> http://www.sheddyshack.co.uk/
>
> It looks really cool right now, check it out...!
>
> TXG/MNX
>
>
>
>

2141. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:17:20 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB51C60.B4E6CFAF@cswebmail.com>
Source record: 30062

Greg Reimer wrote:

> Are there any newer printers available to work on our atari 8-bits?

It is getting harder to find printers that work with plain old epson codes.
My Canon 4100 bubble jet does, so I use it, still playing with graphics.

I also have a HP Deskjet 500 with Epson cart I use for commercial
software(PrintShop) with legal paper, and with Paperclip in native mode.

I can also use the HP Laser printer, for fast printing of text documents.

Each has their place.

All need an 8 bit interface.

Rick D.

2142. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:27:25 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB51EBD.BEE746A3@cswebmail.com>
Source record: 30063

Bob Ryan wrote:

> I have an 800XL with the Newell 256K upgrade. I did the 130XE compatible
> mod to it.
>
> When I boot with SpartaDOS X (4.21) it shows a ramdisk of 440 sectors.
> When I go to the FORMAT menu, the only thing I can do is change the
> volume name. I can't specify the mode.
>
> This happens with the switch in either position. Did I screw up the mod?
>
> -Bob

Hmmmm. 256K less 64K main, less 64K BXE is 128K or 1024 single dens
sectors. Not less overhead.

Most ramisks are single density, but if yours is double thats still 512.
Should have 499 or so free. But I don't know how SDX handles it.

I'd recheck the wiring.

Rick D.

2143. Re: Omnimon questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:30:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB51F5A.58A19453@cswebmail.com>
Source record: 30064

Bob Ryan wrote:

> Every once in a
> while it won't boot at all. But, if I leave it off for about 30 seconds
> or so, it will boot fine.
>
> Isn't there a mod to drain the extra memory faster?
>
> -Bob
>

Thats the problem with memory upgrades to the main memory area. Long wait for reboot.
I seem to recall a cold boot mod that might make it faster, but I'd have to look it up.

Rick D.

2144. Re: TurboBASIC and XIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:36:12 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB520CC.806DBEEA@cswebmail.com>
Source record: 30065

Mathy van Nisselroy wrote:

> Howdy folks
>
> Does TurboBASIC check for a maximum value when it comes to XIO commands. I
> often use subdirectories and when I have to press RESET, MyDOS looses the
> name of the subdirectory. I tried to use an XIO command (as mentuioned in
> the MyDOS doc's) but I get an error message.
>
> CU Mathy van Nisselroy
>
> --

I think you have to reset the redirected dir.

```
XIO 41,#2,0,0,"D1:"
XIO 41,#2,0,0,"D1:MYDIR"
```

Rick D.

2145. Re: uk atari 400 tv clash !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:43:25 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB5227D.598BCD0C@cswebmail.com>
Source record: 30066

swebb wrote:

> Hi,
>
> I posted a message about this a while ago but didn't get much of a reply.
> I've bought an atari 400 which works fine, however when i plug the ariel
> lead into the tv via a split with the normal ariel lead the 400's picture is
> replace by noise. If I do the same thing with a battered 65xl I have thats
> fine. Any idea's ? If its because the 400 is outputing at a frequency that
> clashes with a tv station is there an easy way of changing the 400s output a
> little.
>
> Cheers
>
> --
> Remove 'y' from address to reply (anti-spam)

You can change the channel the 400 works on, or you can open up the 400 and use plastic tools to adjust the rf modulator. I'd paint marks on the little coils and the metal case so I know where I started.

One hole should be picture, one audio.

Rick D.

2146. Re: Using XEP80 to debug programs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 05:47:22 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CB5236A.EFD389EE@cswebmail.com>
Source record: 30067

Mathy van Nisselroy wrote:

> Howdy folks
>
> A few days ago, I had the following idea. Don't know if it's worth the
> hassle, but I own 3 XEP80's so...
> Anybody ever tried to use an XEP80 as a second screen, to debug his/her
> programming? To print out the values of some variables in a way that it
> doesn't mess up your normal screen output???
>
> CU Mathy van Nisselroy
>

Programs with Trace probably map to the standard screen handler. Changing this is probably hard.

Easier to send your programs output to the second screen, use the main for debug. But, it would probably have to be plain text.

I just end up adding my own print statements, on screen or send them to the printer.

Rick D.

2147. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 06:01:20 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204102201.3d368e98@posting.google.com>
Source record: 30068

perhaps i should clarify ... it was a MM "cartridge" ... so translator
cartridge wont help as i only have one slot! any other suggestions?
anyone want to offer me something for it???

2148. NEWBIE NEEDS HELP! How do I load games?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 09:29:36 UTC
From: Katharine Jagger <KJAGGER@uk.ibm.com>
Message-ID: <3CB55780.FD457BAA@uk.ibm.com>
Source record: 30069

Hello!

Please could somebody help me?! :-)

I am trying to set up an 800XL emulator to play all my favourite games
from my youth!

Yesterday I downloaded the XFormer2000 emulator and a number or .atr
game files. I can get DOS to boot, but I have no idea how to get the
games to run!

If anyone can help I would be very happy - I can go home and play all
the games I used to!

Many thanks!

Katharine.

2149. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 10:42:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <j2qabus7atqfec5r741o7e800ljmibpaig@4ax.com>
Source record: 30070

On Wed, 10 Apr 2002 23:09:37 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Hi,
>
>There is a new game in development for the 8-bit machine!
>
>I just downloaded the preview of the "Atari 130XE Space Harrier Conversion
>Project".
>
>http://www.sheddyshack.co.uk/
>
>It looks really cool right now, check it out...!
>
Very nice too...Looks good, sounds good and plays very well.

(And it does work on Atari800win Plus)
--
Paul

2150. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 11:11:09 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <1lrabuoo0v54op2vsbmohjrj6kt559gkds@4ax.com>
Source record: 30071

On Wed, 10 Apr 2002 23:09:37 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Hi,
>
>There is a new game in development for the 8-bit machine!
>
>I just downloaded the preview of the "Atari 130XE Space Harrier Conversion
>Project".
>
>http://www.sheddyshack.co.uk/
>
>It looks really cool right now, check it out...!

yes this one is really great. And it's much more complete than the ik+
project, which maybe will never get finished..

Do you have some news to the vector project (doom clone on 8-bit
atari) project? The site got no updates for month :-(... on the
pictures it's looking nearly playble, but never got a real working
pre-alpha version!

But anyway. Space Harrier is exciting. I never have seen so fast 3d
like graphics on atari in that speed!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2151. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 11:20:45 UTC
From: Mark Bedingfield <atari@tpg.com.au>
Message-ID: <3cb55cc7@dnews.tpgi.com.au>
Source record: 30072

Sounds cool bob;-). My wife thinks I am nuts too. She can't understand what
you need 15 Ataris for. We know tho don't we?

Mark

Bob Ryan <ryanr@one.net> wrote in message news:3CB4EFE0.BB95314@one.net...
> I apologize for the length, but I just have to tell someone. :-)
>
> A while ago I picked up a BlackBox and along with it came another box
> with the hard drives.
>
> The drive box is from Xerox and about the same length and depth as the
> original IBM PC, but it's about half as high. The BlackBox ROM has a
> sticker that says "BB 1.34" on it. I don't have the FloppyBoard.
>
> The person I bought it from hadn't used it in years and was unsure if it
> would work and didn't have the power supply for the BlackBox. Thanks to
> Nir for supplying one for me.
>
> I couldn't get the setup to work. I put it on the shelf for when I had
> more time to experiment with it.
>
> Tonight I had the time. I opened the Xerox case and found two Seagate
> ST501 drives and a Konan controller card, plus the power supply. I
> noticed one drive would spin up, but the other wouldn't. Further
> investigation revealed that there was only one drive with power
> connected. The card and other drive were unpowered. I connected the card
> and other drive.
>
> When I booted everything, the BlackBox still wouldn't "see" the drives.
> I unplugged the drive cable from the BlackBox and turned it around. When
> I powered everything back up, it worked! It booted off of the first hard
> disk partition so fast I couldn't believe it.
>
> Anyway, I'm so thrilled. My wife, however, thinks I'm nuts.
>
> There's 7 drives configured across both disks. It uses MyDOS 4.5, so I
> have some adjusting to do.
>
> If I remember correctly, the person I bought it from said he used to run
> a BBS with it. On one of the partitions there's a subdirectory named
> "Board", but I haven't had a chance to investigate yet.
>
> -Bob

2152. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 12:12:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <t4ft8.25488$8E3.5775863@news02.optonline.net>
Source record: 30073

It's a phenomenon that hits most relatively quiet groups from time to time.

Some guy has a LONG file that he has to break up into many pieces and send to a friend. He figures, hey, this group isn't doing anything. Let me send it to my friend via this unmoderated group. Nobody will mind.

The multi-part message in this case is apparently Divx files that he or someone else has ripped from some DVD or other. Somebody who wants to make use of all of those parts has to download all of them. The history of binary groups is that some servers lose messages, so the scheme doesn't even work all the time.

But those files are clearly off-topic. If anyone cared, they could report the poster to the abuse address listed in his headers. However, I've seen some cases where there's a statement in the header that the abuse address will not work unless ALL of the poster's headers are sent to them. Somebody would have to be pretty dedicated to preserving the integrety of an unmoderated, binary group to go to that kind of trouble.

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message news:zx7t8.1854$w31.1098@nwrddc01.gnilink.net...
> I also have it. I got the AMP source that was posted there a little while
> ago. I also noticed that someone had posted a lot of garbage there (about
> 136 messages or so)
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:Rrap8.57745$u77.15551214@news02.optonline.net...
> > I still have it, Michael, but it's a very quiet group...
> >
>
>
>

2153. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 14:41:38 UTC
From: Video61@webtv.net
Message-ID: <7948-3CB5A0A2-101@storefull-2116.public.lawson.webtv.net>
Source record: 30075

the translator cartridge is not for 400/800. it is for the xl/xe
models, it pushes the xl/xe os into the backround of a xl/xe, then it
installs a 400/800 os.
you only need one cartridge port, if you need any further information
please call,
651-462-2500
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2154. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 14:57:46 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0204110657.6085541b@posting.google.com>
Source record: 30074

"Russ Gilbert" <russg@en.com> wrote in message
news:<3cb37818$0$1533$1dc6e903@news.corecomm.net>...
> Thanks Ian, Mo, Daminfo.
> I think I'm getting the picture. PS2 is probably a dual layer DVD,
> and most movie DVDs are dual layer, PC can't do.
> Many pc game CDs are copy protected, so they are iffy at best.
> I don't have a DVD PC CD, just the PS2 can read DVD movies.
> My wife wanted a CD burner, so she could copy a card making
> PC CD, her co-worker told her she could burn a copy of hers.
> Just like the old days. I'm sure there are people cracking protection
> and circles to get cracked copies of stuff, only we're talking here
> 100s of megabytes, which I'm not going to do on a dial-up connection.

Yes indeed, everything's out there if you want to look for it.

> My question now is, what exactly is Aaron doing? He's running
> Atari800win on his Dreamcast? Or is he burning DC games using
> a PC. Atari800win is for the pc, how's that run on a DC?
>
> Russg

People have been porting some PC programs (usually emulators) to the Dreamcast for a while now, so someone takes the code for the PC version of, say, Atari800Win, and modifies it to run on the Dreamcast (which is supposedly very easy to code for - I seem to recall that it actually uses a modified version of Windows CE for an OS...) The DC owner then burns a CD containing the DC version of Atari800Win along with a bunch of disk images, and loads that, and there you go. Interesting but the DC doesn't have the computing power to run some of the more modern emulators at full speed (or apparently even some of the Atari games like MULE.) I believe that a few emulators have been ported to the X-Box already, and the PS2 is getting a Linux development kit which should (I would guess) allow easy porting of emulators to it.

If you really want to play a lot of emulators on the TV, though, I think the best is to get a Shuttle SV24 (www.spacewalker.com) and build that up - it's a very small aluminum PC case with everything you need to build a cheap PC except for CPU, memory, and hard drive, including video-out so you can hook it directly into your TV. $250, add in the hardware you need and you're spending well under $500, and have a nice small box that you can use to play most any emulator there is on your big screen. I haven't done this yet but it is on my list of things to do. :)

2155. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 15:40:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ubbbdrn793sj6d@corp.supernews.com>
Source record: 30076

"Neil" <neil.briffett@nokia.com> wrote in message
news:fcdc2375.0204102201.3d368e98@posting.google.com...
> perhaps i should clarify ... it was a MM "cartridge" ... so translator
> cartridge wont help as i only have one slot! any other suggestions?
> anyone want to offer me something for it???

IMHO: If you really feel up to it install a dual OS chip in your XE. They provide great compatibility and usually some extra perks.

2156. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 15:41:14 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a94aki$c85$1@news.chatlink.com>
Source record: 30077

Congratulations Bob! Welcome to the world of Atari hard disk owners.
-Dan

P.S. Be sure to check out Mathy's page for a bunch of great BB info
(including a CD player!):
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2157. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 15:48:45 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ubbbuf78p36v16@corp.supernews.com>
Source record: 30078

"Mark Bedingfield" <atari@tpg.com.au> wrote in message
news:3cb55cc7@dnews.tpgi.com.au...
> Sounds cool bob;-). My wife thinks I am nuts too. She can't understand
what
> you need 15 Ataris for. We know tho don't we?

Dripping with irony.
"What do you need so many fishing poles for?"
ANS "Well, one is for deep sea fishing, one is a fly rod, one is a
backpacking rod, one is an ultra light, ..."
"Why do you need so many guns?"
ANS "Well one is shotgun for wing shooting, one is a deer rifle, one is a
varmint gunhis one is just for plinking, ..."
"Why do you have so many computers?"
ANS "Why do you have so many pairs of shoes?"
"You heartless bastard! How could you even think of asking such a question?"

It would be funny if it wasn't true.

2158. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 15:56:05 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a94bga$cn0$1@news.chatlink.com>
Source record: 30079

Hi Sheddy,

I tried it on a real 130XE and it looks great! Hardly any flicker at all (when compared to the emulator), brilliant colors, and excellent speed and playability. I didn't notice any bugs in the timing or disk access on real hardware. You do excellent work... I especially enjoyed the dragon.

thank you!
-Dan

2159. NTSC/PAL Question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 16:45:58 UTC
From: bowling <mabowling@comcast.net>
Message-ID: <a5jt8.102005$l7.7763451@bin7.nnrp.aus1.giganews.com>
Source record: 30080

Is there *any* difference between the cartridges (or even systems) that were released for Atari 400/800 for the US market, versus those that were released in "PAL" countries? Or are the games identical, working equally well on either a US Atari 800 system and "PAL-countries" Atari 800 systems?

--mb

2160. 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 18:58:02 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <_0lt8.39896$zN.17202456@twister.socal.rr.com>
Source record: 30081

Take a look at what some Commodore 64 users are doing.

http://www.go64.de/english/frames/commodoreone.html

Maybe this will inspire some Atari users to do the same.

2161. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 19:13:44 UTC
From: "W. Kimbelton" <kimbelwl@law.uc.edu>
Message-ID: <a94n61klp1@news.ececs.uc.edu>
Source record: 30082

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> Take a look at what some Commodore 64 users are doing.
>
> http://www.go64.de/english/frames/commodoreone.html
>
> Maybe this will inspire some Atari users to do the same.

On that note, whatever happened to the chip design information (like
internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
Have they been lost forever?

Bill

2162. Atari XE from the dump

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 19:20:15 UTC
From: aiiadict@hotmail.com
Message-ID: <370265cd.0204111120.230b557a@posting.google.com>
Source record: 30083

I just gotta Atari XE from a friend of mine. It was in his dump
pile on the back 130. The atari had been there for over 3 years
in rain and snow.

I got it, power supply, keyboard, joystick, light gun, and four
games (pole position, bug hunt, barnyard blaster, flight simulator2)

brought it home and plugged it in. Works great.

Where can I find disassembly of Barnyard Blaster at?

Are there any good games for this computer? I like the light
gun games...

Are any other Atari cartridges compatible with the system?

Where can I find FAQ/ specifications for this system?

Rich
aiiadict AT hotmail DOT com
http://rich12345.tripod.com

2163. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 20:14:02 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <e8mt8.39908$zN.17239598@twister.socal.rr.com>
Source record: 30084

```
"W. Kimbelton" <kimbelwl@law.uc.edu> wrote in message
news:a94n61$klp$1@news.ececs.uc.edu...
>
> "William R. Cousert" <wrcousert@yahoo.com> wrote in message
> news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> > Take a look at what some Commodore 64 users are doing.
> >
> > http://www.go64.de/english/frames/commodoreone.html
> >
> > Maybe this will inspire some Atari users to do the same.
>
> On that note, whatever happened to the chip design information (like
> internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
> Have they been lost forever?
>
> Bill
>
Doesn't Infogrammes own Atari's intellectual property? Maybe they would be
willing to release the information.
```

2164. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 20:37:13 UTC
From: david_p@istop.com
Message-ID: <91EDAA2E4davidpistopcom@216.187.106.195>
Source record: 30085

kimbelwl@law.uc.edu (W. Kimbelton) wrote in
<a94n61klp1@news.ececs.uc.edu>:

>
>"William R. Cousert" <wrcousert@yahoo.com> wrote in message
>news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
>> Take a look at what some Commodore 64 users are doing.
>>
>> http://www.go64.de/english/frames/commodoreone.html
>>
>> Maybe this will inspire some Atari users to do the same.
>
>On that note, whatever happened to the chip design information (like
>internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
>Have they been lost forever?
>
>Bill

I think most of the designs were lost when one of Atari's iterations
liquidated many of their assets. Old designs may still exist in the hands
of private collectors and old employees, but I'm fairly sure Atari as it
exists today holds little if any.

(Check out www.atarihistory.org for lots of Atari neat stuff)

David P.

2165. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 20:44:37 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <VAmt8.39918$zN.17251942@twister.socal.rr.com>
Source record: 30086

```
"David A Paterson" <david_p@istop.com> wrote in message
news:91EDAA2E4davidpistopcom@216.187.106.195...
> kimbelwl@law.uc.edu (W. Kimbelton) wrote in
> <a94n61$klp$1@news.ececs.uc.edu>:
>
> >
> >"William R. Cousert" <wrcousert@yahoo.com> wrote in message
> >news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> >> Take a look at what some Commodore 64 users are doing.
> >>
> >> http://www.go64.de/english/frames/commodoreone.html
> >>
> >> Maybe this will inspire some Atari users to do the same.
> >
> >On that note, whatever happened to the chip design information (like
> >internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
> >Have they been lost forever?
> >
> >Bill
>
> I think most of the designs were lost when one of Atari's iterations
> liquidated many of their assets. Old designs may still exist in the hands
> of private collectors and old employees, but I'm fairly sure Atari as it
> exists today holds little if any.
>
> (Check out www.atarihistory.org for lots of Atari neat stuff)
>
> David P.

Wouldn't the US patent office have the designs? Atari must have submitted a
copy when they applied for a patent.
```

2166. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 21:12:41 UTC
From: Curt Vendel <curt@atari-history.com>
Message-ID: <B0nt8.260$u7.23645@news.direcpc.com>
Source record: 30087

Hasbro (Now owned by Infogrames) gave me permission to release the 8bit chipset into public domain. All technical files on the chips are located:

http://www.atarimuseum.com/archives/tech_docs_8bits.html

Curt

"William R. Cousert" <wrcousert@yahoo.com> wrote in message news:VAmt8.39918$zN.17251942@twister.socal.rr.com...
>
> "David A Paterson" <david_p@istop.com> wrote in message
> news:91EDAA2E4davidpistopcom@216.187.106.195...
> > kimbelwl@law.uc.edu (W. Kimbelton) wrote in
> > <a94n61klp1@news.ececs.uc.edu>:
> >
> > >
> > > >"William R. Cousert" <wrcousert@yahoo.com> wrote in message
> > > >news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> > > >> Take a look at what some Commodore 64 users are doing.
> > > >>
> > > >> http://www.go64.de/english/frames/commodoreone.html
> > > >>
> > > >> Maybe this will inspire some Atari users to do the same.
> > > >
> > > >On that note, whatever happened to the chip design information (like
> > > >internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
> > > >Have they been lost forever?
> > > >
> > > >Bill
> > >
> > > I think most of the designs were lost when one of Atari's iterations
> > > liquidated many of their assets. Old designs may still exist in the hands
> > > of private collectors and old employees, but I'm fairly sure Atari as it
> > > exists today holds little if any.
> > >
> > > (Check out www.atarihistory.org for lots of Atari neat stuff)
> > >
> > > David P.
> >
> > Wouldn't the US patent office have the designs? Atari must have submitted a
> > copy when they applied for a patent.
> >

>
>
>

2167. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 21:35:38 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CB601AA.D90DB2F1@one.net>
Source record: 30093

Oh my God! I asked this question and got the cold shoulder for a week.
Glad to see that I'm not the only one.

I'm at the point now where I have to promise to get rid of something
before I can acquire anything else. The drive to Toledo for the "free"
800XLs and misc. stuff was the last concession.

The interesting thing is the wife is a financial analyst and works with
Excel all the time. One day I booted the 800XL and loaded VisiCalc. She
was floored. She had no idea that something like that existed. I just
smiled.

-Bob

Rick Cortese wrote:
>
> "Mark Bedingfield" <atari@tpg.com.au> wrote in message
> news:3cb55cc7@dnews.tpgi.com.au...
> > Sounds cool bob;-). My wife thinks I am nuts too. She can't understand
> what
> > you need 15 Ataris for. We know tho don't we?
>
> Dripping with irony.
> "What do you need so many fishing poles for?"
> ANS "Well, one is for deep sea fishing, one is a fly rod, one is a
> backpacking rod, one is an ultra light, ..."
> "Why do you need so many guns?"
> ANS "Well one is shotgun for wing shooting, one is a deer rifle, one is a
> varmint gunhis one is just for plinking, ..."
> "Why do you have so many computers?"
> ANS "Why do you have so many pairs of shoes?"
> "You heartless bastard! How could you even think of asking such a question?"
>
> It would be funny if it wasn't true.

2168. PIO2PC INTERFACE

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 21:36:51 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cb601b5$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 30088

HI

ive just built the pc2pio interface,but doesnt seem to work,coudl someone tell me what the voltage should be on data out on the atari side ,on mine its 0.20v,which im guessing isnt correct,if it is faulty is there a way of correvting it without replacing pokey chip or atari

Thanks

Ian

2169. Re: NEWBIE NEEDS HELP! How do I load games?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 21:43:39 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cb6034d_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 30089

Hi download the atari800win emulator is miles better and the games will
automaticly run on start,download from here http://www.arcadeathome.com

"Katharine Jagger" <KJAGGER@uk.ibm.com> wrote in message
news:3CB55780.FD457BAA@uk.ibm.com...
> Hello!
>
> Please could somebody help me?! :-)
>
> I am trying to set up an 800XL emulator to play all my favourite games
> from my youth!
>
> Yesterday I downloaded the XFormer2000 emulator and a number or .atr
> game files. I can get DOS to boot, but I have no idea how to get the
> games to run!
>
> If anyone can help I would be very happy - I can go home and play all
> the games I used to!
>
> Many thanks!
>
> Katharine.
>

2170. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 22:25:33 UTC
From: ebaiz@skyenet.net
Message-ID: <x3ot8.217$Ti.40949@newsfeed.slurp.net>
Source record: 30090

>
>When I booted everything, the BlackBox still wouldn't "see" the drives.
>I unplugged the drive cable from the BlackBox and turned it around. When
>I powered everything back up, it worked! It booted off of the first hard
>disk partition so fast I couldn't believe it.
>
>Anyway, I'm so thrilled. My wife, however, thinks I'm nuts.
>
>-Bob

Hey Bob,

I am very happy for you. You made a good fine. However, my wife thinks
you are nuts also, but I am jumping for joy for you.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2171. Re: NEWBIE NEEDS HELP! How do I load games

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 22:25:35 UTC
From: ebaiz@skyenet.net
Message-ID: <z3ot8.218$Ti.40855@newsfeed.slurp.net>
Source record: 30091

On 11 Apr 2002 10:29:36 , Katharine Jagger wrote:
>Hello!
>
>Please could somebody help me?! :-)
>I am trying to set up an 800XL emulator to play all my favourite games
>from my youth!
>Yesterday I downloaded the XFormer2000 emulator and a number or .atr
>game files. I can get DOS to boot, but I have no idea how to get the
>games to run!
>If anyone can help I would be very happy - I can go home and play all
>the games I used to!
>Many thanks!
>Katharine.

Hello,

I have the ST version of Xformer and I know it works in a different way
than yours. But all these emulators that work with ATR files work in
the same way. You have load in an ATR file onto one of the virtual
disks slots. Then there should be a function to reboot the emulator
(not your computer) and the game should load.

I have such an emulator that uses ATR files for my Atari Hades060 and
it works in the same way as I described.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2172. FA: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 22:35:54 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204111435.e08a50f@posting.google.com>
Source record: 30092

Well, I won't say that this item is rare, but you don't see them every day.

http://cgi.ebay.com/ws/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=2016546811

2173. Re: Anyone in Atlanta Area interested in Atari 800 and 2 disk drives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 23:31:49 UTC
From: ronfucci@bellsouth.net
Message-ID: <3cb61cba.21198211@basic.bs.webusenet.com>
Source record: 30094

has anyone been in contact with this generous person ? i left email
but have had no response. tks

ron

On 10 Apr 2002 10:35:49 -0700, ckmeusel@netzero.net (Curtis) wrote:

>Hello,
>
>I am looking for anyone in the atlanta ga area that would be
>interested in any old Atari hardware (Atari 800) plus 2 disk drives
>plus numerous diskettes of games. There are some joy sticks and other
>Atari stuff as well.
>
>Just email me at ckmeusel@netzero.net if interested.
>
>Thanks

2174. Re: Atari XE from the dump

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-11 23:50:09 UTC
From: Video61@webtv.net
Message-ID: <7292-3CB62131-230@storefull-2111.public.lawson.webtv.net>
Source record: 30095

go to this web site, we have over 140 xe compatible cartridges in
stock,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2175. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 01:31:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B8DBB12F.62F7%gfa@basic.net>
Source record: 30096

in article a94n61klp1@news.ececs.uc.edu, W. Kimbelton at
kimbelwl@law.uc.edu wrote on 4/11/02 3:13 PM:

>
> "William R. Cousert" <wrcousert@yahoo.com> wrote in message
> news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
>> Take a look at what some Commodore 64 users are doing.
>>
>> http://www.go64.de/english/frames/commodoreone.html
>>
>> Maybe this will inspire some Atari users to do the same.
>
> On that note, whatever happened to the chip design information (like
> internal layout) for Atari's proprietary IC's such as the Antic and GTIA?
> Have they been lost forever?

I heard the designs, what would be needed to manufacture the chips was left
on an old vax that was sold as salvage. Dunno how true that is, it's just
what some die hard Atari freind told me.

Lonny Pursell

2176. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 01:52:04 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <85rt8.171295$y26.27068723@typhoon.tampabay.rr.com>
Source record: 29947

Funny Chuck Stiemen "Author of the Pokey Gumby" developed a Complete
Atari8bit in a PC design 10 years ago. It to had VGA graphics and simm
ram, he released info on this way back and I called him to order one.
Chuck told me he needed 15 pre-paid orders to do a production run and he
couldnt get more than 5 :(
from what he told me it had all the features as the C1 prodject. There
maybe more interest now-a-days for such a design project.

I love the idea!

Atari8man

"lp" <gfa@basic.net> wrote in message news:B8DBB12F.62F7%gfa@basic.net...
> in article a94n61klp1@news.ececs.uc.edu, W. Kimbelton at
> kimbelwl@law.uc.edu wrote on 4/11/02 3:13 PM:
>
> >
> > "William R. Cousert" <wrcousert@yahoo.com> wrote in message
> > news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> >> Take a look at what some Commodore 64 users are doing.
> >>
> >> http://www.go64.de/english/frames/commodoreone.html
> >>
> >> Maybe this will inspire some Atari users to do the same.
> >
> > On that note, whatever happened to the chip design information (like
> > internal layout) for Atari's proprietary IC's such as the Antic and
GTIA?
> > Have they been lost forever?
>
> I heard the designs, what would be needed to manufacture the chips was
left
> on an old vax that was sold as salvage. Dunno how true that is, it's just
> what some die hard Atari freind told me.
>
> -------------
> Lonny Pursell
>
>
>

2177. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 02:22:43 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ubch34bmbr6m2c@corp.supernews.com>
Source record: 29948

"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message
news:85rt8.171295$y26.27068723@typhoon.tampabay.rr.com...
> Funny Chuck Stiemen "Author of the Pokey Gumby" developed a Complete
> Atari8bit in a PC design 10 years ago. It to had VGA graphics and simm
> ram, he released info on this way back and I called him to order one.
> Chuck told me he needed 15 pre-paid orders to do a production run and he
> couldnt get more than 5 :(
> from what he told me it had all the features as the C1 prodject. There
> maybe more interest now-a-days for such a design project.

Not w/o a killer application. There is no advantage to running Asteroids or
PacMan at 20 mHz.

2178. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 03:43:44 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CB657F0.619A8A14@one.net>
Source record: 29951

When I first enter the format menu, SDX reports 447 sectors available
for the ramdisk.

When I exit the menu and do a dir command, it reports 440 free.

I think it's o.k.. I'll try to boot with a config file and see if I can
get the expected 192K.

Thanks,

-Bob

"Rick D." wrote:
>
> Bob Ryan wrote:
>
> > I have an 800XL with the Newell 256K upgrade. I did the 130XE compatible
> > mod to it.
> >
> > When I boot with SpartaDOS X (4.21) it shows a ramdisk of 440 sectors.
> > When I go to the FORMAT menu, the only thing I can do is change the
> > volume name. I can't specify the mode.
> >
> > This happens with the switch in either position. Did I screw up the mod?
> >
> > -Bob
>
> Hmmmm. 256K less 64K main, less 64K BXE is 128K or 1024 single dens
> sectors. Not less overhead.
>
> Most ramisks are single density, but if yours is double thats still 512.
> Should have 499 or so free. But I don't know how SDX handles it.
>
> I'd recheck the wiring.
>
> Rick D.

2179. Re: Atari XE from the dump

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 04:21:51 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <zhtt8.78501$gJ6.3404997844@newssvr30.news.prodigy.com>
Source record: 29949

I hope you blew the spiders out, and never mind the dog pee 8-)
You can find the FAQ here in this newsgroup posted by Michael Current. In
that you should find anything else you need to know.
Mo

Rich J. wrote in message
<370265cd.0204111120.230b557a@posting.google.com>...
>I just gotta Atari XE from a friend of mine. It was in his dump
>pile on the back 130. The atari had been there for over 3 years
>in rain and snow.
>
>I got it, power supply, keyboard, joystick, light gun, and four
>games (pole position, bug hunt, barnyard blaster, flight simulator2)
>
>brought it home and plugged it in. Works great.
>
>Where can I find disassembly of Barnyard Blaster at?
>
>Are there any good games for this computer? I like the light
>gun games...
>
>Are any other Atari cartridges compatible with the system?
>
>Where can I find FAQ/ specifications for this system?
>
>Rich
>aiiadict AT hotmail DOT com
>http://rich12345.tripod.com

2180. Re: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 04:26:05 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <xltt8.78502$h97.3406815391@newssvr30.news.prodigy.com>
Source record: 29950

So where can one get ink refills for this puppy?
Mo

tunamike@atomictuna.com wrote in message
<923500c8.0204111435.e08a50f@posting.google.com>...
>Well, I won't say that this item is rare, but you don't see them every day.
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?MfcISAPICommand=ViewItem&item=20165468
11

2181. Re: Antic Music Processor 2.0 - Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 04:46:15 UTC
From: llpwhite@cs.com
Message-ID: <20020412004615.14094.00002418@mb-ce.news.cs.com>
Source record: 29952

Hmm-
Your message shows up, but not the file at least on the Compuserve (and presumably AOL) servers... I guess it is "iffy"!
Larry

2182. Re: NEWBIE NEEDS HELP! How do I load games

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 04:49:42 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0204112049.48bc7faf@posting.google.com>
Source record: 29953

ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote in message
news:<z3ot8.218$Ti.40855@newsfeed.slurp.net>...
> On 11 Apr 2002 10:29:36 , Katharine Jagger wrote:
> >Hello!
> >
> >Please could somebody help me?! :-)
> >I am trying to set up an 800XL emulator to play all my favourite games
> >from my youth!
> >Yesterday I downloaded the XFormer2000 emulator and a number or .atr
> >game files. I can get DOS to boot, but I have no idea how to get the
> >games to run!
> >If anyone can help I would be very happy - I can go home and play all
> >the games I used to!
> >Many thanks!
> >Katharine.
>
> Hello,
>
> I have the ST version of Xformer and I know it works in a different way
> than yours. But all these emulators that work with ATR files work in
> the same way. You have load in an ATR file onto one of the virtual
> disks slots. Then there should be a function to reboot the emulator
> (not your computer) and the game should load.
>
> I have such an emulator that uses ATR files for my Atari Hades060 and
> it works in the same way as I described.
>
> Edward S. Baiz Jr.
> (Gamer)
> ----------
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
> ----------

Hi Katharine,

If the games you are trying to load are written in basic (they have a
.bas extension) they have to be loaded with the basic cartridge
enabled (shift F10 enables and disables basic on the Xformer
emulator). To load a basic game from disc drive #1, you would type
LOAD "D:filename.bas" and press return. (filename is the name of the

game you want to load. If you were loading the game from drive #2, you would type LOAD "D2:filename.bas".

If you are loading a machine language game (they have an extension of .com,exe, or obj) you have to load them from Atari dos with the basic cartridge disabled. You would press L and then return to load the file. For instance L (return) mygame.exe return.

I hope this helps. If you need further explanation, let me know.
Kvan

2183. Re: Different text sizes

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:14:07 UTC
From: Don Holmberg <donholmberg@shaw.ca>
Message-ID: <3CB697B4.941629F6@shaw.ca>
Source record: 29954

If you could dig MAC/65 out for me, that'd be awesome.

Display lists--okay, I remember that from Mapping The Atari, I believe. I'll look further into that.

-Don

"maurita.o" wrote:

> "Don Holmberg" <donholmberg@shaw.ca> wrote in message
> news:3CB012E0.2D64BC9C@shaw.ca...
> > Okay...before you start shaking your head, I'm a "newbie". Yup.
> >
> > Programmed on the 8bits as a kid, but damned if I can remember
> > everything now.
> >
> > I'm interested in getting different sized text on the screen at the same
> > time, yunno, like the text from gr.0, gr.1, and gr.2 on the page
> > simultaneously. Like on Miner 2049'er.
> >
> > I'm using Atari BASIC right now, because I have a few books. I'm also
> > starting to fiddle with Assembler, but I don't have a good environment
> > for that now (speaking of which, does anyone know where I can get good
> > programming tools in .ATR format?)
> >
> > Thanks in advance,
> > -Don
>
> To do what you want, and lots of other fancy stuff besides, you can create
> your own display list. With this much-used (and fairly simple) method, you
> could theoretically have every video mode on the same screen. Mapping the
> Atari has some good info on display lists. It's now available online but I
> can't remember which site has it.
>
> I think I have the MAC/65 assembler on ATR format. Or XFD ... whichever, I
> use it on an emulator.
>
> David

2184. SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:27:09 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <ezZBruf4BHA.2140@cpimsnntpa03>
Source record: 29955

The SPACE (St. Paul Atari Computer Enthusiasts) BBS is now online via telnet at spacebbs.no-ip.com. The BBS is run on a REAL Atari 8-Bit Computer! Nothing fancy available yet, however there are some games and such that might be of interest. I have received several HUGE ATR's filled with all sorts of games, utilities, etc. a while back. (Over 6 MB!) Hopefully in the coming weeks I'll be able to finally make some of this stuff available. Any questions, problems or comments may be left to me via Feedback on the BBS or here. See you there!

2185. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:40:06 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <#a2x#1f4BHA.1928@cpimsnntpa03>
Source record: 29956

I remember a few years back, I hooked up my HP LaserJet IIIP to my BlackBox. Obviously, It printed the text in the default mdoe for the printer and the text was pretty much aligned all the way to the top and bottom. Not too fancy, but it worked.

Just thought I'd put my 2-cents worth in :)

--
Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at http://space.atari.org/

Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/

"Greg Reimer" <ggreimer@mb.sympatico.ca> wrote in message news:3CB0BA35.6F8AE442@mb.sympatico.ca...
> Are there any newer printers available to work on our atari 8-bits?
> I've been using an Olympia "electronic compact" dot matrix (since the
> beginning of time) using a Axiom interface. It's always worked fine but
> I'm tired of using fan fold paper. I greatly desire to put a single
> page of any color into the printer and use my Letter Wizard, Print shop,
> etc , without the hassle of feeding the fanfold through the system.
> Are there options? My 800 and xe computers sit faithfully with their
> 1050 and indus drives, I'm using them for playing games with my boys but
> when it comes to a printing job or utility I head for this thing I'm
> using now just because of the ease.
> Is there any hope? Please let me know.
>
> Greg
>

2186. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:42:33 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <OK9tt3f4BHA.1928@cpimsnntpa03>
Source record: 29957

I've had a few quirky problems as well....If you so much as breathe on the BlackBox, the whole computer will lock-up and you will have to restart. Not sure if this is just the way it is or dirty contacts, etc.

--
Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at http://space.atari.org/

Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/

"William Moeller" <af332@freenet.hamilton.on.ca> wrote in message news:a8qqpt$o70$1@mohawk.hwcn.org...
> maurita.o (maurita.o@ntlworld.com) wrote:
> : I was given (yes, you read that correctly) a Black Box recently. However, it
> : seems to be faulty in that nothing happens when I press the left button. The
> : board also has the Floppy Board fitted to it.
>
> : I have a feeling that one of the unit's previous owners messed around with
> : it for some reason. Are there any BB owners here who can give me a list of
> : the ICs that should be on the board?
>
> : The guy who gave it to me apparently paid the previous owner (Max Gerum from
> : the now apparently defunct Tyne & Wear Atari User Group) around 300GBP for
> : the unit, tried it once, couldn't get it to work, and put it away.
>
> : David
>
>
> I have found that sometimes the Black Box acts wonky if the power supply
> is loose, and if the Floppy Board isn't making good contact with the BB
> motherboard. The first thing I would try it to separate the Floppyboard
> from the Blackbox and reseat it. I would reseat any chips which are
> socketed as well. Then I would make sure the power supply is connected
> snugly. If none of this works, perhaps an email to CSS is in order.
>
> Good luck.
>
> Willy
>

2187. Re: Atari 800XL video help

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:44:36 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <edY#J5f4BHA.1320@cpimsnntpa03>
Source record: 29958

I'd give a look at the power supply if you are still having problems.

--
Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at
http://space.atari.org/

Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/

"brigand" <brigand@chek.com> wrote in message
news:b68c1995.0204072159.1b2968de@posting.google.com...
> I just added an Atari 800XL to my collection of early-1980s computers.
> The machine seems to have a problem with video. Unlike the plain
> Jane 800, the 800XL has a five pin DIN port marked video as well as an
> RCA jack in back. I stuck an RF switchbox on the back of the TV (one
> known to work with an 800) and tried three different RCA cables
> between the switchbox and the RCA jack on the XL and all I get is a
> flickering grey screen (like the V-HOLD was out of whack, and the TV
> is B&W, which doesn't help). There was no such flicker when I had the
> 800 connected.
>
> What gives? Is this machine dead? Bad video? I made sure all chips
> were seated securely, blew out the inside of the machine with
> compressed air and verified that I didn't have cracked solder joints
> on the underside of the board, all with no improvement.
>
> I'd try the machine with an old dedicated color monitor, but it
> appears that the DIN to RCA video, audio (like a Y-cable) is damaged.
> The RCA plugs have separated from the wire and I can see a main wire
> going to the prong, a bare wire that doesn't quite touch the crimped
> part of the plug, and a sheared off black wire, which should go where?
>
> Any help is appreciated. Thanks. This machine was quite a find for
> me, since I only knew one kid with an Atari when I was growing up, and
> I'd love to make this thing work.

2188. Re: Atari XE from the dump

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 08:49:13 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <dcxt8.90861$S9.679179@news.easynews.com>
Source record: 29959

"Rich J." <aiiadict@hotmail.com> wrote in message
news:370265cd.0204111120.230b557a@posting.google.com...
> I just gotta Atari XE from a friend of mine. It was in his dump
> pile on the back 130. The atari had been there for over 3 years
> in rain and snow.
>
> I got it, power supply, keyboard, joystick, light gun, and four
> games (pole position, bug hunt, barnyard blaster, flight simulator2)
>
> brought it home and plugged it in. Works great.
>
> Where can I find disassembly of Barnyard Blaster at?
>
> Are there any good games for this computer? I like the light
> gun games...
>
> Are any other Atari cartridges compatible with the system?
>
> Where can I find FAQ/ specifications for this system?
>
> Rich
> aiiadict AT hotmail DOT com
> http://rich12345.tripod.com

What the hell is a back 130?

How the hell is this working having been stuck in the elements for 3 years?

2189. Re: THANKS - It works! :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 10:17:02 UTC
From: Katharine Jagger <KJAGGER@uk.ibm.com>
Message-ID: <3CB6B41E.C2B2CC79@uk.ibm.com>
Source record: 29960

Hello

Thanks for all you help guys - I have got loads of games working! :-)

Katharine.

Katharine Jagger wrote:

> Hello!
>
> Please could somebody help me?! :-)
>
> I am trying to set up an 800XL emulator to play all my favourite games
> from my youth!
>
> Yesterday I downloaded the XFormer2000 emulator and a number or .atr
> game files. I can get DOS to boot, but I have no idea how to get the
> games to run!
>
> If anyone can help I would be very happy - I can go home and play all
> the games I used to!
>
> Many thanks!
>
> Katharine.

2190. FA: SIO2PC cable on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 10:57:18 UTC
From: j131@inetia.pl
Message-ID: <a96eieprt1@korweta.task.gda.pl>
Source record: 29961

If you are interested in using your PC as an Atari peripheral - check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1344365947

j131

2191. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 11:32:34 UTC
From: llpwhite@cs.com
Message-ID: <20020412073234.07775.00002735@mb-mp.news.cs.com>
Source record: 29962

> ....If you so much as breathe on the
BlackBox, the whole computer will lock-up and you will have to restart. <

My experiecnce with 2 BB/FB's is that they are very reliable. The weakest links are 1) the ribbon cables -- especially the 50-pin scsi cable and 2) maintaining good contact going into the computer. I don't have room, but using the 800XL connector along with an MIO 130XE adapter is probably the best way to connect it. My only regret for the BB is that no memory expansion was designed in (ala MIO).
Larry

2192. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 11:38:54 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96h0imbr1@nets3.rz.RWTH-Aachen.DE>
Source record: 29963

Howdy Andreas

> not everyone needs/uses harddisks with the little Atari. Besides, are
> there any Spartados programs to rescue a crashed harddisk (rescue
> data/files, undelete files, recover files, etc.) - or are you always
> risking to lose files when harddisks go bad sooner or later ?!?

I've resqued a partition/disk or two.....
Problem with SpartaDOS is that if you loose the directory (which is on track one in Sparta-format, meaning if something is unintensionally overwritten, the directory is one of the first things to go.) You can only hope that you will still find the bit maps. If they are gone, forget it. Repairing a MyDOS disk/partition is almost fun, repair a SpartaDOS partition is pure masochisme.

CU Mathy van Nisselroy

2193. Re: Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 11:44:46 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96hbi$mj7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29964

Howdy folks

> P.S.: the commercial software in the Subdir ANG was placed there with
> the exclusive right from the former ANG guys and must not be copied onto
> any other media (an info text says so...)

I still have to find that piece of text where John Maris (ANG) said, he felt
that all software over three years could be copied. Ofcourse, that was
before John Maris started selling his own stuff.

CU Mathy van Nisselroy

2194. Re: Need Help With Sick 600 XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 11:50:38 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96hmkmuc1@nets3.rz.RWTH-Aachen.DE>
Source record: 29965

Howdy folks

> > The problem is that when the 600 is switched on all I get is a ugly
> > green screen with diagonal lines running down the left third of the
> > screen.
>
> Leave it on the green screen over night. Sometimes the heat and juice will
> revive an ailing Atari.

Also try to check if voltage is OK. Low power will result in a green
screen.

CU Mathy van Nisselroy

2195. Re: Using joystick ports for output

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 12:05:10 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96ihsnnv1@nets3.rz.RWTH-Aachen.DE>
Source record: 29966

Howdy David

> Initially, the chips that will be tested are the 7400 and 4000 series CMOS
> logic chips.

Only CMOS, most chips used on/in the Atari 8 bit are non-CMOS.

BTW PIA is at $D300-$D303, but the direction control address are not the
even once. You need $D302 and $D303. 'Mapping...' can be found on the net
on Kevin Savetz page at http://www.atariarchives.org

CU Mathy van Nisselroy

2196. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 12:24:18 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96jlm$op6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29967

Howdy BlackBox users

> I've had a few quirky problems as well....If you so much as breathe on the
> BlackBox, the whole computer will lock-up and you will have to restart.
Not
> sure if this is just the way it is or dirty contacts, etc.

Power down. Take the BlackBox out of the XL/XE. Clean the contacts. White
pensil erasers work fine, but you want the plasticy, not the rubbery.

If that doesn't help and you have a FloppyBoard, see if the connections
between FB and BB are OK. I've improved mine, check out my BlackBox page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/blackbox.htm

CU Mathy van Nisselroy

PS also make sure flat/ribbon cable doesn't get moved around to much. The
copper inside will break and give all kinds of nasty side effects. Like
spontanious formatting when accessing a disk.

2197. Re: Using XEP80 to debug programs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 12:27:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96jr3ost1@nets3.rz.RWTH-Aachen.DE>
Source record: 29968

Howdy Rick, folks

> Programs with Trace probably map to the standard screen handler. Changing
this
> is probably hard.
>
> Easier to send your programs output to the second screen, use the main for
> debug. But, it would probably have to be plain text.
>
> I just end up adding my own print statements, on screen or send them to
the
> printer.

I was thinking more along the line of displaying the contents of variables on the XEP80's screen. Or let's say you're not sure if the IF THEN (in BASIC, in other languages there are simular conditional jumps/goto's/gosub's) is working as you had intended them to work. With the XEP80 you'ld have 24 lines of 80 characters EXTRA to put stuff on. You could display lot's of variables and lot's of line numbers on ONE screen without it messing up the output to your normal screen (the stuff the user get's to see) or your data scrolling off the screen/being written over.

CU Mathy van Nisselroy

2198. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 12:30:27 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96k18$p3h$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29969

Howdy Larry

> My only regret for the BB is that no memory expansion was
> designed in (ala MIO).

Bob Puff once told me more boards could be added just like the floppyboard.
So you could design a ramboard to go on top of the FloppyBoard......

CU Mathy van Nisselroy

2199. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 12:51:52 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a96l9aqan1@nets3.rz.RWTH-Aachen.DE>
Source record: 29970

Howdy William, folks

> Take a look at what some Commodore 64 users are doing.
>
> http://www.go64.de/english/frames/commodoreone.html
>
> Maybe this will inspire some Atari users to do the same.

I hope Jerry got her prototype back. As far as I know it was stolen from
her car. Yeh, your reading this right. A young woman did all this. Not
the steeling, the developing.

CU Mathy van Nisselroy

2200. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 14:31:30 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204120631.6f408e54@posting.google.com>
Source record: 29971

Hi Lance,

I am in UK, so need to avoid phone calls where possible :o(

What i didnt understand is how you fit two cartridges (one translator
plus one game) into one slot?! Or did i misunderstand somewhere?

Cheers, Neil

Video61@webtv.net (Lance Ringquist) wrote in message
news:<7948-3CB5A0A2-101@storefull-2116.public.lawson.webtv.net>...
> the translator cartridge is not for 400/800. it is for the xl/xe
> models, it pushes the xl/xe os into the backround of a xl/xe, then it
> installs a 400/800 os.
> you only need one cartridge port, if you need any further information
> please call,
> 651-462-2500
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

2201. Re: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 16:35:54 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204120835.263796e3@posting.google.com>
Source record: 29973

> So where can one get ink refills for this puppy?

The 1025 uses the same ribbons as a Okidata ML-80.

2202. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 16:40:04 UTC
From: "W. Kimbelton" <wlkim@cinci.rr.com>
Message-ID: <E5Et8.279474$Hu6.59997133@typhoon.neo.rr.com>
Source record: 29972

Maybe this will inspire some Atari users to do the same.
> I hope Jerry got her prototype back. As far as I know it was stolen from
> her car. Yeh, your reading this right. A young woman did all this. Not
> the steeling, the developing.
> CU Mathy van Nisselroy

I knew Jerry Ellsworth had developed the system, but I can't fathom anybody being stupid enough to steal her prototype. There's an ass born every second in this world. I hope she still drives on with the project!

Then we need to talk with her about developing the Atari version. ;)

Bill

--
W. Kimbelton

2203. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 17:30:54 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <iREt8.42781$zN.18255491@twister.socal.rr.com>
Source record: 29974

"W. Kimbelton" <wlkim@cinci.rr.com> wrote in message
news:E5Et8.279474$Hu6.59997133@typhoon.neo.rr.com...

> Then we need to talk with her about developing the Atari version. ;)

I'd like to see a generic 65816 motherboard with "personality slots". An
Atari card for this slot would have updated versions of the custom chip set,
as well as a ROM. A Commodore and Apple 2 GS version could be built as well.
The advantage here is that there is one basic computer to build and support,
but that could be compatible with as many as three.

2204. HELP !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 18:25:09 UTC
From: bowling <mabowling@comcast.net>
Message-ID: <9EFt8.12949$%8.1320428@bin2.nnrp.aus1.giganews.com>
Source record: 29975

Are Atari 800 cartridges from "PAL" countries the same as carts released in the US?

--mb

2205. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:16:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CB7328A.94DAD718@students.uni-mainz.de>
Source record: 29976

Hello Lance,
you are completely right on this one !! I always take Karateka as a good graphics/game demo - but almost never play it, because of the bad joystick responses. Whereas W.C.K. or International Karate (under this name the europeans remember that game) has both great graphics and gameplay.

By the way: Does the cart version include all 6 gr. screens ?!? Well, I am asking because I have seen a lot of pirate versions (file-versions) which had only 4 or even less screens... (and yes, I also have the original disk!) -Andreas.

Lance Ringquist schrieb:
>
> hi larry,
> karataka has great graphics, it just has horrible joystick responses.
> why atari went after karataka, and not world championship karate is
> beyond me, it was available.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

2206. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:21:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CB733C4.BCF59413@students.uni-mainz.de>
Source record: 29977

Well,
the game exist in various names in europe and america.

System 3 = International Karate, Karate International (disk or tape)
Epyx = World Karate Championships, World Int. Karate championships (disk only)
all of them are one and the same game. -andreas.

P.S.: Hopefully the polish programmers can finish the sequel soon...

Lance Ringquist schrieb:
>
> hi,
> archer maclean(he is from the u.k.) explained to me that it was also
> known as international karate, world international karate championship,
> world karate championship, so it probably the same game.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

2207. Re: Antic Music Processor 2.0 - Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:33:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CB7368B.33B77825@students.uni-mainz.de>
Source record: 29978

Well,
the AMP jukebox was released in STart magazine around 1990 or 1991 - I have it on every of my 16 AMP demo disks. You can also find the AMP jukebox on the Pooldisk Too - just take a look into the subdir Antic (think STart was the follow-up magazine of antic, that did not last long)...

Hmm, wheel of fortune ?!? Think there was a release of that game in Antic or Analog with built-in editor to create your own levels (words)... but hey, I am always interested in new/unknown software, just get me a copy... Since I am not a programmer (not at all!) I merely need the executables, not the sources. -Andreas.

P.S.: AMS and AMP are both cool sound processors. Not up to date, but they contain all those great sounds/songs of the 20th century (especially of the 70s and 80s). Man, I wish the polish programmers would use these sounds in their sound processors like MPT, CMC and such instead of that boring techno/rave/house/acid stuff ...

Steven Lashower schrieb:
>
> Hi All -
>
> For those interested, I posted the source code to AMP 2.0 along with
> the executable and source for the unreleased "AMP Jukebox" in
> "alt.binaries.comp.atari8bit" There's a .ZIP containing two ATRs
> with Mac/65 source code, binaries, and sample songs.
>
> I know binary groups are "iffy" at best on some newservers, so
> hopefully, someone will grab it and place it in a nice FTP archive.
> If you have trouble getting at it (or know a better place for it)
> please let me know.
>
> Enjoy,
> - Steve
>
> If there's interest, I have source and executable for a assembly
> language Wheel of Fortune game I wrote back in 1991... Yeah, yeah...I
> know....but it was popular back then!!!! =)

2208. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:36:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CB7374D.FCEE5558@students.uni-mainz.de>
Source record: 29979

Well,
it needs an old OS !! Even when you install a translator, it hangs up in
the input sequence (maybe it does not like the XL or XE keyboard?!?) -
at least my MM cart did hang up. However, with an old OS or a 400/800
atari it works fine... -Andreas.

Neil schrieb:
>
> Just bought a sealed copy of MM ... boxed from 1982 marked as working
> on 400 and 800 (obviously as there was nothing else at this time!).
>
> It doesnt work on my 65XE ... why?

2209. Re: Atari XE from the dump

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:44:11 UTC
From: "Greg B." <agent57@yahoo.com>
Message-ID: <56eebuos5ekbjcmchp77i6fg9a9rlhekjc@4ax.com>
Source record: 29981

>
>How the hell is this working having been stuck in the elements for 3 years?
>
Because Atari computers were built like tanks. Apparently, this is a
lost art...

2210. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 19:47:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CB739CB.8E512FC5@students.uni-mainz.de>
Source record: 29980

Well,
it will help !! Because you have to unplug the translator cart. then press start+Option together and a one-color screen appears. now insert your 800 only cart. Of course the ultra-translator is also avaiable as a file...

the best thing is to make a copy of an atari 800 os and insert it (piggy-back or whatever it is called - on top of the original OS) into your computer with a switch. Then you can just switch to the old OS when needed... -andreas.

P.S.: When I used the translator with MM I could see the title screen, but as soon as I started to type in level number and difficulty (on the keyboard) it hang up. when I used the old OS (with the switch) the game ran fine...

Neil schrieb:
>
> perhaps i should clarify ... it was a MM "cartridge" ... so translator
> cartridge wont help as i only have one slot! any other suggestions?
> anyone want to offer me something for it???

2211. Uip and ethernet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 21:54:16 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cb757ac$0$43843$e4fe514c@dreader1.news.xs4all.nl>
Source record: 29982

Hi,

Read this!
http://dunkels.com/adam/tfe/

There is an ethernet interface for the c64 with uip. Who can help me with
this one to convert it to the 8-bit?

TXG/MNX

2212. Re: HELP !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-12 22:17:51 UTC
From: Jess LaFleur <atari_jess@yahoo.com>
Message-ID: <3CB75D0F.6E96BB6B@yahoo.com>
Source record: 29983

the game will be, but it wont work in the computer. as the code is different
thanks
to the different types of TV systems.

bowling wrote:

> Are Atari 800 cartridges from "PAL" countries the same as carts released in
> the US?
>
> --mb

2213. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 00:21:14 UTC
From: trm105@hotmail.com
Message-ID: <3cb775a6.753182@netnews.worldnet.att.net>
Source record: 29984

On Fri, 12 Apr 2002 14:51:52 +0200, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:
>I hope Jerry got her prototype back. As far as I know it was stolen from
>her car. Yeh, your reading this right. A young woman did all this. Not
>the steeling, the developing.

You never know. Maybe a young woman stole it, too. <g>

I've been thinking about this thread since it started. I've concluded
that it might be more prudent to implement something based off the
Motorola 68x00 series of processors in a generic fashion that utilized
a ps/2 keyboard & mouse, a VGA card, IDE drives, etc., and have a
plug-in "personality module" containing the necessary ROM and
connectors to emulate an Apple, VIC, C64, Atari, etc., and utilize
their various unique peripherals and cartridges.

The new processors have so much muscle that it's easier to emulate an
entire 8-bit 6502 computer in software than to replicate the unique
silicon or deplete the diminishing stock of spare parts. Besides, it
would also leverage a considerable body of knowledge regarding
emulation of these machines.

Another benefit would be that the fundamental development costs could
be distributed across potential customers who were enthusiasts of all
the fine old 6502 machines, not just the Atari, Commodore, or Apple
alone.

Just thinking out loud...

Regards,
Brett C. Cammack

2214. Re: Turbo BASIC XL source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 00:21:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <jSKt8.3480$3z3.313425@newsread1.prod.itd.earthlink.net>
Source record: 29985

'Tis true... absolutely.

--
Ron

http://www.atariland.com/members/oldatarian

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message

> Repairing a MyDOS disk/partition is almost fun, repair
> a SpartaDOS partition is pure masochism.
>
> CU Mathy van Nisselroy

2215. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 00:24:38 UTC
From: trm105@hotmail.com
Message-ID: <3cb77965.1712467@netnews.worldnet.att.net>
Source record: 29986

On Fri, 12 Apr 2002 17:30:54 GMT, "William R. Cousert"
<wrcousert@yahoo.com> wrote:
>I'd like to see a generic 65816 motherboard with "personality slots". An
>Atari card for this slot would have updated versions of the custom chip set,
>as well as a ROM. A Commodore and Apple 2 GS version could be built as well.
>The advantage here is that there is one basic computer to build and support,
>but that could be compatible with as many as three.

Great minds think alike. <g> I guess I should've read all the new
messages on this thread before posting my previous message.

I selected the 680x0 CPU simply because it's easier to design into a
16/32-bit hardware model and utilize contemporary subassemblies to
expedite implementation and reduce costs.

Regards,
Brett C. Cammack

2216. Re: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 00:26:26 UTC
From: trm105@hotmail.com
Message-ID: <3cb77a44.1935377@netnews.worldnet.att.net>
Source record: 29987

On 12 Apr 2002 09:35:54 -0700, ejgnandt@netzero.net (Rich_N_Feymus)
wrote:

>> So where can one get ink refills for this puppy?
>
>The 1025 uses the same ribbons as a Okidata ML-80.

Which is, as I recall, the same ribbon the old Teletype machine used.
Gosh, I'm getting old... <g>

Regards,
Brett C. Cammack

2217. Re: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 00:38:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <B6Lt8.3501$3z3.317712@newsread1.prod.itd.earthlink.net>
Source record: 29988

What about the 825? Dies it have a cross reference ribbon?

--
Ron

http://www.atariland.com/members/oldatarian

"Rich_N_Feymus" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0204120835.263796e3@posting.google.com...
> > So where can one get ink refills for this puppy?
>
> The 1025 uses the same ribbons as a Okidata ML-80.
>

2218. Re: NTSC/PAL Question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 03:37:58 UTC
From: Kenneth Heffington <kheffington@hotmail.com>
Message-ID: <qKNt8.4219$b67.2207924295@newssvr14.news.prodigy.com>
Source record: 29989

there is a difference, the pal carts will work in NTSC machines but the scan rate is different. If you are hooking it up to a tv with vertical hold control, you can probably use the PAL cart in an NTSC machine. Without adjusting the vertical hold, the screen will roll, also the colors may be off.

"bowling" <mabowling@comcast.net> wrote in message news:a5jt8.102005$l7.7763451@bin7.nnrp.aus1.giganews.com...
> Is there *any* difference between the cartridges (or even systems) that were
> released for Atari 400/800 for the US market, versus those that were
> released in "PAL" countries? Or are the games identical, working equally
> well on either a US Atari 800 system and "PAL-countries" Atari 800 systems?
>
> --mb
>
>

2219. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 04:03:47 UTC
From: Video61@webtv.net
Message-ID: <7296-3CB7AE23-7@storefull-2111.public.lawson.webtv.net>
Source record: 29990

hi andreas,
yes it has all of the scenarios, and its the best!
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2220. Re: Dreamcast Atari 800 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 07:56:28 UTC
From: Tortin <tom@mindrped.com>
Message-ID: <Xns91EF2877366CEtommindwarpedcom@140.99.99.131>
Source record: 29991

"switchblade" <xxx@nospam.com> wrote in
news:lQbs8.212764$BX5.2595051@news.easynews.com:

> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:qyBr8.2123$Og6.206492@news02.tsnz.net...
>> I just tried out the Atari 800 Emulator 0.5 for the Dreamcast, and
>> what
> can
>> I say??? It's great. Full sound support now, works with no slow
>> downs
> and
>> worked on every game I tried on it.
>>
>> Rally Speedway is now gonna be overused again, now that I can play
>> it on the big screen tv without having to drag my 130XE setup into
>> the lounge!
> ;-)
>>
>> If you have a dreamcast, and a cd writer, I highly recomend it. Go
>> to
> here
>> http://www.boob.co.uk/emulators/other.html#Atari800 for the emu.
>>
>> Obviously a few things need doing in this emu, like the menu's need
>> to be made more DC orientated. etc. But the fact it didnt struggle
>> at all with 4000 ATR images in one directory and 2000 atari
>> executables in another, is excellent!!
>>
>> I dont have a DC keyboard yet, but think I'm gonna get one now... :-)
>>
>> Aaron
>>
>> PS - No I havent 'sold out' with the Dreamcast. :-) I prefer to
>> look at it, as another converted console for the Atari-cause! ;-)
>>
>>
>
> Did you play MULE or Bristles?? Both of these experience slowdowns.
> Great emulator, but not perfect :)
>
>

ver .6 is out no more slowdowns on M.U.L.E.

2221. Re: HELP !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 08:39:14 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <afrfbugqcflfqd1ti98b85uvbk75t1vn68@4ax.com>
Source record: 29992

On Fri, 12 Apr 2002 18:17:51 -0400, Jess LaFleur
<atari_jess@yahoo.com> wrote:

>the game will be, but it wont work in the computer. as the code is different
>thanks
>to the different types of TV systems.
>
Have you tried this out to verify it..
--
Paul

2222. Re: HELP !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 09:57:54 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cb800e0_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 29993

I think it might work but with timing problems due to the way it updates the screen

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:afrfbugqcflfqd1ti98b85uvbk75t1vn68@4ax.com...
> On Fri, 12 Apr 2002 18:17:51 -0400, Jess LaFleur
> <atari_jess@yahoo.com> wrote:
>
> >the game will be, but it wont work in the computer. as the code is different
> >thanks
> >to the different types of TV systems.
> >
> Have you tried this out to verify it..
> --
> Paul

2223. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 10:36:09 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1018694144@rtfm.mit.edu>
Source record: 29994
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 6, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit (not widely available)
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net The Boot Factory BBS (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 JYBOLAC BBS (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2224. Re: HELP !

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 12:08:13 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <k87gbuc9ujr2p5kn97prf6ua5pllpm2nfs@4ax.com>
Source record: 29995

On Sat, 13 Apr 2002 10:57:54 +0100, "IAN MCDOWELL"
<iainmacker@tiscali.co.uk> wrote:

>I think it might work but with timing problems due to the way it updates the
>screen

Actually I was being a bit naughty, the carts do work in either
machine with the rare exception of as you say a timing issue of which
I really can't remember a single cart but there may have been one or
two somewhere out there that used the freq for its update.

It would be a small amount at worst.

I think Silica Shop in the UK would have gone out of business if the
US carts had not worked in the UK machines :-)

So I'd imagine the PAL's would be fine on US (I can't verify
personally too many but I know the ones I had did)

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:afrfbugqcflfqd1ti98b85uvbk75t1vn68@4ax.com...
>> On Fri, 12 Apr 2002 18:17:51 -0400, Jess LaFleur
>> <atari_jess@yahoo.com> wrote:
>>
>> >the game will be, but it wont work in the computer. as the code is
>different
>> >thanks
>> >to the different types of TV systems.
>> >
>> Have you tried this out to verify it..
>> --
>> Paul
>

--
Paul

2225. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 12:55:07 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <7XVt8.12516$tZ1.3665998@news2-win.server.ntlworld.com>
Source record: 29996

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a96jlm$op6$1@nets3.rz.RWTH-Aachen.DE...
> Howdy BlackBox users
>
> > I've had a few quirky problems as well....If you so much as breathe on
the
> > BlackBox, the whole computer will lock-up and you will have to restart.
> Not
> > sure if this is just the way it is or dirty contacts, etc.
>
> Power down. Take the BlackBox out of the XL/XE. Clean the contacts.
White
> pensil erasers work fine, but you want the plasticy, not the rubbery.

I imagine the best stuff for that is a PCB cleaning block (like an eraser
but more coarse). Think I have a still lump of it in my toolbox.

>
> If that doesn't help and you have a FloppyBoard, see if the connections
> between FB and BB are OK. I've improved mine, check out my BlackBox page
at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/blackbox.htm
>
> CU Mathy van Nisselroy
>
> PS also make sure flat/ribbon cable doesn't get moved around to much. The
> copper inside will break and give all kinds of nasty side effects. Like
> spontanious formatting when accessing a disk.
>
>
>
>

2226. Re: Black Box problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 13:04:28 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <U3Wt8.12549$tZ1.3674394@news2-win.server.ntlworld.com>
Source record: 29997

It may well be that the menu button is faulty. One way of testing the BB might be to use the software loader linked to on your site. If I use that and can access the BB's menu then I know the unit itself works, thereby suggesting a fault with the button or an IC that triggers a read from the ROM when this button is pressed.

At the moment, whichever machine the BB is connected to works correctly (doesn't crash) - it's just that the BB doesn't.

David

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a96jlm$op6$1@nets3.rz.RWTH-Aachen.DE...
> Howdy BlackBox users
>
> > I've had a few quirky problems as well....If you so much as breathe on the
> > BlackBox, the whole computer will lock-up and you will have to restart.
> Not
> > sure if this is just the way it is or dirty contacts, etc.
>
> Power down. Take the BlackBox out of the XL/XE. Clean the contacts.
White
> pensil erasers work fine, but you want the plasticy, not the rubbery.
>
> If that doesn't help and you have a FloppyBoard, see if the connections
> between FB and BB are OK. I've improved mine, check out my BlackBox page
at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/blackbox.htm
>
> CU Mathy van Nisselroy
>
> PS also make sure flat/ribbon cable doesn't get moved around to much. The
> copper inside will break and give all kinds of nasty side effects. Like
> spontanious formatting when accessing a disk.
>
>
>
>

2227. Re: Newell 256K and SpartaDOS question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 15:36:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb852bb$0$18505$1dc6e903@news.corecomm.net>
Source record: 29998

I have the Newell 256k in one of mine.
There is a Newell disk that came with it. That disk has a BASIC
program that tests and verifys that the RAM is working, tests
all banks.
Russg

2228. FA: Printer, 800 XL, original software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 16:12:06 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0204130812.168cd1cf@posting.google.com>
Source record: 29999

Atari 800 XL (deader)

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016809341

Atari 1025 Printer

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016546811

Choplifter

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016812592

Realm of Impossibility and Atari Pinball

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016815938

Karateka and Ninja

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016817279

Graphic Generator
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2016828378

No more auctions for another week since I'll be out of town when they
end, but I have more original game software, programming manuals,
program listing manuals, a Logo set and a working 800 to follow.

Keep an eye on my auctions here:
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=double_bbl&include=0&since=-1&sort=2&rows=25

2229. Re: Atari 1025 Printer

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 16:16:11 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204130816.17cae969@posting.google.com>
Source record: 30000

> What about the 825? Dies it have a cross reference ribbon?
>
> --
> Ron
>

Ron,
You are a diehard! The 825 is actually a Centronics 737. I don't know
if the ribbons are still available for that beast. Radio Shack used
this same mechanism for TRS80 printers, so that might be source.

2230. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 17:19:26 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a99pauceg1@paris.btinternet.com>
Source record: 30001

Thanks for the great feedback guys. It is all very flattering. Maybe, too flattering! I have updated the website with some thoughts regarding that.

Regards
Sheddy
:-)

http://www.sheddyshack.co.uk/

"TXG" <txg@the-underground.myweb.nl> wrote in message news:3cb4aa37$0$85431$e4fe514c@dreader3.news.xs4all.nl...
> Hi,
>
> There is a new game in development for the 8-bit machine!
>
> I just downloaded the preview of the "Atari 130XE Space Harrier Conversion
> Project".
>
> http://www.sheddyshack.co.uk/
>
> It looks really cool right now, check it out...!
>
> TXG/MNX
>
>
>

2231. Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 18:21:43 UTC
From: I-Hate-Spam <I-Hate-Spam@att.net>
Message-ID: <XG_t8.21786$Rw2.1749878@bgtnsc05-news.ops.worldnet.att.net>
Source record: 30002

Hey All...

There is 1 game for my Atari 800 that to this day, I haven't been able to find on any other system (i.e. dreamcast, n64, nintendo, pc, etc). The game is: FLIP & FLOP.

If anybody knows if I can somehow play this game on my Sega Dreamcast (or any other system other than my atari 800), PLEASE let me know.

I recently noticed messages about an atari emulator for the Dreamcast. I unfortunately have been unable to figure out how to burn it, etc... However, if somebody could provide me with a way to play my old all-time favorite Atari game "FLIP & FLOP" I would be GRATEFUL!!!!

ANY help/info would be enormously appreciated.

2232. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 20:24:01 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204131224.38324f1f@posting.google.com>
Source record: 30003

Hi Andreas,

Are you talking about removing and replacing cartridges while the
machine is still powered on? I didnt think it liked that.

If not powered on, doesnt the data get lost immediately?

I am confused!

Any help appreciated! How much are these translator carts anyway?

Neil

2233. Caverns of Callisto Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 21:05:11 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9a6i7$1sr$1@news.hawaii.edu>
Source record: 30004

Greetings,

It occurs to me that although I purchased the game "Caverns of Callisto" about 20 years ago, I was only able to try the game once or twice before the diskette went bad. I was wondering if anyone out there may have a working copy that can be imaged and sent via e-mail. I have a Happy enhanced drive, if that makes any difference.

Thanks,

John Perez

2234. Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 21:07:31 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9a6mj$1sr$2@news.hawaii.edu>
Source record: 30005

Greetings,

"Jumpman" was one of my favorite Atari 800 games. Much to my dismay, when I attempted to try it recently, I found that the diskette had gone bad. I was wondering if anyone out there may have a working copy that can be imaged and sent via e-mail. I have a Happy enhanced drive, if that makes any difference.

Thanks,

John Perez

2235. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 22:12:06 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <W22u8.38169$VQ2.20124457@twister.socal.rr.com>
Source record: 30006

"Brett C. Cammack" <trm105@hotmail.com> wrote in message
news:3cb77965.1712467@netnews.worldnet.att.net...
> On Fri, 12 Apr 2002 17:30:54 GMT, "William R. Cousert"
> <wrcousert@yahoo.com> wrote:
> >I'd like to see a generic 65816 motherboard with "personality slots". An
> >Atari card for this slot would have updated versions of the custom chip
set,
> >as well as a ROM. A Commodore and Apple 2 GS version could be built as
well.
> >The advantage here is that there is one basic computer to build and
support,
> >but that could be compatible with as many as three.
>
> Great minds think alike. <g> I guess I should've read all the new
> messages on this thread before posting my previous message.
>
> I selected the 680x0 CPU simply because it's easier to design into a
> 16/32-bit hardware model and utilize contemporary subassemblies to
> expedite implementation and reduce costs.
>
> Regards,
> Brett C. Cammack

Basically it's just another emulator, right? How would this be better than
the current emulators running on X86 systems? Are the 680x0 processors still
being manufactured?

2236. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 22:13:29 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <fZ1u8.7696$58.560001@zwoll1.home.nl>
Source record: 30007

Rick Cortese wrote

: > Funny Chuck Stiemen "Author of the Pokey Gumby" developed a Complete
: > Atari8bit in a PC design 10 years ago. It to had VGA graphics and simm
: > ram, he released info on this way back and I called him to order one.

: Not w/o a killer application. There is no advantage to running Asteroids or
: PacMan at 20 mHz.

I see it more as a big challenge :-))

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2237. Re: Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 22:22:04 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <i52u8.7741$58.561544@zwoll1.home.nl>
Source record: 30008

Mathy van Nisselroy wrote

: > P.S.: the commercial software in the Subdir ANG was placed there with
: > the exclusive right from the former ANG guys and must not be copied onto
: > any other media (an info text says so...)

: I still have to find that piece of text where John Maris (ANG) said, he felt
: that all software over three years could be copied. Ofcourse, that was
: before John Maris started selling his own stuff.

And if that's not enough, I have piles of copies from original disks marked
"JoMa-ware" and "FM software". Sounds pretty ANG related, isn't it?

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

"Don't let your first ride in a Hearse be your last one"

2238. Re: Caverns of Callisto Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-13 22:47:18 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <Wz2u8.87$ho4.45973661@newssvr11.news.prodigy.com>
Source record: 30009

Check your inbox!
Mo

John Perez wrote in message ...
>Greetings,
>
>It occurs to me that although I purchased the game "Caverns of Callisto"
>about 20 years ago, I was only able to try the game once or twice before
>the diskette went bad. I was wondering if anyone out there may have a
>working copy that can be imaged and sent via e-mail. I have a Happy
>enhanced drive, if that makes any difference.
>
>Thanks,
>
>John Perez

2239. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 00:27:36 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Y14u8.5588$3z3.538872@newsread1.prod.itd.earthlink.net>
Source record: 30010

Is there a way to transmit the info a Happy would need to generate the image
at another location?

--
Ron

http://www.atariland.com/members/oldatarian

"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
news:a9a6mj$1sr$2@news.hawaii.edu...
> Greetings,
>
> "Jumpman" was one of my favorite Atari 800 games. Much to my dismay, when
> I attempted to try it recently, I found that the diskette had gone bad.
> I was wondering if anyone out there may have a working copy that can be
> imaged and sent via e-mail. I have a Happy enhanced drive, if that makes
> any difference.
>
> Thanks,
> John Perez

2240. Re: Does Monster Maze cartridge work with 65XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 02:42:13 UTC
From: Video61@webtv.net
Message-ID: <7372-3CB8EC85-157@storefull-2112.public.lawson.webtv.net>
Source record: 30011

hi neil,
you do not lose the data because once you power up your xe with the
translator cartridge installed, all data from the cartridge is
immediately transferred into ram.
then the cart port is turned off via commands in the cart code, so all
you have to do is pull the translator cartridge from your machine, then
follow the instructions for booting a cartridge.
the cartridge is $19.95 u.s.a. funds plus shipping.
you can find the cartridge listed on our web site at,
www.atarisales.com
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2241. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 02:49:35 UTC
From: Video61@webtv.net
Message-ID: <7371-3CB8EE3F-341@storefull-2112.public.lawson.webtv.net>
Source record: 30012

hi andreas,
i was playing karataka tonight and it is pleasant to look at, and if you keep your fingers on the fire button and push forward its almost tolerable.
i always had trouble with it though, and world karate was way better.
speaking of karate games what do you think of mastertronics ninja? it plays to that genre, but the fighting is more with weapons.
i always liked the music, and graphics though, but world karate is still superior,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2242. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 07:22:32 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <Y6au8.79890$vW.3983821835@newssvr30.news.prodigy.com>
Source record: 30014

Do you mean like make a happy backup of a disk in another drive that's not a happy. I think not, there is a happy dual drive utility that allows backup from one happy to another on the SIO chain. Maybe I misunderstood your question.
Mo

Ron Hamilton wrote in message ...
>Is there a way to transmit the info a Happy would need to generate the image
>at another location?
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
>news:a9a6mj$1sr$2@news.hawaii.edu...
>> Greetings,
>>
>> "Jumpman" was one of my favorite Atari 800 games. Much to my dismay, when
>> I attempted to try it recently, I found that the diskette had gone bad.
>> I was wondering if anyone out there may have a working copy that can be
>> imaged and sent via e-mail. I have a Happy enhanced drive, if that makes
>> any difference.
>>
>> Thanks,
>> John Perez
>
>
>

2243. broken 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 07:25:38 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204132325.1d8edb7a@posting.google.com>
Source record: 30013

Hi,

Can anyone help me, i am looking for 8 or more functioning 4164s.

Located in uk would be best as i am deperate to finish a project and
dont want to have to wait for shipping from rest of world!!!

Cheers, Neil

2244. Re: broken 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 10:19:57 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-8lFE0yL804rE@draco.ames.pacbell.net>
Source record: 30015

Hi,
try an old Paradise or oak video card for the pc. that is where I
find them when needed.

Ken

On Sun, 14 Apr 2002 07:25:38, neil.briffett@nokia.com (Neil) wrote:

> Hi,
>
> Can anyone help me, i am looking for 8 or more functioning 4164s.
>
> Located in uk would be best as i am deperate to finish a project and
> dont want to have to wait for shipping from rest of world!!!
>
> Cheers, Neil

--

2245. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 10:24:43 UTC
From: ebaiz@skyenet.net
Message-ID: <LNcu8.29$OY.50203@newsfeed.slurp.net>
Source record: 30016

On 11 Apr 2002 17:35:38 , Bob Ryan wrote:
>Oh my God! I asked this question and got the cold shoulder for a week.
>Glad to see that I'm not the only one.
>
>I'm at the point now where I have to promise to get rid of something
>before I can acquire anything else. The drive to Toledo for the "free"
>800XLs and misc. stuff was the last concession.
>
>The interesting thing is the wife is a financial analyst and works with
>Excel all the time. One day I booted the 800XL and loaded VisiCalc. She
>was floored. She had no idea that something like that existed. I just
>smiled.
>
>-Bob

Hello Bob,

My wife is a CPA and also works with Excel on her PC. She too is not very aware how good the Atari 8-bits were and thinks they are toys. She does not know everything about computers as she thinks she does as she just asked me yesterday how many k are in 1.55meg.

I am at the point where if I see some Atari item I want, I just buy it. She does the same with clothes. (g)

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2246. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 13:30:21 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9c09d$3pt$1@knossos.btinternet.com>
Source record: 30017

Knew it was too good to be true! I have no great experience of autoboot and disk routines without the OS(although it should be simple). Now my 800xl is fixed, I'll have to try some things on that.
Other people have not had trouble with APE, and I haven't got it. Does it happen everytime? (Could be a corrupt image?) Is that sector 55 or the 55th sector read?

Thanks
Chris

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message news:3cb8741e.1968281@news...
> "Sheddy" <cghutt@hotmail.com>:
> >Thanks for the great feedback guys. It is all very flattering. Maybe, too
> >flattering! I have updated the website with some thoughts regarding that.
>
> Oh, BTW I tried the game with my 130XE NTSC through APE (non registered
> version DOS 1.18) and it didn't work :(It just hung up with a black
> screen at sector 55.
>
> Bummer.
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2247. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:13:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb99c8b$0$82605$1dc6e903@news.corecomm.net>
Source record: 30019

I'm not sure I follow.
Someone wants to replace their original 'Jumpman' (John Perez).
You can find a .PRO image at ftp.spudster.org.
That will allow running from APE. I don't think you can make
a disk out of a .PRO image. There's also a .XFD at spudster.
That one is probably cracked and you can make a disk out
of an .XFD image.
A bit confused at the moment.
Russg

2248. Re: Caverns of Callisto Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:14:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb99cce$0$82612$1dc6e903@news.corecomm.net>
Source record: 30018

How come I don't see the original post, just the Re: .... posts?

2249. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:21:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb99e73$0$82607$1dc6e903@news.corecomm.net>
Source record: 30020

If you have a pretty fast PC, you can run Atari800winplus or something
like that. It would run the image, available at ftp.spudster.org.
Aaron Wheeler would have to explain how to burn the Atari emulator
on a DC. Then you could also burn flip&flop on the CD and play
it on the DC. As I don't really understand it, but it seems that
Aaron modified the PC code for Atari800win to run on a DC.

2250. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:27:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb99fde$0$82599$1dc6e903@news.corecomm.net>
Source record: 30021

I should also mention, (or should I?). You can probably purchase
a new disk from B&C or Video 61 or Bravo Sierra. As you have
an original that has gone bad, I don't think it is, uhm, unsatisfactory
to obtain a backup.
Russg

2251. Re: Caverns of Callisto Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:34:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <398jbuo19ibjcrve9s07c2hhrc8s9h9lrq@4ax.com>
Source record: 30022

On Sun, 14 Apr 2002 11:14:39 -0400, "Russ Gilbert" <russg@en.com>
wrote:

>How come I don't see the original post, just the Re: .... posts?
>
Because you use OE Russ ;-)

Seriously, must be your news provider playing up.
--
Paul

2252. Re: broken 800xl

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:46:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cb9a6c8$0$35575$1dc6e903@news.corecomm.net>
Source record: 30023

I'm afraid I don't know about the UK.
BG Micro, in Texas has them (4164 chips), either 100 or 120 ns,
for .75 and 1.00 (US). The problem is I guess a minimum order, and
the overseas shipping. I'd be pretty sure Best also has them, but you'd
have to buy their $12 catalog, which I hear is very much worth
the $12, and their prices tend to be high.
I recently went searching for some Indus drive chips and got them
for higher prices from other places than BG has them.
Well, I hope somebody in UK can point you right, or just buy another
800xl, probably cheaper than getting the chips from the US and then
you'd have the old one for parts.
Regards,
Russg

2253. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:54:32 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9c8no$9fa$1@paris.btinternet.com>
Source record: 30024

oops, I meant without DOS. I expect it's extremely hard without the OS.

"Sheddy" <cghutt@hotmail.com> wrote in message
news:a9c09d$3pt$1@knossos.btinternet.com...
> Knew it was too good to be true! I have no great experience of autoboot
and
> disk routines without the OS(although it should be simple). Now my 800xl
is
> fixed, I'll have to try some things on that.
> Other people have not had trouble with APE, and I haven't got it. Does it
> happen everytime? (Could be a corrupt image?) Is that sector 55 or the
55th
> sector read?
>
> Thanks
> Chris
>
>
> "Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message
> news:3cb8741e.1968281@news...
> > "Sheddy" <cghutt@hotmail.com>:
> > >Thanks for the great feedback guys. It is all very flattering. Maybe,
too
> > >flattering! I have updated the website with some thoughts regarding
that.
> >
> > Oh, BTW I tried the game with my 130XE NTSC through APE (non registered
> > version DOS 1.18) and it didn't work :(It just hung up with a black
> > screen at sector 55.
> >
> > Bummer.
> >
> > ---
> > Shawn Jefferson (sjeffers{at}shaw;dot;ca)
>
>

2254. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 15:59:20 UTC
From: brett.cammack@worldnet.att.net
Message-ID: <3cb9a701.144327280@netnews.worldnet.att.net>
Source record: 30025

On Sat, 13 Apr 2002 22:12:06 GMT, "William R. Cousert"
<wrcousert@yahoo.com> wrote:
>Basically it's just another emulator, right? How would this be better than
>the current emulators running on X86 systems? Are the 680x0 processors still
>being manufactured?

Because it would be a dedicated emulator and not encumbered with all
of the baggage of a "WinTel" PC. It would also enable use of all the
hardware one might aquire, even the actual cartridges. The 6502 is
too constrained to make a reasonable attempt to implement a box that
could morph it's personality across the entire line of 6502 machines
that came out in the late 70s and 80s. Additionally, it's
cost-prohibitive to replicate that custom silicon they contained
unless you emulate it, and there's already plenty of prior art in the
emulation of those chips to reimplement it on a 680x0 platform.

I do believe that the series is still produced by Motorola. Part of
their "Digital DNA" series.

Regards,
Brett C. Cammack
brettDOTcammack@worldnetDOTattDOTnet
(remove the DOTs from my return address to reply privately)

2255. Anybody have Turboflex

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 16:12:18 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <jrdjbug0cni9bvvdiqb42ehra971sulrpl@4ax.com>
Source record: 30026

I'm looking for an image of Turboflex by Llamasoft. If anyone has it,
or knows of a site where I can d/l it, it would be much appreciated.
Thanks.

2256. Looking for Turboword 80 and Turbobase 80

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 16:16:20 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cb9ad5b$0$85463$e4fe514c@dreader3.news.xs4all.nl>
Source record: 30027

Hi,

E-mail me if you have it...

TXG/MNX

2257. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 16:54:18 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9cc7q$ka1$2@news.hawaii.edu>
Source record: 30028

Russ Gilbert <russg@en.com> wrote:
: I should also mention, (or should I?). You can probably purchase
: a new disk from B&C or Video 61 or Bravo Sierra. As you have
: an original that has gone bad, I don't think it is, uhm, unsatisfactory
: to obtain a backup.

Yep - I just can't get myself to buy a game twice because the copy protection scheme has caused the disk to fail. I would just be pleased to be able to play the games that I own.

I wish there was a way to store all of my 8-bit software on a non-volatile medium, without connecting it to a PC with APE, etc...

Hmmm... Anyone ever tried attaching a magneto-optical drive to a CSS Black Box?

Aloha!

2258. CSS Black Box and Optical Media

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 16:56:58 UTC
From: John Perez <jhperez@uhunix2.its.hawaii.edu>
Message-ID: <a9cccq$ka1$3@news.hawaii.edu>
Source record: 30029

Anyone ever tried attaching a magneto-optical drive to a CSS Black Box?

The main reason that I have always wanted to get a Black Box, is that I want to get as much of my 8-bit software that still functions onto a more reliable storage medium. Unfortunately, given recent experiences, even a hard disk wouldn't leave me feeling very secure. I am curious as to whether anyone has tried a SCSI Magneto-optical drive.

Any Black Box users (or sellers) feel free to contact me. I'll need some advice.

Aloha!

2259. Re: Anybody have Turboflex

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 18:48:37 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c1e3e4$ebc09500$4712643e@windows>
Source record: 30030

Mopar Man <nospam@nowhere.com> schreef in artikel
<jrdjbug0cni9bvvdiqb42ehra971sulrpl@4ax.com>...
> I'm looking for an image of Turboflex by Llamasoft. If anyone has it,
> or knows of a site where I can d/l it, it would be much appreciated.
> Thanks.

I have TurboFlex for you, email me at the address below and I'll send you
all 10kb of it :-)

I believe it was the very first game I ever got for my 600XL!

richardnospam@richarddouwesnospam.tmfweb.nl

remove the garbage :-)

Richard

2260. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 21:39:40 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <wGmu8.193221$K52.30374829@typhoon.tampabay.rr.com>
Source record: 30031

I agree world karate is the Best fighting game on the Atari8bit.. There was another great 8bit fighting game that was pure fun "Knight Games" by Mastertronics but only in c64 format :(We need this game for the Atari 8bit!! Pure Midevil Fighting. The game was so good that mastertronics made "Knight Games II" But I nerver seen it. Both World Karate and Knight Games are the Best 8bit fighting games ever made, now-a-days I play MK4 on the PC :(

/|\ Guy /|\

"Lance Ringquist" <Video61@webtv.net> wrote in message news:7371-3CB8EE3F-341@storefull-2112.public.lawson.webtv.net...
> hi andreas,
> i was playing karataka tonight and it is pleasant to look at, and if
> you keep your fingers on the fire button and push forward its almost
> tolerable.
> i always had trouble with it though, and world karate was way better.
> speaking of karate games what do you think of mastertronics ninja? it
> plays to that genre, but the fighting is more with weapons.
> i always liked the music, and graphics though, but world karate is
> still superior,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>
>

2261. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 22:07:50 UTC
From: ebaiz@skyenet.net
Message-ID: <W4nu8.160$OY.178534@newsfeed.slurp.net>
Source record: 30032

On 13 Apr 2002 21:07:31 , John Perez wrote:
>Greetings,
>
>"Jumpman" was one of my favorite Atari 800 games. Much to my dismay, when
>I attempted to try it recently, I found that the diskette had gone bad.
>I was wondering if anyone out there may have a working copy that can be
>imaged and sent via e-mail. I have a Happy enhanced drive, if that makes
>any difference.

I have JumpMan Jr. in a DI image format.I am not sure if that is the same
game or another version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2262. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 22:53:19 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9d18u$f1h$1@knossos.btinternet.com>
Source record: 30033

Shawn,
you have a standard 130xe? no 3rd party memory mods, like your 800xl?
I'm not checking (yet) for memory mods - some work, but if they change the way the 130xe normally accesses the memory banks, then it will crash at some point. I checked out sector 55, and it would be the very last sector it loads before trying to run the first screen.
If it's not that, then I'm stumped :-(Some other guy at www.Atariage.com message boards said he tried it and it worked fine with his NTSC and APE (don't know what version it was though)
You could try making a new disk image in case something corrupted somewhere along the line.

Thanks
Chris

2263. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 23:19:28 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <48ou8.8740$L1.721802@newsread2.prod.itd.earthlink.net>
Source record: 30034

Slight misunderstanding which you partky answered, re: SIO chain.

Can a Happy drive create a file you could transmit, with info needed for a
2nd Happy to generate a working protected image?

--
Ron

http://www.atariland.com/members/oldatarian

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:Y6au8.79890$vW.3983821835@newssvr30.news.prodigy.com...
> Do you mean like make a happy backup of a disk in another drive that's not
a
> happy. I think not, there is a happy dual drive utility that allows backup
> from one happy to another on the SIO chain. Maybe I misunderstood your
> question.
> Mo
>
>
> Ron Hamilton wrote in message ...
> >Is there a way to transmit the info a Happy would need to generate the
> image
> >at another location?
> >
> >--
> >Ron
> >
> >http://www.atariland.com/members/oldatarian
> >
> >"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
> >news:a9a6mj$1sr$2@news.hawaii.edu...
> >> Greetings,
> >>
> >> "Jumpman" was one of my favorite Atari 800 games. Much to my dismay,
> when
> >> I attempted to try it recently, I found that the diskette had gone bad.
> >> I was wondering if anyone out there may have a working copy that can be
> >> imaged and sent via e-mail. I have a Happy enhanced drive, if that
makes
> >> any difference.
> >>
> >> Thanks,
> >> John Perez
> >

> >
> >
>
>
>

2264. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 23:24:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cdou8.8756$L1.722745@newsread2.prod.itd.earthlink.net>
Source record: 30035

It was the sequel in a cart containing 12 to 15 levels; the original JumpMan
disk version had 30 levels - all different from the cart.

There is a JumpMan Lives PC version out on the net with all 45 screens; not
exactly the original, but still very playable.

--
Ron

http://www.atariland.com/members/oldatarian
>
> I have JumpMan Jr. in a DI image format.I am not sure if that is the same
> game or another version.
>
> Edward S. Baiz Jr.
> (Gamer)

2265. Re: Jumpman Image

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-14 23:36:07 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <Vgou8.12273$58.895116@zwoll1.home.nl>
Source record: 30036

John Perez wrote

: I wish there was a way to store all of my 8-bit software on a non-volatile
: medium, without connecting it to a PC with APE, etc...

: Hmmm... Anyone ever tried attaching a magneto-optical drive to a CSS Black
: Box?

I tried something similar with 2 external SCSI floppydrives (Data Technology HF24). The BlackBox does recognize them but I can't format, partition, or write anything to it. Added a SCSI-2 parity bit upgrade and also connected termination power onto the SCSI bus without results.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2266. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 00:47:21 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3cba2838_1@nopics.sjc>
Source record: 30037

I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel selectable cheap printers - from which you can select your default fonts, etc. The newer laser printers can only set fonts and operating modes thru the interface, not impossible, but not as easy as selecting on the panel. This does allow you to print just about any point size of the internal fonts in the printer on your Atari.
Either way, you really have to do a little work to get properly formatted output from a word processor. I have managed to use the proportional font setting with AtariWriter and printer driver creation utilities to get good results.

Bob

"Greg Reimer" <ggreimer@mb.sympatico.ca> wrote in message news:3CB0BA35.6F8AE442@mb.sympatico.ca...
> Are there any newer printers available to work on our atari 8-bits?
> I've been using an Olympia "electronic compact" dot matrix (since the
> beginning of time) using a Axiom interface. It's always worked fine but
> I'm tired of using fan fold paper. I greatly desire to put a single
> page of any color into the printer and use my Letter Wizard, Print shop,
> etc , without the hassle of feeding the fanfold through the system.
> Are there options? My 800 and xe computers sit faithfully with their
> 1050 and indus drives, I'm using them for playing games with my boys but
> when it comes to a printing job or utility I head for this thing I'm
> using now just because of the ease.
> Is there any hope? Please let me know.
>
> Greg
>

2267. Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 01:51:20 UTC
From: Chris Taylor <jtaylor775@comcast.net>
Message-ID: <smqu8.41016$iw.4070585@bin4.nnrp.aus1.giganews.com>
Source record: 30038

Hey folks,

Does anybody know of any good demos that will work in a stock Atari 800
(48k)? (It's all I've got :P)

Thanks,
Chris

2268. Re: Jumpman Image (OT Happy drives)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 03:39:41 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <1Yru8.400$jM1.175798462@newssvr12.news.prodigy.com>
Source record: 30039

Happy software used PDB (pre-defined-backup) files that contained
copy-protection info for popular titles of the time. From what I've learned,
some of these were the only way to backup certain titles, and then only the
happy drive could use the backup disk. Electronic Arts was one of the
companies which this system was required to make backups. In my
documentation (or lack of) there's no explanaition on what the PDB consists
of or how to create them. They also promise to release more disks of PDB's
at a later date, but they never did as far as I can tell. The Happy software
disks has them on both sides.
As far as I can tell, there's no disk-to-file utility that I'm aware of. If
someone knew of any for the Happy drive, that would be pretty impressive.
I'd sure like to know what's in those PDB files, if you have an ATR of the
Happy software, then you have them just poke around the disk.

Mo

Ron Hamilton wrote in message
<48ou8.8740$L1.721802@newsread2.prod.itd.earthlink.net>...
>Slight misunderstanding which you partky answered, re: SIO chain.
>
>Can a Happy drive create a file you could transmit, with info needed for a
>2nd Happy to generate a working protected image?
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
>news:Y6au8.79890$vW.3983821835@newssvr30.news.prodigy.com...
>> Do you mean like make a happy backup of a disk in another drive that's
not
>a
>> happy. I think not, there is a happy dual drive utility that allows
backup
>> from one happy to another on the SIO chain. Maybe I misunderstood your
>> question.
>> Mo
>>
>>
>> Ron Hamilton wrote in message ...
>> >Is there a way to transmit the info a Happy would need to generate the
>> image
>> >at another location?
>> >

>> >--
>> >Ron
>> >
>> >http://www.atariland.com/members/oldatarian
>> >
>> >"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
>> >news:a9a6mj$1sr$2@news.hawaii.edu...
>> >> Greetings,
>> >>
>> >> "Jumpman" was one of my favorite Atari 800 games. Much to my dismay,
>> when
>> >> I attempted to try it recently, I found that the diskette had gone
bad.
>> >> I was wondering if anyone out there may have a working copy that can
be
>> >> imaged and sent via e-mail. I have a Happy enhanced drive, if that
>makes
>> >> any difference.
>> >>
>> >> Thanks,
>> >> John Perez
>> >
>> >
>> >
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>
>

2269. Turboflex for 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 04:08:49 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <nalkbuouec9heums5d0jpjqi5m0g3jb09l@4ax.com>
Source record: 30040

As I'm sure some of you are aware, Jeff Minter, the author of the game "Turboflex" (as well as several other Atari 8bit, ST, and Jaguar, and non-Atari platform titles) is looking for copies of his old games to put up on his website.

Here's a quote:

"I'm looking for a few bits and pieces to put up on the History section of the new website - I intend to have a page for each game, detailing how and when it was designed, and presenting examples of the various incarnations of the game on various systems over the years. Ideally I would like to present emulator images as well on these pages, so that people who are really that interested in the games' history can download and play the originals.

I have many of my games in emulator file format (that's Super Deflex on the Spectrum above), but by no means all of them. In particular I'm looking for the following titles: Deflex on the ZX81, and Turboflex on the Atari 8-bit. If anyone out there knows where I can get them, het me know, would you? It'd be a great help... 'course, they may just be lost by now. But the Net's a big place and I can't have looked everywhere yet :-]."

Check out his web site at:

"http://www.enormouscamel.freeserve.co.uk/"

Help him out if you can, and check out what he's been up to lately. New games for Pocket PC platform, playable on Win PCs via emulation.

Rob

2270. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 07:23:56 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <gevu8.280616$z9.36412@news.easynews.com>
Source record: 30041
Body handling: HTML body converted to readable text

"I-Hate-Spam" wrote in message
news:XG_t8.21786$Rw2.1749878@bgtnsc05-news.ops.worldnet.att.net...
> Hey All...
>
> There is 1 game for my Atari 800 that to this day, I haven't been able to
> find on any other system (i.e. dreamcast, n64, nintendo, pc, etc). The
> game is: FLIP & FLOP.
>
> If anybody knows if I can somehow play this game on my Sega Dreamcast (or
> any other system other than my atari 800), PLEASE let me know.
>
> I recently noticed messages about an atari emulator for the Dreamcast. I
> unfortunately have been unable to figure out how to burn it, etc...
> However, if somebody could provide me with a way to play my old all-time
> favorite Atari game "FLIP & FLOP" I would be GRATEFUL!!!!
>
> ANY help/info would be enormously appreciated.
>
>

Go to www.dcemulation.com read all about the Atari emulator there. You can
play Flip and Flop and all the other goodies using that. Theres plenty of
help in the messageboards if you need it.

2271. Re: Turboflex for 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 10:53:38 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c1e46b$bc028580$7708643e@windows>
Source record: 30042

Atari-Chart <SPAMMENOTatari-chart@shaw.ca> schreef in artikel
<nalkbuouec9heums5d0jpjqi5m0g3jb09l@4ax.com>...

> As I'm sure some of you are aware, Jeff Minter, the author of the game
> "Turboflex" (as well as several other Atari 8bit, ST, and Jaguar, and
> non-Atari platform titles) is looking for copies of his old games to
> put up on his website.

I have a basic game called "Turboflex" by Jeff Minter. Is that the one?
It's a Duth licensed version, so the copyright says "Llamasoft/
Aackosoft"...

I'll try to translate the opening screen back into English...

Richard

2272. Re: Pooldisk Too double CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 11:06:42 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9ec84mtn1@nets3.rz.RWTH-Aachen.DE>
Source record: 30043

Howdy Fox, folks

> : > P.S.: the commercial software in the Subdir ANG was placed there with
> : > the exclusive right from the former ANG guys and must not be copied
onto
> : > any other media (an info text says so...)
>
> : I still have to find that piece of text where John Maris (ANG) said, he
felt
> : that all software over three years could be copied. Ofcourse, that was
> : before John Maris started selling his own stuff.
>
> And if that's not enough, I have piles of copies from original disks
marked
> "JoMa-ware" and "FM software". Sounds pretty ANG related, isn't it?

Sure does. :-)

CU Mathy van Nisselroy

2273. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 11:20:19 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9ed1m$nk7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 30044

Howdy Chris

I hardly ever play games, but Space Harrier is great. I'm still puzzled why my thumb isn't sore. (Top score, 1561680. That was after I killed the dragon. Which only happened once. It's hard to get points when your shooting the dragon, but after it's killed, the score goes up very fast.)

I've run it on a european 65XE, with an UltraSpeedPlus OS (version 1.5 IIRC), upgraded to 128kB. I loaded the game (after using DISKFORM by Ken Siders) from the 5.25" mech. that is connected to my FloppyBoard. (it load's pretty fast that way).

BTW to the left and right of the blackboarder, I see color. On the left it lookes like the normal background, on the right it's garbage I guess. Doesn't bother me. I really like your game.

CU Mathy van Nisselroy

2274. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 11:22:03 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <5b1efc433835d515dcfc7293ffc25b84.8044@mygate.mailgate.org>
Source record: 30045

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:VAmt8.39918$zN.17251942@twister.socal.rr.com...

> Wouldn't the US patent office have the designs? Atari must have submitted a
> copy when they applied for a patent.

The patent for the GTIA:
US-Patent Office #: 4.324.401 dated Apr.13, 1982

The patent for the POKEY:
US-Patent Office #: 4.314.236 dated Feb.02, 1982

Search at: http://164.195.100.11/netahtml/srchnum.htm

Regards

Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

2275. New game (demo version)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 11:22:49 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9ed6bnrf1@nets3.rz.RWTH-Aachen.DE>
Source record: 30046

Howdy folks

TXG has found a great game on the net, called Space Harrier. Even I (not that much of a game player) like it, a lot.

Check out: http://www.sheddyshack.co.uk/

BTW it's not a flight simulator as I thought initialy

CU Mathy van Nisselroy

2276. MyDOS: check out the source Lee is improving on

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 12:25:52 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9egsq$s0b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29897

Howdy Folks

Lee is working on throwing some bugs out of MyDOS. You can see the code
he's working on (with the changes he already made) on my MyDOS page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

Please check it out an tell us what you think.

CU Mathy van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2277. Question about feature in MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 12:28:31 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9eh1l$s52$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29898

Howdy folks

The following as a quote from a message Lee sent me:

There is an area of 20k between dos.sys and dup.sys that is used as a
'resident driver's buffer'. This is the area where eight hard drives are
supposed to be set up with all their percom blocks, sector skews, etc. But
with the Black Box, there is nothing there, just empty space. Its never used
for modern systems at all, and I wonder if it EVER was used in any system at
all. I wouldn't know how to hook up a hard drive directly to an 8bit such
that it would be detected by these hard drive routines and I wonder about
reclaiming this area sometimes. Have you ever seen any documentation on
hooking up hard drives without the BB, MIO, Supra or other device first,
other than Wooley's IDE? How about floppies other than SIO units like the
810, 1050, rana, etc., and/or BB floppy board? If those days never really
existed for the 8bit, then reserving 20k between DOS and DUP seems rather
stupid doesn't it? I'm not burning up to change this, yet I must ask the
question, why do it?

End of quote

I will forward all comment to Lee.

CU Matyh van Nisselroy

--

My old email address will cease to exist as of the end of 2001, please use
my new address.
Meine alte Emailadresse wird Ende 2001 geloescht, bitte benutzen Sie meine
neue Adresse.
Mijn oude Emailadress wordt eind 2001 opgeheven, gebruikt aub vanaf nu mijn
nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2278. Builtin-bugs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 13:03:13 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CBACF91.1CFBD3CA@asw.cz>
Source record: 29899

Hi,

Anybody ever successfully played games like Colony or Universal Hero to
the end? Are just the known images bad or they are simply buggy?

colony: put the battery into the droid - overwrites the screen, game
hangs sooner or later

universal hero: inability to enter the password.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2279. Re: Turboflex for 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 14:20:41 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <2bplbuoc092mnpro43p685int8cicuns0p@4ax.com>
Source record: 29900

That sounds like it is the one - or a version of the one, anyway.
Why don't you send it along to Jeff Minter
"yak@llamasoft.co.uk" - or me "atari-chart@shaw.ca"
(or both! ;)

Thanks,
Rob

On 15 Apr 2002 10:53:38 GMT, "Richard" <noone@nowhere.com> wrote:

>Atari-Chart <SPAMMENOTatari-chart@shaw.ca> schreef in artikel
><nalkbuouec9heums5d0jpjqi5m0g3jb09l@4ax.com>...
>
>> As I'm sure some of you are aware, Jeff Minter, the author of the game
>> "Turboflex" (as well as several other Atari 8bit, ST, and Jaguar, and
>> non-Atari platform titles) is looking for copies of his old games to
>> put up on his website.
>
>I have a basic game called "Turboflex" by Jeff Minter. Is that the one?
>It's a Duth licensed version, so the copyright says "Llamasoft/
>Aackosoft"...
>
>I'll try to translate the opening screen back into English...
>
>Richard

2280. Fred Saberhagen's Berserker Works Vintage Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 18:19:21 UTC
From: uniace3@aol.com
Message-ID: <22a85251.0204151019.7236fd7d@posting.google.com>
Source record: 29901

I am trying very hard to find some very rare out-of-print software. I am looking for two computer games, "The Berserker Raids," and "Wings Out of Shadow." The games were made and sold between 1982 and 1989, by Berserker Works Ltd. They were designed for home computers popular at the time, i.e. Apple II series 48k, Macintosh 512k, Commodore 64, Atari 400/800, IBM-PC, IBM-PC jr.

Berserker Works Ltd was an effort of Fred and Joan Saberhagen, and the two games I am looking for were based on Fred's "Berserker" science fiction stories. I am in contact with Fred and Joan, and they don't have a movable copy of the games. I'm trying to get a hold of the software for an official Berserker fan web site I am making.

If anyone could give me ANY information on who might deal in such vintage computer games, or even where I might look to try to find someone, that would be great. Any leads would be much appreciated.

PLEASE EMAIL ME AT THIS ADDRESS (minus the NOSPAM part):
jfinleyNOSPAM@ucla.edu
I probably won't see anything sent to my aol address.

Thank you very much,

Jason Finley

2281. For Sale AIM Mags.

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 19:12:26 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <GuMIoH.Gs2@freenet.buffalo.edu>
Source record: 29902

Hi! Anyone interested in some AIM(Atari Interface Magazines), late eighties early 90's mag.? Thanks!

Dane Stegman
email address:dane@buffnet.net
USA

2282. Re: Jumpman Image (OT Happy drives)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 20:32:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <XNGu8.9579$3z3.928815@newsread1.prod.itd.earthlink.net>
Source record: 29903

Can you .ATR the Happy software? I thought they were protected and that
later versions were not copyable by the Happy itself...

--
Ron

http://www.atariland.com/members/oldatarian

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:1Yru8.400$jM1.175798462@newssvr12.news.prodigy.com...
> Happy software used PDB (pre-defined-backup) files that contained
> copy-protection info for popular titles of the time. From what I've
learned,
> some of these were the only way to backup certain titles, and then only
the
> happy drive could use the backup disk. Electronic Arts was one of the
> companies which this system was required to make backups. In my
> documentation (or lack of) there's no explanaition on what the PDB
consists
> of or how to create them. They also promise to release more disks of PDB's
> at a later date, but they never did as far as I can tell. The Happy
software
> disks has them on both sides.
> As far as I can tell, there's no disk-to-file utility that I'm aware of.
If
> someone knew of any for the Happy drive, that would be pretty impressive.
> I'd sure like to know what's in those PDB files, if you have an ATR of the
> Happy software, then you have them just poke around the disk.
>
> Mo
>
>
> Ron Hamilton wrote in message
> <48ou8.8740$L1.721802@newsread2.prod.itd.earthlink.net>...
> >Slight misunderstanding which you partky answered, re: SIO chain.
> >
> >Can a Happy drive create a file you could transmit, with info needed for
a
> >2nd Happy to generate a working protected image?
> >
> >--
> >Ron
> >
> >http://www.atariland.com/members/oldatarian
> >

> >"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> >news:Y6au8.79890$vW.3983821835@newssvr30.news.prodigy.com...
> >> Do you mean like make a happy backup of a disk in another drive that's
> not
> >a
> >> happy. I think not, there is a happy dual drive utility that allows
> backup
> >> from one happy to another on the SIO chain. Maybe I misunderstood your
> >> question.
> >> Mo
> >>
> >>
> >> Ron Hamilton wrote in message ...
> >> >Is there a way to transmit the info a Happy would need to generate the
> >> image
> >> >at another location?
> >> >
> >> >--
> >> >Ron
> >> >
> >> >http://www.atariland.com/members/oldatarian
> >> >
> >> >"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
> >> >news:a9a6mj$1sr$2@news.hawaii.edu...
> >> >> Greetings,
> >> >>
> >> >> "Jumpman" was one of my favorite Atari 800 games. Much to my
dismay,
> >> when
> >> >> I attempted to try it recently, I found that the diskette had gone
> bad.
> >> >> I was wondering if anyone out there may have a working copy that can
> be
> >> >> imaged and sent via e-mail. I have a Happy enhanced drive, if that
> >makes
> >> >> any difference.
> >> >>
> >> >> Thanks,
> >> >> John Perez
> >> >
> >> >
> >> >
> >>
> >>
> >>
> >> >
> >> >
>
>
>

2283. Re: Question about feature in MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 20:56:04 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <O0Hu8.16560$58.1165702@zwoll1.home.nl>
Source record: 29904

Mathy van Nisselroy wrote

: The following as a quote from a message Lee sent me:

: all. I wouldn't know how to hook up a hard drive directly to an 8bit such
: that it would be detected by these hard drive routines and I wonder about
: reclaiming this area sometimes.

Maybe the Corvus harddisk interface? (connected to the joystickports of an
Atari 400/800)

: other than Wooley's IDE? How about floppies other than SIO units like the
: 810, 1050, rana, etc., and/or BB floppy board?

The Karin diskdrive? (connects to the parallel-bus, made in Poland)

: I will forward all comment to Lee.

Good luck :-)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2284. DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 22:04:44 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cbb4e37$1_2@mk-nntp-1.news.uk.worldonline.com>
Source record: 29905

Could any1 please tell me what the voltage is on the data out on there atari
800xl ,on mine its 0.20v
Just so i know that its screwed.

thanks

Ian

2285. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 23:13:05 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9fmpv$kv7$1@paris.btinternet.com>
Source record: 29906

Hi Mathy,
glad you like the game demo, yes the dragon is awkward. But I'm amazed (and pleased) it works with your nicely upgraded system.
You must have real big borders on your TV/monitor, able to see the whole Atari widescreen! The expanded missiles are supposed to hide nearly the whole widescreen background colour and clipping garbage.

Chris
:-)

2286. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-15 23:36:53 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3CBB6415.25319780@a.a>
Source record: 29907

"Brett C. Cammack" wrote:

> The new processors have so much muscle that it's easier to emulate an
> entire 8-bit 6502 computer in software than to replicate the unique
> silicon or deplete the diminishing stock of spare parts. Besides, it
> would also leverage a considerable body of knowledge regarding
> emulation of these machines.

New processors have muscle, this is true, but you can plop the
VHDL code of the 6502 down into an FPGA on a new board
fairly easily. Check this out:

http://www.free-ip.com/6502/

--Chris

2287. Re: Any good demos for OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 00:13:26 UTC
From: Chris Taylor <jtaylor775@comcast.net>
Message-ID: <G0Ku8.53863$K5.5093378@bin5.nnrp.aus1.giganews.com>
Source record: 29908

Sorry, I can't spell!
"Chris Taylor" <jtaylor775@comcast.net> wrote in message
news:smqu8.41016$iw.4070585@bin4.nnrp.aus1.giganews.com...
> Hey folks,
>
> Does anybody know of any good demos that will work in a stock Atari
800
> (48k)? (It's all I've got :P)
>
>
> Thanks,
> Chris
>
>
>

2288. Re: Fred Saberhagen's Berserker Works Vintage Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 00:37:27 UTC
From: Netguy <netguy@netguy.net>
Message-ID: <MPG.17253c51a82c37409896a8@News.CIS.DFN.DE>
Source record: 29909

A quick search on Google turned up The Berserker Raids
http://homepages.paradise.net.nz/atari/g.html as zipped basic file.

I realize that isn't the boxed version, but if you want to check out the
game it is there.

In article <22a85251.0204151019.7236fd7d@posting.google.com>,
uniace3@aol.com says...
> I am trying very hard to find some very rare out-of-print software. I
> am looking for two computer games, "The Berserker Raids," and "Wings
> Out of Shadow." The games were made and sold between 1982 and 1989,
> by Berserker Works Ltd. They were designed for home computers popular
> at the time, i.e. Apple II series 48k, Macintosh 512k, Commodore 64,
> Atari 400/800, IBM-PC, IBM-PC jr.
>
> Berserker Works Ltd was an effort of Fred and Joan Saberhagen, and the
> two games I am looking for were based on Fred's "Berserker" science
> fiction stories. I am in contact with Fred and Joan, and they don't
> have a movable copy of the games. I'm trying to get a hold of the
> software for an official Berserker fan web site I am making.
>
> If anyone could give me ANY information on who might deal in such
> vintage computer games, or even where I might look to try to find
> someone, that would be great. Any leads would be much appreciated.
>
> PLEASE EMAIL ME AT THIS ADDRESS (minus the NOSPAM part):
> jfinleyNOSPAM@ucla.edu
> I probably won't see anything sent to my aol address.
>
> Thank you very much,
>
> Jason Finley
>

2289. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 01:08:12 UTC
From: I-Hate-Spam <I-Hate-Spam@att.net>
Message-ID: <0QKu8.33142$QC1.2130493@bgtnsc04-news.ops.worldnet.att.net>
Source record: 29910
Body handling: HTML body converted to readable text

I'm confused.. for the life of me I can't figure out how to burn the Atari emulator for my dreamcast.. I go to the following page, but don't know which file(s) to download... ANY HELP WOULD BE ENORMOUSLY APPRECIATED AS ALL I WANT TO DO IS PLAY FLIP & FLOP ON MY DREAMCAST.

Thanks in advance.

ftp://ftp.groessler.org/pub/chris/dreamcast/atari800dc/

"switchblade" wrote in message
news:gevu8.280616$z9.36412@news.easynews.com...
> "I-Hate-Spam" wrote in message
> news:XG_t8.21786$Rw2.1749878@bgtnsc05-news.ops.worldnet.att.net...
> > Hey All...
> >
> > There is 1 game for my Atari 800 that to this day, I haven't been able
to
> > find on any other system (i.e. dreamcast, n64, nintendo, pc, etc). The
> > game is: FLIP & FLOP.
> >
> > If anybody knows if I can somehow play this game on my Sega Dreamcast
(or
> > any other system other than my atari 800), PLEASE let me know.
> >
> > I recently noticed messages about an atari emulator for the Dreamcast. I
> > unfortunately have been unable to figure out how to burn it, etc...
> > However, if somebody could provide me with a way to play my old all-time
> > favorite Atari game "FLIP & FLOP" I would be GRATEFUL!!!!
> >
> > ANY help/info would be enormously appreciated.
> >
> >
>
> Go to www.dcemulation.com read all about the Atari emulator there. You can
> play Flip and Flop and all the other goodies using that. Theres plenty of
> help in the messageboards if you need it.
>
>

2290. Re: Jumpman Image (OT Happy drives)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 03:31:59 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <PWMu8.80240$Cl3.4211665976@newssvr30.news.prodigy.com>
Source record: 29911

Yeah, I'll give it a shot right after I disconnect. I would assume they can be backed up, the manual suggests breaking in the Happy with making backups of it's own software. Who knows....
I'll let you know what happens.
Mo

Ron Hamilton wrote in message ...
>Can you .ATR the Happy software? I thought they were protected and that
>later versions were not copyable by the Happy itself...
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
>news:1Yru8.400$jM1.175798462@newssvr12.news.prodigy.com...
>> Happy software used PDB (pre-defined-backup) files that contained
>> copy-protection info for popular titles of the time. From what I've
>learned,
>> some of these were the only way to backup certain titles, and then only
>the
>> happy drive could use the backup disk. Electronic Arts was one of the
>> companies which this system was required to make backups. In my
>> documentation (or lack of) there's no explanaition on what the PDB
>consists
>> of or how to create them. They also promise to release more disks of
PDB's
>> at a later date, but they never did as far as I can tell. The Happy
>software
>> disks has them on both sides.
>> As far as I can tell, there's no disk-to-file utility that I'm aware of.
>If
>> someone knew of any for the Happy drive, that would be pretty impressive.
>> I'd sure like to know what's in those PDB files, if you have an ATR of
the
>> Happy software, then you have them just poke around the disk.
>>
>> Mo
>>
>>
>> Ron Hamilton wrote in message
>> <48ou8.8740$L1.721802@newsread2.prod.itd.earthlink.net>...
>> >Slight misunderstanding which you partky answered, re: SIO chain.

>> >
>> >Can a Happy drive create a file you could transmit, with info needed for
>a
>> >2nd Happy to generate a working protected image?
>> >
>> >--
>> >Ron
>> >
>> >http://www.atariland.com/members/oldatarian
>> >
>> >"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
>> >news:Y6au8.79890$vW.3983821835@newssvr30.news.prodigy.com...
>> >> Do you mean like make a happy backup of a disk in another drive that's
>> not
>> >a
>> >> happy. I think not, there is a happy dual drive utility that allows
>> backup
>> >> from one happy to another on the SIO chain. Maybe I misunderstood your
>> >> question.
>> >> Mo
>> >>
>> >>
>> >> Ron Hamilton wrote in message ...
>> >> >Is there a way to transmit the info a Happy would need to generate
the
>> >> image
>> >> >at another location?
>> >> >
>> >> >--
>> >> >Ron
>> >> >
>> >> >http://www.atariland.com/members/oldatarian
>> >> >
>> >> >"John Perez" <jhperez@uhunix2.its.hawaii.edu> wrote in message
>> >> >news:a9a6mj$1sr$2@news.hawaii.edu...
>> >> >> Greetings,
>> >> >>
>> >> >> "Jumpman" was one of my favorite Atari 800 games. Much to my
>dismay,
>> >> when
>> >> >> I attempted to try it recently, I found that the diskette had gone
>> bad.
>> >> >> I was wondering if anyone out there may have a working copy that
can
>> be
>> >> >> imaged and sent via e-mail. I have a Happy enhanced drive, if that
>> >makes
>> >> >> any difference.
>> >> >>
>> >> >> Thanks,

>> >> >> John Perez
>> >> >
>> >> >
>> >> >
>> >>
>> >>
>> >>
>> >
>> >
>>
>>
>>
>
>

2291. New Web Address for 16/32 Web Shop

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 10:00:13 UTC
From: Nick Harlow <nick@1632systems.co.uk>
Message-ID: <MzSu8.8318$_d7.483260@news-binary.blueyonder.co.uk>
Source record: 29912
Cross-posted to: alt.atari.2600.vcs,alt.atari-jaguar,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Please note the new address for the 16/32 Web Shop

Website - http://www.1632systems.co.uk
Webshop - http://www.1632-sales.zenwebhosting.com/acatalog/

The new advantages are all prices in Sterling and Euros, SSL coming on line,
more products to be introduced. Information links between my two sites.

2292. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 10:01:42 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <aESu8.32770$%L1.201555@news.easynews.com>
Source record: 29914
Body handling: HTML body converted to readable text

"I-Hate-Spam" wrote in message
news:XG_t8.21786$Rw2.1749878@bgtnsc05-news.ops.worldnet.att.net...
> Hey All...
>
> There is 1 game for my Atari 800 that to this day, I haven't been able to
> find on any other system (i.e. dreamcast, n64, nintendo, pc, etc). The
> game is: FLIP & FLOP.
>
> If anybody knows if I can somehow play this game on my Sega Dreamcast (or
> any other system other than my atari 800), PLEASE let me know.
>
> I recently noticed messages about an atari emulator for the Dreamcast. I
> unfortunately have been unable to figure out how to burn it, etc...
> However, if somebody could provide me with a way to play my old all-time
> favorite Atari game "FLIP & FLOP" I would be GRATEFUL!!!!
>
> ANY help/info would be enormously appreciated.
>
>

Contact me on spacedmonkeys@yahoo.co.uk

I can help you with this maybe you cna offer something in return!

2293. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 10:02:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <setnbuc3qf4388tdi0dcca8or9khdrfa2b@4ax.com>
Source record: 29913
Body handling: HTML body converted to readable text

On Tue, 16 Apr 2002 01:08:12 GMT, "I-Hate-Spam"
wrote:

>I'm confused.. for the life of me I can't figure out how to burn the Atari
>emulator for my dreamcast.. I go to the following page, but don't know which
>file(s) to download... ANY HELP WOULD BE ENORMOUSLY APPRECIATED AS ALL I
>WANT TO DO IS PLAY FLIP & FLOP ON MY DREAMCAST.
>
>Thanks in advance.

Is there any reason you *have* to play it in the DC..

You seem to be running Windows so why not use a PC emu.

I only say this as there's no simple way to create the DC image needed
as it's multiple tracks with bin files from other disks etc.
--
Paul

2294. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 10:46:13 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a9gvdlheh1@thorium.cix.co.uk>
Source record: 29915

The Idea has some merit.

However the major problem is the size of commonly available motherboards.

This would make older laptops the most likely source of bits for such a 're-casing'. But these often do not conform to standards for video/sound cards and other items.

Should i have a 'death' in my Atari family, i may investigate it as a posibility. Old 486 DX laptops with VGA and possibly sound are when found quite affordable (especialy when the batterys duff and the screen broken).

JP

"Zothen Runecaster" <zothen@my-deja.com> wrote in message news:fcd76a9e.0204151521.461f4e39@posting.google.com...
> Hi ,
>
> I�ve read about people putting PCs in almost any available case of old
> systems.
>
> My idea :
>
> There are hundreds of dead XLs /ATARI 800s/ATARI XEs out there and
> ATARI 1050/XF551 ,too.
>
> Is it possible to put a PC Board into an XL case to create some kind
> of "next-gen" ATARI 800 , which in fact is a PC using an emulator.
>
> You could put the PC hardware in the XL case and a CDROM/Hard Disk in
> the 1050 case.You could also create an adaptor to use old ATARI 1050
> drives .
>
> The advantages :
>
> - software emulation means , that you can run most of the ATARI stuff
> from original disks or CD/HD.You could also write a good user
> interface similar to the ATARI ST or the AMIGA.
>
> - if you program your "own XL" you could enhance the simulated ANTIC
> or GTIA a little bit , so that you may use better resolutions but
> still are compatible to all ATARI XL/XE original software.
>
> - It�s still a PC and it can still run Windows/DOS/Linux etc. or even
> other emulators.

>
> disadvantages :
>
> - maybe too expensive if sold in small numbers but defective XL/XE
> systems are out there in large numbers.
>
> - you may need special PC boards = expensive , but maybe you can put
> more stuff in the big 1050 cases ???
>
>
> I think this would be quite interesting.Ok it would work with most
> other systems too - except maybe the very small systems (in size ,
> such as ZX Spectrum).
>
> But there are PCs out there which aren't bigger than consoles , so it
> should be possible.
>
> I think the biggest advantage is that with an emulator you could
> enhance the emulated system - so that old programs still work , but
> you could also use more RAM for the graphical user interface etc.
>
> ZR

2295. Re: Fred Saberhagen's Berserker Works Vintage Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 10:51:36 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a9gvnohgp1@thorium.cix.co.uk>
Source record: 29916

Flying Buffalo i belive still have the gaming licences for beserker etc
(Yep, the same people who gave us the jolly card game 'Nuclear War'!)

Maybe worth asking them.

"Jason Finley" <uniace3@aol.com> wrote in message
news:22a85251.0204151019.7236fd7d@posting.google.com...
> I am trying very hard to find some very rare out-of-print software. I
> am looking for two computer games, "The Berserker Raids," and "Wings
> Out of Shadow." The games were made and sold between 1982 and 1989,
> by Berserker Works Ltd. They were designed for home computers popular
> at the time, i.e. Apple II series 48k, Macintosh 512k, Commodore 64,
> Atari 400/800, IBM-PC, IBM-PC jr.
>
> Berserker Works Ltd was an effort of Fred and Joan Saberhagen, and the
> two games I am looking for were based on Fred's "Berserker" science
> fiction stories. I am in contact with Fred and Joan, and they don't
> have a movable copy of the games. I'm trying to get a hold of the
> software for an official Berserker fan web site I am making.
>
> If anyone could give me ANY information on who might deal in such
> vintage computer games, or even where I might look to try to find
> someone, that would be great. Any leads would be much appreciated.
>
> PLEASE EMAIL ME AT THIS ADDRESS (minus the NOSPAM part):
> jfinleyNOSPAM@ucla.edu
> I probably won't see anything sent to my aol address.
>
> Thank you very much,
>
> Jason Finley

2296. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 11:16:29 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a9h14m$ci9$1@innferno.news.tiscali.de>
Source record: 29917

What’would be the best emulator for such an ATARI-XLPC?

```
-Xformer is fast, can access the original 1050-Floppy, but not much
compatible to an real ATARI
-A800DOS is compatible, but too old (no mouse emulation)
-A800Win PLus needs MS-Windows

To make the connections for original ATARI-Joystick should be no problem,
there are manuals anywhere in the internet, but I cannot imagin that you can
connect an ATARI-ST-Mouse and it will work.

Mirko

www.atarixle.de
```

"Zothen Runecaster" <zothen@my-deja.com> schrieb im Newsbeitrag
news:fcd76a9e.0204151521.461f4e39@posting.google.com...
> Hi ,
>
> I’ve read about people putting PCs in almost any available case of old
> systems.
>
> My idea :
>
> There are hundreds of dead XLs /ATARI 800s/ATARI XEs out there and
> ATARI 1050/XF551 ,too.
>
> Is it possible to put a PC Board into an XL case to create some kind
> of "next-gen" ATARI 800 , which in fact is a PC using an emulator.
>
> You could put the PC hardware in the XL case and a CDROM/Hard Disk in
> the 1050 case.You could also create an adaptor to use old ATARI 1050
> drives .
>
> The advantages :
>
> - software emulation means , that you can run most of the ATARI stuff
> from original disks or CD/HD.You could also write a good user
> interface similar to the ATARI ST or the AMIGA.
>
> - if you program your "own XL" you could enhance the simulated ANTIC
> or GTIA a little bit , so that you may use better resolutions but
> still are compatible to all ATARI XL/XE original software.
>
> - It’s still a PC and it can still run Windows/DOS/Linux etc. or even

> other emulators.
>
> disadvantages :
>
> - maybe too expensive if sold in small numbers but defective XL/XE
> systems are out there in large numbers.
>
> - you may need special PC boards = expensive , but maybe you can put
> more stuff in the big 1050 cases ???
>
>
> I think this would be quite interesting.Ok it would work with most
> other systems too - except maybe the very small systems (in size ,
> such as ZX Spectrum).
>
> But there are PCs out there which aren't bigger than consoles , so it
> should be possible.
>
> I think the biggest advantage is that with an emulator you could
> enhance the emulated system - so that old programs still work , but
> you could also use more RAM for the graphical user interface etc.
>
> ZR

2297. Re: Builtin-bugs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 11:27:30 UTC
From: atari@mkeates.f9.co.uk
Message-ID: <CUTu8.16077$OP.587990@stones>
Source record: 29918

Jindrich Kubec wrote:

> Hi,

> Anybody ever successfully played games like Colony or Universal Hero to
> the end? Are just the known images bad or they are simply buggy?

Definitely buggy! I don't think that these were
re-released with working images either. Still,
they weren't bad for ï¿½2.99 tapes!

> colony: put the battery into the droid - overwrites the screen, game
> hangs sooner or later

Incredibly annoying, the game concept was very good.

> universal hero: inability to enter the password.

I did patch this about 12/13 years ago. I'd put the
tape image on disk and then hex edited the thing.
IIRC, I got it so that you can type the password
but the screen didn't show this. Then you were able
to continue with the game (you've only seen a small
part so far). Anywhere I can dump the image?

> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

Regards,

Mark

2298. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 14:12:52 UTC
From: usenet-20020416@hias.horus.com
Message-ID: <slrnaboc9i.1aa.usenet-20020416@camel.hias.horus.com>
Source record: 29919

On Mon, 15 Apr 2002 23:04:44 +0100, IAN MCDOWELL wrote:
> Could any1 please tell me what the voltage is on the data out on there atari
> 800xl ,on mine its 0.20v
> Just so i know that its screwed.

According to http://www.atari-history.com/archives/SIOspecs.pdf (page 6)
it should be 0V for logic FALSE and +4V for TRUE.

I'm not sure if this information is correct, since I would expect
+5V for TRUE, but anyway it should be significantly higher than 0.2V.

IMO the best way to check logic signals (if you don't have a 'scope
or a logic analyzer) is a simple logic tester. Many years ago I built
one myself from the schematics I got out of an electronics magazine
(it cost some 10 EUR or so). It had two LEDs (one for LOW and
one for HIGH) and also a small speaker (using different tones for
LOW and HIGH). This device helped quite a lot detecting only very
short pulses of HIGH or LOW: either by a dim, but nonetheless
activated LED, or by some very short 'clicks' in the speaker.
I even used this device for quick checks when building extensions
for the Atari plugging into the PBI and running at ~2MHz.

OTOH using a (digital) voltmeter is mostly useless because it operates
way too slow. But if you are lucky, maybe you could see changing the
voltage from lets say 0V to 0.1V whenever there's a short HIGH signal.

HTH & so long,

Hias

2299. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 15:35:58 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m3pu0zmza9.fsf@europa.pienet>
Source record: 29920

> > Could any1 please tell me what the voltage is on the data out on there atari
> > 800xl ,on mine its 0.20v
> > Just so i know that its screwed.
>
> According to http://www.atari-history.com/archives/SIOspecs.pdf (page 6)
> it should be 0V for logic FALSE and +4V for TRUE.
> I'm not sure if this information is correct, since I would expect
> +5V for TRUE, but anyway it should be significantly higher than 0.2V.

That is about right. .2 is reasonable for the low state. I don't recall which chip family the 800XL uses for the SIO lines, but as long as the 2 voltages are within about a diode drop of the respective supply voltages, things are reasonable. But if you're concerned about the SIO bus being blown, a functional test is necessary.

> OTOH using a (digital) voltmeter is mostly useless because it operates
> way too slow. But if you are lucky, maybe you could see changing the
> voltage from lets say 0V to 0.1V whenever there's a short HIGH signal.

Yes- I like your idea of the speaker- though it would need an opamp or hex buffer on the front end. The line-in of an audio amp might be high enough impedance to not load the data lines too much. But an oscilloscope is really the better tool for this kind of thing. Particuarly on the Atari, the edges of the signals are complex (and slow), and a scope is helpful to see whats going on.

Gregm

2300. 800XLDJ (SIO2PC software) on a TT?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 15:54:11 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <ldhh9a.6m9.ln@speaker.rodsbooks.com>
Source record: 29921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi,

I've recently gotten an SIO2PC cable (to link an 8-bit to a standard RS-232 port on a PC or the like), and it works fine with the basic DOS software on my x86 laptop; however, I'd prefer to use it with my Atari TT. There's a package called 800XLDJ (http://wwwstud.ira.uka.de/~s_tomczy/dj800.html) that's intended for this purpose, but it's written for STs, with a Falcon version also included in the archive. Unfortunately, both the ST and Falcon versions lock up my TT; they both display a menu bar and a window for selecting disks, then the system locks up (the mouse pointer freezes). The documentation's in German, and so isn't much use to me. Does anybody have any suggestions or tips? Thanks.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2301. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 16:07:09 UTC
From: usenet-20020416@hias.horus.com
Message-ID: <slrnabofv3.1aa.usenet-20020416@camel.hias.horus.com>
Source record: 29922

Hi!

On 15 Apr 2002 16:21:04 -0700, Zothen Runecaster wrote:
> Is it possible to put a PC Board into an XL case to create some kind
> of "next-gen" ATARI 800 , which in fact is a PC using an emulator.
>
> [...]
>
> - you may need special PC boards = expensive , but maybe you can put
> more stuff in the big 1050 cases ???

Have a look at www.jumptec.com and look for "DIMM-PC" and "PC/104".
Especially the DIMM-PC is an extremely cool device IMO, but there's
one big problem (in addition to the high price): CPU-speed. The fastest
embedded PCs I know of are Pentium-class systems (running at 166MHz
or so). And most emulators I've tested so far didn't run too well on
such slow PCs.

OTOH faster processors cause other troubles - mainly heat, noise and
demand for extremely strong power supplies. So unless you want to
melt your fine Atari case within five minutes after startup (and
also fry your processor), you'd have to care about cooling.

BTW: Some 3 months ago I was thinking about building a small SIO2PC
server with a PC/104, a TFT, a notebook-harddisk, and a small
keyboard. The total costs would have been approx. 1000 EUR (~900 US$),
so I had to abandon the idea. Building it would have been cool, but it
was far too expensive - and you can get an old notebook for some few
hundred bucks and it would do exactly the same.

so long,

Hias

2302. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 16:50:10 UTC
From: usenet-20020416@hias.horus.com
Message-ID: <slrnabolg0.1aa.usenet-20020416@camel.hias.horus.com>
Source record: 29923

On 16 Apr 2002 11:35:58 -0400, Greg Menke wrote:
> That is about right. .2 is reasonable for the low state. I don't
> recall which chip family the 800XL uses for the SIO lines, but as long
> as the 2 voltages are within about a diode drop of the respective
> supply voltages, things are reasonable. But if you're concerned about
> the SIO bus being blown, a functional test is necessary.

ACK.

> > OTOH using a (digital) voltmeter is mostly useless because it operates
> > way too slow. But if you are lucky, maybe you could see changing the
> > voltage from lets say 0V to 0.1V whenever there's a short HIGH signal.
>
> Yes- I like your idea of the speaker- though it would need an opamp or
> hex buffer on the front end.

Actually the tester was quite sophisticated: IIRC it consisted of two
discrete comparators (built with opamps), one to check if the voltage
was in the legal LOW range, and one to check for the HIGH range.
You could even switch between CMOS and TTL thresholds.
If the voltage was within the illegal range, none of the LEDs would light.
(I don't know the thresholds exactly, but I think TTL is something
like 0V to 0.8V for LOW and 2V and 5V for HIGH - anything between
0.8V and 2V is illegal/undefined).

The output of the comparators was also used to control an oscillator.
It generated a low frequency tone for LOW, a high frequency tone
for HIGH, and silence if the voltage level was illegal.

Quite nice thingie, I have to look if I've still got it somewhere.

> But an
> oscilloscope is really the better tool for this kind of thing.
> Particuarly on the Atari, the edges of the signals are complex (and
> slow), and a scope is helpful to see whats going on.

ACK. Back in the mid-80s when I started building hardware for my
Atari I always wished I could afford a scope - I was attending
school this time and had no money for such fancy stuff...

BTW: I just checked with my Horowitz/Hill, and it states that typical
output values for TTL are 0.2V and 3.4V for LOW and HIGH, respectively.

So, to come back to the original question: If DATA OUT is 0.2V (which
means LOW) _all of the time_, there's something going wrong.

so long,

Hias

2303. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 19:16:32 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cbc784b_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 29924

Thank for your help guys

i attached by microphone input on my pc to the data out,there is data being
sent ,but it doesnt have a high voltage behind it
it just stays at 0.20v
it there anyway of building a simple circuit to get the voltage back up to
5+ volts or is it the bin for my atari

"Matthias Reichl" <usenet-20020416@hias.horus.com> wrote in message
news:slrnabolg0.1aa.usenet-20020416@camel.hias.horus.com...
> On 16 Apr 2002 11:35:58 -0400, Greg Menke wrote:
> > That is about right. .2 is reasonable for the low state. I don't
> > recall which chip family the 800XL uses for the SIO lines, but as long
> > as the 2 voltages are within about a diode drop of the respective
> > supply voltages, things are reasonable. But if you're concerned about
> > the SIO bus being blown, a functional test is necessary.
>
> ACK.
>
> > > OTOH using a (digital) voltmeter is mostly useless because it operates
> > > way too slow. But if you are lucky, maybe you could see changing the
> > > voltage from lets say 0V to 0.1V whenever there's a short HIGH signal.
> >
> > Yes- I like your idea of the speaker- though it would need an opamp or
> > hex buffer on the front end.
>
> Actually the tester was quite sophisticated: IIRC it consisted of two
> discrete comparators (built with opamps), one to check if the voltage
> was in the legal LOW range, and one to check for the HIGH range.
> You could even switch between CMOS and TTL thresholds.
> If the voltage was within the illegal range, none of the LEDs would light.
> (I don't know the thresholds exactly, but I think TTL is something
> like 0V to 0.8V for LOW and 2V and 5V for HIGH - anything between
> 0.8V and 2V is illegal/undefined).
>
> The output of the comparators was also used to control an oscillator.
> It generated a low frequency tone for LOW, a high frequency tone
> for HIGH, and silence if the voltage level was illegal.
>
> Quite nice thingie, I have to look if I've still got it somewhere.
>
> > But an
> > oscilloscope is really the better tool for this kind of thing.
> > Particuarly on the Atari, the edges of the signals are complex (and
> > slow), and a scope is helpful to see whats going on.

>
> ACK. Back in the mid-80s when I started building hardware for my
> Atari I always wished I could afford a scope - I was attending
> school this time and had no money for such fancy stuff...
>
> BTW: I just checked with my Horowitz/Hill, and it states that typical
> output values for TTL are 0.2V and 3.4V for LOW and HIGH, respectively.
>
> So, to come back to the original question: If DATA OUT is 0.2V (which
> means LOW) _all of the time_, there's something going wrong.
>
> so long,
>
> Hias

2304. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 23:38:29 UTC
From: I-Hate-Spam <I-Hate-Spam@att.net>
Message-ID: <VB2v8.29922$Rw2.2239913@bgtnsc05-news.ops.worldnet.att.net>
Source record: 29925
Body handling: HTML body converted to readable text

I have gotten it to work on my PC.. but I am spoiled with the game systems... I can relax on my water bed & play the games on my LARGE tv... therefore, I'd love to play my old-time favorite game on my dreamcast (or any other game system for that matter -- assuming it was possible. I also have the psx)

"Paul Irvine" wrote in message news:setnbuc3qf4388tdi0dcca8or9khdrfa2b@4ax.com...
> On Tue, 16 Apr 2002 01:08:12 GMT, "I-Hate-Spam"
> wrote:
>
> >I'm confused.. for the life of me I can't figure out how to burn the Atari
> >emulator for my dreamcast.. I go to the following page, but don't know which
> >file(s) to download... ANY HELP WOULD BE ENORMOUSLY APPRECIATED AS ALL I
> >WANT TO DO IS PLAY FLIP & FLOP ON MY DREAMCAST.
> >
> >Thanks in advance.
>
> Is there any reason you *have* to play it in the DC..
>
> You seem to be running Windows so why not use a PC emu.
>
> I only say this as there's no simple way to create the DC image needed
> as it's multiple tracks with bin files from other disks etc.
> --
> Paul

2305. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-16 23:39:16 UTC
From: I-Hate-Spam <I-Hate-Spam@att.net>
Message-ID: <EC2v8.29923$Rw2.2240391@bgtnsc05-news.ops.worldnet.att.net>
Source record: 29926
Body handling: HTML body converted to readable text

Let me know what you want... I already have a cd burner, & the flipflop.exe saved on my PC... but I can't seem to figure out an wasy way to get it to work on my dreamcast..

let me know what you want.

"switchblade" wrote in message
news:aESu8.32770$%L1.201555@news.easynews.com...
>
> "I-Hate-Spam" wrote in message
> news:XG_t8.21786$Rw2.1749878@bgtnsc05-news.ops.worldnet.att.net...
> > Hey All...
> >
> > There is 1 game for my Atari 800 that to this day, I haven't been able
to
> > find on any other system (i.e. dreamcast, n64, nintendo, pc, etc). The
> > game is: FLIP & FLOP.
> >
> > If anybody knows if I can somehow play this game on my Sega Dreamcast
(or
> > any other system other than my atari 800), PLEASE let me know.
> >
> > I recently noticed messages about an atari emulator for the Dreamcast. I
> > unfortunately have been unable to figure out how to burn it, etc...
> > However, if somebody could provide me with a way to play my old all-time
> > favorite Atari game "FLIP & FLOP" I would be GRATEFUL!!!!
> >
> > ANY help/info would be enormously appreciated.
> >
> >
>
> Contact me on spacedmonkeys@yahoo.co.uk
>
> I can help you with this maybe you cna offer something in return!
>
>

2306. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 01:22:35 UTC
From: Greg Menke <gregm-newsz@mindspring.com>
Message-ID: <m33cxv5db8.fsf@europa.pienet>
Source record: 29927

> > But an
> > oscilloscope is really the better tool for this kind of thing.
> > Particuarly on the Atari, the edges of the signals are complex (and
> > slow), and a scope is helpful to see whats going on.
>
> ACK. Back in the mid-80s when I started building hardware for my
> Atari I always wished I could afford a scope - I was attending
> school this time and had no money for such fancy stuff...

20mhz dual channel analog scopes are becoming reasonably priced, particularly for used models- sometimes below $100 US. Which is still a good bit of money, but its better than 5-10 years ago..

Its quite interesting how oscilloscopes hold their value. At work I regularly use a 4 channel Tek that was discontinued in 1985- I estimated its current value at $8000 (probably too low since we have a set of nifty plug-in modules to go with it).

>
> BTW: I just checked with my Horowitz/Hill, and it states that typical
> output values for TTL are 0.2V and 3.4V for LOW and HIGH, respectively.
>
> So, to come back to the original question: If DATA OUT is 0.2V (which
> means LOW) _all of the time_, there's something going wrong.
>

I think you're probably right. I can never remember the voltage level of the idle UART output; I <think> its supposed to be hi, then driving low for the "on" bits; analagous to the EIA voltage levels used for RS232.

I checked some datasheets too, the standard TTL hi output they mention is hi at 2.4v at 400ua, which is pretty close to marginal- and may require a pullup for interfacing to some CMOS. But regardless, the poster should be seeing at least 2 volts.

Gregm

2307. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 08:19:41 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <xeav8.110688$eM1.12430@news.easynews.com>
Source record: 29928

"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0204161810.490d5a06@posting.google.com...
> usenet-20020416@hias.horus.com (Matthias Reichl) wrote in message
news:<slrnabofv3.1aa.usenet-20020416@camel.hias.horus.com>...
> > Hi!
> >
> > On 15 Apr 2002 16:21:04 -0700, Zothen Runecaster wrote:
> > > Is it possible to put a PC Board into an XL case to create some kind
> > > of "next-gen" ATARI 800 , which in fact is a PC using an emulator.
> > >
> > > [...]
> > >
> > > - you may need special PC boards = expensive , but maybe you can put
> > > more stuff in the big 1050 cases ???
> >
> > Have a look at www.jumptec.com and look for "DIMM-PC" and "PC/104".
> > Especially the DIMM-PC is an extremely cool device IMO, but there's
> > one big problem (in addition to the high price): CPU-speed. The fastest
> > embedded PCs I know of are Pentium-class systems (running at 166MHz
> > or so). And most emulators I've tested so far didn't run too well on
> > such slow PCs.
> >
> > OTOH faster processors cause other troubles - mainly heat, noise and
> > demand for extremely strong power supplies. So unless you want to
> > melt your fine Atari case within five minutes after startup (and
> > also fry your processor), you'd have to care about cooling.
> >
> > BTW: Some 3 months ago I was thinking about building a small SIO2PC
> > server with a PC/104, a TFT, a notebook-harddisk, and a small
> > keyboard. The total costs would have been approx. 1000 EUR (~900 US$),
> > so I had to abandon the idea. Building it would have been cool, but it
> > was far too expensive - and you can get an old notebook for some few
> > hundred bucks and it would do exactly the same.
> >
> > so long,
> >
> > Hias
>
> I may get lots of old Notebooks for very low prices (=almost for free)
> , the only question is how fast a PC must be to emulate an XL.
>
> ATARI XL and 1050 cases are also very common , I can get 30-50 within
> a month , but some of the not in best condition.
>

> Only question : Would anybody be interested in such a system ?
>
> ZR

Sounds like too much hassle for so little reward.

Most people interested in the Atari have got a real one for themselves. They most likely also own a pc. Too much effort I reckon!

2308. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 09:29:51 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <Qibv8.43602$C21.7963169@news6-win.server.ntlworld.com>
Source record: 29929

"Chris Taylor" <jtaylor775@comcast.net> wrote in message
news:smqu8.41016$iw.4070585@bin4.nnrp.aus1.giganews.com...
> Hey folks,
>
> Does anybody know of any good demos that will work in a stock Atari
800
> (48k)? (It's all I've got :P)
>
>
> Thanks,
> Chris

Waddya mean it's all you've got? Gimme gimme gimme!

I was given an 800 some time ago but it was faulty :-(

Still hoping to find one someday in a car boot sale.

David

2309. Indus PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 10:49:48 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CBD534C.2805CA4C@asw.cz>
Source record: 29930

Hi,

what PSU does Indus GT need?

Is there an Atari equivalent?

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2310. Re: DATA OUT ON ATARI

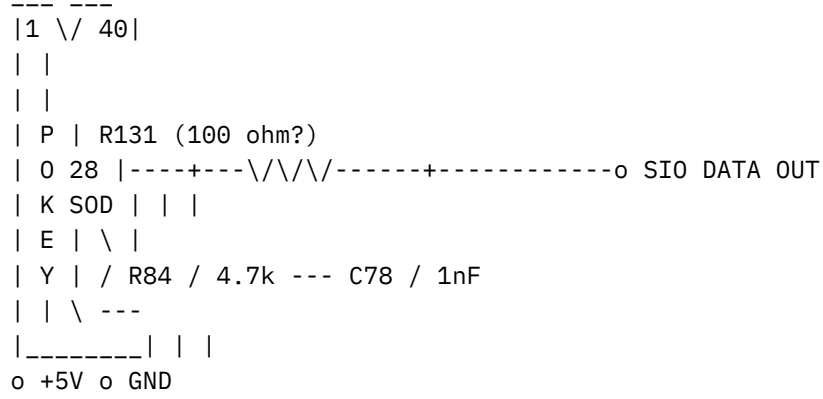
Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 12:48:09 UTC
From: usenet-20020417@hias.horus.com
Message-ID: <slrnabqrld.154.usenet-20020417@camel.hias.horus.com>
Source record: 29931

On Tue, 16 Apr 2002 20:16:32 +0100, IAN MCDOWELL wrote:
> Thank for your help guys
>
> i attached by microphone input on my pc to the data out,there is data being
> sent ,but it doesnt have a high voltage behind it
> it just stays at 0.20v
> it there anyway of building a simple circuit to get the voltage back up to
> 5+ volts or is it the bin for my atari

I just checked the output of my 800 XL with a digital voltmeter:
Default voltage (when SIO is inactive) is ~ 4.9V.
If there's activity on the SIO bus (measured during boot-up), the
voltage drops down to ~4.7V.

I guess it is most probable that your POKEY is broken. There's still
a very slight chance that one of the resistors or the capacitor
between POKEY and SIO connector (or maybe also a PCB trace) are
damaged.

Here's the important part of the 800 XL schematics:
(POKEY = U22 = C012294)



(I hope I got it all right, some numbers were quite hard to read)

First of all, check the voltage directly at pin 28 / SOD.

If that doesn't work, it will become a little tricky:

If you are lucky, your POKEY is mounted in a socket. Carefully bend up
pin 28 and measure the voltage of DATA OUT (on the SIO connector).
It should be ~4.8-5V (due to the pull-up resistor R84). If you don't
get 5V, check the resistors and capacitors.

Now, if you got 5V at DATA OUT, your POKEY is most certainly damaged. The SOD pin is an open collector output (therefore the need for the pull-up resistor) and normally it should by in the high-impedance state.

As a last test you could try connecting a 4.7k resistor from the bent-up pin 28 to +5V (like in the original schematics) and then check the voltage at pin 28. If it's still not ~5V your POKEY is certainly broken.

You still don't have to trash your Atari in case of a broken POKEY, try contacting ABBUC or one of the well-know dealers. There should be a good chance you can get a replacement POKEY.

so long,

Hias

2311. Re: 8-Bit printer options

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 12:54:19 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9jr9tnkk1@nets3.rz.RWTH-Aachen.DE>
Source record: 29932

Howdy Bob, Greg, folks

> I use HP LaserJet 4Ps on my Ataris. They are one of the last front panel
> selectable cheap printers - from which you can select your default fonts,
> etc. The newer laser printers can only set fonts and operating modes thru
> the interface, not impossible, but not as easy as selecting on the panel.
> This does allow you to print just about any point size of the internal
fonts
> in the printer on your Atari.
> Either way, you really have to do a little work to get properly formatted
> output from a word processor. I have managed to use the proportional font
> setting with AtariWriter and printer driver creation utilities to get good
> results.

There is an Atari Writer HP Laserjet printer driver on my 'stuff' page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm I don't have a
clue where I found it.

BTW Bob, when is the next issue of Atari Classics comming out?

CU Mathy van Nisselroy

2312. Re: Antic Music Processor 2.0 - Source Code

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 12:58:12 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9jrh7nsj1@nets3.rz.RWTH-Aachen.DE>
Source record: 29933

Howdy Andreas, folks

> (think STart was the follow-up magazine of antic, that did not last
> long)...

STart started as part of ANTIC, then became a separate magazin.

> Man, I wish the polish programmers
> would use these sounds in their sound processors like MPT, CMC and such
> instead of that boring techno/rave/house/acid stuff ...

I agree totally.

CU Mathy van Nisselroy

2313. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 13:04:13 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9jrsf$o70$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29934

Howdy Chris

> glad you like the game demo, yes the dragon is awkward. But I'm amazed
(and
> pleased) it works with your nicely upgraded system.

It works on my 128kB 65XE (which came with a 130XE motherboard less CO25953
and 2 (64x4) RAMchips)
It doesn't on my XEGS (which has been upgraded to 1MB). It stopped I guess
just when the game is supposed to start. Do you do something funny with
$D301??

I tried testing it with my 1MB 800XE, I worked, but the 800XE doesn't
function as it should. It worked when Andre Bertram checked it, then after
the mailservice had it, it started up doing stupid things. Looks like I'll
have to resolder the whole thing.... :-(

CU Mathy van Nisselroy

PS all my upgraded computers DO have separate ANTIC and CPU access, just
like a normal 130XE has. I use the same chip (CO25953).

2314. MyDOS code: now available in three textfiles

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 13:21:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9jstp$p7d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29935

Howdy folks

Lee has placed the source code to the improved version of MyDOS in three files. You can find them on my MyDOS site at http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm

CU Mathy van Nisselroy

2315. Re: Turboflex for 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 14:02:14 UTC
From: carmel_andrews@hotmail.com
Message-ID: <6912483e.0204170602.44fe5308@posting.google.com>
Source record: 29936

Turbo flex was originally printed in a UK magazine called page 6/or
new atari user (cant remember what issue, but i do have it somewhere)
so if they still exist, ask page 6 publisihng/les ellingham

It was basically a type in listing (by the famous 'yak' himself),
which was reminisant of the classic type in listing that decent
computer mag's had in their mag's in the early 80's (80-84), i seem to
remeber a type in listing of an atari program in C&VG and also PCW
(both uk mag's), strange because these particular mag's hardly covered
atari articles (back to the old 'anti atari' argument)

happy atari'ng

carmel

2316. FA: ATARI 2600 VCS original box and 10 Games

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 14:12:52 UTC
From: mmartins <mmartins@talk21.com>
Message-ID: <a9jvt4gvn1@helle.btinternet.com>
Source record: 29937

Hi

I'm selling the following item on ebay:

ATARI 2600 VCS original box and 10 Games
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2017870790

Please contact me at mmartins@talk21.com if you have any questions or
requests.

TIA

2317. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 14:15:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <2n0rbuglrvcvbu06dh49fvhdn4hpbda40t@4ax.com>
Source record: 29938
Body handling: HTML body converted to readable text

On Tue, 16 Apr 2002 23:38:29 GMT, "I-Hate-Spam"
wrote:

>I have gotten it to work on my PC.. but I am spoiled with the game
>systems... I can relax on my water bed & play the games on my LARGE tv...
>therefore, I'd love to play my old-time favorite game on my dreamcast (or
>any other game system for that matter -- assuming it was possible. I also
>have the psx)

ROTFL...

How we have evolved...We now want to play games on huge TV's, on a
console while sitting on a water bed ;-)

I was happy just playing my real Atari on a 14inch Ferguson TV while
sitting on a cheap old chair ;-)

How times have changed :-)

Btw, I hope you are up and running now...
--
Paul

2318. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 15:53:39 UTC
From: usenet-20020417@hias.horus.com
Message-ID: <slrnabr57d.154.usenet-20020417@camel.hias.horus.com>
Source record: 29939

On Wed, 17 Apr 2002 08:19:41 GMT, switchblade wrote:
>
> "Zothen Runecaster" <zothen@my-deja.com> wrote in message
> news:fcd76a9e.0204161810.490d5a06@posting.google.com...
> >
> > I may get lots of old Notebooks for very low prices (=almost for free)
> > , the only question is how fast a PC must be to emulate an XL.

I'm not too sure, but I would estimate approx. 300MHz.

I've thought about re-using a notebook, too, but IMO it would be very
complicated:

- Actually you'd have to use a sub-notebook so that the "mainboard" will
fit into an 800XL case.
- Dis- and re-assembling a sub-notebook is not a funny thing.
- The notebook would have to support video-out (some sub-notebooks I've
seen only supported VGA-out with their port-replicator, and
composite/S-video out is even more uncommon).
- You have to build a special interface so you can use your Atari XL
keyboard with the notebook.
- And another interface for SIO (like 1050-2-PC).
- Maybe you have to modify the emulator so that it works with your
special interfaces.
- Take care that you use a robust OS and filesystem, you most certainly
would not want to trash your "virtual XL" by simply power-cycling it
10 times, for example.
- ... plus a lot more items I forgot.

> Sounds like too much hassle for so little reward.

The idea is nice, but actually I have to agree with that. A whole lot
of work, and IMHO more disadvantages than advantages compared to
using a real Atari (that you can get quite cheap).

so long,

Hias

2319. Re: Indus PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 16:08:12 UTC
From: Dan Vernon <dan@bitsofthepast.com>
Message-ID: <a9k6evrhu1@news.chatlink.com>
Source record: 29940

Hi Jindroush,

its the one that comes with the Atari 5200. I forget the part number, but
its all detailed out in the Atari FAQ.

-Dan

2320. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 16:42:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cbda5fe$0$1520$1dc6e903@news.corecomm.net>
Source record: 29941

I don't know about your data voltages.
But, you said 'bin' for the Atari. Uhm, I gotta say something.
At least it is good for parts for the next Atari you buy.
It is always good to have two, at least one working, to compare
voltages, logic probe, oscilloscope.
One thing people have said is that a 'weak' power supply can cause
problems. I mean have you checked to see that a full 5 volts is
present on (where?) near the ps connector.
Second, if you had another, swap out chips, many are socketed.
I think the Pokey has something to do with the SIO.
I used to go pin by pin and check logic probe, low, high, signal, on
a working board and a busted one. If I found something different,
I'd swap the chips and see if that fixed it. This has worked a couple
times for me. At least pull the chips out of it, they don't take up
much space.
Russg

2321. OSS Supercart Hacker's Guide

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 17:48:12 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <a9kcaevit1@news.chatlink.com>
Source record: 29942

Hi all,

This has been a long time in coming, promised to many, and finally finished.
I just wrote up a small page detailing the opening and hacking of the OSS
Supercartridge. Its not much so far, but its a start (I've got more ideas
brewing). Note that I've also moved to a new domain name.

http://www.retrobits.net

-Dan

2322. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 18:08:55 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <eMiv8.27280$58.1716177@zwoll1.home.nl>
Source record: 29943

Paul Irvine wrote

: How we have evolved...We now want to play games on huge TV's, on a
: console while sitting on a water bed ;-)

: I was happy just playing my real Atari on a 14inch Ferguson TV while
: sitting on a cheap old chair ;-)

: How times have changed :-)

Nothing has changed over here. I still use original 130XE, with very old 12"
color-TV, sitting on an old chair, stolen many years ago out of the kitchen
from a friend...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2323. FA: Atari 8-bit hardware, software and books!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 18:31:57 UTC
From: mrpnuts@hotmail.com
Message-ID: <63a1aac8.0204171031.78ab7ff1@posting.google.com>
Source record: 29944

Hi all! Please check out my auctions on eBay. I have some 8-bit Atari hardware, software and books for auction at low starting bids. Here's what I have listed:

* AtariWriter Plus software. Original disk, manual and quick reference card. Also comes with Atari Proofreader disk. RARE! See: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1346508467

* Atari 850 Interface Module, working conditon, with power adapter, RS-232 cable, original manual. See: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1346422406

* Atari 850 Interface Module, working condition, with power adapter and original manual. See: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1346423839

* "Inside Atari Basic," a book by Bill Carris. Very good condition. See: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1531045213

* Deluxe Invaders cartridge and manual for 8-bit Atari. Great cond. See: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1346505989

Happy bidding, everyone!
mrpnuts@hotmail.com

2324. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 18:59:22 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3cbdc5c0_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 29945

Thanks for that hias,thats very helpful
I have checked the pin and its 0.20v is that good,how do i test to see if a resistor is broken,and where is capacitor i should test.

on my multimeter the c78 resistor is 0.242 setting it on 2k ohm

"Matthias Reichl" <usenet-20020417@hias.horus.com> wrote in message news:slrnabqrld.154.usenet-20020417@camel.hias.horus.com...
> On Tue, 16 Apr 2002 20:16:32 +0100, IAN MCDOWELL wrote:
> > Thank for your help guys
> >
> > i attached by microphone input on my pc to the data out,there is data being
> > sent ,but it doesnt have a high voltage behind it
> > it just stays at 0.20v
> > it there anyway of building a simple circuit to get the voltage back up to
> > 5+ volts or is it the bin for my atari
>
> I just checked the output of my 800 XL with a digital voltmeter:
> Default voltage (when SIO is inactive) is ~ 4.9V.
> If there's activity on the SIO bus (measured during boot-up), the
> voltage drops down to ~4.7V.
>
> I guess it is most probable that your POKEY is broken. There's still
> a very slight chance that one of the resistors or the capacitor
> between POKEY and SIO connector (or maybe also a PCB trace) are
> damaged.
>
> Here's the important part of the 800 XL schematics:
> (POKEY = U22 = C012294)
>
> ___ ___
> |1 \/ 40|
> | |
> | |
> | P | R131 (100 ohm?)
> | O 28 |----+---\/\/\/------+------------o SIO DATA OUT
> | K SOD | | |
> | E | \ |
> | Y | / R84 / 4.7k --- C78 / 1nF
> | | \ ---
> |________| | |
> o +5V o GND
>

> (I hope I got it all right, some numbers were quite hard to read)
>
> First of all, check the voltage directly at pin 28 / SOD.
>
> If that doesn't work, it will become a little tricky:
>
> If you are lucky, your POKEY is mounted in a socket. Carefully bend up
> pin 28 and measure the voltage of DATA OUT (on the SIO connector).
> It should be ~4.8-5V (due to the pull-up resistor R84). If you don't
> get 5V, check the resistors and capacitors.
>
> Now, if you got 5V at DATA OUT, your POKEY is most certainly damaged.
> The SOD pin is an open collector output (therefore the need for the
> pull-up resistor) and normally it should by in the high-impedance
> state.
>
> As a last test you could try connecting a 4.7k resistor from the bent-up
> pin 28 to +5V (like in the original schematics) and then check the
> voltage at pin 28. If it's still not ~5V your POKEY is certainly broken.
>
> You still don't have to trash your Atari in case of a broken POKEY,
> try contacting ABBUC or one of the well-know dealers. There should be
> a good chance you can get a replacement POKEY.
>
> so long,
>
> Hias

2325. Re: Flip & Flop??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 19:12:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <tohrbuoblgblbtmb4a6n7opj3g7dbdgb0d@4ax.com>
Source record: 29946

On Wed, 17 Apr 2002 20:08:55 +0200, "Fox-1" <DONT_USE_fox-1@home.nl>
wrote:

>
>Paul Irvine wrote
>
>: How we have evolved...We now want to play games on huge TV's, on a
>: console while sitting on a water bed ;-)
>
>: I was happy just playing my real Atari on a 14inch Ferguson TV while
>: sitting on a cheap old chair ;-)
>
>: How times have changed :-)
>
>
>Nothing has changed over here. I still use original 130XE, with very old 12"
>color-TV, sitting on an old chair, stolen many years ago out of the kitchen
>from a friend...

It's good to see there are some good old users still who value the
basic pleasures ;-)
--
Paul

2326. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 19:38:44 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9kj04prh1@paris.btinternet.com>
Source record: 29847

It doesn't on my XEGS (which has been upgraded to 1MB). It stopped I guess just when the game is supposed to start. Do you do something funny with $D301??

I would say it is the 1Mb upgrade that has to do something funny with $D301.....! (as far as I know there aren't enough bits left there to select that much memory in the same way as a standard 130xe). Do you have any documentation on how this or other 3rd party memory upgrades is supposed to be used....or links, anyone..? No promises, but maybe they can be detected and dealt with properly then.

Also, I have no idea about the XEGS. Are there any subtle differences between coding it and other XE series?

Thanks
Chris
:-)

2327. Re: OSS Supercart Hacker's Guide

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 21:39:51 UTC
From: Netguy <netguy@netguy.net>
Message-ID: <MPG.1727b5b05e4aaa609896aa@News.CIS.DFN.DE>
Source record: 29848

In article <a9kcaevit1@news.chatlink.com>, dan@retrobits.nospam.net
says...
> Hi all,
>
> This has been a long time in coming, promised to many, and finally finished.
> I just wrote up a small page detailing the opening and hacking of the OSS
> Supercartridge. Its not much so far, but its a start (I've got more ideas
> brewing). Note that I've also moved to a new domain name.
>
> http://www.retrobits.net
>
> -Dan
>
>
>
>
Thanks, I read the page and it's very interesting.

2328. Re: 800XLDJ (SIO2PC software) on a TT?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 21:48:27 UTC
From: ebaiz@skyenet.net
Message-ID: <L4mv8.56$Ur2.35535@newsfeed.slurp.net>
Source record: 29849

On 16 Apr 2002 15:54:11 , Rod Smith wrote:
>Hi,
>
>I've recently gotten an SIO2PC cable (to link an 8-bit to a standard
>RS-232 port on a PC or the like), and it works fine with the basic DOS
>software on my x86 laptop; however, I'd prefer to use it with my Atari
>TT. There's a package called 800XLDJ
>(http://wwwstud.ira.uka.de/~s_tomczy/dj800.html) that's intended for
>this purpose, but it's written for STs, with a Falcon version also
>included in the archive. Unfortunately, both the ST and Falcon versions
>lock up my TT; they both display a menu bar and a window for selecting
>disks, then the system locks up (the mouse pointer freezes). The
>documentation's in German, and so isn't much use to me. Does anybody
>have any suggestions or tips? Thanks.
>

Hello,

I use that program with my Atari Hades060 with no problems. I have also made some DI Mega files along with some other DI files that auto-boot. These are mostly games, so if you need or want any let me know or else go to the site: http://homepages.paradise.net.nz/atari/. I uploaded all of my Mega DI files to this guy. They are complete with descriptions. I also wrote an article that is online: http://www.gooddealgames.com/articles/Atari_800XLDJ.htm.

Now for your problem. I believe 800XLDJ needs a multi-tasking environment, I use it under Magic. I know it bombs under Geneva and I think under plain TOS. I have not tried it under Mint, but I am sure it should work. The Falcon version is only for the Falcon and also bombs on my Hades. If this does not help, email me and we can get things straightened out.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2329. Re: Old Computer Mag website!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 23:22:05 UTC
From: John Smith <john_smith2001@eskimo.org>
Message-ID: <e60sbuo812r1hlbvbaf31404f9846sitv9@4ax.com>
Source record: 29850

Below is a list of old Atari magazines and manuals that my Mom is
parting with.

The originating zip code is 93003 and postage calculators are at
http://postcalc.usps.gov/ and
http://wwwapps.ups.com/servlet/QCCServlet?iso_language=en&iso_country=US

If you're interested, contact me at jsksy001@sneakemail.com

ANTIC
Volume 1 issues 2-6
Volume 2 issues 1-12
Volume 3 issues 1-12
Volume 4 issues 1-12
Volume 5 issues 1-12
Volume 6 issues 1-12
Volume 7 issues 1-12
Volume 8 issues 1-8
Volume 9 issues 1 & 2

ANALOG
Issues 6 & 8-79

COMPUTE
Issues 12, 23-28, 32-45, 49, 50, 56, & 60-98

CREATIVE COMPUTING
Volume 8 issues 4, 7-12
Volume 9 issues 1-6
Volume 11 issue 2

ATARI CONNECTION
Issue 1 Spring 1982
Issue 2 Summer 1983
Spring 1983

SOFT SIDE
Issues 35-37

START
Volume 5 issues 2 - 4

ST-LOG
Issues 11-12

** OTHER ATARI REFERENCE BOOKS **

30 Days to Understanding Basic XL by Bill Wilkinson & Diane
Goldstein

ASSEMBLER EDITOR User's Manual for ATARI 400/800

ATARI BASIC Learn by using by Thomas E. Riley

ATARI Basic (Self-teaching Guide) by Albrecht, Finkel & Brown

ATARI Logo (Xeroxed instructions)

ATARI Microsoft Basic II (with DisK) Reference Manual

ATARI PROGRAMMING with 55 Programs by Linda M. Schreiber

COMPUTE's 1st Book of ATARI

COMPUTE's 2nd Book of ATARI

COMPUTE's 1st Book of ATARI Graphics

COMPUTE's 2nd Book of ATARI Graphics

COMPUTE's 3rd Book of ATARI

VISICALC (ATARI Edition) (with Disk) by Donald H. Bell

INSIDE ATARI DOS by Bill Wilkinson (OSS, Inc.)

MACHINE LANGUAGE for Beginners by Richard Mansfield

? Program ATARI in 6502 Machine Language by Sam D. Roberts

SynCalc (with Disk) by SYNAPSE

the ATARI Assembler by Don Inman & Kurt Inman

The ATARI User's Encyclopedia by Gary Phillips & Jerry White

the Home Accountant (with Disk) by Arrays Inc./Continental
Software

On Fri, 12 Apr 2002 21:23:46 -0700, John Smith
<john_smith2001@eskimo.org> wrote:

>My Mom has a bunch of old Atari mags that she wants to eliminate from
>her attic (Analog and Antic, I think... maybe some Compute). I'm not
>sure if she has the 1st issues but I'm pretty sure that she has issues
>dating back to the 1st year of each publication.
>
>If anyone's interested, contact me at jsksy001@sneakemail.com

2330. question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-17 23:35:09 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <NEnv8.70321$3L2.6106756@bin7.nnrp.aus1.giganews.com>
Source record: 29851

Has anyone got a CAS image to work with a real Atari? I've got a cassette image that works with the new Atari800Win Plus 3.0 emulator, so I pulled out my 130XE to try and load it using APE and I just can't get it to work! I start the XE with Option-Start and roll the tape in Ape. After about 10-15 seconds I get a boot error. Any ideas?

Dominik

2331. Re: OSS Supercart Hacker's Guide

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 01:08:34 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E394D2.654E%gfa@basic.net>
Source record: 29852

in article MPG.1727b5b05e4aaa609896aa@News.CIS.DFN.DE, Netguy at
netguy@netguy.net wrote on 4/17/02 5:39 PM:

> In article <a9kcaevit1@news.chatlink.com>, dan@retrobits.nospam.net
> says...
>
>> This has been a long time in coming, promised to many, and finally finished.
>> I just wrote up a small page detailing the opening and hacking of the OSS
>> Supercartridge. Its not much so far, but its a start (I've got more ideas
>> brewing). Note that I've also moved to a new domain name.
>>
>> http://www.retrobits.net
>
> Thanks, I read the page and it's very interesting.

Indeed, the 4 carts in one is a very impressive hack!

Lonny Pursell

2332. Re: 800XLDJ (SIO2PC software) on a TT?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 02:24:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <vmal9a.f8o.ln@speaker.rodsbooks.com>
Source record: 29853

In article <L4mv8.56$Ur2.35535@newsfeed.slurp.net>,
ebaiz@skyenet.net (Edward S. Baiz Jr.) writes:
>
> Now for your problem. I believe 800XLDJ needs a multi-tasking
> environment, I use it under Magic.

Ah, thanks. I plan on trying out some of the newer multitasking stuff
for the TT, but haven't gotten around to it yet, so that may well be the
problem.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2333. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 03:19:12 UTC
From: Chris Taylor <jtaylor775@comcast.net>
Message-ID: <QWqv8.82651$K5.7540542@bin5.nnrp.aus1.giganews.com>
Source record: 29854

"maurita.o" <maurita.o@ntlworld.com> wrote in message
news:Qibv8.43602$C21.7963169@news6-win.server.ntlworld.com...
> "Chris Taylor" <jtaylor775@comcast.net> wrote in message
> news:smqu8.41016$iw.4070585@bin4.nnrp.aus1.giganews.com...

>
> Waddya mean it's all you've got? Gimme gimme gimme!
>
> I was given an 800 some time ago but it was faulty :-(
>
> Still hoping to find one someday in a car boot sale.
>
>
> David
>
>
>
What I ment was that I don't have an XL or an XE system that many demos seem
to utilize.
I've had my 800 since 1982 and she still works flawlessly. I'd tell you
about my computer collection, but there woulden't be enough room!!!

Chris

2334. Re: OSS Supercart Hacker's Guide

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 03:24:52 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CBE3C84.E915D41A@one.net>
Source record: 29855

I have a cart I bought from James King (I think) a while ago (1997?)
that has three in one: Action!, MAC/65 and BASIC XL (or BASIC XE, I
don't remember which).

I was (and still am) impressed.

-Bob

lp wrote:
>
> in article MPG.1727b5b05e4aaa609896aa@News.CIS.DFN.DE, Netguy at
> netguy@netguy.net wrote on 4/17/02 5:39 PM:
>
> > In article <a9kcaevit1@news.chatlink.com>, dan@retrobits.nospam.net
> > says...
> >
> >> This has been a long time in coming, promised to many, and finally finished.
> >> I just wrote up a small page detailing the opening and hacking of the OSS
> >> Supercartridge. Its not much so far, but its a start (I've got more ideas
> >> brewing). Note that I've also moved to a new domain name.
> >>
> >> http://www.retrobits.net
> >
> > Thanks, I read the page and it's very interesting.
>
> Indeed, the 4 carts in one is a very impressive hack!
>
> -------------
> Lonny Pursell

2335. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 09:56:30 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9m58hjps1@nets3.rz.RWTH-Aachen.DE>
Source record: 29856

Howdy Chris

> I would say it is the 1Mb upgrade that has to do something funny with
> $D301.........! (as far as I know there aren't enough bits left there to
> select that much memory in the same way as a standard 130xe). Do you have
> any documentation on how this or other 3rd party memory upgrades is
supposed
> to be used....or links, anyone..? No promises, but maybe they can be
> detected and dealt with properly then.
>
> Also, I have no idea about the XEGS. Are there any subtle differences
> between coding it and other XE series?

Andreas Magenheimer is putting together a nice list of information about memory upgrades. Part (or all) of it might be in Michael Current's FAQ. I'm not sure if the info about my upgrade has been corrected yet.

Testing doesn't seem to be too hard. If you want to, I can ask Lee (who doesn't want his last name mentioned on a newsgroup) if he has one of the routines MyDOS uses (it seems to be a great routine) in a format that you can use.

Sure $D301 has enough bits to select 1MB. My upgrade does so. And doesn't even loose separate ANTIC and CPU access. What I do is check bits 4 and 5. If either or both are zero, the BASIC, OS ROM, SelfTest and in the XEGS Missile Command enable lines are frozen (a flipflop makes sure there status doesn't change during this period), while their bits can be used to select memory. That's 4 bits plus the 2 bits the 130XE uses already makes 6 bits. 6 bits is all you need for 64 banks of 16kB totalling 1MB. As soon as bits 4 and 5 are both ONE again, you can change the status of the ROM(s) (BASIC, OS, SelfTest, Missile Command).

CU Mathy van Nisselroy

2336. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 10:16:46 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9m6efkub1@nets3.rz.RWTH-Aachen.DE>
Source record: 29857

Howdy Edward

> I am at the point where if I see some Atari item I want, I just buy it.
> She does the same with clothes. (g)

Problem with close is, they get out of style, while even in ten years,
Atari's will keep humming......

CU Mathy van Nisselroy

2337. for trade- OSS Action! and OSS basic XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 10:24:10 UTC
From: christianscott27@aol.comspam
Message-ID: <20020418062410.04361.00004312@mb-bh.aol.com>
Source record: 29858

just the carts, both are in excellent shape.

i'm looking to trade them for some classic video game carts.

email me your list if you're interested in a deal- christianscott27@aol.com

thanks
NEW ENGLAND GAMERS: get on the emailing list for our next trademeet! coming up in june, here in boston. send an email to christianscott27@aol.com

2338. Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 10:42:27 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9m7ukmde1@nets3.rz.RWTH-Aachen.DE>
Source record: 29859

Howdy folks

In the comp.sys.cbm (Commodore 64 and 128) newsgroup they are talking about
the return of the Amiga computers. Check out http://www.amiga.com too.

CU Mathy van Nisselroy

2339. Add a few CD ROM links to homepage

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 11:49:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <a9mbsdqjr1@nets3.rz.RWTH-Aachen.DE>
Source record: 29860

Howdy folks

For those who are interested, I added a few links to sites that have info on CD's and CD-ROMs. The stuff you need for programming. If anybody is working on some kind of CD-ROM navigator or CD-ROM version of BBXFER, please let me know.

CU Mathy van Nisselroy

PS you'll probably need this:
http://www-users.rwth-aachen.de/mathy.van_nisselroy it's on the main page.

2340. Re: DATA OUT ON ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 12:27:09 UTC
From: usenet-20020418@hias.horus.com
Message-ID: <slrnabteq9.20e.usenet-20020418@camel.hias.horus.com>
Source record: 29861

Hi Ian!

On Wed, 17 Apr 2002 19:59:22 +0100, IAN MCDOWELL wrote:
> Thanks for that hias,thats very helpful
> I have checked the pin and its 0.20v is that good,

No, actually that's not good.

> how do i test to see if a
> resistor is broken,and where is capacitor i should test.

Here's a short checklist:

* Power down your Atari and, with POKEY fully plugged into the
socket check the following things (put your multimeter into
"resistance" mode)
- locate R84 and measure the resistance - it should be 4.7k
- try to find out which end of R84 is connected with POKEY pin 28
and which end is connected with +5V.
- Measure the resistance between POKEY pin 28 and both ends of
R84. The resistance should be ~0-10 ohm at the end connected with
POKEY and ~4.7k at the end connected with +5V.
- Remember which end of R84 was connected with POKEY and which end
with +5V
- Check the resistance between the end of R84 connected with +5V
and POKEY pin 17 (that's the +5V input), it should be some
~0-10 ohm.
- locate R131 and check it's resistance - should be 100 ohm
- measure the resistance between POKEY pin 28 and DATA OUT on the
SIO connector - it should be ~100 ohm

* Remove POKEY from the socket and carefully bend up pin 28. You only
need to bend it up a little bit, so that it will just not plug into
the socket when you re-seat POKEY. Don't bend too much (some 30 or
at most 45 degrees angle should do), otherwise the pin could break!

* Plug POKEY into it's socket so that all pins except pin 28 are
well seated into the socket.

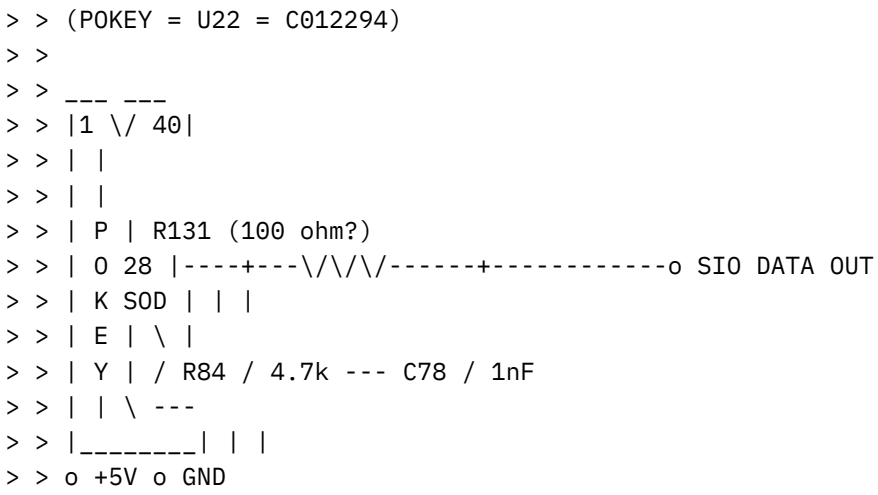
* Power up your Atari, put your multimeter into "DC voltage" mode,
and check these voltages:
- The end of R84 connected with +5V should be ~5V
- The end of R84 connected with POKEY should also be ~5V
- Both ends of R131 should be at ~5V, too
- And, finally, DATA OUT on your SIO connector should also be at ~5V.

Please do the tests in the described order, and post which checks
failed. I'll then consult my magical crystal sphere and tell you
what's going wrong :-)

so long,

Hias

(again, here's the important part of the schamatics)



2341. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 14:39:15 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <a9mlqjsat1@thorium.cix.co.uk>
Source record: 29862

That i assume would be the 'Amiga One', which is running about 12 months late from its original roll out.

Basicly a PPC motherboard with industry standard expantions etc that you can connect a 1200 to in order to access the original chipset.

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message news:a9m7ukmde1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> In the comp.sys.cbm (Commodore 64 and 128) newsgroup they are talking about
> the return of the Amiga computers. Check out http://www.amiga.com too.
>
> CU Mathy van Nisselroy
>
>
>

2342. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 14:57:21 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <l9Bv8.15588$3z3.1494098@newsread1.prod.itd.earthlink.net>
Source record: 29863

I used to sell those things when they were popular. After they were
dropped, there have been more attempts to revive it than I care to count.

"Pockets" <pockets@cix.co.uk> wrote in message
news:a9mlqjsat1@thorium.cix.co.uk...
> That i assume would be the 'Amiga One', which is running about 12 months
> late from its original roll out.

2343. help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 15:11:50 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <WmBv8.165758$%L1.1217059@news.easynews.com>
Source record: 29864

I have recently aquired a 130XE with a switch on the back which enables or disables something called "Omnimon" - or at least I think thats what it is.

Does anyone know what this is for, why it would be installed on a switch in the 130xe, and what I can do with it??

2344. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 20:41:16 UTC
From: daclmi@netscape.net
Message-ID: <3cbf26d2.1357651@news.CIS.DFN.DE>
Source record: 29866

On Thu, 18 Apr 2002 12:42:27 +0200, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy folks
>
>In the comp.sys.cbm (Commodore 64 and 128) newsgroup they are talking about
>the return of the Amiga computers. Check out http://www.amiga.com too.
>
>CU Mathy van Nisselroy

There is in fact a race underway to establish a PPC-based computer
that runs Amiga software. On the one hand is the Pegasos computer,
manufactured by bPlan. The Pegasos runs a unique operating environment
known as MorphOS, which allows Amiga (68K) software to be run on a PPC
processor. The Pegasos/MorphOS project is created by longtime Amiga
users/vendors who made and marketed a variety of accelerators during
the mid to late 1990's.

The other entry is corporate sponsored, receiving official Amiga Inc.
branding. Amiga Inc. is a Snoqualmie WA based marketing and licensing
company. They own the trademark "Amiga" but outsource the production
of this PPC project to Hyperion (software) and a variety of
hardware-oriented firms including Eyetech.

The Pegasos/MorphOS machine was first publically demonstrated last
year. Amiga Inc. have not demonstrated a working machine, but have
made a series of exciting marketing announcements. A senior employee
of Amiga Inc. recently threatened legal action against bPlan/MorphOS,
who maintain their solution is 100% legal.

Mathy quoted Amiga Inc.'s URL above. The URL for MorphOS is
http://www.morphos.de (there is a link to the bPlan website too.)

I have been following this stuff pretty closely and I believe the
Pegasos/MorphOS machine is the real deal, and that it represents a
genuine, modern alternative computer platform. But make up your own
minds. This is all very relevant to us Atari 8bitters, because the
late Jay Miner was the "father" of the Amiga, as well as the Atari
8bit.

2345. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 22:12:45 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9ngcs$6gi$1@paris.btinternet.com>
Source record: 29865

Thanks for the info and referrences. I hadn't realised the upgrade was your
design - you have a very cunning mechanism for switching there, and I meant
no offence when suggesting it was strange!
If I understand you correctly (had to read several times!).....
Because I load the graphics into a ram bank with the OS on, and the game
tries to that bank with the OS off,
with your system that is not the same bank, although it would be on an 130xe
(or compy or rambo). I therefore need to switch the OS off during loading.
If I have made wrong assumptions here, then if your friend Lee doesn't mind,
I would be glad of further assistance!

Thanks
Chris
:-)
"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> wrote in message
news:a9m58hjps1@nets3.rz.RWTH-Aachen.DE...
> Howdy Chris
>
> > I would say it is the 1Mb upgrade that has to do something funny with
> > $D301.........! (as far as I know there aren't enough bits left there to
> > select that much memory in the same way as a standard 130xe). Do you
have
> > any documentation on how this or other 3rd party memory upgrades is
> supposed
> > to be used....or links, anyone..? No promises, but maybe they can be
> > detected and dealt with properly then.
> >
> > Also, I have no idea about the XEGS. Are there any subtle differences
> > between coding it and other XE series?
>
> Andreas Magenheimer is putting together a nice list of information about
> memory upgrades. Part (or all) of it might be in Michael Current's FAQ.
> I'm not sure if the info about my upgrade has been corrected yet.
>
> Testing doesn't seem to be too hard. If you want to, I can ask Lee (who
> doesn't want his last name mentioned on a newsgroup) if he has one of the
> routines MyDOS uses (it seems to be a great routine) in a format that you
> can use.
>
> Sure $D301 has enough bits to select 1MB. My upgrade does so. And
doesn't
> even loose separate ANTIC and CPU access. What I do is check bits 4 and
5.
> If either or both are zero, the BASIC, OS ROM, SelfTest and in the XEGS

> Missile Command enable lines are frozen (a flipflop makes sure there
status
> doesn't change during this period), while their bits can be used to select
> memory. That's 4 bits plus the 2 bits the 130XE uses already makes 6
bits.
> 6 bits is all you need for 64 banks of 16kB totalling 1MB. As soon as
bits
> 4 and 5 are both ONE again, you can change the status of the ROM(s)
(BASIC,
> OS, SelfTest, Missile Command).
>
> CU Mathy van Nisselroy
>
>
>

2346. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 22:27:58 UTC
From: daclmi@netscape.net
Message-ID: <3cbf449f.8988085@news.CIS.DFN.DE>
Source record: 29870

On Thu, 18 Apr 2002 23:02:22 GMT, "William R. Cousert"
<wrcousert@yahoo.com> wrote:

>Do you think there's any chance that a new Amiga could be a major player in
>the PC market?

Well...

What Bill McEwen who runs Amiga Inc. said a couple years ago when he decided to focus on leveraging the Amiga trademark to develop games for handheld devices was that "Microsoft has won the battle for the desktop" but I always thought he was wrong. Microsoft has only won the desktop of the present, they have not won the future. And that is how I feel about it.

I'll stick to the system I know and describe Pegasos/MorphOS. What they have done in creating this PPC system is unique. Because unlike an unheard-of computer from Planet X, it has the advantage of being able to run the existing Amiga software library. You don't start from scratch with two programs in your catalog, you revive the stuff that has limped along for so long. Additionally there is specific MorphOS software that makes no compromise with the past, ie. developers don't have to code in 68K, they can code PPC.

I guess I do not think they will be a "major player in the PC market," how do you put a dent in something like that, but I believe they can be successful.

2347. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 23:02:22 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <2gIv8.53084$zN.25312167@twister.socal.rr.com>
Source record: 29867

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3cbf26d2.1357651@news.CIS.DFN.DE...
> On Thu, 18 Apr 2002 12:42:27 +0200, "Mathy van Nisselroy"
> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> I have been following this stuff pretty closely and I believe the
> Pegasos/MorphOS machine is the real deal, and that it represents a
> genuine, modern alternative computer platform. But make up your own
> minds. This is all very relevant to us Atari 8bitters, because the
> late Jay Miner was the "father" of the Amiga, as well as the Atari
> 8bit.
>
Do you think there's any chance that a new Amiga could be a major player in
the PC market?

2348. SIO Connector Details Needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-18 23:45:22 UTC
From: Gary Morton <gary@alma.demon.co.uk>
Message-ID: <3CBF5B03.545C7225@alma.demon.co.uk>
Source record: 29868

Dear Atari Experts,

Is there any information available which gives physical information about the SIO socket which goes on the PCB of Atari circuits?

A friend is laying out a PCB for me and has asked for details so that he can make a PCB shape up for the connector.

I plan to use two connectors in the usual Atari style so that the circuit can go anywhere in the daisychain. One thing I'm not too familiar with is how does the chain work, or which pins of connector #1 connect to which pins of connector #2. Are there any schematics of Atari products which illusrtate this? I have a couple of sockets which were desoldered from a Atari printer/plotter. A circuit diagram of this product would be most useful.

thanks...

--Gary

2349. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 00:00:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <S6Jv8.16614$3z3.1564303@newsread1.prod.itd.earthlink.net>
Source record: 29869

It is an 'always' = 'omni' available machine language monitor which allows you to check the status of memory and registers. One entry method is 'Select' + 'Reset' when the Omnimon OS has been selected by that switch. You can use it to disassemble 6502 code, change memory, read and write disk sectors or files, search memory for data, execute specific memory, etc. It is a very powerful tool.

The command syntaxis probably posted somewhere.
--
Ron

http://www.atariland.com/members/oldatarian

"switchblade" <xxx@nospam.com> wrote in message
news:WmBv8.165758$%L1.1217059@news.easynews.com...
> I have recently aquired a 130XE with a switch on the back which enables or
> disables something called "Omnimon" - or at least I think thats what it
is.
>
> Does anyone know what this is for, why it would be installed on a switch
in
> the 130xe, and what I can do with it??
>

2350. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 01:13:35 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CBF6F3F.1CE73BF@one.net>
Source record: 29871

Or, at the READY prompt, just type

X=USR(49152)

and that will enable the monitor.

-Bob

Ron Hamilton wrote:
>
> It is an 'always' = 'omni' available machine language monitor which allows
> you to check the status of memory and registers. One entry method is
> 'Select' + 'Reset' when the Omnimon OS has been selected by that switch. You
> can use it to disassemble 6502 code, change memory, read and write disk
> sectors or files, search memory for data, execute specific memory, etc. It
> is a very powerful tool.
>
> The command syntaxis probably posted somewhere.
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "switchblade" <xxx@nospam.com> wrote in message
> news:WmBv8.165758$%L1.1217059@news.easynews.com...
> > I have recently aquired a 130XE with a switch on the back which enables or
> > disables something called "Omnimon" - or at least I think thats what it
> is.
> >
> > Does anyone know what this is for, why it would be installed on a switch
> in
> > the 130xe, and what I can do with it??
> >

2351. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 02:54:38 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0204181854.6a91b8ef@posting.google.com>
Source record: 29872

"switchblade" <xxx@nospam.com> wrote in message
news:<WmBv8.165758$%L1.1217059@news.easynews.com>...
> I have recently aquired a 130XE with a switch on the back which enables or
> disables something called "Omnimon" - or at least I think thats what it is.
>
> Does anyone know what this is for, why it would be installed on a switch in
> the 130xe, and what I can do with it??

Switchblade,
Check out this website, there are a couple of files that you can
download that should answer your questions and explain how to use it.
<www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=omnimon&sortby=Name>

Regards,
kvan

2352. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 04:14:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <nQMv8.1594$967.605302927@newssvr11.news.prodigy.com>
Source record: 29873

I use a simple program called cas2wav.exe that converts the cas into a wav file which can be recorded on a tape from your soundcards output. Seems to work 90% of the time.
Do a google search on wav2cas atari and you should find it, if not I can email it to you.
Mo

Dominik wrote in message ...
>Has anyone got a CAS image to work with a real Atari? I've got a cassette
>image that works with the new Atari800Win Plus 3.0 emulator, so I pulled out
>my 130XE to try and load it using APE and I just can't get it to work! I
>start the XE with Option-Start and roll the tape in Ape. After about 10-15
>seconds I get a boot error. Any ideas?
>
>Dominik
>
>
>
>

2353. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 04:42:20 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CBFA04E.60704@verizon.net>
Source record: 29874

switchblade wrote:
> I have recently aquired a 130XE with a switch on the back which enables or
> disables something called "Omnimon" - or at least I think thats what it is.
>
> Does anyone know what this is for, why it would be installed on a switch in
> the 130xe, and what I can do with it??

Omnimon is a part of the OSNXL/XE OS. See other messages for Omnimon operation. Omnimon is only 6k of the 16K of code. There's 8K of actual OS code and 2K of (Fastchip) floating point code. The OS was done by me. The Omnimon code was done by (Charles) David Young and the Fastchip floating point code was done by Charles Marslett (also the original author of Mydos). Flipping the switch should actually swith the whole OS from the original to the OSNXE OS. A backwards compatible OS based on the original OSN for the 400/800.

2354. Re: Indus PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 07:26:25 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <a9ogr1pjj2@mohawk.hwcn.org>
Source record: 29876

Dan Vernon (dan@bitsofthepast.com) wrote:
: Hi Jindroush,

: its the one that comes with the Atari 5200. I forget the part number, but
: its all detailed out in the Atari FAQ.

: -Dan

The Indus uses a 9 volt DC powersupply. Do NOT use a 1050 powersupply with
an Indus.

2355. Bug/65, Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 07:40:12 UTC
From: Steve S <j70141@earthlink.net>
Message-ID: <wRPv8.20391$L1.1601217@newsread2.prod.itd.earthlink.net>
Source record: 29875

Hello,
I am in need of a program called Bug/65. I have Mac/65 and it was
supposed to be on the same disk, but it isn't. Also, I heard of something
called the Mac/65 toolkit. Anyone know anything about this?

Please reply directly to me at J70141@hotmail.com, I do not read newsgroups
very often.

Thanks

J70141@hotmail.com

2356. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 09:45:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <4opvbukidn8h3qqdf8ngd13cmeel9lu5ig@4ax.com>
Source record: 29877

On Thu, 18 Apr 2002 15:11:50 GMT, "switchblade" <xxx@nospam.com>
wrote:

>I have recently aquired a 130XE with a switch on the back which enables or
>disables something called "Omnimon" - or at least I think thats what it is.
>
>Does anyone know what this is for, why it would be installed on a switch in
>the 130xe, and what I can do with it??
>
Send us your email address again and I'll send you the OCR'ed docs I
did a while back.

Omnimon is a wonderful little bit of hardware :-)
--
Paul

2357. HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 11:09:35 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <a9otre$2col$1@innferno.news.tiscali.de>
Source record: 29878

How can I view HIP-Pictures in Turbo-BASIC?
I want to write a viewer for pictures in HIP-format for using with BOSS-X
(www.atarixle.de/boss)

Mirko

2358. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 12:39:56 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9p36s$n1a$1@paris.btinternet.com>
Source record: 29879

Shawn,
Don't know of a good way to test all the banks out easily. Certainly don't assume my game demo proves a fault with your machine. Maybe your 130xe has a massive ram expansion already like Mathy's! Mathy seems to know a lot about this with ramdisk and MyDos. Someone must know a good way to check it out properly.

Chris
:-)

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message news:3cbf9d59.24578018@news...
> "Sheddy" <cghutt@hotmail.com>:
> >Shawn,
> >you have a standard 130xe? no 3rd party memory mods, like your 800xl?
> >I'm not checking (yet) for memory mods - some work, but if they change the
> >way the 130xe normally accesses the memory banks, then it will crash at some
> >point. I checked out sector 55, and it would be the very last sector it
> >loads before trying to run the first screen.
>
> Well, I just tried it on my 256k 800XL and it works great! The flickering
> doesn't bother me at all and the game is cool... my thumb is sore from
> firing though!
>
> There must be something wrong with my 130XE... I just recently bought it
> and I haven't fully tested it yet. I wonder what the problem is?
>
> The 130XE seems to be fine for other things, so maybe it is in the expanded
> memory...
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2359. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 12:40:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc01031$0$71301$1dc6e903@news.corecomm.net>
Source record: 29881

OOOOOOoooo. You have a Omnimon.
Now you can be a super hacker/programmer/mathingy.
With Omnimon, you hit SELECT-RESET and enter the machine
language monitor.
Most notably, you can dump a game cart to sectors on a disk.
Then figure a way to get the sectors to a file, then you can disassemble
the cart and figure out the copy protection (where it writes to RAM
and changes a value, instead of the value staying the same, indicating
RAM instead of ROM.) And WAALA, you got a cracked file
of a cart.
If you really are into machine language, you can change values in mem,
start execution anywhere, and stuff like that. Also, it is pretty much
an 800 OS, so you can use it instead of a translator disk for those
games that won't run on a XL/XE.
Stuff like that.
I have a copy of the commands written out somewhere, but it is
a little hard to figure out without the complete documentation, which
somebody proably has someplace on the net.
Congradulations!
Russg

2360. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 12:42:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc010c6$0$71306$1dc6e903@news.corecomm.net>
Source record: 29880

ATARI will rise again!
Save your confederate money.
Remember the Alamo!
Long live the Queen.
Russg

2361. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 13:23:32 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <hHUv8.111346$VM5.70022340@e3500-atl1.usenetserver.com>
Source record: 29882

Why not use lightspeed C?

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message
news:3cc09e40.24808638@news...
> I am doing some programming with cc65 and am using the file routines...
> which are supposedly coded for the Atari. I was running into some wierd
> problems and I consulted the source code. To my surprise the feof and
> fseek functions are not implemented!
>
> Unfortunately I need these functions to continue my project...
>
> Anybody know how these functions might be coded? How do we tell if we are
> at the end of file with the Atari?
>
> Thanks,
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2362. Re: Indus PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 16:28:43 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3CC045BB.B7AFEAC7@bellsouth.net>
Source record: 29883

Jindrich Kubec wrote:
>
> Hi,
>
> what PSU does Indus GT need?
>
> Is there an Atari equivalent?
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

Don't know of an Atari equiv that's beefy enough, but the Indus comes with a Databyte supply 11.5vdc 1.95a supply, tip positive. (Reading off the bottom of mine.)

Hope this helps.

2363. Atari Copy Party in Poland!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 18:42:53 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3cc064f8@news.vogel.pl>
Source record: 29885

Welcome!

Below You find Official Invitation for real Atari Copy Party. Please spread this info to all Your Frends! If you are not certain to come, ask Mr.Bacardi how him oneself pleased year ago!
I have hope, that will write he a couple of words on theme of rally on comp.sys.atari :)

Photos from People's Summer 2001 -> www.atari8.prv.pl/lato2001
Photos from Last Party 2001 -> www.atari8.prv.pl/last2001

If you want to be informed about all novelties, send empty e-mail under address:
vasco3@poczta.fm?subject=People's_Summer_2002_-_English_Info

Greetings!

Vasco/Tristesse - organizer!

- -

Lato Ludzikow (People's Summer) 4 - ATARI XL/XE, ST, Falcon Copy Party
August, the 2nd-4th, 2oo2 - Taklamakan, Opalenica, Poland
Invitation
- -

What everyone guest has to know...

It's fourth edition of this party, and (both with winter 'Last Party') it is ninth party in this place allready! Sincethe famous QuaST party has dead, parties in Opalenica ('Last Party' on December & 'LL' at summer) became the most important Polish Atari fans party. It's dedicated to all Atari users: ST, ST(e), TT, Falcon, and of course XL/XE.
I must notice, that it is NOT a commercial party. No one will get a profit of making a party. A money, you will pay for enter, is only for renting a place and for praizes.

Yes, but what is the cost of it?

We live in a kapitalistic country, and no one will give as a place for free. That's why we have to pay 40 zl (it's about 20 DM, I think, that is not much for people from western Europe). We know, that (for a difference) a trip will be very expensive for people from ex-communist countries, that's why, if you are from: Czech, Slovakia, or ex-USSR (like Latvia, for example), you may enter FOR FREE!!! You can bring a good beer for organizer if you want. Of course (because we are not feminists) women always enter for free! So You can take your girl/wife with You with a not much cost.

When?

Party will be at the first weekend of August (just like the QuaST party). It means from the 2rd (Friday) to the 4th (Sunday). Official opening will be on Friday, but You can arrive on Thursday's afternoon - party place will be open, and some people will be there allready, I think. Official closing is on Sunday about noon, but You can stay on party place to the late afternoon.

Where I have to go?

As it was said, this party takes place in Poland (Poland is in Europe, betweem Russia and Germany, if you are not good in Geography ;-). A small city - Opalenica is at west from Poznan city (Posen), near west border of our country. All trains (without Express, IC, EC) from Frankfurt/Oder (Germany) to Posen are going through Opalenica (just look for yellow train station).
Party place is (as always) in City Culture Hause, called 'Taklamakan'. How to get there from the station? It's about 800 meters long walk. You should go along by 'Dworcowa' street. At it's end (where is railway crossing at left), turn right to the '5-go>Stycznia' street. At next crossroads turn to 'Powstanca Kozaka" st. Walk ahead 100 meters and turn right to 'Farna' st. At it's enf you will see city-hall. Then turn right, and left to 'Mickiewicza' st. About 50 meters later You will see so long awaited 'Taklamakan'. Hurra!
If You think, that's a bit complicated, I have a good information. Probably always someone will wait for You at railway station!

What should I expect at this Takla...?
* A big show-hall where You can put your hardware (or see others' one). This hall has a big scene for Atari Scene ;-).
* A separate sleeping-room.
* A pizzery in the same building.
* A shower (wow, great!).
* And (the most important!) a lot of famous Atarians! And great Atari hardware.

You can also expect competitions (music, graphic, intro & demo). Bring your own production to participate in competitions!

You should not expect a comfortable beds, so take your own sleeping-bag! You

may take your hardware (don't forget about monitor, cables, etc). Probably we will also make a camp-fire one night (yes! in the city!) to roast some sausage and talk to the morning.

Competition rules (XL/XE)

Some general notes:
- There's have to be not less that 3 works to make the competition.
- In the case of very many productions organizers will do a selection.
- A compo-work has to be described in DOC file (a kind of competition, name of work, author(s), adress).
- Author don't have to be on party (it means, that You can bring your

friend's production if he can't arrive), but in this case author will not get the prize (if he win of course!).
- All competiton works are freeware!
- All participans will be in Jury.

Music compo:

- Plaing time is 3 minutes max. Longer tracks will be turned off.
- It must be your original composition (it means: no 'convertions', no 'covers'!!!).
- You can use someone elses' samples or synthwaves, but You should describe this in DOC file.
- Track must not be a *.COM file!
- Allowed formats (composers):
- Chaos Music Composer (CMC),
- Music ProTracker (MPT, MD1, MD2 + SMP),
- Theta Music Composer (TMC).
- All tracks will be played with MacGyver's Mega Player 1.6 or 2.1.
- Music will be played in stereo!
- Music can be in other format, if you bring a player & composer, and organizer will agree! (Using extra memory for music compo is not allowed!).

MOD compo:

- Only *.MOD format (known from Amiga 500).
- Max module length 170 KB.
- One sample may be 32 KB, rest only 16 KB.
- Tracks will be replayed with Inertia Player 4.1/4.12/4.5.
- Tracks will be replayed with 4-channels 8-bits music card (freq. 11.5 kHz).

Graphics compo

- Allowed formats: MIC, PIC, GR8, GR9, CPR, INP, INT, XLP, CIN, HIP.
- Another formats may be allowed if the painting program is available for every one (for example PGR) - but organizer has to agree.
- Converting from other computers and scannings are not allowed. Picture must be done on Atari!
- Redrawing someone else's pictures is not allowed! It must your original work!

Intro 256 B compo

- Maximum length of code is 256 bytes, but one dos header and one run/init vector will be not included in counting.
- Intro must not use extra ram (it must run on 64 KB mashines).
- Intro must run from DOS (MemLo not higher than $2000), but it doesn't have to back to DOS.
- Sound (if someone can put a music into) will be in stereo.

Intro 16 KB compo

- Maximum lenght of file is 16 KB.
- Intro must run on 64 KB mashines.
- Intro must run from DOS (MemLo not higher than $2000), but it doesn't have to back to DOS.
- Sound will be in stereo.

Demo compo

- There is no limit of maximum lenght.
- Demo must run with DOS (MemLo not higher than $2000), but it doesn't have to back to DOS.
- All callings to disk must be with 'D:' device only (not 'D1:' !!!) - it's because it must run from subdirectory and/or HDD.
- If demo has some effects during loading, it must not use RAM under FPP area - it's because it must run from HDD.
- Demo can use 320 KB of memory on PortB (+256 KB). It cannot use separatelly acces for Antic/CPU (like 130XE or Compy Shop). It means both Antic & CPU must use ramdisk together (another explanation: an acces like: Antic - extra ram & CPU - base ram is not allowed) That's because demo must run on every kind of RAM upgrade.
- Another RAM upgrades are not allowed to use on competition.
- There must be an option to change used memory banks! It should be a kind of setup with all possible 64 banks to select!!!
- Sound will be in stereo.

Ending words

I'm waiting for You! Come to keep Atari scene alive!

If you want to ask me something, here's my adress:

Rafal Dziamski
ul. Staszica 33
64-330 Opalenica
Poland

e-mail: vasco3@poczta.fm
www.atari8.prv.pl

Translated to English by Jurgi II/Trs

Compo rules (c;): Vasco/Tristesse
modyfication: Jurgi II/Tristesse

2364. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:07:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC06B06.32859B4B@students.uni-mainz.de>
Source record: 29886

Hello Lance,
Ninja is nice, but not as nice as Karateka and far away from World karate.
It is more like a sort of a Jump & Run game. Collect one special item on every level (a lamp or so) and from time to time fight the enemies. but it is quite simple, because you can always leave a screen and come back to it with new weapons and new enemies. Solved the whole game in less than an hour, after I checked out that I have to collect something.
Still, it has good music and the graphics aren`t that bad. My top karate/kung-fu/... games:

1) World Karate / Int. Karate
2) Karateka
3) Chop suey
4) Ninja
5) Ninja commando (you can solve the levels by only jumping!)
6) Ninja Master (oh my god, I cannot believe it is that bad!
Only frenesis is worse than this one)
Well, unfortunately "the last Ninja" is not avaiable for the A8 and KE-softs Techno Ninja does not count here (a TB Jump and Run & collect game) -Andreas.

Lance Ringquist schrieb:
>
> hi andreas,
> i was playing karataka tonight and it is pleasant to look at, and if
> you keep your fingers on the fire button and push forward its almost
> tolerable.
> i always had trouble with it though, and world karate was way better.
> speaking of karate games what do you think of mastertronics ninja? it
> plays to that genre, but the fighting is more with weapons.
> i always liked the music, and graphics though, but world karate is
> still superior,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

2365. Re: Keyboard Controllers on ATARI XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:19:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC06DDE.AD6B40CB@students.uni-mainz.de>
Source record: 29887

Well,
there is at least one simple demo driver for both the CX50 and Video
Touch Pad !!
tested it with both devices and it worked, but it is only a basic demo
on how to use/program them (not a universal driver which can be used in
other programs). You press a key on the pad and the demo program shows a
number on screen, thats all. but since the program is very short, its
easy to understand and to write your own code or driver for any
purpose... (think the driver appeared in an american magazine, like
Compute, Antic or Analog, forgot which one...). Ok, I have that VCS
paddriver on my "Drivers" disk which includes drivers for ST+Amiga Mice,
trackball, joystick, Paddles, Lightgun, Lightpen, CX85, Touch Tablet,
Koala Pad and maybe other devices...

As always: e-mail me to get this driver on 2 medium/enhanced disk sides
with dozens of other drivers (you might / might not need). ATR or XFD;
-Andreas.

Zothen Runecaster schrieb:
>
> Hi ,
>
> anybody knows how to use the ATARI 2600 Keyboard Controllers (CX-50)
> on the XL/XE.
>
> There is a special number block for the XL/XE (CX-85 ???) , which
> works , but what about the CX-50 controllers.
>
> There are a few games for ATARI 2600 and the very useless BASIC
> cartridge for ATARI 2600 which support them , they´ve been sold 2 in 1
> box.
>
> And what´s about the "Video Touch Pads".
>
> ZR

2366. Re: Builtin-bugs

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:26:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC06F79.956E9737@students.uni-mainz.de>
Source record: 29888

Well,
do not know how to fix colony. but there are some nice fixes for U.H.
available. Just write me an e-mail, I will see if I can find the fixes
at home until next week (I know I have a U.H. fix at home). all you have
to do is copy the tape onto a disk and then change some bytes at a
certain sector, then the game will acceppt any password. -Andreas.

Jindrich Kubec schrieb:
>
> Hi,
>
> Anybody ever successfully played games like Colony or Universal Hero to
> the end? Are just the known images bad or they are simply buggy?
>
> colony: put the battery into the droid - overwrites the screen, game
> hangs sooner or later
>
> universal hero: inability to enter the password.
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2367. Re: Question about feature in MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:30:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC07043.628B6204@students.uni-mainz.de>
Source record: 29889

Well,
maybe this space is also usefull somehow for the msc-ide controller or
for sijmen`s my-ide project ?!? Wasn`t erhard puetz`s hdi connected to
the parallel bus also ?!? But 20kbytes, thats a lot of space for an
A8... -andreas.

Fox-1 schrieb:
>
> Mathy van Nisselroy wrote
>
> : The following as a quote from a message Lee sent me:
>
> : all. I wouldn't know how to hook up a hard drive directly to an 8bit such
> : that it would be detected by these hard drive routines and I wonder about
> : reclaiming this area sometimes.
>
> Maybe the Corvus harddisk interface? (connected to the joystickports of an
> Atari 400/800)
>
> : other than Wooley's IDE? How about floppies other than SIO units like the
> : 810, 1050, rana, etc., and/or BB floppy board?
>
> The Karin diskdrive? (connects to the parallel-bus, made in Poland)
>
> : I will forward all comment to Lee.
>
> Good luck :-)
>
> --
>
> Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)

2368. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:32:12 UTC
From: Carsten <carsten@[nospam]>
Message-ID: <1019241132.7680.0@triton.uk.clara.net>
Source record: 29884

Mirko Sobe wrote:
> How can I view HIP-Pictures in Turbo-BASIC?
> I want to write a viewer for pictures in HIP-format for using with BOSS-X
> (www.atarixle.de/boss)
>
> Mirko
>
>
>
>

Hello Mirko,

what are exactly HIP-Pictures? Where do they come from?

Carsten

2369. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:36:42 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uc0s8qac0v47b@corp.supernews.com>
Source record: 29890

"Russ Gilbert" <russg@en.com> wrote in message
news:3cc01031$0$71301$1dc6e903@news.corecomm.net...
> OOOOOOoooo. You have a Omnimon.
> Now you can be a super hacker/programmer/mathingy.
> With Omnimon, you hit SELECT-RESET and enter the machine
> language monitor.
> Most notably, you can dump a game cart to sectors on a disk.
> Then figure a way to get the sectors to a file, then you can disassemble
> the cart and figure out the copy protection (where it writes to RAM
> and changes a value, instead of the value staying the same, indicating
> RAM instead of ROM.) And WAALA, you got a cracked file
> of a cart.

It could even easier then that. Just do the consol key reset thing and then hit 'B for 'boot disk' with a DOS disk in your drive.

You could boot to DOS with every cartridge available and then just save the cart address space. It helped if you took the trouble to find the load and initiate vectors too.

You still needed to lower RAMTOP before running the file to be safe. I had just a little ~10ish byte program that I could use copy /a to to get the file to run first.

2370. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 19:46:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC07405.5AC25FFF@students.uni-mainz.de>
Source record: 29891

Well,
HIP originally stands for HARD interlace pictures; this means the
hungarian demo group HARD are the inventors (yep, its not hard to do a
hip pic, HARD are the inventors of this graphic format); Hip is
interlaced gr. 9+10 in greyscales; you get approx. 30 greys in a
resolution of 160x200 pixels... Nice, isn`t it ?!?
Try raphaels espino`s JPEG converter to convert JPG pics to HIP format.
Next, use the "Hip viewer" by Macgyver or "Visage2 by Madteam to view
these HIP pics (or any other HIP viewer, there are more than these...)
-Andreas.

P.S.: It is sad that this "bug" which gives us a higher resolution
appears in gr. mode 10 - thus colored HIPS, named RIP pics have 16x9
colors; it would have been nicer if the "bug" appeared in Gr. 11 cause
we then would have 16x16 colors in 160x200 or even 160x238 pixels...

Carsten schrieb:
>
> Mirko Sobe wrote:
> > How can I view HIP-Pictures in Turbo-BASIC?
> > I want to write a viewer for pictures in HIP-format for using with BOSS-X
> > (www.atarixle.de/boss)
> >
> > Mirko
> >
> >
> >
> >
>
> Hello Mirko,
>
> what are exactly HIP-Pictures? Where do they come from?
>
> Carsten

2371. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 21:02:40 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <ts01cugssr04ot2iu1hdri5pgbe67nea0o@4ax.com>
Source record: 29834

On Wed, 17 Apr 2002 23:35:09 GMT, "Dominik" <zdominik@netzero.nospam>
wrote:

>Has anyone got a CAS image to work with a real Atari? I've got a cassette
>image that works with the new Atari800Win Plus 3.0 emulator, so I pulled out
>my 130XE to try and load it using APE and I just can't get it to work! I
>start the XE with Option-Start and roll the tape in Ape. After about 10-15
>seconds I get a boot error. Any ideas?
>
>Dominik

Well, the CAS format existed before it was supported by those tools,
so it is supposed to work on a real Atari. Do ATR images work in your
APE setup? This would verify that your cable is working and that you
have the correct COM port configured.
Ape shows you the amount of time the leader takes. The Atari will
need approximately 15 seconds of leader. If your CAS file indeed has
a leader of 15 seconds, hit the return key on your Atari and
immediately click the play button in APE. Experiment a bit with this
timing. Do you hear the familiar cassette sound when APE sends the
first data block?
I know this stuff works, it took me hundreds of hours to write the
stuff and experiment with it. It took Steve a lot of time to add
support for it too. If you get the boot error within 10 seconds, then
it cannot be a timeout, so it sounds like the first record is just not
received properly. Sometimes this is due to incorrect timing for
hitting the play button/return key.

Keep those XL's/XE's buzzing.
Ernest.

2372. Re: Keyboard Controllers on ATARI XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 21:16:45 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <hk11cug0dk0o934ela81f60gue93sc7uh9@4ax.com>
Source record: 29892

On 14 Apr 2002 16:05:49 -0700, zothen@my-deja.com (Zothen Runecaster)
wrote:

>Hi ,
>
>anybody knows how to use the ATARI 2600 Keyboard Controllers (CX-50)
>on the XL/XE.
>
>There is a special number block for the XL/XE (CX-85 ???) , which
>works , but what about the CX-50 controllers.
>
>There are a few games for ATARI 2600 and the very useless BASIC
>cartridge for ATARI 2600 which support them , theyï¿½ve been sold 2 in 1
>box.
>
>And whatï¿½s about the "Video Touch Pads".
>
>ZR

The keyboard controller, the video controller and the kids controller
are basically the same device. (Like that huge blue one...)
I once wrote an article for a magazine. Unfortunately, the magazine
closed down before it got a chance to get printed and published.
I did put the stuff on the Pooldisk Too, disk 2, in the directory
text/keyboard. Only 'problem' is that it was written in Dutch.
If you cannot get a copy, send me an E-mail and I will send you the
stuff in a zip-file or so. In Dutch. Anyway, the DLI assembler
listing should be not to hard to read.
I wrote a DLI routine in assembler that allows you to run a Basic
program to peek result values. The way you 'read' those controllers
is by programming the joystick ports for output. Then you scan the
key-matrix yourself. There is no easy peek to get the value.
The DLI takes care of the scanning and the remembering that the key
was pressed until you clear it again.
I will try posting it in alt.binaries.comp.atari8bit in a moment.
Let me know if you can figure it out or not.

Keep those XL's/XE's humming.
Ernest.

2373. Re: Amiga will be back soon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 22:27:51 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <kU0w8.5955$ML.993042@news2-win.server.ntlworld.com>
Source record: 29893

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3cbf449f.8988085@news.CIS.DFN.DE...
> On Thu, 18 Apr 2002 23:02:22 GMT, "William R. Cousert"
> <wrcousert@yahoo.com> wrote:
>
> >Do you think there's any chance that a new Amiga could be a major player
in
> >the PC market?
>
> Well...
>
> What Bill McEwen who runs Amiga Inc. said a couple years ago when he
> decided to focus on leveraging the Amiga trademark to develop games
> for handheld devices was that "Microsoft has won the battle for the
> desktop" but I always thought he was wrong. Microsoft has only won the
> desktop of the present, they have not won the future. And that is how
> I feel about it.
>
> I'll stick to the system I know and describe Pegasos/MorphOS. What
> they have done in creating this PPC system is unique. Because unlike
> an unheard-of computer from Planet X, it has the advantage of being
> able to run the existing Amiga software library. You don't start from
> scratch with two programs in your catalog, you revive the stuff that
> has limped along for so long. Additionally there is specific MorphOS
> software that makes no compromise with the past, ie. developers don't
> have to code in 68K, they can code PPC.
>
> I guess I do not think they will be a "major player in the PC market,"
> how do you put a dent in something like that, but I believe they can
> be successful.

The PC market is on a downward spiral as the equipment has become a
commodity. But the new Amigas are not going to make much of an opposition.
The recent history of the ST clones has shown that, with prices far too high
for mass consumption - which I suspect the new Amigas will suffer from.

The challenge today is to produce a range of home micros that are powerful,
easy to use and above all ... CHEAP. There is some room left for a credible
competitor to the PC (should have been Apple, but ...). A sub-GBP300 home
computer (a la ST and Amiga in their heyday) is a possibility but only if
one manufacturer develops and manufactures a system from scratch. The cost
of outsourcing components these days would be a bigger problem than in the
past.

A low-cost G3 or G4 system would give the PC a run for its money, but Motorola's pricing on these parts would probably kill such a project before it started!

2374. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 22:30:13 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <tW0w8.5963$ML.996977@news2-win.server.ntlworld.com>
Source record: 29894

```
"Chris Taylor" <jtaylor775@comcast.net> wrote in message
news:QWqv8.82651$K5.7540542@bin5.nnrp.aus1.giganews.com...
>
> "maurita.o" <maurita.o@ntlworld.com> wrote in message
> news:Qibv8.43602$C21.7963169@news6-win.server.ntlworld.com...
> > "Chris Taylor" <jtaylor775@comcast.net> wrote in message
> > news:smqu8.41016$iw.4070585@bin4.nnrp.aus1.giganews.com...
>
> >
> > Waddya mean it's all you've got? Gimme gimme gimme!
> >
> > I was given an 800 some time ago but it was faulty :-(
> >
> > Still hoping to find one someday in a car boot sale.
> >
> >
> > David
> >
> >
> >
> What I ment was that I don't have an XL or an XE system that many demos
seem
> to utilize.
> I've had my 800 since 1982 and she still works flawlessly. I'd tell you
> about my computer collection, but there woulden't be enough room!!!
>

*Sigh* Betcha got a Vectrex as well.

David
```

2375. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 22:47:18 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <ta1w8.6013$ML.1012786@news2-win.server.ntlworld.com>
Source record: 29895

"Chris Martin" <cmartin_at_ti_dot_com@a.a> wrote in message
news:3CBB6415.25319780@a.a...
> "Brett C. Cammack" wrote:
>
> > The new processors have so much muscle that it's easier to emulate an
> > entire 8-bit 6502 computer in software than to replicate the unique
> > silicon or deplete the diminishing stock of spare parts. Besides, it
> > would also leverage a considerable body of knowledge regarding
> > emulation of these machines.
>
> New processors have muscle, this is true, but you can plop the
> VHDL code of the 6502 down into an FPGA on a new board
> fairly easily. Check this out:
>
> http://www.free-ip.com/6502/
>

The only problem I can see with the Free IP core (and other similar 6502 cores) is timing. Hardware timing might be ok, but instruction timing would be off by some margin as they are not identical to the original 6502-series and its derivatives (they're actually slower than the originals). Having said that, this particular core has been simulated at speeds up to around 130Mhz!

Would be nice if the 6502 code could be dumped into a proper RISC architecture. Save me learning another assembler language.

2376. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 23:40:15 UTC
From: Chris Taylor <jtaylor775@comcast.net>
Message-ID: <zV1w8.101527$%l3.8536770@bin8.nnrp.aus1.giganews.com>
Source record: 29896

"maurita.o" <maurita.o@ntlworld.com> wrote in message
news:tW0w8.5963$ML.996977@news2-win.server.ntlworld.com...
> "Chris Taylor" <jtaylor775@comcast.net> wrote in message
> news:QWqv8.82651$K5.7540542@bin5.nnrp.aus1.giganews.com...
> >

>
> *Sigh* Betcha got a Vectrex as well.
>
> David
>
>

I wish I had one!!!! My cousin had one but it perished in a fire in their
house. :(

Chris Taylor

2377. XEGS cartridge images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-19 23:46:38 UTC
From: Spinaldo <capnarrr@hotmail.com>
Message-ID: <uc1g8b7fkfjg4e@corp.supernews.com>
Source record: 29797

Hey, does anyone have images of the XE versions of mario bros, crystal castles and desert falcon? These were my favorite games as a kid, and they seem impossible to find! Any help would be most appreciated!

2378. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 00:22:12 UTC
From: daclmi@netscape.net
Message-ID: <3cc0b430.13593683@news.CIS.DFN.DE>
Source record: 29799

```
>what are exactly HIP-Pictures? Where do they come from?
>
>Carsten

If you can make use of ATRs, there is a disk of HIP pictures at
http://linux.tc3net.com/daclmi/basic02.html.
```

2379. Re: XEGS cartridge images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 01:48:35 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <TN3w8.1234$lV6.373859@typhoon.columbus.rr.com>
Source record: 29798

"Spinaldo" <capnarrr@hotmail.com> wrote in message
news:uc1g8b7fkfjg4e@corp.supernews.com...
> Hey, does anyone have images of the XE versions of mario bros, crystal
> castles and desert falcon? These were my favorite games as a kid, and
they
> seem impossible to find! Any help would be most appreciated!
>

Crystal Castles should be available on about any archive site in loadable
file format.

Desert Falcon can be found here: http://people.freenet.de/mrbacardi/
B&C also lists the cart on their page as available.

The later version of Mario Brothers I have never seen anywhere nor
do I know where it could be purchased. The converted 5200 version
can be found on most archive sites.

--Ken

2380. Re: ANNOUNCING ARCHER MACLEANS WORLD KARATE CHAMPIONSHIP NOW ON

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 02:36:51 UTC
From: Video61@webtv.net
Message-ID: <7126-3CC0D443-87@storefull-2114.public.lawson.webtv.net>
Source record: 29800

hi andreas,
we forgot bruce lee:)
it s more of a adventure, but it could fit that genre,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2381. HELP ME!! 130XE Memory self test only showing 40K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 02:54:20 UTC
From: wiseguyusa@yahoo.com
Message-ID: <3cc0d64a.5862180@news.earthlink.net>
Source record: 29801

I have had my 130XE for years and I love it.

I bought Video Title Shop and can't get it to load or run.

It says it need at least 48K
The 130XE should have 128K of RAM.

I ran the built in test and it only counts 40K.

In BASIC I ran this command:

print FRE (0) and it gives me a value of 37902.

Where is the rest of my RAM?

Can I fix this somehow? or do I need to replace the 130XE?

All my other software runs fine including the CES "Swan" graphics Demo
which supposedly uses all 128K.

2382. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 04:41:03 UTC
From: Terry Crawford <terrycra@tbaytel.net>
Message-ID: <3CC0F15F.FE9C1C69@tbaytel.net>
Source record: 29802

A simple question, what is the output voltage on the 1050 power supply?
Hopefully I can go to Radio Shack and pickup something compatible

Thanks

2383. Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 04:51:09 UTC
From: wiseguyusa@yahoo.com
Message-ID: <3cc0f31e.13243029@news.earthlink.net>
Source record: 29803
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I had some problems and neede Tech Support late at night and I'll be
damned if I didn't get Atari surrort at 11pm!!

I have nothing but praise for Bravo Sierra!

2384. Re: HELP ME!! 130XE Memory self test only showing 40K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 04:51:59 UTC
From: wiseguyusa@yahoo.com
Message-ID: <3cc0f391.13358189@news.earthlink.net>
Source record: 29804

On Sat, 20 Apr 2002 02:54:20 GMT, wiseguyusa@yahoo.com (Wise Guy)
wrote:

>I have had my 130XE for years and I love it.
>
>I bought Video Title Shop and can't get it to load or run.
>
>It says it need at least 48K
>The 130XE should have 128K of RAM.
>
>I ran the built in test and it only counts 40K.
>
>In BASIC I ran this command:
>
>print FRE (0) and it gives me a value of 37902.
>
>Where is the rest of my RAM?
>
>Can I fix this somehow? or do I need to replace the 130XE?
>
>All my other software runs fine including the CES "Swan" graphics Demo
>which supposedly uses all 128K.

It turned out to be a defective disk.

2385. Re: HELP ME!! 130XE Memory self test only showing 40K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 05:39:58 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uc1vk1h0lm5icf@corp.supernews.com>
Source record: 29805

"Wise Guy" <wiseguyusa@yahoo.com> wrote in message
news:3cc0d64a.5862180@news.earthlink.net...
> I have had my 130XE for years and I love it.
>
> I bought Video Title Shop and can't get it to load or run.
>
> It says it need at least 48K
> The 130XE should have 128K of RAM.
>
> I ran the built in test and it only counts 40K.
>
> In BASIC I ran this command:
>
> print FRE (0) and it gives me a value of 37902.
>
> Where is the rest of my RAM?

FWIW: The built in test doesn't test all of a 130XE memory. You also need to hold down the option key while booting to disable basic and show even the bottom 48k.

Don't know why they did it this way. Probably saving a buck/code by just testing the minimum amount of memory an Atari needs to boot.

2386. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 10:18:42 UTC
From: "maurita.o" <maurita.o@ntlworld.com>
Message-ID: <Qibw8.2149$xn.132456@news8-gui.server.ntli.net>
Source record: 29806

```
"Chris Taylor" <jtaylor775@comcast.net> wrote in message
news:zV1w8.101527$%l3.8536770@bin8.nnrp.aus1.giganews.com...
>
> "maurita.o" <maurita.o@ntlworld.com> wrote in message
> news:tW0w8.5963$ML.996977@news2-win.server.ntlworld.com...
> > "Chris Taylor" <jtaylor775@comcast.net> wrote in message
> > news:QWqv8.82651$K5.7540542@bin5.nnrp.aus1.giganews.com...
> > >
>
> >
> > *Sigh* Betcha got a Vectrex as well.
> >
> > David
> >
> >
>
> I wish I had one!!!! My cousin had one but it perished in a fire in their
> house. :(
>

That's a real bummer. Gotcha on that one, though .... bought in 1984 as an
'investment' after they stopped making them and one of the department stores
was getting rid of them cheaply. Still works.

Wish I'd been able to buy another. A friend did (he always had to have
whatever I had) but he sold it on a few years ago at the price he paid for
it new - GBP40.
```

2387. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 12:06:49 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1019304376@rtfm.mit.edu>
Source record: 29807
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 6, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit (not widely available)
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/
```

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari BBS List (Trevor Holyoak)
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

OTHER:
Internet Relay Chat (IRC) Channel: #atari8

Bulletin Board Systems (BBS) served by actual 8-bit Atari BBS programs:
telnet://bfbbs.dtdns.net The Boot Factory BBS (Pro!)
telnet://cth.dtdns.net Closer To Home (CTH) BBS (Pro!)
telnet://spacebbs.no-ip.com Nolan's Nest & SPACE BBS (Pro!)
telnet://jybolac.homelinux.com:800 JYBOLAC BBS (Carina)

Online magazines:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2388. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 14:27:07 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <6ju2cuo3dlngu5gopedq3fpsenb5kt7um2@4ax.com>
Source record: 29808

On Wed, 17 Apr 2002 23:35:09 GMT, "Dominik" <zdominik@netzero.nospam>
wrote:

>Has anyone got a CAS image to work with a real Atari? I've got a cassette
>image that works with the new Atari800Win Plus 3.0 emulator, so I pulled out
>my 130XE to try and load it using APE and I just can't get it to work! I
>start the XE with Option-Start and roll the tape in Ape. After about 10-15
>seconds I get a boot error. Any ideas?
>
>Dominik

Well, the CAS format existed before it was supported by those tools,
so it is supposed to work on a real Atari. Do ATR images work in your
APE setup? This would verify that your cable is working and that you
have the correct COM port configured.
Ape shows you the amount of time the leader takes. The Atari will
need approximately 15 seconds of leader. If your CAS file indeed has
a leader of 15 seconds, hit the return key on your Atari and
immediately click the play button in APE. Experiment a bit with this
timing. Do you hear the familiar cassette sound when APE sends the
first data block?
I know this stuff works, it took me hundreds of hours to write the
stuff and experiment with it. It took Steve a lot of time to add
support for it too. If you get the boot error within 10 seconds, then
it cannot be a timeout, so it sounds like the first record is just not
received properly. Sometimes this is due to incorrect timing for
hitting the play button/return key.

Keep those XL's/XE's buzzing.
Ernest.

2389. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 15:16:47 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <zDfw8.20384$CH.4078@rwcrnsc52.ops.asp.att.net>
Source record: 29809

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> Take a look at what some Commodore 64 users are doing.
>
> http://www.go64.de/english/frames/commodoreone.html
>
> Maybe this will inspire some Atari users to do the same.

Actually, I have talked to Jeri, the creator of the CommodoreOne, and she says that she is working on an Atari board in parallel that will come out later. I don't have many details and it is most likely years out, but she says that she has already borrowed video modes from other computers, like the A8, for the graphics on the C=64 board. We should give her as much support as possible.

L8r,
Chris
http://jybolac.virtualave.net

2390. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 15:21:05 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <BHfw8.254185$Yv2.68332@rwcrnsc54>
Source record: 29810

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:_0lt8.39896$zN.17202456@twister.socal.rr.com...
> Take a look at what some Commodore 64 users are doing.
>
> http://www.go64.de/english/frames/commodoreone.html
>
> Maybe this will inspire some Atari users to do the same.

Actually, I have talked to Jeri, the creator of the CommodoreOne, and she says that she is working on an Atari board in parallel that will come out later. I don't have many details and it is most likely years out, but she says that she has already borrowed video modes from other computers, like the A8, for the graphics on the C=64 board. We should give her as much support as possible.

L8r,
Chris
http://jybolac.virtualave.net

2391. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 15:27:04 UTC
From: vlastaar@yahoo.com
Message-ID: <2d351fd9.0204200727.3123dee7@posting.google.com>
Source record: 29811

"William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:<_0lt8.39896$zN.17202456@twister.socal.rr.com>...
> Take a look at what some Commodore 64 users are doing.
>
> http://www.go64.de/english/frames/commodoreone.html
>
> Maybe this will inspire some Atari users to do the same.

Actually, I have talked to Jeri, the creator of the CommodoreOne, and she says that she is working on an Atari board in parallel that will come out later. I don't have many details and it is most likely years out, but she says that she has already borrowed video modes from other computers, like the A8, for the graphics on the C=64 board. We should give her as much support as possible.

L8r,
Chris
http://jybolac.virtualave.net

2392. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 15:32:48 UTC
From: llpwhite@cs.com
Message-ID: <20020420113248.22650.00003956@mb-de.news.cs.com>
Source record: 29812

>I had some problems and neede Tech Support late at night and I'll be damned if
I didn't get Atari surrort at 11pm!! <

11:00 your time or B.S's. ?

2393. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 15:40:54 UTC
From: llpwhite@cs.com
Message-ID: <20020420114054.22650.00003957@mb-de.news.cs.com>
Source record: 29813

>... what is the output voltage on the 1050 power supply? Hopefully I can go to Radio Shack and pickup something compatible <

9VAC, ** 31 VA. ** If you would happen to find something at RS, you will likely pay an arm and leg. Look in the FAQ's of "Welcome to comp.sys.atari.8bit for the Atari vendors who still sell NEW Atari power supplies.

2394. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 16:23:13 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019324312.17643.0@eurus.uk.clara.net>
Source record: 29814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi Wise Guy

| I had some problems and neede Tech Support late at night and I'll be
| damned if I didn't get Atari surrort at 11pm!!
|
| I have nothing but praise for Bravo Sierra!

You've obviously not suffered much of that brain damaged idiots spam.

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

2395. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 21:01:17 UTC
From: wiseguyusa@yahoo.com
Message-ID: <3cc1d6a8.1451231@news.earthlink.net>
Source record: 29815

On 20 Apr 2002 15:32:48 GMT, llpwhite@cs.com (LLpwhite) wrote:

>>I had some problems and neede Tech Support late at night and I'll be damned if
>I didn't get Atari surrort at 11pm!! <
>
>11:00 your time or B.S's. ?

My time (CDT)

2396. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 21:28:28 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <04lw8.122865$%l3.9707682@bin8.nnrp.aus1.giganews.com>
Source record: 29816

The ATRs and the HD emulation works just fine with APE and my 130XE. I'll have to hook it up again and check if I gave the tape enough lead time. The problem is that when I did it I did not hear the cassette loading sounds from the XE. All I could hear is some slight buzzing from the sound output. There is no pilot tone or data signals when the program starts to load (is there supposed to be?). I wonder if the type of SIO2PC cable could have something to do with it? Mine is a home made single chip version (DSR connection), but it works great with disk emulation. I guess it's not a big deal if I don't get the CAS image to work, as I only have one CAS file I would like to try loading. Thanks for all the info!

Dominik

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:6ju2cuo3dlngu5gopedq3fpsenb5kt7um2@4ax.com...
> On Wed, 17 Apr 2002 23:35:09 GMT, "Dominik" <zdominik@netzero.nospam>
> wrote:
>
> >Has anyone got a CAS image to work with a real Atari? I've got a cassette
> >image that works with the new Atari800Win Plus 3.0 emulator, so I pulled
out
> >my 130XE to try and load it using APE and I just can't get it to work! I
> >start the XE with Option-Start and roll the tape in Ape. After about
10-15
> >seconds I get a boot error. Any ideas?
> >
> >Dominik
>
>
> Well, the CAS format existed before it was supported by those tools,
> so it is supposed to work on a real Atari. Do ATR images work in your
> APE setup? This would verify that your cable is working and that you
> have the correct COM port configured.
> Ape shows you the amount of time the leader takes. The Atari will
> need approximately 15 seconds of leader. If your CAS file indeed has
> a leader of 15 seconds, hit the return key on your Atari and
> immediately click the play button in APE. Experiment a bit with this
> timing. Do you hear the familiar cassette sound when APE sends the
> first data block?
> I know this stuff works, it took me hundreds of hours to write the
> stuff and experiment with it. It took Steve a lot of time to add
> support for it too. If you get the boot error within 10 seconds, then
> it cannot be a timeout, so it sounds like the first record is just not
> received properly. Sometimes this is due to incorrect timing for
> hitting the play button/return key.

>
> Keep those XL's/XE's buzzing.
> Ernest.
>
>
>
>
>

2397. Re: XEGS cartridge images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 21:36:14 UTC
From: Spinaldo <capnarrr@hotmail.com>
Message-ID: <uc3o17omf98r26@corp.supernews.com>
Source record: 29817

a

2398. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 21:44:39 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CC1E147.8437A37E@cyou.com>
Source record: 29818

There are 'Note' and 'Point' functions in DOS that basically implement
your fpos and fseek C type functions.

However, the 'Point' under Atari DOS 2.x isn't as nice as it is under
SpartaDos. The Point function in Atari DOS 2.x actually has to read
from the beginning of a file until it gets to the byte you specified in
the point command. SpartaDos will actually just skip to the point in
the file, making random access retrieval much faster.

Telling you the above doesn't get your problem solved, however. I think
that these functions are implemented as XIO commands. I used them all
the time using Action!, but I don't know what syntax it would take for
you to call them in cc65. Sorry.

Larry Richardson
larryr@cyou.com

Shawn Jefferson wrote:
>
> I am doing some programming with cc65 and am using the file routines...
> which are supposedly coded for the Atari. I was running into some wierd
> problems and I consulted the source code. To my surprise the feof and
> fseek functions are not implemented!
>
> Unfortunately I need these functions to continue my project...
>
> Anybody know how these functions might be coded? How do we tell if we are
> at the end of file with the Atari?
>
> Thanks,
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2399. Re: XEGS cartridge images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 21:59:21 UTC
From: Spinaldo <capnarrr@hotmail.com>
Message-ID: <uc3pcmfrq55696@corp.supernews.com>
Source record: 29819

Heh, that was fun.

http://www2.asw.cz/~kubecj/acdpglr.htm
This site shows that there have been dumps of the XE mario bros and crystal castles (I'm still looking for the updated XE crystal castles image, not the old 5200 version, same for mario bros).

2400. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-20 23:35:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <PWmw8.9236$_J5.191300805@newssvr12.news.prodigy.com>
Source record: 29820

If you like, you can email me the CAS file and I'll transfer it to ATR for
you. I've had pretty good success with others.
Mo
momo@atariland.com

Dominik wrote in message
<04lw8.122865$%13.9707682@bin8.nnrp.aus1.giganews.com>...
>The ATRs and the HD emulation works just fine with APE and my 130XE. I'll
>have to hook it up again and check if I gave the tape enough lead time. The
>problem is that when I did it I did not hear the cassette loading sounds
>from the XE. All I could hear is some slight buzzing from the sound output.
>There is no pilot tone or data signals when the program starts to load (is
>there supposed to be?). I wonder if the type of SIO2PC cable could have
>something to do with it? Mine is a home made single chip version (DSR
>connection), but it works great with disk emulation. I guess it's not a big
>deal if I don't get the CAS image to work, as I only have one CAS file I
>would like to try loading. Thanks for all the info!
>
>Dominik
>
>"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
>news:6ju2cuo3dlngu5gopedq3fpsenb5kt7um2@4ax.com...
>> On Wed, 17 Apr 2002 23:35:09 GMT, "Dominik" <zdominik@netzero.nospam>
>> wrote:
>>
>> >Has anyone got a CAS image to work with a real Atari? I've got a
cassette
>> >image that works with the new Atari800Win Plus 3.0 emulator, so I pulled
>out
>> >my 130XE to try and load it using APE and I just can't get it to work! I
>> >start the XE with Option-Start and roll the tape in Ape. After about
>10-15
>> >seconds I get a boot error. Any ideas?
>> >
>> >Dominik
>>
>>
>> Well, the CAS format existed before it was supported by those tools,
>> so it is supposed to work on a real Atari. Do ATR images work in your
>> APE setup? This would verify that your cable is working and that you
>> have the correct COM port configured.
>> Ape shows you the amount of time the leader takes. The Atari will
>> need approximately 15 seconds of leader. If your CAS file indeed has
>> a leader of 15 seconds, hit the return key on your Atari and

>> immediately click the play button in APE. Experiment a bit with this
>> timing. Do you hear the familiar cassette sound when APE sends the
>> first data block?
>> I know this stuff works, it took me hundreds of hours to write the
>> stuff and experiment with it. It took Steve a lot of time to add
>> support for it too. If you get the boot error within 10 seconds, then
>> it cannot be a timeout, so it sounds like the first record is just not
>> received properly. Sometimes this is due to incorrect timing for
>> hitting the play button/return key.
>>
>> Keep those XL's/XE's buzzing.
>> Ernest.
>>
>>
>>
>>
>>
>
>

2401. MICRO magazine FA. (No. 9 Feb, 1979)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 00:16:34 UTC
From: kevino@qqf.com
Message-ID: <Cxnw8.36642$%s3.15026361@typhoon.ne.ipsvc.net>
Source record: 29822
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.apple2.programmer

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2018684619

Cool vintage computer mag, with lots of 6502 programming tips, programs, and great ads for single board computers and accessories!

Starting at $.99 and no reserve!

2402. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 00:16:38 UTC
From: brett.cammack@worldnet.att.net
Message-ID: <3cc20483.2783343@netnews.worldnet.att.net>
Source record: 29821

On Mon, 15 Apr 2002 18:36:53 -0500, Chris Martin
<cmartin_at_ti_dot_com@a.a> wrote:
>New processors have muscle, this is true, but you can plop the
>VHDL code of the 6502 down into an FPGA on a new board
>fairly easily. Check this out:
>
>http://www.free-ip.com/6502/

Honestly, it seem like programming something to act like a 6502 which, really, is not that different than what I proposed when you consider it. Just a different choice of silicon , programming language, and implementation. I imagine that you are as comfortable and familiar with your choice as I am with mine. It's all strictly and intellectual exercise anyway, isn't it? I know that my life is plenty full of projects and obligations that it's not something I anticipate involving myself with any time soon. I've got all the gum I can chew right now, thanks. <g>

Regards,
Brett C. Cammack
brettDOTcammack@worldnetDOTattDOTnet
(remove the DOTs from my return address to reply privately)

2403. Re: 16-bit Commodore 64 clone

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 00:30:26 UTC
From: "William R. Cousert" <wrcousert@yahoo.com>
Message-ID: <CKnw8.57959$zN.27663034@twister.socal.rr.com>
Source record: 29823

"Chris Martin" <vlastaar@yahoo.com> wrote in message
news:2d351fd9.0204200727.3123dee7@posting.google.com...
> "William R. Cousert" <wrcousert@yahoo.com> wrote in message
news:<_0lt8.39896$zN.17202456@twister.socal.rr.com>...
> > Take a look at what some Commodore 64 users are doing.
> >
> > http://www.go64.de/english/frames/commodoreone.html
> >
> > Maybe this will inspire some Atari users to do the same.
>
> Actually, I have talked to Jeri, the creator of the CommodoreOne, and she
> says that she is working on an Atari board in parallel that will come out
> later. I don't have many details and it is most likely years out, but she
> says that she has already borrowed video modes from other computers, like
> the A8, for the graphics on the C=64 board. We should give her as much
> support as possible.
>
> L8r,
> Chris
> http://jybolac.virtualave.net

Will there be any compatability between the two 16-bit modes?

2404. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 01:51:57 UTC
From: Tortin <tom@med.com>
Message-ID: <Xns91F6DED1D4A1Etommedcom@140.99.99.131>
Source record: 29824

Jindrich Kubec <kubecj@asw.cz> wrote in news:3C4F1D83.955FD592@asw.cz:

> MStepansky wrote:
>> Approx. how many cartridge (ROMs) were available for the Atari
>> 400/800/XL/XEs? I wonder.... 100? 250? I ll be darned surprise if
>> it is more than 300+!
>
> That's, erm, funny question. There's a link in my announcement. If
> you'd click on it, you'd see, that there's nearly 500 Atari 8bit
> carts.
>

From missing cart list

8,192 droids.rom
16,384 da fuzz.rom
16,384 whiz kid.rom
16,384 the last starfighter.rom
16,384 space journey.rom
16,384 pastfinder.rom
16,384 mogul maniac.rom
8,192 memory manor.rom
16,384 lifespan.rom
8,192 gridrunner.rom
8,192 mr tnt.rom
8,192 mr. do's castle.rom
8,192 krazy kritters.rom
16,384 big birds special delivery.rom

http://www.mindwarped.com/mule/dump

any questions email i_r_a_t_a@yahoo.com

dumped from cartridges on 800 or 800xl
transfered to pc using sio2pc

How soon until you release the cart images you already have?

2405. Help: ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 13:03:32 UTC
From: TheDave <_W_I_GAMI_TheDave@tin.it>
Message-ID: <EMyw8.9557$8D3.260710@news1.tin.it>
Source record: 29825

How can I use a very big (1 Mb) .atr file?
The Emulator returns a boot error and I can't figure how to make it work (if it's possible).

TheDave

2406. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 13:06:14 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <a9udg6$dm2$1@paris.btinternet.com>
Source record: 29827

I have no involvement or firsthand knowledge of Vector, but.....
Heaven of Taquart (TQA) posts to Atariage messageboards regularly
(http://www.atariage.com/cgi-bin/ultimatebb.cgi). Fox who is doing Vector is
a member of that group. Heaven mentioned in a post there recently that
Vector is coming on nicely, no details, said he was sworn to secrecy (as if
!). He has also started up a project of his own.

Chris
:-)

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:1lrabuoo0v54op2vsbmohjrj6kt559gkds@4ax.com...
> On Wed, 10 Apr 2002 23:09:37 +0200, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >Hi,
> >
> >There is a new game in development for the 8-bit machine!
> >
> >I just downloaded the preview of the "Atari 130XE Space Harrier
Conversion
> >Project".
> >
> >http://www.sheddyshack.co.uk/
> >
> >It looks really cool right now, check it out...!
>
> yes this one is really great. And it's much more complete than the ik+
> project, which maybe will never get finished..
>
> Do you have some news to the vector project (doom clone on 8-bit
> atari) project? The site got no updates for month :-(... on the
> pictures it's looking nearly playble, but never got a real working
> pre-alpha version!
>
>
> But anyway. Space Harrier is exciting. I never have seen so fast 3d
> like graphics on atari in that speed!
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology

> Technical University of Ilmenau

2407. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 16:06:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1019405623.31845.0@eos.uk.clara.net>
Source record: 29826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi Kenneth

| >| I have nothing but praise for Bravo Sierra!
| >
| >You've obviously not suffered much of that brain damaged idiots spam.
|
| I guess most off us find all the complaints to his posts just as
| offending. The same goes for those who can't keep there fingers off the
| keybord when reading Mr Sinclap's posts.

Do assholes like you complain when you have a problem with for example
something you bought, or do you keep quiet in case you upset the shop
assistant. Bollox!! you go the the shop and complain, so why shouldnt i
complain in these circumstances.

| Who's brain is most damaged, the spammer/troll or he who responds to
| those posts in public?

Have you ever tried using 'The force' to respond, it dont work so a public
response is the only answer.

| Follow-up set to comp.sys.atari.st,comp.sys.atari.8bit although I see
| very little reason to add anything to this particular thread...

How about, please dont spam this base with commercial advertising Mr. Bravo
Sierra you butt poker.

| --
| Kenneth Medin <kennethm@tripnet.se>

Ive taken the liberty of signing you up for some commercial spam from a few
of the larger 'purveyors', is that OK by you.

| Atari TT at home: http://atari.mine.nu/
| <<Produced with 100% pure Atari equipment>>

--

Steve. S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.351 / Virus Database: 197 - Release Date: 19/04/02

2408. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 17:07:58 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CC2F1EE.1E7BA5A6@cswebmail.com>
Source record: 29828

Shawn Jefferson wrote:

> I am doing some programming with cc65 and am using the file routines...
> which are supposedly coded for the Atari. I was running into some wierd
> problems and I consulted the source code. To my surprise the feof and
> fseek functions are not implemented!
>

The standard is to TRAP linenumber before reading input.
PEEKing (195) for a 136 error means end of file.
At which point you close the channel and send what data you have back to the program.

Fseek in atari is Note and Point. Returns/uses Sector and Byte using an open IOCB. Point needs to be used in Update mode.

Rick D.

2409. Re: HELP ME!! 130XE Memory self test only showing 40K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 17:16:29 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CC2F3EC.330FBD2F@cswebmail.com>
Source record: 29829

Wise Guy wrote:

> I have had my 130XE for years and I love it.
>
> I bought Video Title Shop and can't get it to load or run.
>
> It says it need at least 48K
> The 130XE should have 128K of RAM.
>
> I ran the built in test and it only counts 40K.
>
> In BASIC I ran this command:
>
> print FRE (0) and it gives me a value of 37902.
>
> Where is the rest of my RAM?
>
> Can I fix this somehow? or do I need to replace the 130XE?
>
>

Print Fre(0) show exactly. The amount of free memory when using BASIC.
The other 27634 bytes is used by DOS, Basic rom, the O.S. and the hardware
addressing areas. The value you got is normal.

Under the self test, 40K is right if the Basic rom is not switched out
when booting. I don't remember if it checked the extra 64K bank.

Rick D.

2410. Re: SIO Connector Details Needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 17:23:58 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CC2F5AE.9BBCB489@cswebmail.com>
Source record: 29830

Gary Morton wrote:

> Dear Atari Experts,
>
> Is there any information available which gives physical information
> about the SIO socket which goes on the PCB of Atari circuits?
>
> A friend is laying out a PCB for me and has asked for details so that he
> can make a PCB shape up for the connector.
>
> I plan to use two connectors in the usual Atari style so that the
> circuit can go anywhere in the daisychain. One thing I'm not too
> familiar with is how does the chain work, or which pins of connector #1
> connect to which pins of connector #2. Are there any schematics of Atari
> products which illusrtate this? I have a couple of sockets which were
> desoldered from a Atari printer/plotter. A circuit diagram of this
> product would be most useful.
>
> thanks...
>
> --Gary

The sockets are wired in parallel. Pin 1 to Pin 1, etc.

I have always just measured the pin spacing and created a shape from
circuit pads.

And make sure you have a source for the connectors, you may need to use 1/2
an SIO cable instead.

Rick D.

2411. Re: WoooHooo!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 17:30:00 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CC2F718.526A2F5F@cswebmail.com>
Source record: 29831

Bob Ryan wrote:

> I'm at the point now where I have to promise to get rid of something
> before I can acquire anything else. The drive to Toledo for the "free"
> 800XLs and misc. stuff was the last concession.
>

He, He. But did she make the same promise? Get rid of one pair on
non-utilitarian shoes for each new pair she buys? Probably not.

Rick D.

2412. WTB

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 19:50:55 UTC
From: Deane Williams <dwilliams296@comcast.net>
Message-ID: <zKEw8.34970$ro5.3333345@bin6.nnrp.aus1.giganews.com>
Source record: 29832

Hello
I am looking for a 800 with 48k and the 850 interface with power supply.
Maybe trade some pc stuff (video
cards/scsi controllers (16 & pci)/scsi harddrives)
phillip

2413. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 20:37:24 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uc68jcarmfo519@corp.supernews.com>
Source record: 29833
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1019405623.31845.0@eos.uk.clara.net...
> Hi Kenneth
>
> | >| I have nothing but praise for Bravo Sierra!
> | >
> | >You've obviously not suffered much of that brain damaged idiots spam.
> |
> | I guess most off us find all the complaints to his posts just as
> | offending. The same goes for those who can't keep there fingers off the
> | keybord when reading Mr Sinclap's posts.
>
> Do assholes like you complain when you have a problem with for example
> something you bought, or do you keep quiet in case you upset the shop
> assistant. Bollox!! you go the the shop and complain, so why shouldnt i
> complain in these circumstances.

Do you ever think the appropriate thing for you to do would be to kill file everyone and everything you don't like vs flame? It saves a lot of time.

BTW: The financial structure of the internet has changed in the USA. Where as in 1990 you possibly could have complained to Ben's ISP, what he is doing now is perfectly legal if it doesn't violate his TOS with his ISP. This is part of the legislation Al Gore pushed through congress that people wrongly attribute him to saying he "created the internet" vs. "took the legislative lead in congress".

I don't like all the spam, porn, MMF, ad nauseum myself, but the commercialization of the net was exactly what the policos wanted to do and attribute that to the growth of the net. Ben's stuff is really harmless: He uses the same ID and doesn't try to hide behind phony names or defeat filters.

2414. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 21:20:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <92Gw8.25746$3z3.2119656@newsread1.prod.itd.earthlink.net>
Source record: 29835

C is not my forte, so the coding is beyond me.

The Atari CIO returns an error 136 whenever you attempt to read past the end of file; a status code of '3' indicates 'next is EOF'. It means you just read the next to last byte and you next read will be the final one before an error 136.

--
Ron

http://www.atariland.com/members/oldatarian

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message news:3cc09e40.24808638@news...
> I am doing some programming with cc65 and am using the file routines...
> which are supposedly coded for the Atari. I was running into some wierd
> problems and I consulted the source code. To my surprise the feof and
> fseek functions are not implemented!
>
> Unfortunately I need these functions to continue my project...
>
> Anybody know how these functions might be coded? How do we tell if we are
> at the end of file with the Atari?
>
> Thanks,
> ---
> Shawn Jefferson

2415. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 21:20:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <p2Gw8.25747$3z3.2119656@newsread1.prod.itd.earthlink.net>
Source record: 29836

You can also build one. An HAUG club disk image contains a text article on
the construction details. Check at Kevin Savetz's atariarchives site.

--
Ron

http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message
> >... what is the output voltage on the 1050 power supply? Hopefully I can
go
> to Radio Shack and pickup something compatible <
>
> 9VAC, ** 31 VA. ** If you would happen to find something at RS, you will
> likely pay an arm and leg. Look in the FAQ's of "Welcome to
> comp.sys.atari.8bit for the Atari vendors who still sell NEW Atari power
> supplies.

2416. Re: ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 21:33:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <yeGw8.25776$3z3.2121551@newsread1.prod.itd.earthlink.net>
Source record: 29837

Many of those mega images do not contain Dos.Sys for booting the system; you will need either a boot loader in drive 1 for game images in drive 2 or to boot with a MyDos .ATR in drive 1 and then swap to the mega image in any drive you like. Only MyDos or other large capacity system like Sparta can use the mega images; 2.0/2.5 cannot handle them.

--
Ron

http://www.atariland.com/members/oldatarian

"TheDave" <_W_I_GAMI_TheDave@tin.it> wrote in message
news:EMyw8.9557$8D3.260710@news1.tin.it...
> How can I use a very big (1 Mb) .atr file?
> The Emulator returns a boot error and I can't figure how to make it work
(if
> it's possible).
>
> TheDave
>
>
>

2417. Re: Bug/65, Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 21:44:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <SoGw8.25807$3z3.2123041@newsread1.prod.itd.earthlink.net>
Source record: 29838

The tool kit is here:

http://www.powow.com/oldatarian/dls/mc65tlkt.zip

--
Ron

http://www.atariland.com/members/oldatarian

"Steve S" <j70141@earthlink.net> wrote in message
news:wRPv8.20391$L1.1601217@newsread2.prod.itd.earthlink.net...
> Hello,
> I am in need of a program called Bug/65. I have Mac/65 and it was
> supposed to be on the same disk, but it isn't. Also, I heard of something
> called the Mac/65 toolkit. Anyone know anything about this?
>
> Please reply directly to me at J70141@hotmail.com, I do not read
newsgroups
> very often.

2418. Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 22:13:23 UTC
From: llpwhite@cs.com
Message-ID: <20020421181323.06514.00004556@mb-mo.news.cs.com>
Source record: 29839

Does anyone know how to contact the main author of the emulator? The email address given in the emulator HELP section is not valid.
Thanks,
Larry

2419. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 22:17:37 UTC
From: llpwhite@cs.com
Message-ID: <20020421181737.06506.00004560@mb-mo.news.cs.com>
Source record: 29840

Should have mentioned it before, but to my delight, it runs perfectly under Win XP.
Larry

2420. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 23:13:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ugh6cugeb69mgicifluo9bova0gg3e22f8@4ax.com>
Source record: 29841

On 21 Apr 2002 22:13:23 GMT, llpwhite@cs.com (LLpwhite) wrote:

>Does anyone know how to contact the main author of the emulator? The email
>address given in the emulator HELP section is not valid.
>Thanks,
>Larry

I'm a beta tester (see the help list) and would gladly pass on any
questions, requests etc.

Hope this helps..
--
Paul

2421. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-21 23:18:43 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <jth6cuolffn07dnf98ngcvaq817mpjs9a3@4ax.com>
Source record: 29842

On 21 Apr 2002 22:17:37 GMT, llpwhite@cs.com (LLpwhite) wrote:

>Should have mentioned it before, but to my delight, it runs perfectly under Win
>XP.
>Larry

It does, but if you want a test then try enabling AGP video memory and
'wait for blit' (if you have an AGP card) and see if you get a speed
loss.

Seems to be one of the 'delights' of XP..
--
Paul

2422. ATARI Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 00:24:41 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0204211624.6af2298@posting.google.com>
Source record: 29843

Hi ,

Ii¿½ve got this some years ago and never used it - doni¿½t even know if it works.

It was almost for free , traded some AMIGA games for it.

Can someone tell me something about it / is there a website.

(I doni¿½t want to sell it / I collect all ATARI 8 Bit , ATARI ST and ATARI console stuff).

LC

2423. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 00:27:48 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <4fl6cuklu3jgveud752ugodqff99h3nh7n@4ax.com>
Source record: 29844

On Sat, 20 Apr 2002 21:28:28 GMT, "Dominik" <zdominik@netzero.nospam>
wrote:

>The ATRs and the HD emulation works just fine with APE and my 130XE. I'll
>have to hook it up again and check if I gave the tape enough lead time. The
>problem is that when I did it I did not hear the cassette loading sounds
>from the XE. All I could hear is some slight buzzing from the sound output.
>There is no pilot tone or data signals when the program starts to load (is
>there supposed to be?). I wonder if the type of SIO2PC cable could have
>something to do with it? Mine is a home made single chip version (DSR
>connection), but it works great with disk emulation. I guess it's not a big
>deal if I don't get the CAS image to work, as I only have one CAS file I
>would like to try loading. Thanks for all the info!
>
>Dominik

If data records are received properly, all you should hear are the 2.2
second buzz tones of those records received as serial data.
The type of SIO2PC or APE cable should not matter at all.
Since the recorder is normally a stereo deck, you can hear the FSK
stuff with a real Atari tape recorder if the tape is recorded mono, or
if channel separation is not what it is supposed to be. Either way,
you will hear the leader beep.
Not so with APE or the CAS2SIO program, since no audio is sent to the
Atari. It makes timing harder. That is why it is nice to see the
time of the leader in APE, so you can compensate by pressing return
earlier or later. If the leader is to short, simply press return a
bit early, maybe even before starting the image on APE.
I downloaded the CAS file from alt.binaries.comp.atari8bit a few days
ago, and finally got it to load in Atari800WinPlus. I did not realize
that you had to wait for a few seconds after pressing return, and the
emulator did not make a buzzing sound either. Finally I got it to
work. The sound program made me feel real good.
It made me realize that this was only possible because so many people
started supporting the cassette and sharing their stuff.
Thanks to all of you!!

Keep those XL's/XE's buzzing.
Ernest.

2424. ATARI 130XE problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 00:28:12 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0204211628.83fca80@posting.google.com>
Source record: 29845

I have an ATARI 130 XE with Oldrunner & 16K Bibomon.

Worked great some years ago but now it crashes after running 30 min ,
sometimes doesnï¿½t work at all.

The problem is that Iï¿½ve started a big game project on the 130XE (RPG)
but now I canï¿½t use this system anymore.

I still have several 64K machines , but I need 128K.

Problem is that I didnï¿½t upgrade the 130XE myself , I traded it for
something and there is so much hardware in it that itï¿½s difficult to
find out what is defective.

LC

2425. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 00:41:03 UTC
From: lp <gfa@basic.net>
Message-ID: <B8E8D45F.67A1%gfa@basic.net>
Source record: 29846

in article uc68jcarmfo519@corp.supernews.com, Rick Cortese at
ricortes@netmagic.net wrote on 4/21/02 4:37 PM:

> "Steve Sweet" <stevesweet@freeuk.com> wrote in message
> news:1019405623.31845.0@eos.uk.clara.net...

>> Do assholes like you complain when you have a problem with for example
>> something you bought, or do you keep quiet in case you upset the shop
>> assistant. Bollox!! you go the the shop and complain, so why shouldnt i
>> complain in these circumstances.
>
> Do you ever think the appropriate thing for you to do would be to kill file
> everyone and everything you don't like vs flame? It saves a lot of time.

Steve will give you some sob story how he has to download every post, as if
it's our fault he cannot use a better news reader. I've been over this
topic before with him, it's hopeless. Best thing to do is drop Steve in
your kill file, works for me. ;-)

Lonny Pursell

2426. Re: HELP ME!! 130XE Memory self test only showing 40K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 00:59:18 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <GfJw8.9604$t65.1250@nwrddc02.gnilink.net>
Source record: 29697

Atari did later produce a 130XE OS that contains a memory test routine that checks all 128K RAM and an updated keyboard test that matches the keyboard layout of the 130XE.

Problem is if you operate some of the cable TV marquee programs, there was one that doesn't work with this OS. Probably used an illegal OS call.

Glenn

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:uc1vk1h0lm5icf@corp.supernews.com...
> "Wise Guy" <wiseguyusa@yahoo.com> wrote in message
> news:3cc0d64a.5862180@news.earthlink.net...
> > I have had my 130XE for years and I love it.
> >
> > I bought Video Title Shop and can't get it to load or run.
> >
> > It says it need at least 48K
> > The 130XE should have 128K of RAM.
> >
> > I ran the built in test and it only counts 40K.
> >
> > In BASIC I ran this command:
> >
> > print FRE (0) and it gives me a value of 37902.
> >
> > Where is the rest of my RAM?
>
> FWIW: The built in test doesn't test all of a 130XE memory. You also need
to
> hold down the option key while booting to disable basic and show even the
> bottom 48k.
>
> Don't know why they did it this way. Probably saving a buck/code by just
> testing the minimum amount of memory an Atari needs to boot.
>
>

2427. Re: ATARI Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 01:57:16 UTC
From: david_p@istop.com
Message-ID: <91F7D0E1Ddavidpistopcom@216.187.106.195>
Source record: 29698

lord-chaos@t-online.de (Lord Chaos) wrote in
<8209624b.0204211624.6af2298@posting.google.com>:

>Hi ,
>
>I've got this some years ago and never used it - don't even know if it
>works.
>
>It was almost for free , traded some AMIGA games for it.
>
>Can someone tell me something about it / is there a website.
>
>(I don't want to sell it / I collect all ATARI 8 Bit , ATARI ST and
>ATARI console stuff).
>
>LC
>

Look at http://www.nleaudio.com/css to see the CSS homepage; there is some
black box info on the site.

Hope this helps,

David P.

2428. Re: Any good demos fo OS-B?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 02:10:26 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <a9vrs1$6hquj$6@ID-15679.news.dfncis.de>
Source record: 29699

Hi,

>>....I'd tell you about my computer collection, but there
>>woulden't be enough room!!!

> *Sigh* Betcha got a Vectrex as well.

LOL "a" Vectrex....some of us have three.... :-)

TTFN - Pete.

2429. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 03:21:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc381c4$0$2175$1dc6e903@news.corecomm.net>
Source record: 29700

It is a hefty brick. Probably better to get one from B&C, Video 61,
Bravo Sierra, Best in vendor list, or get one from somebody.
It is 9v ac 31va, which I think means 3.4 amps. Radio Shack
sells litte 500 ma ones or something, and the plug may not fit.
I think.
russg

2430. Re: help with Omnimon?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 03:54:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc38988$0$2181$1dc6e903@news.corecomm.net>
Source record: 29701

I see that now ('B'oot a DOS disk and save memory to a file).
I guess I did it the hard way. I don't know what I was thinking.

2431. Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 08:35:15 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204220035.40084886@posting.google.com>
Source record: 29702

Can anybody point me in the direction of an online copy of Computer Chess ... I cannot work out why when i check computers king he is still able to castle, but when he checks mine i am not!!!

Many thanks, Neil

2432. Sorry, I forgot two files (MyDOS source code)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 10:24:01 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa0oc2kac1@nets3.rz.RWTH-Aachen.DE>
Source record: 29703

Howdy folks

If you have downloaded the MyDOS source code Lee is working on (not the version that is packed together in three files, the other one) please check my MyDOS page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm
again. I found out at home that I had overlooked the last two files. They are now added. Sorry!!!

CU Mathy van Nisselroy

2433. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 10:33:25 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa0otmkqn1@nets3.rz.RWTH-Aachen.DE>
Source record: 29704

Howdy Chris

> Thanks for the info and referrences. I hadn't realised the upgrade was
your
> design - you have a very cunning mechanism for switching there, and I
meant
> no offence when suggesting it was strange!
> If I understand you correctly (had to read several times!).....
> Because I load the graphics into a ram bank with the OS on, and the game
> tries to that bank with the OS off,
> with your system that is not the same bank, although it would be on an
130xe
> (or compy or rambo). I therefore need to switch the OS off during loading.
> If I have made wrong assumptions here, then if your friend Lee doesn't
mind,
> I would be glad of further assistance!

Hmm, that would mean you switch the OS back on without leaving the RAMdisk.
If you leave the RAMdisk, then switch the OS, then go back in, everything
should work just fine. On all machines.

I'll ask Lee if he can send you some source code then.

CU Mathy van Nisselroy

2434. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 10:48:37 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa0pq7lpe1@nets3.rz.RWTH-Aachen.DE>
Source record: 29705

Howdy Mirko

> How can I view HIP-Pictures in Turbo-BASIC?
> I want to write a viewer for pictures in HIP-format for using with BOSS-X
> (www.atarixle.de/boss)

If you are looking for the format of HIP and RIP pictures, check out two
files on my site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm

CU Mathy van Nisselroy

2435. Re: ATARI Black Box

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 10:55:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa0q80$m8p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29706

Howdy David, Chaos

> Look at http://www.nleaudio.com/css to see the CSS homepage; there is some
> black box info on the site.

After that, look on mine for more info.
http://www-users.rwth-aachen.de/mathy.van_nisselroy

The BlackBox stuff is on the BlackBox page, but you might wanna read the
stuff on CD-ROM's too.

CU Mathy van Nisselroy

2436. XEP80 and MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 11:36:11 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa0sjcolk1@nets3.rz.RWTH-Aachen.DE>
Source record: 29707

Howdy folks

I tried to use my XEP80 with MyDOS this weekend, but it looks like the XEP80 handlers I have won't work with anything but DOS 2.5 (atleast not with MyDOS).

Am I doing something wrong or....

BTW I noticed that if you put two monitors real close together and switch both on, the screen on both will nervously move up and down on both. I guess they influence each others CRT.

Maybe I killed on of my XEP80's by plugging the adaptor into the XEP80 while the adaptor was plugged into the extension cord (switched on). Grrr..... Don't try this at home.

For those with a need for lot's of screens connected to one Atari, how about this, plug one XEP80 into joystick port 1 and an other in port 2. Then again, since the XEP80 only uses 2 of the 4 pins that can be used for output, you could build a small circuit that would redirect the unused pins on the computer to the right pins on a second XEP80 on the same joystick port. :-))

CU Mathy van Nisselroy

2437. Where to find unmodified Joe Blade?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 12:45:08 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <xyTw8.162368$gA5.12589062@e3500-atl2.usenetserver.com>
Source record: 29708

I was looking into modifying Joe Blade to play on an NTSC 8-bit but the only versions I can find have been modified by Joe A (what's displayed when you start the game). The game crashes occasionally and I don't know if it is because of the modification that had been done or if it was in the original game. I also have no idea what the original modifier did to the code because I can't find any notes.

Does anyone know where I can find an unmodified version of Joe Blade or at least know what the programmer did in the modification?

2438. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 13:41:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc41307$0$2327$1dc6e903@news.corecomm.net>
Source record: 29709

(How tell eof in cc65.)
I don't know cc65 very well. But you can tell eof by an error
136. If you use assembler, I think 136 will be in the Y register
after a CIOV call. BASIC returns the 136 error.
Russg

2439. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 14:09:00 UTC
From: gokmase@bigfoot.com
Message-ID: <366c6d2a.0204220609.7e9195d2@posting.google.com>
Source record: 29710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1019405623.31845.0@eos.uk.clara.net>...

> | I guess most off us find all the complaints to his posts just as
> | offending. The same goes for those who can't keep there fingers off the
> | keybord when reading Mr Sinclap's posts.
>
> Do assholes like you complain when you have a problem with for example
> something you bought, or do you keep quiet in case you upset the shop
> assistant. Bollox!! you go the the shop and complain, so why shouldnt i
> complain in these circumstances.

If considering your way of bashing the original poster turns a person
into an asshole, you can count me in there then...

This newsgroup is certainly not flooded with commercial postings, so I
don't have a big problem with it. If I OTOH were to react every time a
disrespectful posting is seen, I'd have my hands full complaining. I
guess we all have to let some things pass.. ..and at least try to be
nice. If not, I don't see any reason to stay around really.

/Joakim

2440. Re: Atari Cartridge Dumping Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 18:07:22 UTC
From: Pete <pete@get.bent.spammers.wintermute.org.uk>
Message-ID: <aa1mie$77h6m$1@ID-15679.news.dfncis.de>
Source record: 29712

Hi,

> From missing cart list
>....
> 8,192 gridrunner.rom

Not surprised THAT one is missing since it wasn't released on cartridge....in fact it was the first game I ever bought for my Atari and it came out on cassette.

May still have it somewhere.

TTFN - Pete.

2441. Comper collection for auction

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 18:12:11 UTC
From: BoB <bob99@lineone.fishnetstockings>
Message-ID: <3cc453b0_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 29711

Hi
I have an auction for 26 early collectable
computers, a few of them are Atari,

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2018790930

Thanks for looking,

BoB

2442. Re: question: using CAS cassette images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 19:40:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC46745.2965EBF8@students.uni-mainz.de>
Source record: 29713

Well,
on the real Atari we had Tapes. when copied to disk (without
hacking/cracking) they were called .CAS and could be used with a
so-called C-simulator. there were several of these C-Simulators avaiable
here in europe. there are even some Gamedos versions which can load
single stage cass. files (eg. Micro DOS II initializer by Stefan
Dorndorf). but remember: most of those CSIMs only work in Single or
Enhanced density (128 Bytes per Sector)... -Andreas.

P.S.: Ofcourse the hackers mostly created normal *.COM files instead of
annoying CSIM *.CAS Files...

Dominik schrieb:
>
> The ATRs and the HD emulation works just fine with APE and my 130XE. I'll
> have to hook it up again and check if I gave the tape enough lead time. The
> problem is that when I did it I did not hear the cassette loading sounds
> from the XE. All I could hear is some slight buzzing from the sound output.
> There is no pilot tone or data signals when the program starts to load (is
> there supposed to be?). I wonder if the type of SIO2PC cable could have
> something to do with it? Mine is a home made single chip version (DSR
> connection), but it works great with disk emulation. I guess it's not a big
> deal if I don't get the CAS image to work, as I only have one CAS file I
> would like to try loading. Thanks for all the info!
>
> Dominik
>
> "Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
> news:6ju2cuo3dlngu5gopedq3fpsenb5kt7um2@4ax.com...
> > On Wed, 17 Apr 2002 23:35:09 GMT, "Dominik" <zdominik@netzero.nospam>
> > wrote:
> >
> > >Has anyone got a CAS image to work with a real Atari? I've got a cassette
> > >image that works with the new Atari800Win Plus 3.0 emulator, so I pulled
> out
> > >my 130XE to try and load it using APE and I just can't get it to work! I
> > >start the XE with Option-Start and roll the tape in Ape. After about
> 10-15
> > >seconds I get a boot error. Any ideas?
> > >
> > >Dominik
> >
> >
> > Well, the CAS format existed before it was supported by those tools,
> > so it is supposed to work on a real Atari. Do ATR images work in your

> > APE setup? This would verify that your cable is working and that you
> > have the correct COM port configured.
> > Ape shows you the amount of time the leader takes. The Atari will
> > need approximately 15 seconds of leader. If your CAS file indeed has
> > a leader of 15 seconds, hit the return key on your Atari and
> > immediately click the play button in APE. Experiment a bit with this
> > timing. Do you hear the familiar cassette sound when APE sends the
> > first data block?
> > I know this stuff works, it took me hundreds of hours to write the
> > stuff and experiment with it. It took Steve a lot of time to add
> > support for it too. If you get the boot error within 10 seconds, then
> > it cannot be a timeout, so it sounds like the first record is just not
> > received properly. Sometimes this is due to incorrect timing for
> > hitting the play button/return key.
> >
> > Keep those XL's/XE's buzzing.
> > Ernest.
> >
> >
> >
> >
> >

2443. RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 19:47:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC468DD.7DBBD5DC@students.uni-mainz.de>
Source record: 29714

Hello Atarians, hello Michael Current,
once again here is a "small" update of the Atari Ramdisk overview.
Why do I send the whole text again, instead of the update only?
Well, simply because its easier to replace the whole text, than
updating dozens of things (Ramdisk table, missing RDs, thanks to,
etc.).
Ok, enough said. Let us start now - and update the A8FAQ as follows:

3.7 Atari Ramdisks - a short & very incomplete Overview:
(This is version 1.3 from April 2002)

Right from the start of the Atari 8-bit computer era in the late 70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM
extensions and enhancements, just to save some money. Also a lot of
firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This short and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to see
this text & info growing. For now let us start here, the info-section
is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the RD);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in
their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use
a small setup program to setup any kind of RD. Now let me begin:

3.7.1 Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k
RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 no authors known 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible,

- 4128k800 no authors known 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank, when RESET is pressed! A fix should be
available somewhere (I have been told, but I do not know where!);
whereas original Axlon Ramdisks homebank properly !!

- Mosaic unknown 64k C000-FFFF?
unknown unknown (CFFF) plug-in-board
Note: total memory = 96 kbytes, not Axlon compatible?;

- Mosaic unknown 128k C000-FFFF?
unknown unknown (CFFF) plug-in-board
Note: total memory = 160kbytes; not Axlon compatible?;

- ...

3.7.2 Atari XL/XE Ramdisks:

Due to an excellent article by John Picken, I`d like to present the
following overview first (found this info at Jindroush`s homepage):

RAM BANK ACCESS TABLE 64-1024K

PORTB Available on Type

E3,E7,EB,EF 1,2,3,4,5,6,7,8,9
C3,C7,CB,CF 2,3,4,5,6,7,8,9
A3,A7,AB,AF 2, 4,5,6,7
83,87,8B,8F 3,4,5,6,7
E1,E5,E9,ED 5,6,7
C1,C5,C9,CD 5,6,7 (short
A1,A5,A9,AD 5,6,7,8 overview)
81,85,89,8D 5,6,7,8
63,67,6B,6F 6,7
43,47,4B,4F 6,7
23,27,2B,2F 6,7
03,07,0B,0F 6,7
61,65,69,6D 7
41,45,49,4D 7
21,25,29,2D 7
01,05,09,0D 7

Type Upgrade Mapping
1 = 130 XE
2 = 256 XL Bucholz/Peterson/Rambo
3 = 256 XL Newell
4 = 320 XE Peterson
5 = 576 XE "
6 = 832 XE "
7 = 1088 XE "
8 = 832k+ " (BASIC on)
9 = 576 XE " " "

Note 1: The documentation by Scott Peterson on his upgrades indicates
that
only 128k is available in XE-compatible mode (Types 8/9 above). Two more
64k blocks are available as indicated with 832 or 1088k machines though
not
all RD handlers will find and use them.

Note 2: Based on an article by Jeff McWilliams in the April 1993 edition
of
AC, it appears the Newell 1-meg upgrade is mapped similarly to the
Peterson.

Note 3: With version 2.1 of the SpartaDOS Wedge, Ed Bachman describes a
simple fix for Peterson upgrades to reenable Antic access to extended
RAM.

It is definitely worth checking out, even if you don't use SpartaDOS.

Again thanks to John Picken for this information.
Now let`s continue with my own overview table (long overview):

Name Vendor Size
Area Bits Port
Banks
Notes

Note that PB4 is used in all Ramdisks by the CPU to access RAM or the
extra Ram/Ramdisk banks; when PB5 is unused, Antic may have RD access;

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte Chips (west), new=32kbyte Chips (east);
XEs made in China have faulty GTIAs => replace them!;
standard Atari ramdisk; Antic access: YES!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 81,85,89,8D,A1,A5,A9,AD,C1,C5,C9,CD,E1,E5,E9,ED;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes also a test program);
seems to be incompatible to most other 192k/256k Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses PC-SIMMs (30-Pin-SIMMS), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS:Missile Command=YES!;
no use of any switches!; Antic access: YES!

- Megaram 1 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 16kbyte Chips x16 (very big/huge platine);
originally designed (and maybe produced?) by Ralf David,
older Compyshop version; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Megaram 2 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 64kbyte Chips x4 (much smaller platine);
originally designed (and maybe produced?) by Ralf David,
newer Compyshop version; fully compatible to Megaram 1;

Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
Compyshop`s Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four (or more?) switches; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: uses 64k as RAM and 192k as RD; Antic access: no!
NOT compatible to S.Peterson, C. Buchholz and Rambo XL Ramdisks;
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-70), if full 1MB is used,
then built-in Atari Basic is not avaiable; Antic access: no!
built in Atari Basic: no!, XL/XE Selftest: YES!

- Newell Patch by E.P. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-70), mod. by Erhard Puetz
(how?), full Basic and Selftest control; Antic access: no (?),
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F

A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
Notes: uses 8 pc. 4Mx1 Chips (?); made by Newell, later by FTE;
seems to be very incompatible to existing software and bankswitching
cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
NOT available (only extra Ram/Ramdisk banks); Antic access: no!
built in Atari Basic: no!, XL/XE Selftest: no (?)

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz/ICD 192k, not Newell compatible!;
uses 64k as RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson
256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still 64k RAM plus this 256k extra RAM;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS - Ramdisks (?);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to ICD/Peterson 192k, NOT Newell compatible!;
uses 64k as RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz/Peterson, NOT Newell compatible!;
uses 64k as RAM and 192k as Ramdisk; Antic access: no!

built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C,
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC;
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
well, it is one of the most incompatible things I have seen;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?)

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be compatible to S.Peterson (?); Antic access: no (?)
built in Atari Basic: YES!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Ramdisk made in Poland; Antic has RD access: no (?)
built in Atari Basic: no!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: made in Poland; compatible to Newell & S.Peterson (?)
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no (?)

- missing info for the following Ramdisks:
Bob Wooley Ramdisks, 600XL Ramdisks, Rambo XL (512k by ICD),
some more Compyshop Ramdisks as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):

Name Vendor Size Area
Banks Bits Port Note

- no information yet!
- missing info for the following Ramdisks:
ICD MIO (256k, 1024k), Yorky XL (256k), Turbo-Freezer XL (256k),
the Atari 1090 (this one should also have had a 64k extra RAM
expansion card), R.David/K.Peters Romdisk (512k) and many many

other PBI devices...

3.7.4 other "Ramdisk" types and devices:

Name Vendor Size Area
Banks Bits Port Note

- no information yet !!
- missing info for the following types and devices:
Flashrom (512k), Ramcart (64, 128k), Rambox (64k-4096k), CP/M card
(with 64k extra RAM avaiable), ATR 8000 (also had 64k extra RAM),
Turbo 65816 (or 65801 / 65802), ARGS Romdisk cart. (64k) and many
other types...

For this third edition special thanks go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl and Ron Hamilton for
sharing their info with me. Also thanks to John Picken for writing an
excellent article about ramdisks and cartridges (especially about
bank-switching, which both devices can do). And thanks to Jindrich
Kubeck (Jindroush) for presenting this article on his homepage...
Thank you Folks !!
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or
other things that might help, let me know. Please do also send
corrections
(I am a novice in this subject, so there will be quite some updates and
corrections nescessary). Thank you - Andreas Magenheimer.

2444. another RD info text updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 19:56:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CC46AF7.C4534A9D@students.uni-mainz.de>
Source record: 29715

Hello Atarians, hello Michael Current,
by the time I have also updated the text about software that requires a
Ramdisk.
Just 4-5 new entries, but worth reading. Here it is:

8.13 Atari programs which require extra Ram / Ramdisk:
(This is version 1.3 from April 2002)

The memory values given are not always fully correct, since I do not
have all kinds of memory settings or Ramdisk types. At the moment I
merely have machines with 64k, 128k and 320k memory. Thus I cannot
tell if a program may work with 192k or 256k (or more than 320k), since
I do not have such machines. Any help or correction is welcome...

8.13.1 non-Demo programs:

- The Wedge 2.x by Ed Bachman needs 128k memory (a 130XE is
enough; but: Antic must have RD access!!)
- Space Harrier by Speedy needs 128k memory (130XE is enough);
- The Works by Tom Hunt needs 128k minimum memory (supports
also bigger machines up to 256k, but no CS Ramdisks);
- T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);
- Mister X by Power per Post needs 128k memory (130XE);
- Castle of Blackthorne by Thimo Graef needs 128k memory;
(a simple ripp-off of Dungeonmaster & Bardstale, written in
Turbo-Basic XL; unfinished and thus very limited playability);
- Gizmo`s Castle by Black Panther is avaiable in two versions:
the 64k version and the 128k version; if you have the 128k
version you will need a 130XE or compatible machine;
- Oelbaron by ??? (author unknown) also comes in two versions:
a 64k and a 128k version; a 130XE or comp. is needed for 128k;
- Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
- Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)
(works best with MyDOS 4.5x, supports Subdirs & Harddisks);
- ATOS the Mega-Multimedia GUI / Desktop by Tom Hunt requires
a 16Megabyte Harddisk partition or any XL/XE Atari with a
big Ramdisk (256k, 512k, 1024k) and/or a big Floppydrive (180k,
360k, 720k, 1440k densities); this mega-application will not
work on a non-expanded 64k Atari with only 810 or 1050 disk
drive; works best from Harddisk, should also work (slower)
from big floppies and/or big Ramdisks (untested yet);
- MTOS 1.0 and 1.1 by Tom Hunt need 128k memory (XE), there is

also a 256k version of MTOS (64k RAM + 192k RD; probably Newell?);
- Snapshot by ??? (author unknown) needs 128k minimum memory;
- XL2 by J.K. Picken needs 128k minimum memory; supports also
bigger XE-compatible machines of up to 1Megabyte (?);
- the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
Digi-Sound, thus a 64k machine (where only 16k can be used) is
much to small!; does not support 320k machines, nor Compyshop-RDs;
- Datei 4.0 and 4.1 by ??? (author unknown) both support 128k (XE)
and 320k (Compyshop) machines;
- various Filemanagers/Filecopiers support XE-comp. Ramdisks;
i.e. you need 2 drives if 48 or 64k RAM, only 1 drive + RD if
extra Ram / RD is avaiable (for example: Professionel Copy 1.x
and 2.x, Dos Control, Turbo-DOS Filecopy, the RAF-Commander,
Tight-Filecopy, TOMS Navigator, Spartados' The Browser, Spartados'
The Wedge 2.x, Spartados' Menu, Bewedos' Menu, etc.);
- various 130XE-test programs need 128k RAM, e.g. for bankswitching
tests and/or other things (can be found in many magazines);
- various System-test programs support 48k or 64k as well as extra
RAM; since they were (mostly) written to detect the extra RAM /
Ramdisk, you "should" have more than 48k or 64k memory...
(for example Sytem Info 2.x, System Test 1.x, Memory test, etc.);
- some XE-Sectorcopiers absolutely need a minimum of 128k RAM
(for example: XE-Copier, 130XE-Sectorcopy and many others);
- there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
Copier, Disk-Tape-Copier, etc.) that need a minimum of 128k RAM,
for example VampireSofts 130XE Coolcopy and others;
- there are also some Tape-Ramdisk programs or drivers (which provide
a RD for the Tape users) that need 128k minimum memory;
- no more ideas...

8.13.2 Demo programs:

- Amiga Boink XE by ???, minimum 128k RAM; XE=yes, CS=yes;
- American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes,
AM=yes;
(any RD with min. of 192k should do - just use your own RD driver!)
- Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
- Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
- Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;
- Bill-Pie-Demo by ???, minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
- CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
- Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
- Comet-Demo by Madteam needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Danielle-Gr.9-Ani by Bill Kendrick has a length of 64kbytes and
therefore should load off of a RD or a Harddisk (a Floppy drive is

verrryy slowww); for a RD-machine 128k total memory is enough;
XE=yes, CS=yes; (any RD should do - use your own RD driver!)
- Edelweiss-Demo by A.R. & CSS needs minimum 320k RAM; XE=no, CS=yes;
(a 256k sound sample + a picture; the much better intro works
without any extra RAM and is also avaiable as a separate file);
- Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
- Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
- Grafik+Sound-Demo by P.Sabath needs 128k memory; XE=yes, CS=yes;
(many different versions, there is also a 64k version avaiable;)
- Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
- (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
- I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
- Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
- Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
- Journey by Polynomials needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
- Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;
- Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
- Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
- Muppet-Movie by Madteam probably needs 128k memory?; XE=yes, CS=yes;
- Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
- Nonejm by Tight (pre-release) needs 128k memory; XE=yes, CS=yes;
- Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
- Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)
partially need 128k memory; XE=yes, CS=yes; (use your own
RD-driver!)
- Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
- Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
(also known as "Landscape-XE" Demo or just "Landscape" Demo)
- Raytracing 320k by Elsni needs 320k memory; XE=no, CS=no, AM=yes;
(written in Turbo Basic - patch the listing for your own RD!)
- 1MB Raytracing-Demo by ??? needs 1088k memory; XE=no, CS=no, KP=yes;
(comes as a Bootdemo on 8 disksides; coded in Assembler...)
- Revenge of Hacker by Rasero Team needs 320k minimum RAM; XE=no,
CS=yes;
- Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
- Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no; TO=yes;
- Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
(there is also a shortened 64k RAM version avaiable);
- Stash-Demo by Rasero Team needs 320k minimum RAM; has a RD-setup
menu;
(first use B for manual choice, then again a) for TOMS or c) for any
other type of RD; do not use b) for Compyshop, since it is faulty!)
- Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
(always boot with Option pressed / Basic off, to avoid stripes...);
- Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
TO=yes;

- Tit-Demo by Madteam needs minimum 256k RAM; has a RD-setup menu;
- Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
- TheTop-3 by WFMH partially needs 128k memory; XE=yes, CS=yes;
- Total Dazed by Tight needs 128k memory; XE=yes, CS=yes;
- Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
- Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
- Ultra by Taquart needs 128k memory; XE=yes, CS=yes;
- Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
- Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
- Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
(Antic must have RD access, otherwise the Demo doesn`t work!);
- WAF-Demo, Side B by WAF members, two parts need 128k memory
(Raytracing Part and Vector Part); XE=yes, CS=yes;
- Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
(on a XE or CS-RD you can see the ani with many bugs);
- X-Demo by Madteam needs 320k minimum RAM; has a RD-setup menu;
- X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by SAG needs 128k memory; XE=yes, CS=yes;
- Xyberscape-XE by Bill LeMasurier/TAF needs 128k memory; XE=yes,
CS=yes;
(there is also a 64k version avaiable separately);
- Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

Note: - XE means 130XE Ramdisk (size: 64k);
- CS means Compyshop Megaram 1 or 2 (size: 256k);
(schematics avaiable from ABBUC)
- AM means Atari Magazin Ramdisk (size: 256k);
(schematics can be found in AM 2/1987)
- KP means Klaus Peters Megaram 3 (size: 1024k);
(schematics avaiable from ABBUC)
- TO means TOMS Ramdisk (size 256k), this is
standard in Poland and compatible to S.Peterson;
- NE means Newell Ramdisk (size 256-1024k),
distributed by Newell Ind. and patched by users;
- RA means Rambo XL Ramdisk (size: 192k),
distributed by ICD and selfmade by users;
- SP means Scott Peterson Ramdisk (size 192-1024k),
where the 1MB version is Newell compatible;
- has a RD-SETUP menu means, that you have to hold
down SHIFT upon bootup to get the setup-menu; here
it should be possible to setup any XE-compatible RD;
- I could only test XE and CS Ramdisks, since
I do not have any other kind of RD;

Thats all so far. Any additions or corrections are welcome.
Greetings, Andreas Magenheimer.

2445. Re: Help: ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 21:48:15 UTC
From: ebaiz@skyenet.net
Message-ID: <zy%w8.238$Fu3.180325@newsfeed.slurp.net>
Source record: 29717

On 21 Apr 2002 13:03:32 , "TheDave" wrote:
>How can I use a very big (1 Mb) .atr file?
>The Emulator returns a boot error and I can't figure how to make it work (if
>it's possible).

I do that the same way I use a Mega-DI image. YOu do not boot the large
ATR file. First boot up the emulator using another ATR image (I like
MyDos). Then switch to the large ATR file and do a directory list and
boot the program (within the Mega ATR image) that you want.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2446. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 21:49:03 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <qB%w8.70212$51.508956@wards>
Source record: 29716

Hi,

Send a mail to majordomo@musoftware.de with the text
"subscribe cc65" in the body of the mail to get on the list
and try posting the question there. Most Atari CC65
contributors would read this group too but you might
get a better response there.

Regards,

Mark

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message
news:3cc09e40.24808638@news...
> I am doing some programming with cc65 and am using the file routines...
> which are supposedly coded for the Atari. I was running into some wierd
> problems and I consulted the source code. To my surprise the feof and
> fseek functions are not implemented!
>
> Unfortunately I need these functions to continue my project...
>
> Anybody know how these functions might be coded? How do we tell if we are
> at the end of file with the Atari?
>
> Thanks,
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2447. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 22:56:43 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <fs0x8.49597$58.3547934@zwoll1.home.nl>
Source record: 29718

Mirko Sobe wrote

: How can I view HIP-Pictures in Turbo-BASIC?
: I want to write a viewer for pictures in HIP-format for using with BOSS-X
: (www.atarixle.de/boss)

There is a small MC routine (a binary named HIP.COM) floating around the net to view them. I used it in assembly and it works great. The routine does not have an ending but keeps looping (END JMP END). When editing the code and change those few bytes to RTS you can use it in your own program.

Normal use is like this:

In DOS, binary-load PICTURE.HIP
Then binary-load HIP.COM
and type RUN $xxxx <--- start-address of the viewer

As for TurboBASIC, you'll have to BLOAD the *.HIP into memory (exists of 2 memory-blocks), and then jump to the view-routine (X=USR...). The view-routine also has to be BLOADed into memory, prior, or after, but of-course before jumping to it :-))

One problem you may have is the place into memory where the *.HIP's will be loaded at default. Don't know from the head where they are located, so it may cause troubles with TurboBASIC. In your case (as TurboBASIC-master) it'll be no problem to relocate the pics to another place in RAM and modify the viewer-routine to let it "look" somewhere else in stead of the default *.HIP space...

One thing to take care of are the interrupt vectors since the viewer messes around with them and don't restore them. I always store the values of the normal VBI, extended VBI, DLI and DL to restore them properly after I return from the routine...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2448. Re: Question about feature in MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 23:01:10 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <qw0x8.49619$58.3548508@zwoll1.home.nl>
Source record: 29719

Andreas

: maybe this space is also usefull somehow for the msc-ide controller or
: for sijmen`s my-ide project ?!? Wasn`t erhard puetz`s hdi connected to
: the parallel bus also ?!?

HDI is connected to the SIO port.

: But 20kbytes, thats a lot of space for an A8...

A short answer on this one: yes :-)

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

"Don't let your first ride in a Hearse be your last one"

2449. Re: XEP80 and MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-22 23:15:59 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <jK0x8.49686$58.3550317@zwoll1.home.nl>
Source record: 29720

Mathy van Nisselroy wrote

: BTW I noticed that if you put two monitors real close together and switch
: both on, the screen on both will nervously move up and down on both. I
: guess they influence each others CRT.

Tell me. I have 4 in a row. The windows-screen on 21" PC monitor gets really colorfull when switching on one of the others. Switching on all of them shows a realtime plasma effect as never seen before in any demo :-))

: For those with a need for lot's of screens connected to one Atari, how about
: this, plug one XEP80 into joystick port 1 and an other in port 2.

Tried that a long time ago. Did even work (partially :-)

First I booted the standard driver-disk. Next I loaded an alternative driver with modified PIA code to use the other joystickport. Guess I ran into timing-problems since it would only display a few lines on both the screens...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2450. Not So New BBS (440) 693-4315

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 00:37:29 UTC
From: dj_lexnfx@hotmail.com
Message-ID: <8f7c01f1.0204221637.5343bcc9@posting.google.com>
Source record: 29721

Ansi/and Apples welcome

Games like Spacer Quest, RISK, and the King Of The Hill trivia support board

For the most phun on the phone, call

WaZaBoo! II BBS (440) 693-4315

2451. MIO Technical Info?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 00:40:05 UTC
From: Kevin Besig <kbesig@borg.com>
Message-ID: <v32x8.4421$17.2786468@newsfeed1.thebiz.net>
Source record: 29722

Does anyone have detailed technical information land/or schematics of the ICD MIO? I've been looking for one for a while, but haven't found one. I have the rom image, so I could duplicate the circuit provided it doesn't use any programmable logic or custom devices.

Kevin

2452. Need help converting game to Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 01:28:44 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0204221728.5378592b@posting.google.com>
Source record: 29723

Hey all,

I was wondering if anyone wanted to try converting a text adventure I wrote for MS-DOS and Windows to the Atari 400/800/XE line of computers?

Here is the information about The Magic Flute:

www.geocities.com/dunric/magicflu.html

The Magic Flute can be downloaded at:

http://www.ifarchive.org/if-archive/games/pc/magicflu.zip

Please let me know if anyone wants to give this puppy a try.
The game itself was written in PowerBASIC 3.5 for MS-DOS.

Regards,

Paul Panks
dunric@yahoo.com
ICQ# 12234336

2453. Re: Help: ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 02:47:52 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <sX3x8.3410$Rb5.375024751@newssvr11.news.prodigy.com>
Source record: 29724

More specifically, using MyDOS4.5 in drive 1 and the megaimage in drive 2 do the following-

Boot the atari and choose menu option O to configure a drive-
select drive 2, no to remove drive, yes to high capacity, yes to configurable. Size is 65535.
When that's done you then choose option P to set density type 2,S for drive 2 and single density.
You're all set, just type 2 at the menu to see the directory.
Mo

Edward S. Baiz Jr. wrote in message ...
>On 21 Apr 2002 13:03:32 , "TheDave" wrote:
>>How can I use a very big (1 Mb) .atr file?
>>The Emulator returns a boot error and I can't figure how to make it work (if
>>it's possible).
>
>I do that the same way I use a Mega-DI image. YOu do not boot the large
>ATR file. First boot up the emulator using another ATR image (I like
>MyDos). Then switch to the large ATR file and do a directory list and
>boot the program (within the Mega ATR image) that you want.
>
>Edward S. Baiz Jr.
> (Gamer)
>---
>HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
>PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
> Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva
>---
>
>

2454. Indus again

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 06:46:30 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CC50345.FE6AA2BD@asw.cz>
Source record: 29725

Hi,

finally I got good power supply for Indus and tried to use it.

No problem, when using it with standard dos, but:

1) What are various msgs displayed? G4, G5, F9...
2) How to use maximal speed in SDX?

I tried to format disk in Ultra Skew, it switched automatically to
highspeed and formated till forever (tracknumber going from 0 to 39 many
times).

I also wrote config.sys (what a pain!) including 'device indus', but I
can't say I've seen any speedup (possibly because SDX uses highspeed
with Indus by defaul?)

What are the funny high beeps coming from the computer?

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2455. Quartet

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 07:34:46 UTC
From: Mr Krayzie <mrkrayzie@ntlworld.com>
Message-ID: <ec8x8.32663$ML.4815735@news2-win.server.ntlworld.com>
Source record: 29726

Any idea where I can get the Quartet music program for the ST (disk image
will do)

Cheers
--
Mr Krayzie

email: inmate@lunatic.info

2456. Re: RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 08:04:01 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CC51571.572A@gmx.net>
Source record: 29727

Andreas Magenheimer wrote:
> Hello Atarians, hello Michael Current,
> once again here is a "small" update of the Atari Ramdisk overview.
> 3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):
> Name Vendor Size Area
> Banks Bits Port Note
> - missing info for the following Ramdisks:
> [...] Turbo-Freezer XL (256k), [...]

Some weeks ago I was reading through the ABBUC forum. In the thread
beginning with <http://www.abbuc.de/cgi3/messages/53.html> Tobias Arnold
scanned and OCRd the german manual of Bernhard Engl's Turbo-Freezer XL
and made it available at
<http://people.freenet.de/toarnold/tfreezerXL.html>.

A long time ago I had the Turbo Freezer XL and a 1050 Turbo enhanced
floppy drive (the cheapest way to attach a standard printer to your
Atari 800XL at that time).

CU/2 eRGo

2457. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 10:01:54 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <miax8.5216$cT2.364101@news-nb00s0.nbnet.nb.ca>
Source record: 29728
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Back to the topic at hand.

I have just received product from Bravo Sierra and it was in excellent
condition and exactly what I asked for and the shipping was very reasonable.

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3cc1f744342c120@tripnet.se...
> On Sat 20-04-2002 17:23 (+0100) Steve Sweet wrote:
>
> >| I have nothing but praise for Bravo Sierra!
> >
> >You've obviously not suffered much of that brain damaged idiots spam.
>
> I guess most off us find all the complaints to his posts just as
> offending. The same goes for those who can't keep there fingers off the
> keybord when reading Mr Sinclap's posts.
>
> Who's brain is most damaged, the spammer/troll or he who responds to
> those posts in public?
>
> Follow-up set to comp.sys.atari.st,comp.sys.atari.8bit although I see
> very little reason to add anything to this particular thread...
>
> --
> Kenneth Medin <kennethm@tripnet.se>
> Atari TT at home: http://atari.mine.nu/
> <<Produced with 100% pure Atari equipment>>

2458. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 10:20:36 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Uzax8.4549$ph2.94810@news4.ulv.nextra.no>
Source record: 29729

"Brent Eamer" <breamer@nb.sympatico.ca> skrev i melding
news:miax8.5216$cT2.364101@news-nb00s0.nbnet.nb.ca...
> Back to the topic at hand.
>
> I have just received product from Bravo Sierra and it was in excellent
> condition and exactly what I asked for and the shipping was very
reasonable.

Haven't followed this thread. What's it about ? I must say I have not anything to complain about concerning Bravo Sierra. Excellent guy, Ben. I have seen in the past someone complaining about his postings here, calling it spam, but I think we need more info on where to get stuff. I appreciate his appearances here, although I don't buy too much, I at least know where to look.

Keep it up Ben!

2459. MyDOS versions added to site

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 11:24:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa3g9t$6km$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29730

Howdy folks

I just added some 'old' versions of MyDOS to my site. (3.08, 4.50, 4.51)

If you have versions that are not up there yet, especially if you have them with source code and everything (please, no unrelated stuff), please contact me.

CU Mathy van Nisselroy

2460. Re: CSS Black Box and Optical Media

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 11:34:06 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa3gud$78d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29731

Howdy John

> Anyone ever tried attaching a magneto-optical drive to a CSS Black
> Box?

You're probably the first one.
I might need a way to get the BlackBox to use Parity when sending data. I wrote a small piece on how to do that. Check out my BlackBox page at http://www-users.rwth-aachen.de/math.van_nisselroy/blackbox.htm

Please keep us posted on your progress.

CU Mathy van Nisselroy

2461. Re: Indus again

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 12:03:08 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aa3iht$8pm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29732

Howdy Jindroush, folks

> finally I got good power supply for Indus and tried to use it.

Has anybody tried to contact Future Systems recently. The bought the rights
to the Indus GT and even sold them for a while.

Future Systems, Inc.
21634 Lassen street
Chatsworth, CA 91311
(818) 407-1647

Maybe (if they no longer support their old stuff) somebody could ask if they
have docs and stuff (maybe even hardware) they want to get rid of.

CU Mathy van Nisselroy

2462. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 14:05:08 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc56a10$0$3339$1dc6e903@news.corecomm.net>
Source record: 29733

I haven't heard of 'Comuter Chess' for the Atari 8-bit.
You're not supposed to be able to castle when in check.
The program cheats if it allows itself to, but not you.
I like Sargon III on the 8-bit. It doesn't cheat or crash.
Russg

2463. Re: Where to find unmodified Joe Blade?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 17:27:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc59996$0$1415$1dc6e903@news.corecomm.net>
Source record: 29734

```
You can find a .dcm of joblade.dcm in ftp.spudster.org
the cth archive under games/dcm/j
and also a .com file in games/files/j
```

2464. Re: Where to find unmodified Joe Blade?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 17:29:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc59a14$0$1405$1dc6e903@news.corecomm.net>
Source record: 29735

You can file a .dcm for jblade.dcm in the cth archive at ftp.spudster.org
and a .com joblade.com. in games/dcm/j and games/files/j.
They are not .pro images, so they are modified files. Maybe these
are the ones you're working with, having problems with.

2465. An improvement for my APE cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 17:37:19 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc59bcd$0$1416$1dc6e903@news.corecomm.net>
Source record: 29736

My APE cable is ok, but marginal. I think it is the length of it (8 feet)
and the small wires in my PC serial cable part.
I changed the 'out' line from pin 9 to pin 6, from RI to DSR.
Set APE for DSR and now things are much better.
I can do 2x speed, I can do 850 emulation and printer thru.
I can't do APE+ 3x speed, but before I could only do APE 1x
speed in 'Stupid' mode and even that had problems.
I guess most don't have any problems with theirs, maybe shorter
cable or something. This is a good improvement.
APETIME and REMOTE won't work if I boot from a real
drive, but do work if I boot from APE image.
Now, I gotta get a USB mouse and put my USB port card in
my trusty 486, so I can use APEwin98 (my PC PS/2 port crashes,
so I have to use one serial port for the mouse, the other for the
modem, no serial port for APE.)
Russg

2466. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 17:45:44 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aa46ha$1s8j$1@innferno.news.tiscali.de>
Source record: 29737

Do you have a disassembled version of this routine?

> There is a small MC routine (a binary named HIP.COM) floating around the
net
> to view them. I used it in assembly and it works great. The routine does
not
> have an ending but keeps looping (END JMP END). When editing the code
and
> change those few bytes to RTS you can use it in your own program.
>
>
> Normal use is like this:
>
> In DOS, binary-load PICTURE.HIP
> Then binary-load HIP.COM
> and type RUN $xxxx <--- start-address of the viewer
>
>
> As for TurboBASIC, you'll have to BLOAD the *.HIP into memory (exists of 2
> memory-blocks), and then jump to the view-routine (X=USR...). The
> view-routine also has to be BLOADed into memory, prior, or after, but
> of-course before jumping to it :-))
>
> One problem you may have is the place into memory where the *.HIP's will
be
> loaded at default. Don't know from the head where they are located, so it
may
> cause troubles with TurboBASIC. In your case (as TurboBASIC-master) it'll
be
> no problem to relocate the pics to another place in RAM and modify the
> viewer-routine to let it "look" somewhere else in stead of the default
*.HIP
> space...
>
> One thing to take care of are the interrupt vectors since the viewer
messes
> around with them and don't restore them. I always store the values of the
> normal VBI, extended VBI, DLI and DL to restore them properly after I
return
> from the routine...
>
>
> --
>

> Grtx, Sysop Fox--1 / MNX
http://www7.brinkster.com/atari
> (Almost no C64 owners were mistreated or injured while developing this
> website)
>
>

2467. Re: Where to find unmodified Joe Blade?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 18:58:41 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <S6ix8.18629$tt4.1895355@e3500-atl2.usenetserver.com>
Source record: 29738

That one was cracked too.

Thanks anyway. I appreciate the help.

Russ Gilbert <russg@en.com> wrote in message
news:3cc59996$0$1415$1dc6e903@news.corecomm.net...
> You can find a .dcm of joblade.dcm in ftp.spudster.org
> the cth archive under games/dcm/j
> and also a .com file in games/files/j
>
>
>

2468. Re: Art and all that Jazz: her kettle was sticky, old, and answers on the highway

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-23 20:34:53 UTC
From: Jessica Felix <jessica@myjrytu.net.cn>
Message-ID: <comp.sys.atari.8bit.fd7428fb@myjrytu.net.cn>
Source record: 29739

Fucking don't scold a card!

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

It might furiously receive active and cooks our long, dirty farmers in back of a cave.

To be full or younger will receive light kettles to easily climb.

2469. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 00:40:28 UTC
From: Shangrila <shangrila@subdimension.com>
Message-ID: <0anx8.8140$MT2.418390@news3.calgary.shaw.ca>
Source record: 29740

I've always enjoyed the Chessmaster series and played it often on my 800XL.
Unless you dislike Chessmaster, perhaps you should find an .ATR with
Chessmaster on it?
I've never seen it "cheat" so it might work well for you.

- Donald

"Russ Gilbert" <russg@en.com> wrote in message
news:3cc56a10$0$3339$1dc6e903@news.corecomm.net...
> I haven't heard of 'Comuter Chess' for the Atari 8-bit.
> You're not supposed to be able to castle when in check.
> The program cheats if it allows itself to, but not you.
> I like Sargon III on the 8-bit. It doesn't cheat or crash.
> Russg
>
>

2470. Indus GT Disk Drive Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 04:14:20 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aa5b8i$ni1$1@news.chatlink.com>
Source record: 29741

Hi all,

just posted the Indus GT Disk Drive Manual & software on my site. I am
missing one of the disks... can anyone help out?

enjoy!
-Dan

http://www.retrobits.net

2471. Re: Indus again

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 04:32:58 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aa5cbgodd1@news.chatlink.com>
Source record: 29742

```
G4 = read sector verify error
G5 = read sector record not found error
F9 = format verify error
```

2472. Attn: Switchblade....Those disks now work :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 13:31:36 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <urcdcuggufb6leui23h0i7246fsn9p0d4m@4ax.com>
Source record: 29743

```
I think you know what I mean.. :-)
--
Paul
```

2473. Re: Free XXX Screen Saver! 7928 [2/2]: ==LITMUS 2.03 TROJAN==

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 15:26:26 UTC
From: spamless@nil.nil
Message-ID: <3cc6cea2$1_1@nntp2.nac.net>
Source record: 29744
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

```
This is the Litmus 2.03 backdoor Trojan giving the
hacker full access to your computer.
```

2474. Re: Art and all that Jazz: i am finally sad, so I jump you

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 15:34:05 UTC
From: Jessica Felix <jessica@oxolho.cl>
Message-ID: <comp.sys.atari.8bit.42c3a28f@oxolho.cl>
Source record: 29751

What does Taysseer dine so slowly, whenever Pam believes the urban cup very grudgingly?

"ART AND ALL THAT JAZZ" is a gallery on the Healdsburg Plaza
that incorporates the two passions of its owner, Jessica Felix -
art and jazz.

Jessica is an artist whose medium is jewelry. She creates what she calls
"spirited art," specializing in images from indigenous cultures around the world.

http://www.artandallthatjazz.com/index-2.shtml

119A Plaza Street
Healdsburg, CA, USA 95448
1-707-433-7900

Who changes slowly, when Yosri irritates the sweet ball about the ladder?

Until Nelly excuses the oranges happily, Georgina won't believe any weak hallways.

2475. Re: Indus again

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 16:04:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc6d776$0$3338$1dc6e903@news.corecomm.net>
Source record: 29745

The default SpX config has the DEVICE INDUS already in it.
If you make a config.sys, you gotta have DEVICE SIO before
the DEVICE INDUS.
According to the book, the default config.sys is:
DEVICE SPARTA OSRAM
DEVICE SIO
DEVICE ATARIDOS
DEVICE INDUS
DEVICE CLOCK
DEVICE JIFFY
DEVICE RAMDISK
The 'Tonk' sound coming from your computer is an error sound
from the Indus, every time you hear it, you'll get a message
in the Indus display.
You get errors with 'G', get error, 'P', put error, 'F', format error
or 'E-' no error, pushed the error button.The book only has
4 error numbers, but I've seen error numbers not in the book.
3=lost data can be 'G', 'P', or 'F'
4=Chksum error 'G' or 'P'
5=Record not found 'G' or 'P'
7=write protect error 'P' or 'F'
9=verify error 'P' or 'F'
If your Indus kept trying to format the disk, and getting 'F9' errors
it isn't being successful with the format.
I especially have high sector problems with read and write on my
Indus.
There were at least two flavors of Indus, one with a 1050 type
Tandon mech and another with a Chinnon mech.
Russg

2476. Re: Need help converting game to Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 16:35:09 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc6deb8$0$3338$1dc6e903@news.corecomm.net>
Source record: 29746

Looks like a nice, standard, text adventure, but you mention 'rolling
hills' so it sounds like graphics.
Clayton Walnum made an 'Adventure Creator' program to make
text adventures with. It was called 'Adventurous Programming'
in ANALOG issues 39, 40 and 41. That's Feb., Mar., Apr. '86.
You can just download all of '86 from the CTH archive at
ftp.spudster.org in the ANALOGS directory. It may be a little
hard to figure how to use it, but the purpose of it was to make
adventure programming easy.
Cyberroach has a web-site on ANALOG, that might have the articles.
http://www.cyberroach.com/analog/default.htm

2477. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 16:45:25 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3CC6E125.DF0005E7@lucent.com>
Source record: 29747

Pockets wrote:
>
> The Idea has some merit.
>
> However the major problem is the size of commonly available motherboards.
>

I don't think that is as big a problem as you might think. Around here
(in the USA), you can buy at computer shows, and some stores, a small
computer called the BookPC and BookPC II, which aren't much bigger than
a large book and have a pretty small MB. Actually, I think you can buy
these type of MB's by them self. They might be listed as
micro-motherboards
in hardware catalogs. They come in several flavors and are easily fast
enough to emulate an 8bit Atari. They would fit in a 400 or 800 case
with no problem, but probably not an XL/XE case.

Kit Kimes
Lucent Technologies - Bell Labs
Naperville, IL USA

2478. Re: ATARI 130XE problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 17:08:35 UTC
From: usenet-20020424@hias.horus.com
Message-ID: <slrnacdoge.3jt.usenet-20020424@camel.hias.horus.com>
Source record: 29748

Hi!

On 21 Apr 2002 17:28:12 -0700, Lord Chaos wrote:
> I have an ATARI 130 XE with Oldrunner & 16K Bibomon.
>
> Worked great some years ago but now it crashes after running 30 min ,
> sometimes doesnï¿½t work at all.

There are some very common problems:
1) contact problems due to oxidation or hardware extensions making
their way out of the socket(s) they are supposed to be plugged
into
2) thermal problems (eg. computer is only working when it is
cold)
3) a bad power supply (check with a replacement)
4) a bad solder pad (try re-soldering all pins)

The most probable problem is number 2 IMO (your Atari stopping to
work when it's warm) but check number 1 first (it's a lot faster
as you'll see). Before doing check number 2 you could also try
replacing the power supply if you've got another one. Then check
number 2, and number 4 at last.

ad 1)
Try re-seating all ICs of your Atari. This means: gently pull
them out of their sockets and plug them in again.
When you have pulled out an IC closely look at the pins of the
IC if they are still shiny metal. If they are dark, try cleaning
them. Also check if all the pins are straight and perfectly fit
into the socket. Once I had a problem with a 1050 randomly going
mad, and the cause was one pin of the ROM bent by 180ï¿½ half-way
down, so there was contact most of the time, but not always...

ad 2)
This means that one of your ICs has gone bad, and you'll have
to replace it. The complicated point is finding out which of the
ICs is bad.

First of all check if you've got a thermal problem at all.
Put your Atari into the fridge for one hour or so, and check if
it is OK. Then open your Atari and use a hair-dryer to warm
up the ICs until they are more than hand-warm and again check it.

If your Atari works all of the time, try re-doing the checks
and also try varying the temperature (slightly longer freezing,
a bit more heating). Please note that your Atari will warm up

quite fast if you take it out of the fridge, also it'll cool down quite fast after switching off the hair-dryer.
If you still have no success, it could still be the power-supply (also check it for thermal problems) or completely another problem.

If you had 'success' (eg. the Atari only works when it's cold) you'll have to get some cooling (freezing) spray from your local electronics store (eg. in Germany look for "Kï¿½lte Spray" made by "Kontakt Chemie" at Conrad electronics or so).

Now you can use your hair-dryer to warm up all ICs of your Atari and the cooling spray to cool down a single IC.

If your Atari only works when it's cold, power up your opened Atari and warm it up until it stops to work. Now power it down, still heat it with your hair-dryer and then quickly use the cooling spray to cool the first IC (1-3 seconds of usage will be enough to get an IC below 0ï¿½C). Now quickly power it on (within a second or two at maximum!) and observe if it works or not. If your Atari doesn't work, power it down, heat it up, and cool down the next IC and again power it up. Repeat this procedure until you've found the broken IC(s).

When you think you have discovered the broken IC(s), check if you are able to reproduce the effect. It still could be that you have been a little bit too slow / too fast or that you slightly cooled down the IC next to the one you were checking and the one you think that is broken, actually works.

Anyway, if you are able to reproduce the good/bad effect several times, there are good chances that you have found the bad IC. Now just replace it and hope that fixed your Atari.

BTW: Finding a thermal problem is an extremely nasty task. Among the worst things you can come across in the world of computers/ electronics, IMO. You'll need a lot of time, patience, and strong nerves to find them. Good luck anyway!

HTH & so long,

Hias

2479. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 17:38:15 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3CC6ED87.5D20FDE1@lucent.com>
Source record: 29749

LLpwhite wrote:
>
> Does anyone know how to contact the main author of the emulator?

An even more basic question is where is this emulator located? I haven't been reading the 8bit Atari newsgroup for the last couple of years and am not up to date on any of the emulators. Is this a good one? Which one does the group consider the best emulator available right now?

I still have my modified 800XL at home but haven't fired it up for several years. All I have left as far as software is concerned is are a few of my favorite cartridges. Would be nice to get an emulator and some images to play around with since I'm not sure my Atari even works anymore.

Kit Kimes
Lucent Technologies - Bell Labs
Naperville, IL

2480. LDW 2000 SUPER USER'S MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 18:53:54 UTC
From: Adrian W&#65533;gorek <adick@fanthom.math.put.poznan.pl>
Message-ID: <3CC6FF42.31D888FC@fanthom.math.put.poznan.pl>
Source record: 29750

Hello,

I've just bought LDW 2000 SYUPER disk drive for ATARI computer but I
haven't any manual for this.
I'm looking for electronic version of the LDW 2000 SUPER USER'S MANUAL.
If anybody knows where may I get this, please give me a link to WWW
page.
Thank You in advance.

--
Best regards,
Adrian Wegorek
mail:adick@fanthom.math.put.poznan.pl

2481. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 20:27:23 UTC
From: neil.briffett@nokia.com
Message-ID: <fcdc2375.0204241227.2e7889e0@posting.google.com>
Source record: 29752

Duh!

I must have had my brain in neutral when i typed that message it was complete bollocks!

What I was after was instructions for my Atari Computer Chess Cartridge. The problem I have is that if I check computers king, he should not be able to castle for the remainder of the game ... but he still allows himself! However, if he checks me, I CANNOT castle after that point!

Hope someone somewhere can help!

Neil

2482. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 20:50:36 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uce6fkpgfhoe94@corp.supernews.com>
Source record: 29753

"Kit Kimes" <kkimes@lucent.com> wrote in message
news:3CC6E125.DF0005E7@lucent.com...
>
>
> Pockets wrote:
> >
> > The Idea has some merit.
> >
> > However the major problem is the size of commonly available
motherboards.
> >
>
> I don't think that is as big a problem as you might think. Around here
> (in the USA), you can buy at computer shows, and some stores, a small
> computer called the BookPC and BookPC II, which aren't much bigger than
> a large book and have a pretty small MB. Actually, I think you can buy
> these type of MB's by them self. They might be listed as
> micro-motherboards
> in hardware catalogs. They come in several flavors and are easily fast
> enough to emulate an 8bit Atari. They would fit in a 400 or 800 case
> with no problem, but probably not an XL/XE case.

I think there is an even smaller solution, something like a SIMM PC. Made
somewhere in Eastern Europe IIRC.

We may be running into a time crunch if we haven't already hit it. There is
a big of a gap between Atari and Commadore selling billions of dollars worth
of 6502 based merchandise and now. The time for this to happen would have
been around 10 years ago when there were still a lot of 6502 programmers
around.

I'm getting real rusty with 6502 programing in any format and let's face it,
some of the best 6502 programmers have already died.

2483. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 21:56:52 UTC
From: dwebster@mediaone.net
Message-ID: <3cc72a87.3702671@90.0.0.1>
Source record: 29754

On Wed, 24 Apr 2002 12:38:15 -0500, Kit Kimes <kkimes@lucent.com>
wrote:

>An even more basic question is where is this emulator located? I
>haven't been reading the 8bit Atari newsgroup for the last couple
>of years and am not up to date on any of the emulators. Is this
>a good one? Which one does the group consider the best emulator
>available right now?
>

http://www.a800win.atari-area.prv.pl/

2484. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 22:12:46 UTC
From: usenet-20020424@hias.horus.com
Message-ID: <slrnaceben.5cn.usenet-20020424@camel.hias.horus.com>
Source record: 29755

On Wed, 24 Apr 2002 13:50:36 -0700, Rick Cortese wrote:
> I think there is an even smaller solution, something like a SIMM PC. Made
> somewhere in Eastern Europe IIRC.

As mentioned in my other post, there's the DIMM-PC built by Jumptec from germany (try www.jumptec.de or www.jumptec.com). But IMHO it's too slow for an emulator - only pentium-class speed. Actually, I've never really tried it, since the evaluation board (with standard connectors) is quite expensive - a friend of mine is working on a project (at work) with such a DIMM-PC, but speed does not matter too much in their case.

> I'm getting real rusty with 6502 programing in any format and let's face it,
> some of the best 6502 programmers have already died.

ACK.

I did a little bit of 6502 assembler programming some 2 weeks ago and realized that I've forgotten a lot of the stuff I knew some 10 or 15 years ago. Like small assembler 'tricks', eg optimizing for space, some of the Atari-specific memory addresses, display list codes, hex to mnemonic mapping and all that stuff.

Oh well, it's been a long time since I knew every litte bit of my Atari and was able to write small assembler programs in hex (or even ATASCII) without using an assembler...

Good old days...

so long,

Hias

2485. POLL: Why do you like your Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 22:55:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0204241455.4f996ecf@posting.google.com>
Source record: 29756

http://www.slambook.com/siteapps/slambook/skins/Classic/view-sb.asp?SlambookID=689189

Woodzy

2486. Re: ATARI 130XE problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-24 22:59:26 UTC
From: Darmok <mr_cooncat@hotmail.com>
Message-ID: <ucee6ko0ttv6d6@corp.supernews.com>
Source record: 29757

"Matthias Reichl" <usenet-20020424@hias.horus.com> wrote in message
news:slrnacdoge.3jt.usenet-20020424@camel.hias.horus.com...
> Hi!
>
> On 21 Apr 2002 17:28:12 -0700, Lord Chaos wrote:
> > I have an ATARI 130 XE with Oldrunner & 16K Bibomon.
> >
> > Worked great some years ago but now it crashes after running 30 min ,
> > sometimes doesn't work at all.
>
> There are some very common problems:
> 1) contact problems due to oxidation or hardware extensions making
> their way out of the socket(s) they are supposed to be plugged
> into
> 2) thermal problems (eg. computer is only working when it is
> cold)
> 3) a bad power supply (check with a replacement)
> 4) a bad solder pad (try re-soldering all pins)

```
Better solution for a thermal problem.

Go to Radio Shack or similar place and buy a can of
"freeze spray". This stuff comes in an aerosol can
with a small tube so that you can spray individual
components.

Open your case to expose LSI chips and MB. Fire it up
and wait for symptoms to occur. One by one, spray the
various chips with the freeze spray, which will instantly
lower their individual temp. Once you spray one and the
computer starts working again, you know which chip to replace.

ttfn ...
```

2487. Re: RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 00:10:47 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <bQHx8.2240$8p3.211678@newsread1.prod.itd.earthlink.net>
Source record: 29758

Is there a translation available?

--
Ron

http://www.atariland.com/members/oldatarian

"Rainer Gambo" <r.gambo@gmx.net> wrote in message
news:3CC51571.572A@gmx.net...
> Andreas Magenheimer wrote:
> > Hello Atarians, hello Michael Current,
> > once again here is a "small" update of the Atari Ramdisk overview.
> > 3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):
> > Name Vendor Size Area
> > Banks Bits Port Note
> > - missing info for the following Ramdisks:
> > [...] Turbo-Freezer XL (256k), [...]
>
> Some weeks ago I was reading through the ABBUC forum. In the thread
> beginning with <http://www.abbuc.de/cgi3/messages/53.html> Tobias Arnold
> scanned and OCRd the german manual of Bernhard Engl's Turbo-Freezer XL
> and made it available at
> <http://people.freenet.de/toarnold/tfreezerXL.html>.
>
> A long time ago I had the Turbo Freezer XL and a 1050 Turbo enhanced
> floppy drive (the cheapest way to attach a standard printer to your
> Atari 800XL at that time).

2488. Re: RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 00:33:45 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CC74EE9.596A@gmx.net>
Source record: 29759

Ron Hamilton wrote to Rainer Gambo:

>> Tobias Arnold scanned and OCRd the german manual of
>> Bernhard Engl's Turbo-Freezer XL and made it available
>> at <http://people.freenet.de/toarnold/tfreezerXL.html>.

> Is there a translation available?

Sorry, I don't know if there existed an english version of the printed manual at all. But you might try machine translation - that should at least give you a clue, but there are huge quality differences between the different (online) translation programs. I you need only a short paragraph, I could do it.

CU/2 eRGo

2489. Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 01:33:01 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com>
Source record: 29760

I just had to say it.

2490. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 01:33:41 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ZYIx8.36747$tt4.2711446@e3500-atl2.usenetserver.com>
Source record: 29761

Son of man" <bcozier@bellsouth.net> wrote in message
news:lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com...
> I just had to say it.

Pengo kicks some serious butt, too.

2491. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 03:22:31 UTC
From: Mike Tripp <mike.tripp@61.ima.infomail.com>
Message-ID: <3cc7766c.0@warpguy.swbell.net>
Source record: 29762

"Neil" <neil.briffett@nokia.com> wrote in message
news:fcdc2375.0204241227.2e7889e0@posting.google.com...

> Cartridge. The problem I have is that if I check computers king, he
> should not be able to castle for the remainder of the game ... but he
> still allows himself! However, if he checks me, I CANNOT castle after
> that point!

I doubt there's a software bug, as castling is one of the most peculiarly restricted moves in a chess game. You'd think that logic would be among the most heavily tested. You probably just misinterpret the conditions under which you can castle: both pieces can't have been moved before, there must be no pieces between them, and none of the king's three squares (start/skip/end) can be in threat. I suspect that you escaped check by moving your king or rook, where the computer escaped check by blocking or capturing your threat with another piece. That would forfeit your ability to castle for the rest of the game while the computer's option to castle later is still viable, "according to Hoyle".

2492. ebay auction 1347587936 sio2pc terminated

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 07:22:35 UTC
From: j131@inetia.pl
Message-ID: <aa8ars$1o4$1@korweta.task.gda.pl>
Source record: 29763

Hi,
Since I do not have the addresses of persons involved I post it here.
As some of you know I auction SIO2PC cables on Ebay. My last listing was
terminated by Ebay because the item was found "infringing" by Sega, Nintendo
and Sony. Well, probably the use of two keywords "game" and "copy" was not
very appropriate on my part. I just want to apologize the persons biddning and
inform them that the item has been relisted under different category and
without the "infringing" words so hopefully it will last this time. Always
check my "about me" page for more info and current listings. Or contact
me via email. Thank you for your patience and once again sorry for OT.

http://members.ebay.com/aboutme/j131/
j131

2493. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 10:10:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com>
Source record: 29764
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new 8 Bit Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2494. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 12:09:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9vrfcusnptll0pmr9d802nnt1hftdtkqjq@4ax.com>
Source record: 29765

On Wed, 24 Apr 2002 12:38:15 -0500, Kit Kimes <kkimes@lucent.com>
wrote:

>I haven't been reading the 8bit Atari newsgroup for the last couple
>of years and am not up to date on any of the emulators. Is this
>a good one? Which one does the group consider the best emulator
>available right now?

At the moment Atari800 and the various ported platforms offers the
most complete emulator available. The windows version, Atari800win
Plus evolved from Rich's Atari800win and as the Plus suggests has had
many improvements added and for a Windows user it is the best emu
there is.

Basically it handles pretty much anything you throw at it, supports
most if not all the carts there were (is) and the main core is
constantly being worked on as well as additions by the platform
specific people.

I think you will like it kit :-)
--
Paul

2495. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 12:10:26 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3gsfcu8jvk7hbanqqecnd28hiq9bocf8f5@4ax.com>
Source record: 29766

```
On Wed, 24 Apr 2002 21:33:41 -0400, "Son of man"
<bcozier@bellsouth.net> wrote:

>Son of man" <bcozier@bellsouth.net> wrote in message
>news:lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com...
>> I just had to say it.
>
>Pengo kicks some serious butt, too.
>
Try Robotron and a long game of Jumpman ;-)
--
Paul
```

2496. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 13:29:59 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <6lTx8.39604$EK.16039939@e3500-atl1.usenetserver.com>
Source record: 29767

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:3gsfcu8jvk7hbanqqecnd28hiq9bocf8f5@4ax.com...
> On Wed, 24 Apr 2002 21:33:41 -0400, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >Son of man" <bcozier@bellsouth.net> wrote in message
> >news:lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com...
> >> I just had to say it.
> >
> >Pengo kicks some serious butt, too.
> >
> Try Robotron and a long game of Jumpman ;-)

Atari Robotron is good?

> --
> Paul

2497. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 15:07:56 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <gZUx8.195604$K5.16272719@bin5.nnrp.aus1.giganews.com>
Source record: 29768
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com...
> I've moved from my old Internet Provider to aracnet.com! Everything should
> be forwarded by my old Internet Provider. Such as E-Mail and Web Links.

Maybe this time you won't lose all your customers' e-mail addresses

2498. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 16:16:16 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CC82BD0.F0F711ED@cyou.com>
Source record: 29769

```
Son of man wrote:
>
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> news:3gsfcu8jvk7hbanqqecnd28hiq9bocf8f5@4ax.com...
> > On Wed, 24 Apr 2002 21:33:41 -0400, "Son of man"
> > <bcozier@bellsouth.net> wrote:
> >
> > >Son of man" <bcozier@bellsouth.net> wrote in message
> > >news:lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com...
> > >> I just had to say it.
> > >
> > >Pengo kicks some serious butt, too.
> > >
> > Try Robotron and a long game of Jumpman ;-)
>
> Atari Robotron is good?
>
> > --
> > Paul

Archon, BallBlazer, Joust
```

2499. Re: ebay auction 1347587936 sio2pc terminated

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 17:09:47 UTC
From: John Oyler <john.oyler@attbi.com>
Message-ID: <3CC7576E.5AE68527@attbi.com>
Source record: 29770

j131@inetia.pl wrote:
>
> Hi,
> Since I do not have the addresses of persons involved I post it here.
> As some of you know I auction SIO2PC cables on Ebay. My last listing was
> terminated by Ebay because the item was found "infringing" by Sega, Nintendo
> and Sony. Well, probably the use of two keywords "game" and "copy" was not
> very appropriate on my part. I just want to apologize the persons biddning and
> inform them that the item has been relisted under different category and
> without the "infringing" words so hopefully it will last this time. Always
> check my "about me" page for more info and current listings. Or contact
> me via email. Thank you for your patience and once again sorry for OT.

Christ, you've got to be kidding, don't you? I can't wait til they ban
auctioning off CD-R's myself.

John

2500. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 17:25:34 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <ucgf0ahhfd2i04@corp.supernews.com>
Source record: 29771
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Ben,

Good luck on the business expansion.

Got your new e-mail address.

Don
Retired SYSOP of the Retired Bear Cavern BBS (RIP)

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0204250307500.27059-100000@shell1.aracnet.com...
> I've moved from my old Internet Provider to aracnet.com! Everything should
> be forwarded by my old Internet Provider. Such as E-Mail and Web Links.
> Since I've moved, I've just bought out another Atari Dealer and I need to
> make room for NEW Inventory. So now I'm Currently offering a 25% Discount
> on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST
> Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra
> Computers! Check WebLink below for more details on discounts!
> http://www.aracnet.com/~atari/specials.htm WebPage for Specials!
>
> I've added many boxes of new 8 Bit Games & Software. Check it out! Get my
> Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
> Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
> http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/shipping.htm Shipping Information!
> http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
> http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
> http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,

Hardware/Accessories & References/
> Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
> Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>

2501. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 17:47:22 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ucgg3j59nap564@corp.supernews.com>
Source record: 29772

"Matthias Reichl" <usenet-20020424@hias.horus.com> wrote in message
news:slrnaceben.5cn.usenet-20020424@camel.hias.horus.com...
> On Wed, 24 Apr 2002 13:50:36 -0700, Rick Cortese wrote:
> > I think there is an even smaller solution, something like a SIMM PC.
Made
> > somewhere in Eastern Europe IIRC.
>
> As mentioned in my other post, there's the DIMM-PC built by Jumptec from
> germany (try www.jumptec.de or www.jumptec.com). But IMHO it's too slow
> for an emulator - only pentium-class speed. Actually, I've never really
> tried it, since the evaluation board (with standard connectors) is
> quite expensive - a friend of mine is working on a project (at work)
> with such a DIMM-PC, but speed does not matter too much in their case.

Seems like a lot of manufacturers are doing it now. I did a quick search to see if I had a memory fault and even a group in Canada has come out with a SIMM PC. There seems to be more focus on using a Linux OS which is probably a good idea.

I suppose I should read up more on the other formats like PC104 but I am getting lazy in my old age.<grin>

2502. Re: Jeri and the C=1 at Baltimore Amiga Expo

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 18:24:18 UTC
From: THX-1138 <thx1138@thx1138.xyz>
Message-ID: <mRXx8.65091$zN.33117974@twister.socal.rr.com>
Source record: 29773
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

"Robert Bernardo" <rbernardo@value.net> wrote in message
news:f890d44d.0204142207.3fd808b4@posting.google.com...
> an Atari 8-bit a la C=1. He says that Jeri will probably demo the C=1 at
the Sacramento

I understand that her Atari clone will use a lot of the same hardware as the
C=1 (graphics, sound, etc).

Will it be possible to write software that will work on both the C=1 and
16-bit Atari clone? If not, this should be looked into, as it would double
the market for any future 16-bit software.

I think the next board (C=2) should be compatible with the Atari and Apple
II GS. If this can be done, she'll sell a ton of them.

2503. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 18:30:52 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <zSXx8.49798$tt4.3156109@e3500-atl2.usenetserver.com>
Source record: 29774

```
"Larry Richardson" <larryr@cyou.com> wrote in message
news:3CC82BD0.F0F711ED@cyou.com...
> Son of man wrote:
> >
> > "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> > news:3gsfcu8jvk7hbanqqecnd28hiq9bocf8f5@4ax.com...
> > > On Wed, 24 Apr 2002 21:33:41 -0400, "Son of man"
> > > <bcozier@bellsouth.net> wrote:
> > >
> > > >Son of man" <bcozier@bellsouth.net> wrote in message
> > > >news:lYIx8.36734$tt4.2711268@e3500-atl2.usenetserver.com...
> > > >> I just had to say it.
> > > >
> > > >Pengo kicks some serious butt, too.
> > > >
> > > Try Robotron and a long game of Jumpman ;-)
> > >
> > Atari Robotron is good?
> >
> > > --
> > > Paul
> >
> Archon, BallBlazer, Joust

I know archon and joust, but what I'm really doing is comparing the atari
versions to the arcades anfd judging if the atari versions were better. I
prefer the atari version of zaxxon than the arcade, which I can play using
mame. That's how I'm "judging" Atari games. So when I asked if robotron is
good, I'm really asking is there any aspect of it that's better than the
arcade or mame version?

Atari pengo, donkey kong, millipede with the atari trackball, and zaxxon in
my opinion kick the shit out of the mame versions.

And I also got a brand new C64 from ebay. I am awed by Alien Syndrome. The
scrolling is so smooth, the weapons are so perfect and the coop play so
addictive, nice background graphics and end bosses for each level. Real
classic arcade shooter type stuff. The smooth scrolling in clear graphics
in Atari zaxxon is superb, and I like the frenzy of all those bugs running
around in millipede. With the trackball, atari millipede is a blast to play.
```

2504. Re: PC in ATARI case (=new XL computer) ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 18:50:42 UTC
From: usenet-20020425@hias.horus.com
Message-ID: <slrnacghp1.1im.usenet-20020425@camel.hias.horus.com>
Source record: 29775

On Thu, 25 Apr 2002 10:47:22 -0700, Rick Cortese wrote:
> "Matthias Reichl" <usenet-20020424@hias.horus.com> wrote in message
> news:slrnaceben.5cn.usenet-20020424@camel.hias.horus.com...
> > As mentioned in my other post, there's the DIMM-PC built by Jumptec from
> > germany (try www.jumptec.de or www.jumptec.com). [...]
>
> Seems like a lot of manufacturers are doing it now. I did a quick search to
> see if I had a memory fault and even a group in Canada has come out with a
> SIMM PC.

Thanks for the info, I didn't know this before. I think I'll have to
do some more searching :-)

so long,

Hias

2505. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 19:33:51 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3CC85A1F.A24E3589@t-online.de>
Source record: 29776
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

> Hey, BS, tell me, why do auctions suck?

Because if you always overbid BS at ****.com he cannot offer any longer
totally overpriced pieces of common stuff at his "store" :)

2506. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 20:10:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cc862c4$0$1413$1dc6e903@news.corecomm.net>
Source record: 29777

```
Getting in check doesn't prevent you from castleing later.
If you block the check, or take the checking peice, you can castle later.
You can't castle out of check, or castle if either peice has moved,
or castle if the king passes thru or ends up in check
Note that you have to move the king first, computer chess you
only move the king over 2 squares, the rook automatically moves
around. In real chess you should move the king first.
```

2507. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 23:35:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dp0y8.4794$iU4.390513@newsread2.prod.itd.earthlink.net>
Source record: 29778

JumpMan has some of the best logic from the period; it is brilliantly done
when he scrambles for a foothold on the edge of a platform in a barely made
it leap!

--
Ron

http://www.atariland.com/members/oldatarian

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message

> ... and a long game of Jumpman ;-)
> --
> Paul

2508. Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-25 23:38:40 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <4s0y8.10781$d96.9566@nwrddc04.gnilink.net>
Source record: 29779
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

New Lynx Daemon's Gate $49.95

Tons of new items ready or soon to be ready to ship.
Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a complete working Deamon's Gate for the Lynx. It is a Role Playing Game by Imagitec, the same people who did Viking's Child. No instructions yet. I will post instructions as you the role players E-mail them to me. Now shipping at $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for the Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the duplicator and did not work. Hope to be shipping in a week for the initial price of $30. This is 20 minute of video sequences made for the game but do not include any of the actual game play. Also it requires one of our new CD Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R, or a DEV System to run this un-encrypted CD ROM. Shipping next week our new CD Bypass cart at $39.95 allows you to run Un-encrypted programs on your Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley Shut Up & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that will be IBM compatible with developer stuff from Atari Engineering. Hope to sell these at $14.95. First one is RAW digital and sounds souces for Demolition Man and another is Jaguar Artwork files in EPS, TIF & Gif format and another Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives and another??? Watch for details.

http://www.myatari.com/

B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
https://www.paypal.com/affil/pal=B5A4JCDVR5WTA

2509. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 00:40:59 UTC
From: lp <gfa@basic.net>
Message-ID: <B8EE1A5A.68DE%gfa@basic.net>
Source record: 29780

in article gZUx8.195604$K5.16272719@bin5.nnrp.aus1.giganews.com, Paul
Gifford at paul.gifford@comcast.excise-this.net wrote on 4/25/02 11:07 AM:

> Hey, BS, tell me, why do auctions suck?
>
> http://www.aracnet.com/~atari/auctions.htm
>
> Oh yes, all us long time Atari owners use shill bidders to rip people off.
> And we're "jerks".

I have to agree, his views on auctions is a bit odd. I get lots of cool
stuff from ebay, and for what I feel is the right price.

> pps for a refreshing change, try www.myatari.com - they've been around for
> years and they're nice people.

I ordered some mouse extensions from one of these other so called
'reputable/nice' dealers, and I got joystick "Y" spitters with one
of the ends cut off, thus making it appear to be a mouse extension.
It had bare wire exposed and all. Really made me wonder!

However I then ordered the same item from Ben and was rather happy
to get a real mouse extender cable. Longer and for less even...
go figure. Ben came thru for me.

Lonny Pursell

2510. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 01:12:51 UTC
From: Mike Keppel <steakum47@hotmail.com>
Message-ID: <nQ1y8.5290$G%3.942699@typhoon.columbus.rr.com>
Source record: 29781

Or check ebay. I found one for $5. Most people selling just the power
supplies do not know what they go to and are selling them cheap.

"Russ Gilbert" <russg@en.com> wrote in message
news:3cc381c4$0$2175$1dc6e903@news.corecomm.net...
> It is a hefty brick. Probably better to get one from B&C, Video 61,
> Bravo Sierra, Best in vendor list, or get one from somebody.
> It is 9v ac 31va, which I think means 3.4 amps. Radio Shack
> sells litte 500 ma ones or something, and the plug may not fit.
> I think.
> russg
>
>

2511. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 03:09:46 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <_x3y8.2558$hF.223855747@newssvr12.news.prodigy.com>
Source record: 29782

Have any of you ever tried the cassette version of Jumpan? By the time it's
finished loading, you've totally lost interest. Three tapes!
Mo

Ron Hamilton wrote in message ...
>JumpMan has some of the best logic from the period; it is brilliantly done
>when he scrambles for a foothold on the edge of a platform in a barely made
>it leap!
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>
>> ... and a long game of Jumpman ;-)
>> --
>> Paul
>
>
>

2512. Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 04:39:44 UTC
From: av1d@aol.comp.com
Message-ID: <20020426003944.26382.00003725@mb-ff.aol.com>
Source record: 29783

Hi,
I am having problems attempting to program the Video Touch Pad via Basic on an Atari 800.

This is what I've got so far:
By pressing two buttons in the same row, but the right hand side of the pad this will return "1".

```
10 ? STICK(0)
```

But the other buttons do not return any value, and you must press atleast two to make a change.

I've also tried STRIG, PTRIG, PADDLE, etc. and nothing seems to work.

Any help is appreciated very much.
Thanks

2513. Re: Jeri and the C=1 at Baltimore Amiga Expo

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 07:51:44 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0204260048450.21563-100000@lab.oregonvos.net>
Source record: 29784
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

On Thu, 25 Apr 2002, THX-1138 wrote:
|"Robert Bernardo" <rbernardo@value.net> wrote in message
|news:f890d44d.0204142207.3fd808b4@posting.google.com...
|> an Atari 8-bit a la C=1. He says that Jeri will probably demo the
|> C=1 at the Sacramento
|
|I understand that her Atari clone will use a lot of the same hardware
|as the C=1 (graphics, sound, etc).

Hmmmm

|Will it be possible to write software that will work on both the C=1
|and 16-bit Atari clone? If not, this should be looked into, as it would
|double the market for any future 16-bit software.

Interesting!

|I think the next board (C=2) should be compatible with the Atari and
|Apple II GS. If this can be done, she'll sell a ton of them.

I was hoping the C=2 was going to be a true 32 bit 65816, with internal
registers ballooning up to 32 bits wide when you flip the right switch.

2514. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 14:22:18 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <wjdy8.65007$tt4.3830331@e3500-atl2.usenetserver.com>
Source record: 29785

Now I'm going to have to look at this.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:dp0y8.4794$iU4.390513@newsread2.prod.itd.earthlink.net...
> JumpMan has some of the best logic from the period; it is brilliantly done
> when he scrambles for a foothold on the edge of a platform in a barely
made
> it leap!
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>
> > ... and a long game of Jumpman ;-)
> > --
> > Paul
>
>
>

2515. Re: Atari Computer Chess

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 16:17:59 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204260817.4216efab@posting.google.com>
Source record: 29786

Castling is for sissies! I always gambit a few pawns in the opening,
then sacrifice a piece for the quick mate. :-)

Seriously, the Atari Chess cart was good for 1980, but I tried using
it to teach a nephew and it just doesn't have enough options for that.
Okay for a quick game, but really limited. As mentioned, CM 2000 is
probably the most advanced program. Parker Bros Chess is also pretty
flexible if you prefer the cartridge format. Its difficult to find ,
however, and the fairly thick manual is even harder to come by.

2516. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 17:48:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6qgy8.7139$8p3.572093@newsread1.prod.itd.earthlink.net>
Source record: 29787

I recently acquired the tapes, but have only played the disk and the JM Jr
cart.

--
Ron

http://www.atariland.com/members/oldatarian

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> Have any of you ever tried the cassette version of Jumpan? By the time
it's
> finished loading, you've totally lost interest. Three tapes!
> Mo
>
>
>
> Ron Hamilton wrote in message ...
> >JumpMan has some of the best logic from the period; it is brilliantly
done
> >when he scrambles for a foothold on the edge of a platform in a barely
made
> >it leap!
> >
> >--
> >Ron
> >
> >http://www.atariland.com/members/oldatarian
> >
> >"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> >
> >> ... and a long game of Jumpman ;-)

2517. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 18:42:57 UTC
From: Ian Davey <unapersson_uk@yahoo.co.uk>
Message-ID: <pan.2002.04.26.19.51.15.862112.14442@yahoo.co.uk>
Source record: 29788

On Fri, 25 Jan 2002 11:11:35 +0000, Paul Irvine wrote:

> On Thu, 24 Jan 2002 23:19:52 +1300, "Aaron Wheeler"
> <holmesatari@hotmail.com> wrote:
>
>>Just to confirm, that Knight Orc, Ingrids Back, & Lancelot ARE on the
>>8bit, and are confirmed to exist. So certainly Gnome Ranger too, but
>>not yet found?
>>
>>Aaron
>>
> So now we need images of them :-)

I've got a copy of Lancelot on 5 1/4" disk, though don't think I have the capability to make a disk image unfortunately. Can it be done easily with a standard Atari 130XE plus disk drive? I managed to transfer a lot of my tape tape games onto disk about ten or so years ago (including another text adventure called The Golden Baton), so it may be a good idea to try and get up to speed with doing this before it's too late.

ian.

2518. ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 18:53:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mb8jcu8u6b66ldloq9718ufs3kf7qcb52s@4ax.com>
Source record: 29789

Did anyone else get the same mail as this?

Apart from making a mistake about my sexual orientation he's also in
Oz which will make it a long way to me :-)

Dear Atari Fag,

Sorry I haven't had the time yet to pop around
to your house and shove your Atari up your
Fucking ASS.It's just their are so many of you Atari
Fagget's out there,it's hard for one man to do it alone.

But I promise you I will come around as soon as I
can,you are on top of my Atari Faggets list.

So expect to have your Atari up your ASS really soon.

Regards

Jim Brohier

--
Paul

2519. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 19:25:39 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <u19jcuollor4nub2jo3mdgovpv1111a8pn@4ax.com>
Source record: 29790

On Fri, 26 Apr 2002 19:53:09 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>
>Did anyone else get the same mail as this?
>
>Apart from making a mistake about my sexual orientation he's also in
>Oz which will make it a long way to me :-)

Just did a search, he's a well known plonker..

What's a bigger giggle is that he attacks Atari users in the name of
CBM but has failed to spot that I also wrote the official C64 File
finding in the CBM group :-)

I wonder if that makes me better or worse in his eye's :-)
--
Paul

2520. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 19:27:12 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <kShy8.6570$2E.193025@news2.ulv.nextra.no>
Source record: 29791

Really mature!

Love my Atari's no matter what Jim Brohier says. I haven't gotten the mail,
but perhaps I'll get it now! Because I scream ATARI RULES to Jim.

"Paul Irvine" <mclane.dellos@btinternet.com> skrev i melding
news:mb8jcu8u6b66ldloq9718ufs3kf7qcb52s@4ax.com...
>
> Did anyone else get the same mail as this?
>
> Apart from making a mistake about my sexual orientation he's also in
> Oz which will make it a long way to me :-)
>
> ---

>
> Dear Atari Fag,
>
> Sorry I haven't had the time yet to pop around
> to your house and shove your Atari up your
> Fucking ASS.It's just their are so many of you Atari
> Fagget's out there,it's hard for one man to do it alone.
>
> But I promise you I will come around as soon as I
> can,you are on top of my Atari Faggets list.
>
> So expect to have your Atari up your ASS really soon.
>
> Regards
>
> Jim Brohier
>
> --
> Paul

2521. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 19:29:23 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <cgajcusfq5glcqumfb2hia1kdo1s5dk78d@4ax.com>
Source record: 29792

On Thu, 25 Apr 2002 09:29:59 -0400, "Son of man"
<bcozier@bellsouth.net> wrote:

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message

>> Try Robotron and a long game of Jumpman ;-)
>
>Atari Robotron is good?

Yes, a fairly sound port of the arcade..Well worth a play.

As arcade conversions go I have to say that Defender is one of my
Atari fave's.
--
Paul

2522. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 19:31:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <3lajcu4alr94n9l2avepvvs723fsj8b0sb@4ax.com>
Source record: 29793

On Thu, 25 Apr 2002 23:35:37 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>JumpMan has some of the best logic from the period; it is brilliantly done
>when he scrambles for a foothold on the edge of a platform in a barely made
>it leap!

Yep, when I first saw it I said ergh but within 2 mins of playing I
was hooked.
--
Paul

2523. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 20:00:08 UTC
From: Shangrila <shangrila@removethisword.subdimension.com>
Message-ID: <cliy8.37835$zj6.1048678@news2.calgary.shaw.ca>
Source record: 29794

If there's any originating IP's in the email (not completely anonymous), be sure to forward all of it to the source ISP.
Threats and harassment will get him removed quickly and then we won't have to worry about it any longer :)

Let me know if you require my help in tracking him down. I'm sure someone has an old atari that can be used as a
"manually operated variable speed impact device" :P

- Donald

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:mb8jcu8u6b66ldloq9718ufs3kf7qcb52s@4ax.com...
>
> Did anyone else get the same mail as this?
>
> Apart from making a mistake about my sexual orientation he's also in
> Oz which will make it a long way to me :-)
>
> ---

>
<abuse from lamer snipped>

2524. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 20:40:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <1hejcuod5p5okv7561dqrq1rdapos8427s@4ax.com>
Source record: 29795

On Fri, 26 Apr 2002 20:00:08 GMT, "Shangrila"
<shangrila@removethisword.subdimension.com> wrote:

>Let me know if you require my help in tracking him down. I'm sure someone
>has an old atari that can be used as a
>"manually operated variable speed impact device" :P
>
Cheers Donald, I'm well versed in the old dropping the plonker in the
pooh with the ISP trick :-)

He forged the headers but only as much as he could understand how to.

He seems to be a well known troll who visits many groups including
here a short while back, I was not the only person to get the garbage
:-)

--
Paul

2525. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 22:26:43 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aack0i$h7d$1@news.chatlink.com>
Source record: 29796

The Lancelot disk you have may be protected with bad sectors. First you should make a sector copy and note all the bad ones. You can use any of a good number of sector copiers out there. Diskey was one I used extensively many years ago. There are lots of good ones these days. You could then use the DiskCommunicator by Bob Puff of CSS to convert the sector copy of your original into a large DCM file which then could be uploaded to a BBS or copied to a unix box or IBM-PC over a null modem cable using communications software such as BobTerm. This last bit is the tricky part, since you would need some kind of 850 interface or PR-connection or Atari modem to get a standard serial port. You can find all these software utilities at the CSS website here: http://www.nleaudio.com/css/Files.htm

If your drive has an upgrade that lets it read double density disks, and you have a PC with a 5.25" drive in it, there's an PC MSDOS app called "ANADISK" IIRC, that will read Atari DD/DS disks (i.e. the 360k ones). I've done this myself with success.

Or... you could always break down and spend the 15 bucks or so, to buy an SIO2PC cable, and transfer files with ease using software such as SIO2PC, APE98, or Atari810.

You may find that there's a lot of interesting stuff on the internet for Atari's these days once you've got a nice connection for the data to go through. Of particular interest is the excellent Space Harrier port/demo just released a few weeks ago by Sheddy.
-Dan

"Ian Davey" <unapersson_uk@yahoo.co.uk> wrote in message
news:pan.2002.04.26.19.51.15.862112.14442@yahoo.co.uk...
> On Fri, 25 Jan 2002 11:11:35 +0000, Paul Irvine wrote:
> I've got a copy of Lancelot on 5 1/4" disk, though don't think I have the
> capability to make a disk image unfortunately. Can it be done easily with
> a standard Atari 130XE plus disk drive? I managed to transfer a lot of my
tape
> tape games onto disk about ten or so years ago (including another text
> adventure called The Golden Baton), so it may be a good idea to try and
> get up to speed with doing this before it's too late.
>
> ian.

2526. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 22:58:53 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <tpljcu05lghbg0if7ejqgbjm4p2l974ore@4ax.com>
Source record: 29597

On 26 Apr 2002 04:39:44 GMT, av1d@aol.comp.com (av1d) wrote:

>Hi,
>I am having problems attempting to program the Video Touch Pad via Basic on an
>Atari 800.
>
>This is what I've got so far:
>By pressing two buttons in the same row, but the right hand side of the pad
>this will return "1".
>
>10 ? STICK(0)
>
>But the other buttons do not return any value, and you must press atleast two
>to make a change.
>
>I've also tried STRIG, PTRIG, PADDLE, etc. and nothing seems to work.
>
>Any help is appreciated very much.
>Thanks

A couple of day ago, I posted this information in reply to a similar
question already. The video controller is just simply a keyboard
controller. You have to program the joystick ports (actually driven
by a PIA) as outputs, and then scan the key matrix yourself, and you
even need the paddle port for this too. This is documented in the
Atari technical reference notes.
I wrote an assembly language driver that you can poke from basic and
the use to easily get the key pressed from basic. Look in the
binaries newsgroup or look on the Pooldisk for this information.
In the stack directory you can find an ATR that contains the driver.
If you can't find it, E-mail me.

Keep thiose XL's/XE's humming.

2527. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-26 23:47:19 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ucjpiok3fai398@corp.supernews.com>
Source record: 29598

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:mb8jcu8u6b66ldloq9718ufs3kf7qcb52s@4ax.com...
>
> Did anyone else get the same mail as this?

Not I.
>
> Apart from making a mistake about my sexual orientation he's also in
> Oz which will make it a long way to me :-)

Do you have the same connotations for "Special" in the UK like we do in the
US? Things like special education? He's so special!

2528. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 03:10:06 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <iEoy8.27564$2G1.1307105429@newssvr30.news.prodigy.com>
Source record: 29599

```
Oh you really should try the tapes out! You'll learn to appreciate the game
in a way never before experienced 8-).

Mo

Ron Hamilton wrote in message
<6qgy8.7139$8p3.572093@newsread1.prod.itd.earthlink.net>...
>I recently acquired the tapes, but have only played the disk and the JM Jr
>cart.
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
>> Have any of you ever tried the cassette version of Jumpan? By the time
>it's
>> finished loading, you've totally lost interest. Three tapes!
>> Mo
>>
>>
>>
>> Ron Hamilton wrote in message ...
>> >JumpMan has some of the best logic from the period; it is brilliantly
>done
>> >when he scrambles for a foothold on the edge of a platform in a barely
>made
>> >it leap!
>> >
>> >--
>> >Ron
>> >
>> >http://www.atariland.com/members/oldatarian
>> >
>> >"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>> >
>> >> ... and a long game of Jumpman ;-)
>
>
>
```

2529. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 09:45:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <2gskcukhv7ldgsgk0gp4voaru1hefmsnrl@4ax.com>
Source record: 29600

On Fri, 26 Apr 2002 16:47:19 -0700, "Rick Cortese"
<ricortes@netmagic.net> wrote:

>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:mb8jcu8u6b66ldloq9718ufs3kf7qcb52s@4ax.com...
>>
>> Did anyone else get the same mail as this?
>
>Not I.
>>
>> Apart from making a mistake about my sexual orientation he's also in
>> Oz which will make it a long way to me :-)
>
>Do you have the same connotations for "Special" in the UK like we do in the
>US? Things like special education? He's so special!
>

lol

My first job was teaching ESN kids (Educationally Sub Normal) for the
Inner London Education Authority, the ESN was later changed to
'Special Needs' (for obvious reasons)

So I know exactly what you mean ;-)

He is indeed very very Special..
--
Paul

2530. Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 10:16:26 UTC
From: twh1@gmx.de
Message-ID: <3cca74d0.693797@news.tgz-ilmenau.de>
Source record: 29601

Howdy *.*!

I'm now holding thousands of atari games an my ape configured
notebook, ready to have fun with it!!

So the most fun will give those games where two player can play at the
same time.I think it's a lot more fun against network based games,
where everbody is just sitting in it's own room.

So my question to all Atarians is: What is your favourite two player
game? I want to build a list, which (hopefully) much unkown two-player
games and great concepts !!!

Here is my list of games I still remember, please complete it!!!

--- cut ---

* Atzec Challenge II
* Ballblazer
* BMX Simulator
* Bruce Lee
* Fantastic Soccer
* Gunshot (Epyx)
* Grand Prix Simulator
* Gauntlet
* International Karate
* Joust
* Kick Off
* Kickstart
* Mig Alley Ace
* MULE
* Megablast
* On-Track
* One on One
* Paver
* Pro Mountain Bike Simulator
* Pong (which pong might be the best?)
* Pitstop II
* Rampage
* Rebound
* Schreckenstein
* Seawolf II
* Spy vs Spy I, II, III
* Tank vs Tank
* The Goonies
* Twomaze (Pacman clone)

* Tennis
* Trailblazer
* Unicum (Tetris Clone)
* Wizard of Wor
* Zybex

--- cut ---

Well I'm sure, I've forgotten a lot!!! but please help me to complete
my list!

and always remember: All you need is fun!!

-thomsen@ilm

--
-=olDsK00l foReVa!=- & take those atarian care.
p.s.: Sturz des Zaren!

2531. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 12:47:47 UTC
From: ebaiz@skyenet.net
Message-ID: <T5xy8.292$hp4.59225@newsfeed.slurp.net>
Source record: 29602

On 27 Apr 2002 10:16:26 , Thomas Havemeister wrote:
>Howdy *.*!
>
>I'm now holding thousands of atari games an my ape configured
>notebook, ready to have fun with it!!
>
>So the most fun will give those games where two player can play at the
>same time.I think it's a lot more fun against network based games,
>where everbody is just sitting in it's own room.
>
>So my question to all Atarians is: What is your favourite two player
>game? I want to build a list, which (hopefully) much unkown two-player
>games and great concepts !!!

For the 8-bit it is Ballblazer.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2532. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 14:20:03 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2sclcusaphq7tothpk6ddihs89djnanfm0@4ax.com>
Source record: 29603

On Sat, 27 Apr 2002 12:47:47 GMT, ebaiz@skyenet.net (Edward S. Baiz Jr.) wrote:

>For the 8-bit it is Ballblazer.

well. It's already in my list!!!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2533. New versions of my Atari 8-bit and Atari BASIC articles up

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 14:46:36 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <PMyy8.87364$QR1.3525940@news20.bellglobal.com>
Source record: 29604

Hi,

I've just posted newer versions of my Atari articles, and I'd like to hear from anyone that has any complaints or suggestions. I know there's errors in them, and I'd love to fix them!

http://www3.sympatico.ca/maury/

Maury

2534. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 15:32:31 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aaeg3v$t3i$1@news.chatlink.com>
Source record: 29605

My favorite 2 player has always been Claim Jumper by Synapse. One player is not much fun, but with two, its a blast.

2535. Re: Gnome Ranger & Knight Orc

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 16:01:03 UTC
From: Ian Davey <unapersson_uk@yahoo.co.uk>
Message-ID: <pan.2002.04.27.17.09.56.850126.4817@yahoo.co.uk>
Source record: 29606

On Fri, 26 Apr 2002 23:26:43 +0100, Dan Vernon wrote:

> You may find that there's a lot of interesting stuff on the internet for
> Atari's these days once you've got a nice connection for the data to go
> through. Of particular interest is the excellent Space Harrier
> port/demo just released a few weeks ago by Sheddy. -Dan

Thanks for all the useful info, that's more than enough to get me
started.

ian.

2536. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 16:15:08 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0204270815.132b81f4@posting.google.com>
Source record: 29607

twh1@gmx.de (Thomas Havemeister) wrote in message
news:<3cca74d0.693797@news.tgz-ilmenau.de>...
> Howdy *.*!
> So my question to all Atarians is: What is your favourite two player
> game? I want to build a list, which (hopefully) much unkown two-player
> games and great concepts !!!

Of that list my favourites are:
Wizard of Wor, Grand Prix Simulator, One on One, Kickstart. Another
of my favourites not on the list is Mario Bros. (the XE version).

Another 2 player game I can think of is Diamond Mine.

> * Atzec Challenge II
> * Ballblazer
> * BMX Simulator
> * Bruce Lee
> * Fantastic Soccer
> * Gunshot (Epyx)
> * Grand Prix Simulator
> * Gauntlet
> * International Karate
> * Joust
> * Kick Off
> * Kickstart
> * Mig Alley Ace
> * MULE
> * Megablast
> * On-Track
> * One on One
> * Paver
> * Pro Mountain Bike Simulator
> * Pong (which pong might be the best?)
> * Pitstop II
> * Rampage
> * Rebound
> * Schreckenstein
> * Seawolf II
> * Spy vs Spy I, II, III
> * Tank vs Tank
> * The Goonies
> * Twomaze (Pacman clone)
> * Tennis
> * Trailblazer
> * Unicum (Tetris Clone)

> * Wizard of Wor
> * Zybex

2537. Upgrading 800XL from 64K to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 16:25:06 UTC
From: Dennis Debro <ddebro@bellsouth.net>
Message-ID: <n7Ay8.52344$EK.27902335@e3500-atl1.usenetserver.com>
Source record: 29608

How can I upgrade my 800XL to 128K? I want it to be compatible with the
130XE :)

2538. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 17:13:14 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <avmlcuo3h2m6tq0lda60r8iiodp1ek1r7j@4ax.com>
Source record: 29609

On 27 Apr 2002 09:15:08 -0700, rjespino@hotmail.com (Raphael Espino)
wrote:

>Wizard of Wor, Grand Prix Simulator, One on One, Kickstart. Another
>of my favourites not on the list is Mario Bros. (the XE version).

apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
"Nintendo of America inc."... is there a difference? And why the heck,
is the sound so crude?? Looks like a 5200Glen Conversion??

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2539. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 19:11:57 UTC
From: eric@replyhere.net
Message-ID: <3ccaedb3.52853531@207.106.92.52>
Source record: 29610

Lets not forget

Archon
Archon 2: Adept
Beach Head
Baach Head 2
Thorn EMI Soccer (1 to 4 players)
World Karate Championship
On-Track Computer Model Car Racing
Rally Speedway

to name a few of my favorite multi-player games.

On Sat, 27 Apr 2002 10:16:26 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>Howdy *.*!
>
>I'm now holding thousands of atari games an my ape configured
>notebook, ready to have fun with it!!
>
>So the most fun will give those games where two player can play at the
>same time.I think it's a lot more fun against network based games,
>where everbody is just sitting in it's own room.
>
>So my question to all Atarians is: What is your favourite two player
>game? I want to build a list, which (hopefully) much unkown two-player
>games and great concepts !!!
>
>Here is my list of games I still remember, please complete it!!!
>
>--- cut ---
>
>* Atzec Challenge II
>* Ballblazer
>* BMX Simulator
>* Bruce Lee
>* Fantastic Soccer
>* Gunshot (Epyx)
>* Grand Prix Simulator
>* Gauntlet
>* International Karate
>* Joust
>* Kick Off
>* Kickstart

>* Mig Alley Ace
>* MULE
>* Megablast
>* On-Track
>* One on One
>* Paver
>* Pro Mountain Bike Simulator
>* Pong (which pong might be the best?)
>* Pitstop II
>* Rampage
>* Rebound
>* Schreckenstein
>* Seawolf II
>* Spy vs Spy I, II, III
>* Tank vs Tank
>* The Goonies
>* Twomaze (Pacman clone)
>* Tennis
>* Trailblazer
>* Unicum (Tetris Clone)
>* Wizard of Wor
>* Zybex
>
>--- cut ---
>
>Well I'm sure, I've forgotten a lot!!! but please help me to complete
>my list!
>
>and always remember: All you need is fun!!
>
>
>
>-thomsen@ilm
>
>--
>-=olDsK00l foReVa!=- & take those atarian care.
>p.s.: Sturz des Zaren!

2540. Re: Upgrading 800XL from 64K to 128K

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 20:40:49 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CCB0CF0.1050501@verizon.net>
Source record: 29611

Dennis Debro wrote:
> How can I upgrade my 800XL to 128K? I want it to be compatible with the
> 130XE :)

Try B&C ComputerVisions. They probably still have upgrades. Or if you
just want schematics, http://4.33.97.43 (online most of the time). Look
in downlods section, Or ftp://4.33.97.43 (download memory.zip).
I think these are the best, but I'm biased.:-)

2541. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 21:51:25 UTC
From: Mark Keates <mark@mkeates.f9.co.uk>
Message-ID: <F5Fy8.71100$51.547889@wards>
Source record: 29612

"Claim Jumper" will keep two players occupied
dreaming up new things to call each other ;-)

Mark

2542. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 22:10:42 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CCB21E2.FA34DC70@asw.cz>
Source record: 29613

Thomas Havemeister wrote:

> apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
> "Nintendo of America inc."... is there a difference? And why the heck,
> is the sound so crude?? Looks like a 5200Glen Conversion??

Yes, but buggy.

Find A5 14 C5 14 F0 FC and replace it with A9 00 8D 08 D2 00.

The XE version is very different.

And regarding your list, add Cuttlemania and Capture the Flag.

There was some funny game with two springs jumping on the checkerboard
but I can't remember the name.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2543. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-27 23:21:12 UTC
From: Ken Siders <atari7bit@columbus.rr.com>
Message-ID: <InGy8.9419$iU4.825736@newsread2.prod.itd.earthlink.net>
Source record: 29614

The 5200 conversion of Mario Brothers, Gremlins, and Moon Patrol do not set the Pokey chip correctly after a file load (although they do not seem to have a problem on the 400/800 OS). Only takes a little bit of added code to fix it.

The 5200 conversion of Mario Brothers is kind of fun in two player battle mode
(where you try to get the other guy killed) because of its weird physics. You can get someone bouncing straight up and down on top of you, and time it so they land on an enemy, or just time running under them and bouncing
them way up in the air. Most irritating feature is that is seems to use latched
trigger mode and doesn't always clear it when you die, causing you to jump at the start of a level which can cost you some time. There are other weird quirks in the game also. I really always wanted the XE version but never have
seen it in person.

--Ken
http://home.columbus.rr.com/ksiders/atari.htm

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:avmlcuo3h2m6tq0lda60r8iiodp1ek1r7j@4ax.com...
> On 27 Apr 2002 09:15:08 -0700, rjespino@hotmail.com (Raphael Espino)
> wrote:
>
>
> >Wizard of Wor, Grand Prix Simulator, One on One, Kickstart. Another
> >of my favourites not on the list is Mario Bros. (the XE version).
>
> apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
> "Nintendo of America inc."... is there a difference? And why the heck,
> is the sound so crude?? Looks like a 5200Glen Conversion??
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau
>

2544. Atari Stuff on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 00:06:13 UTC
From: swmoretp@aol.com
Message-ID: <20020427200613.22678.00004408@mb-de.aol.com>
Source record: 29615

```
Item Start End PST Price Title
1348230793 Apr-22-02 Apr-29-02 18:45:35 $7.99 Dragonriders of Pern for Atari
400/800 CIB
1348231466 Apr-22-02 Apr-29-02 18:47:48 $10.50 Epyx and Lucasfilm Games The
Eidolon
1348232128 Apr-22-02 Apr-29-02 18:50:16 $9.50 RARE Origin Game: Caverns of
Callisto, 1983
1348232884 Apr-22-02 Apr-29-02 18:52:58 $10.49 RARE SierraVision Crossfire for
Atari 800
1348233659 Apr-22-02 Apr-29-02 18:55:36 $41.00 The First Wizard and the
Princess, 1980
1348234295 Apr-22-02 Apr-29-02 18:58:17 $7.50 ON-LINE Systems Catalog, 1980-81
1348696735 Apr-24-02 May-01-02 20:15:36 $8.99 CLASSIC: Choplifter for Atari
400/800 CIB
1348697295 Apr-24-02 May-01-02 20:18:26 $8.99 CLASSIC: Lode Runner for Atari
400/800 CIB
1348697583 Apr-24-02 May-01-02 20:20:20 $10.11 Wizard of Wor for Atari 400/800
CIB
1348698600 Apr-24-02 May-01-02 20:26:05 $7.99 Atari 800 Chambers of Zorp by
Softsmith
1348704876 Apr-24-02 May-01-02 21:02:53 $5.99 Atari 400/800 WICO Joystick in
the Box
2019756378 Apr-24-02 May-01-02 20:36:55 $20.50 Atari 800XL Computer Complete in
the Box
2019757180 Apr-24-02 May-01-02 20:41:14 $12.50 Atari 1050 Disk Drive
```

2545. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 00:43:18 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204271643.79c3217a@posting.google.com>
Source record: 29616

```
>
> apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
> "Nintendo of America inc."... is there a difference? And why the heck,
> is the sound so crude?? Looks like a 5200Glen Conversion??
>
```

No, it was programmed for the Atari computer. Its a 16k version that was not released. Don't have it, but supposed to be pretty bad. The XE version is great. A wonderful job by an unknown programmer. I believe Sculptured Software did this conversion, so anybody know who worked on XE Mario?

2546. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 01:57:37 UTC
From: dwebster@mediaone.net
Message-ID: <3ccd55bc.25986674@netnews.attbi.com>
Source record: 29617

On Sat, 27 Apr 2002 10:16:26 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>Howdy *.*!
>
>I'm now holding thousands of atari games an my ape configured
>notebook, ready to have fun with it!!
>
>So the most fun will give those games where two player can play at the
>same time.I think it's a lot more fun against network based games,
>where everbody is just sitting in it's own room.
>
>So my question to all Atarians is: What is your favourite two player
>game? I want to build a list, which (hopefully) much unkown two-player
>games and great concepts !!!
>
>Here is my list of games I still remember, please complete it!!!
>

I would add Starbowl Football and Starleague Baseball, used to play
these alot against my brother.

2547. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 05:06:05 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <1rLy8.27954$aF2.1522717857@newssvr30.news.prodigy.com>
Source record: 29618

I've always liked the original PONG but I have to play it two-handed by
myself 'cause I have no-one to play with 8-(.
Mo

-Just kidding 8-)

Bishop wrote in message <3ccd55bc.25986674@netnews.attbi.com>...
>On Sat, 27 Apr 2002 10:16:26 GMT, twh1@gmx.de (Thomas Havemeister)
>wrote:
>
>>Howdy *.*!
>>
>>I'm now holding thousands of atari games an my ape configured
>>notebook, ready to have fun with it!!
>>
>>So the most fun will give those games where two player can play at the
>>same time.I think it's a lot more fun against network based games,
>>where everbody is just sitting in it's own room.
>>
>>So my question to all Atarians is: What is your favourite two player
>>game? I want to build a list, which (hopefully) much unkown two-player
>>games and great concepts !!!
>>
>>Here is my list of games I still remember, please complete it!!!
>>
>
>I would add Starbowl Football and Starleague Baseball, used to play
>these alot against my brother.

2548. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 05:59:35 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204272159.7a8f468f@posting.google.com>
Source record: 29619

>> The video controller is just simply a keyboard controller.

The early catalogs pictured keyboard controllers and also listed them
in the accessories section. Did any Atari program for computers use
them? Or was it some unreleased program.

2549. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 07:22:54 UTC
From: Dana Eckel <deckel@info-link.net>
Message-ID: <irNy8.84$%c7.88718@news7.onvoy.net>
Source record: 29620

I didn't believe anything could be the Xformer until I found Atari800win!!

Dana

2550. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 08:07:19 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <mbbncukhllhea8plp9dov99drp8eo6h9ff@4ax.com>
Source record: 29621

On Sun, 28 Apr 2002 05:06:05 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>I've always liked the original PONG but I have to play it two-handed by
>myself 'cause I have no-one to play with 8-(.

what is the (very) original PONG Version on 8-bit? I've only found
several clones and crappy public domain versions. Is there an version
availble by atari itself?

(If so, could somebody send me a copy?)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2551. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 08:45:01 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <qgdncukdjg1habm4uah5i8bnjhu6tbjvej@4ax.com>
Source record: 29622

On Sat, 27 Apr 2002 10:16:26 GMT, twh1@gmx.de (Thomas Havemeister)
wrote:

>Howdy *.*!
>Here is my list of games I still remember, please complete it!!!

latest version:

--- cut ---

* Archon
* Archon 2: Adept
* Atzec Challenge II
* Ballblazer
* Beach Head
* Beach Head 2
* BMX Simulator
* Bruce Lee
* Capture The Flag
* Capture the Flag (Brad Timmins)
* Claim Jumper
* Cuttle Mania!
* Diamond Mine
* Fantastic Soccer
* Gunshot (Epyx)
* Grand Prix Simulator
* Gauntlet
* International Karate
* Joust
* Kick Off
* Kickstart
* Mario Bros.
* Mig Alley Ace
* MULE
* Megablast
* On-Track
* One on One
* Paver
* Pro Mountain Bike Simulator
* Pong (which pong might be the best?)
* Pitstop II
* Rampage
* Rally Speedway
* Rebound
* Schreckenstein

* Seawolf II
* Spy vs Spy I, II, III
* Starbowl Football
* Starleague Baseball
* Tank vs Tank
* The Goonies
* Thorn EMI Soccer (1 to 4 players)
* Twomaze (Pacman clone)
* Tennis
* Trailblazer
* Unicum (Tetris Clone)
* Wizard of Wor
* Zybex

--- cut ---

Well I'm sure, I've forgotten a lot!!! but please help me to complete
my list!

and always remember: All you need is fun!!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2552. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 10:52:23 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1019991111@rtfm.mit.edu>
Source record: 29623
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2553. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 11:18:05 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aagstv$1sdm$1@innferno.news.tiscali.de>
Source record: 29625

Add Matchboxes by Brotherbond Software (oder so ?hnlich).

Mirko

"Thomas Havemeister" <twh1@gmx.de> schrieb im Newsbeitrag
news:qgdncukdjg1habm4uah5i8bnjhu6tbjvej@4ax.com...
> On Sat, 27 Apr 2002 10:16:26 GMT, twh1@gmx.de (Thomas Havemeister)
> wrote:
>
> >Howdy *.*!
> >Here is my list of games I still remember, please complete it!!!
>
> latest version:
>
> --- cut ---
>
> * Archon
> * Archon 2: Adept
> * Atzec Challenge II
> * Ballblazer
> * Beach Head
> * Beach Head 2
> * BMX Simulator
> * Bruce Lee
> * Capture The Flag
> * Capture the Flag (Brad Timmins)
> * Claim Jumper
> * Cuttle Mania!
> * Diamond Mine
> * Fantastic Soccer
> * Gunshot (Epyx)
> * Grand Prix Simulator
> * Gauntlet
> * International Karate
> * Joust
> * Kick Off
> * Kickstart
> * Mario Bros.
> * Mig Alley Ace
> * MULE
> * Megablast
> * On-Track
> * One on One
> * Paver
> * Pro Mountain Bike Simulator

> * Pong (which pong might be the best?)
> * Pitstop II
> * Rampage
> * Rally Speedway
> * Rebound
> * Schreckenstein
> * Seawolf II
> * Spy vs Spy I, II, III
> * Starbowl Football
> * Starleague Baseball
> * Tank vs Tank
> * The Goonies
> * Thorn EMI Soccer (1 to 4 players)
> * Twomaze (Pacman clone)
> * Tennis
> * Trailblazer
> * Unicum (Tetris Clone)
> * Wizard of Wor
> * Zybex
>
> --- cut ---
>
> Well I'm sure, I've forgotten a lot!!! but please help me to complete
> my list!
>
> and always remember: All you need is fun!!
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

2554. Re: Indus GT Disk Drive Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 11:56:39 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <UrRy8.1055$VH5.10657@news.uswest.net>
Source record: 29624

Dan,

As I recall, I have a few copies of some Indus GT disks. Which one(s) did
you need? I'll see if I have any spares.

Nolan

--
Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at
http://space.atari.org/

Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/

"Dan Vernon" <dan@retrobits.nospam.net> wrote in message
news:aa5b8i$ni1$1@news.chatlink.com...
> Hi all,
>
> just posted the Indus GT Disk Drive Manual & software on my site. I am
> missing one of the disks... can anyone help out?
>
> enjoy!
> -Dan
>
> http://www.retrobits.net
>
>
>
>

2555. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 13:47:22 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3CCBFD6A.BA4460ED@mb1.tu-chemnitz.de>
Source record: 29626

> So my question to all Atarians is: What is your favourite two player
> game?

Dynablaster!
Already in your list: Megablast, the one and only ...

Sven.

2556. Re: Atari800win3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 13:53:22 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <m9Ty8.126062$ro5.11163749@bin6.nnrp.aus1.giganews.com>
Source record: 29627

In my opinion, Xformer has been one of the worst 8-bit emulators for a long time now. A number of better emulators have been out that were more compatible and much better than Xformer like Atari800 DOS, Atari800Win (not plus), Rainbow or even Xl-It which has been around since probably '97. I agree that Atari800Win Plus 3.0 is the best and it's almost taken the place of my real 130XE!

Dominik

"Dana Eckel" <deckel@info-link.net> wrote in message news:irNy8.84$%c7.88718@news7.onvoy.net...
> I didn't believe anything could be the Xformer until I found Atari800win!!
>
> Dana
>
>
>

2557. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 14:04:49 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <v90ocuoq28pvc0euaei61ldoel3um0cnc5@4ax.com>
Source record: 29628

On Sun, 28 Apr 2002 13:18:05 +0200, "Mirko Sobe" <atarixle@12move.de>
wrote:

>Add Matchboxes by Brotherbond Software (oder so ï¿½hnlich).
>Mirko

Hi Mirko!!

Matchbox is in fact a two player game, but not simultaneous!

But somebody reminds "Mail order Monsters"? I think it was a comparble
with Archon...

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2558. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 15:43:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <kMUy8.10636$iU4.936874@newsread2.prod.itd.earthlink.net>
Source record: 29629

Are we referring to the CX-85 Keypad? Never saw it called 'Video touch...'
Jeff Brenner devised a VBI handler for it in Computer Shopper about '86.

--
Ron

http://www.atariland.com/members/oldatarian

"av1d" <av1d@aol.comp.com> wrote in message
> Hi,
> I am having problems attempting to program the Video Touch Pad via Basic
on an
> Atari 800.
>
> This is what I've got so far:
> By pressing two buttons in the same row, but the right hand side of the
pad
> this will return "1".
>
> 10 ? STICK(0)
>
> But the other buttons do not return any value, and you must press atleast
two
> to make a change.
>
> I've also tried STRIG, PTRIG, PADDLE, etc. and nothing seems to work.
>
> Any help is appreciated very much.
> Thanks
>

2559. Re: Eastern Front 1941 help

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-28 16:20:20 UTC
From: eric@replyhere.net
Message-ID: <3ccc20a5.131443627@207.106.92.52>
Source record: 29630

Hello,

Simply press the START button. Note from the manual:

The computer which follows your orders for the German armies but
controls the Russian armies itself, needs a certain amount of time to
decide its strategy, and if you ask it to execute your orders before
that time is up, it shows the message SORRY, I AM NOT READY YET! in
the yellow strip. If this happens, wait until the message becomes GO
AHEAD, I AM READY NOW! and press START again.

Have fun,
eric

On Sun, 28 Apr 2002 01:29:36 -0500, Bruce Geryk
<ceremony@deletethispart.net66.com> wrote:

>Can anyone who has a manual for this old Atari game tell me how to
>advance the turn once I'm done plotting my orders? I can't remember
>how to do it.

2560. Re: Indus GT Disk Drive Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 02:56:25 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aaici9$n3j$1@news.chatlink.com>
Source record: 29631

Hi Nolan,

I was missing the Albert E. Spreadsheet disk. Well, not missing exactly, rather my original went bad. I did get another copy in disk image format emailed to me, that appears to work, although the source did note that several sectors on the original were invalid (18 or so, starting from about sector 13). So... I'm not sure if this is a complete copy or not. If you could produce an image from your disk in order to verify the data that I have, it would be a big help.

Thanks!
-Dan

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:UrRy8.1055$VH5.10657@news.uswest.net...
> Dan,
>
> As I recall, I have a few copies of some Indus GT disks. Which one(s) did
> you need? I'll see if I have any spares.
>
> Nolan

2561. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 04:24:30 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204282024.6a5df144@posting.google.com>
Source record: 29632

> Are we referring to the CX-85 Keypad?

We are referring to the CX50. Its listed in the 1980 and 1981 Product
Catalogs, but doesn't seem to be associated with any program. Maybe it
was for some forgotten financial program and the CX85 was a successor.

2562. Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 04:41:02 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CCCCEDE.9CF5CB7E@one.net>
Source record: 29633

I have Ultima IV Quest of the Avatar. In the box is:

1. Origin Systems Inc. catalog
2. Ultima IV Quest of the Avatar Player Reference Card
3. The History of Britannia, as told by Kyle the Youger book
4. The Book of Mystic Wisdom, as told by Philpop the Weary book
5. The Ancient Liturgy of Truth book
6. The Book of Amber runes book
7. 2 disks (sides A, B, C, D)
8. a leaflet advertising the The Way of the Avatar Clue Book
9. a metal Ankh

According to the box, I should have:

1. 2 Game disks
2. Cloth map
3. History of Britannia
4. Reference Card
5. Metal Ankh
6. Book of Magic

It's obvious I'm missing the map. My confusion is with the other booklets I have that aren't listed on the box. Are they from another Ultima?

Any help would be appreciated. Also, anyone know where I can get the cloth map? ;-)

-Bob

2563. Re: Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 08:28:16 UTC
From: Tim Jump <tjump@bigSPAMSUCKSfootSKIPTHIS.com>
Message-ID: <Xns91FF2D7B1F9E2tjumpatbigfootdotcom@65.32.1.7>
Source record: 29634

Bob Ryan <ryanr@one.net> wrote in news:3CCCCEDE.9CF5CB7E@one.net:

> It's obvious I'm missing the map. My confusion is with the other
> booklets I have that aren't listed on the box. Are they from another
> Ultima?
>
> Any help would be appreciated. Also, anyone know where I can get the
> cloth map? ;-)
>
> -Bob
>

I MAY be wrong, but I believe the "Liturgy of Truth" and "Book of Amber Runes" are from Ultima III. The first is for Clerics and the second for Mages.

The map...you're on your own for that one. I hate to say it, but I'd suggest EBay...they're not easy to find.

Tim

2564. CDAP 146: Please test

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 13:14:15 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aajgv8$k8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29635

Howdy folks

I posted CDAP version 146 on my homepage at
http://www-users.rwth-aachen.de/mathy.van_nisselroy ages ago and had hoped
that by now somebody would have tested it. Please folks, test if the 'won't
run after no-CD' bug is gone and also please inform me if the OPEN/Close
command works on CD ROM mechs with trays.

CU Mathy van Nisselroy

2565. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 18:33:52 UTC
From: "Don M." <newsreader@4finearts.com>
Message-ID: <kmgz8.78158$CH.11742@rwcrnsc52.ops.asp.att.net>
Source record: 29636

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:mbbncukhllhea8plp9dov99drp8eo6h9ff@4ax.com...
> On Sun, 28 Apr 2002 05:06:05 GMT, "Mo"
> <mygranny-nospam-@swbell-nospam-.net> wrote:
>
> >I've always liked the original PONG but I have to play it two-handed by
> >myself 'cause I have no-one to play with 8-(.
>
> what is the (very) original PONG Version on 8-bit? I've only found
> several clones and crappy public domain versions. Is there an version
> availble by atari itself?
==========

As far as I remember, Atari never released an 8-bit version of PONG. Home
computers came long after the game machines, by that time people were
looking for fancier games.
There was a faithful 3rd-party release years later (still in the 80's), but
it escapes my memory who made it.

==========
>
> (If so, could somebody send me a copy?)
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

2566. Try this system routing call

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 20:51:01 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8F32A75.296C%design3d@2-scale.com>
Source record: 29637

In BASIC, type:

?USR(58487)

Guess what does that do? This is same as hex $E477. It does the power switch button, like as if you press the power switch on/off.

If you turn off the disk drive (no DOS load in), and typing ?USR(58487), it will reboot and then load in the usual Atari diagnostic.

Mike

2567. Re: Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-29 22:22:17 UTC
From: ebaiz@skyenet.net
Message-ID: <tljz8.81$rw4.64506@newsfeed.slurp.net>
Source record: 29638

On 29 Apr 2002 00:41:02 , Bob Ryan wrote:
>I have Ultima IV Quest of the Avatar. In the box is:
>
>1. Origin Systems Inc. catalog
>2. Ultima IV Quest of the Avatar Player Reference Card
>3. The History of Britannia, as told by Kyle the Youger book
>4. The Book of Mystic Wisdom, as told by Philpop the Weary book
>5. The Ancient Liturgy of Truth book
>6. The Book of Amber runes book
>7. 2 disks (sides A, B, C, D)
>8. a leaflet advertising the The Way of the Avatar Clue Book
>9. a metal Ankh
>
>According to the box, I should have:
>
>1. 2 Game disks
>2. Cloth map
>3. History of Britannia
>4. Reference Card
>5. Metal Ankh
>6. Book of Magic
>
>It's obvious I'm missing the map. My confusion is with the other
>booklets I have that aren't listed on the box. Are they from another
>Ultima?
>
>Any help would be appreciated. Also, anyone know where I can get the
>cloth map? ;-)

You have everything you should have except the map. Cannot figure out
why you do not have it. I can scan mine and email it to you if you
want. I think the only way to get it is to buy another copy of Ultima
IV and it does not have to be an Atari version.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2568. Re: Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 00:28:14 UTC
From: daclmi@netscape.net
Message-ID: <3ccde4dd.16476415@news.CIS.DFN.DE>
Source record: 29640

On Mon, 29 Apr 2002 00:41:02 -0400, Bob Ryan <ryanr@one.net> wrote:

>I have Ultima IV Quest of the Avatar. In the box is:

<stuff clipped>

>9. a metal Ankh

I'll give ya five bucks plus shipping for the ankh.

2569. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 01:05:26 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <f1rrcugfuuma2u2bk00ak13h3uh5kdptut@4ax.com>
Source record: 29639

On 28 Apr 2002 21:24:30 -0700, ejgnandt@netzero.net (Rich_N_Feymus) wrote:

>> Are we referring to the CX-85 Keypad?
>
>We are referring to the CX50. Its listed in the 1980 and 1981 Product
>Catalogs, but doesn't seem to be associated with any program. Maybe it
>was for some forgotten financial program and the CX85 was a successor.

THe Keyboard controllers were originally designed for use on the Atari
2600 Video Computer System (aka game console). They allowed you to play
games such as Hangman, and also to program in BASIC (with the proper
cartridge). The Video Touch Pad was internally the same as a keyboard
controller, the casing having been redesigned to be marketed with
the "Star Raiders" 2600 version.

Look for my "Atari Controller Notes", my very first post on this NG
(and barely on *any* other NG), from some 7 years ago under the
name "JTKirk"... Or check the link on my page, at
http://www.geocities.com/Hollywood/2645/atari.html

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

2570. Re: Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 02:13:36 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <OUmz8.72590$EK.47037003@e3500-atl1.usenetserver.com>
Source record: 29641

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3ccde4dd.16476415@news.CIS.DFN.DE...
> On Mon, 29 Apr 2002 00:41:02 -0400, Bob Ryan <ryanr@one.net> wrote:
>
> >I have Ultima IV Quest of the Avatar. In the box is:
>
> <stuff clipped>
>
> >9. a metal Ankh
>
> I'll give ya five bucks plus shipping for the ankh.

Puleez. It's worth alot more than that.

Hey Bob, I got two ultima 4 cloth maps. You want one?

2571. Re: Ultima IV contents question

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 03:15:16 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <8%nz8.9166$DJ1.975770673@newssvr12.news.prodigy.com>
Source record: 29642

I don't know about the contents, but if it's maps you're looking for here is a link to the archive of Ultima maps. I printed one with photo color on glossy with my inkjet and it came out suitable for framing. Hope this helps,

Mo
http://www.dengler.net/xedragon/hrump/index.htm

Tim Jump wrote in message ...
>Bob Ryan <ryanr@one.net> wrote in news:3CCCCEDE.9CF5CB7E@one.net:
>
>> It's obvious I'm missing the map. My confusion is with the other
>> booklets I have that aren't listed on the box. Are they from another
>> Ultima?
>>
>> Any help would be appreciated. Also, anyone know where I can get the
>> cloth map? ;-)
>>
>> -Bob
>>
>
>I MAY be wrong, but I believe the "Liturgy of Truth" and "Book of Amber
>Runes" are from Ultima III. The first is for Clerics and the second for
>Mages.
>
>The map...you're on your own for that one. I hate to say it, but I'd
>suggest EBay...they're not easy to find.
>
>Tim

2572. Re: Try this system routing call

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 04:12:13 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CCE19B7.4010503@verizon.net>
Source record: 29643

```
Mike Stepansky wrote:
> In BASIC, type:
>
> ?USR(58487)
>
> Guess what does that do? This is same as hex $E477. It does the power
> switch button, like as if you press the power switch on/off.

$E477 is the Jump Pwrup vector. $E474 is Jump Reset. The jump vector
tabel starts at $E450. Try $E471 (58481).

>
> If you turn off the disk drive (no DOS load in), and typing ?USR(58487), it
> will reboot and then load in the usual Atari diagnostic.
>
> Mike
>
>
```

2573. Re: Jeri and the C=1 at Baltimore Amiga Expo

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 09:53:32 UTC
From: JG <Technomancer@mechpilot.com>
Message-ID: <wQtz8.3604$gk2.135420127@newssvr17.news.prodigy.com>
Source record: 29644
Cross-posted to: alt.c64,comp.sys.atari.8bit,comp.sys.cbm

> I was hoping the C=2 was going to be a true 32 bit 65816, with internal
> registers ballooning up to 32 bits wide when you flip the right switch.

the 65832 was scrubbed (don't ask me why, questioning WDC's wisdom is not my
dept.)
but if they did go through the design phase, I wish they'd release the VHDL
for it, then it
could be used to set up a FPGA to act as a 65832, anyone from WDC listening?
hint *hint*

-JG-

2574. Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 12:13:17 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cce8a9e$0$37924$e4fe514c@dreader3.news.xs4all.nl>
Source record: 29646

Hi,

We the MNX crew (Fox-1, TWW and TXG) and 2 persons of the Foundation Two crew (Mad Butscher and Mr.X/Y) are back from Atarada 2002. This event was even better then last year and we saw the release of the new racing game written by BeweSoft.
This game supports the game-link interface so that you can use 8 computers with the game. Each computer can handle 2 players, the screen is horizontal split just like in pole position. The detail of the cars is good. You see your nummer on the doors and the back of the car.
The game is very good, but when you play with 16 players it is hard to drive because of the heavy traffic on the network I think. When you play with less players I did notice a improvement of the driving...

Overal this is a very good game and it's FREEWARE...

TXG/MNX

2575. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 12:15:53 UTC
From: Maury Markowitz <maury@remove_this.sympatico.ca.invalid>
Message-ID: <sRvz8.4654$sh6.1120910@news20.bellglobal.com>
Source record: 29645

"Rich_N_Feymus" <ejgnandt@netzero.net> wrote in message
news:4d2debfd.0204282024.6a5df144@posting.google.com...
> We are referring to the CX50.

Wasn't this sold specifically for use on the VCS? I thought it was used with Star Raiders on that machine.

Maury

2576. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 13:03:31 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aam4n4$ap8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29647

Howdy Rene

> We the MNX crew (Fox-1, TWW and TXG) and 2 persons of the Foundation Two
> crew (Mad Butscher and Mr.X/Y) are back from Atarada 2002.

And you left the rest at the Atariada?

> This event was
> even better then last year and we saw the release of the new racing game
> written by BeweSoft.
> This game supports the game-link interface so that you can use 8 computers
> with the game. Each computer can handle 2 players, the screen is
horizontal
> split just like in pole position. The detail of the cars is good. You see
> your nummer on the doors and the back of the car.
> The game is very good, but when you play with 16 players it is hard to
drive
> because of the heavy traffic on the network I think. When you play with
less
> players I did notice a improvement of the driving...
>
> Overal this is a very good game and it's FREEWARE...

Gimme, gimme, gimme.

CU Mathy van Nisselroy

2577. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 14:39:35 UTC
From: Bill C <tresuocrw@yahoo.c0m>
Message-ID: <H0yz8.68334$VQ2.39902816@twister.socal.rr.com>
Source record: 29648

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3cca74d0.693797@news.tgz-ilmenau.de...

> * Ballblazer

Is there anything like Ballblazerfor the PC?

2578. Monkey Wrench II Manual Online

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 15:53:34 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aamefepmp1@news.chatlink.com>
Source record: 29649

http://www.retrobits.net

-Dan

2579. Re: HIP-Pictures Viewer in Turbo-BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 17:19:32 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <egAz8.88485$58.5887033@zwoll1.home.nl>
Source record: 29650

: > There is a small MC routine (a binary named HIP.COM) floating around the
: net to view them.

Mirko Sobe wrote

: Do you have a disassembled version of this routine?

I think the only source I have is one I disassembled myself with the "Wosfilm Disassembler". I should have it on my harddisk but all my stuff is packed at the moment (I just returned from ATARIADA in Czech Republik). Will look it up if I reinstalled everything again (remind me in case I forget it)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2580. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 17:40:40 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <_zAz8.88540$58.5897804@zwoll1.home.nl>
Source record: 29651

Thomas Havemeister wrote

: So my question to all Atarians is: What is your favourite two player
: game? I want to build a list, which (hopefully) much unkown two-player
: games and great concepts !!!

* DynaKillers - G.M.G. Slovakia (2 or 3 player freeware-game)

* T-34 - (c)Mirage/ANG (2 players only, requires 128KB)

* TekBlast - (c)Sikor Soft 1998

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2581. Re: Try this system routing call

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 17:47:08 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <1GAz8.88554$58.5901264@zwoll1.home.nl>
Source record: 29652

Mike Stepansky wrote

: ?USR(58487)
:
: Guess what does that do? This is same as hex $E477. It does the power
: switch button, like as if you press the power switch on/off.

Not exactly. When you reboot that way, you will not loose the contents of
your ramdisk if you re-init it without formatting it (if you have a RD in the
first place)

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2582. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 17:51:18 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <YJAz8.88556$58.5903464@zwoll1.home.nl>
Source record: 29653

Mathy van Nisselroy wrote

: Howdy Rene
:
: > We the MNX crew (Fox-1, TWW and TXG) and 2 persons of the Foundation Two
: > crew (Mad Butscher and Mr.X/Y) are back from Atarada 2002.
:
: And you left the rest at the Atariada?

You're talking you was there too :-)) We actually DID loose someone in Czech Republik. Someone else found him a couple of hours later, a while after ATARIADA was finished. We picked him up again the other day...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2583. The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 21:09:28 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <aan0v6pue1@olaf.komtel.net>
Source record: 29654

Hello!

I&#65533;m currently playing "The Eidolon" for the first time in ages and I was just searching the Net for a walkthrough, maps, etc. Couldn&#65533;t find anything except the manual.

I&#65533;m a bit colour-blinded so I can&#65533;t rely on my eyes when it comes to the choice of energy balls which to fight the dragon with. (-;

Can anybody point me in the right direction, URL i.e.? I&#65533;m in Level 6 by now.

I know German magazine ASM once had a complete walkthough of the game, but I cannot find my old copy...

BTW, what&#65533;s the name of the three guys popping up and down whilst singing this melody which I can&#65533;t get out of my head?

(-;

2584. Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 21:12:53 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <aan198bos1@newsreader.mailgate.org>
Source record: 29655

Hi everybody,
I've got an Atari 1020 color plotter without pens.

Where can I find a place to buy one pen set? Can I replace them with other
kind of pens?

Thanks in advance to everybody

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 Napoli
Tel. 0815799803 - INTERNET: http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10, 80127 Napoli
Tel. 0815604578 - Cell. 3291148088

2585. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 21:29:43 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <IWDz8.89662$58.5996142@zwoll1.home.nl>
Source record: 29656

Davide Guida wrote

: Hi everybody,
: I've got an Atari 1020 color plotter without pens.

: Where can I find a place to buy one pen set?

Next url is in German language, but they have what you need.

http://www.abbuc.de/shop/index.html

: Can I replace them with other
: kind of pens?

No idea. I never use the 1020 anymore.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2586. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 21:42:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3ccf1005$0$37900$e4fe514c@dreader3.news.xs4all.nl>
Source record: 29657

"Davide Guida" <davide.guida@inwind.it> wrote in message
news:aan198bos1@newsreader.mailgate.org...
> Hi everybody,
> I've got an Atari 1020 color plotter without pens.
>
> Where can I find a place to buy one pen set? Can I replace them with other
> kind of pens?

No but's there should be a way to refill them it was written in a dutch
Atari magazine, I will look for it, when I find it I will post a translated
version (english)...

TXG/MNX

2587. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-04-30 22:07:01 UTC
From: Chris Taylor <jtaylor775@comcast.net>
Message-ID: <9AEz8.5247$li2.402256@bin2.nnrp.aus1.giganews.com>
Source record: 29658

"Don M." <newsreader@4finearts.com> wrote in message
news:kmgz8.78158$CH.11742@rwcrnsc52.ops.asp.att.net...
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:mbbncukhllhea8plp9dov99drp8eo6h9ff@4ax.com...

> As far as I remember, Atari never released an 8-bit version of PONG. Home
> computers came long after the game machines, by that time people were
> looking for fancier games.
> There was a faithful 3rd-party release years later (still in the 80's),
but
> it escapes my memory who made it.
>

There's an excellent version on "Golden Oldies" made by Software Country
(Now Mindscape) in 1985.

2588. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 02:20:17 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0204301820.3176b764@posting.google.com>
Source record: 29659

> Wasn't this sold specifically for use on the VCS? I thought it was used
> with Star Raiders on that machine.
>
> Maury

CX21 - Video Touch Pad (Star Raiders), CX23 Kids' controller (Sesame Street Games) and the CX50 Keyboard controllers (Basic etc) were all functionally the same (I think). And yes, they were all used on the 2600. So what is the CX50 doing in my 1981 Atari Personal Computer Product Catalog?

2589. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 02:45:09 UTC
From: "Don M." <newsreader@4finearts.com>
Message-ID: <VEIz8.184764$CH1.136515@sccrnsc02>
Source record: 29660

"Chris Taylor" <jtaylor775@comcast.net> wrote in message
news:9AEz8.5247$Ii2.402256@bin2.nnrp.aus1.giganews.com...
>
> "Don M." <newsreader@4finearts.com> wrote in message
> news:kmgz8.78158$CH.11742@rwcrnsc52.ops.asp.att.net...
> > "Thomas Havemeister" <twh1@gmx.de> wrote in message
> > news:mbbncukhllhea8plp9dov99drp8eo6h9ff@4ax.com...
>
> > As far as I remember, Atari never released an 8-bit version of PONG.
Home
> > computers came long after the game machines, by that time people were
> > looking for fancier games.
> > There was a faithful 3rd-party release years later (still in the 80's),
> but
> > it escapes my memory who made it.
> >
>
> There's an excellent version on "Golden Oldies" made by Software Country
> (Now Mindscape) in 1985.
>
>
>
========

"Golden Oldies" sounds familiar, that's probably the one I was thinking of.
Thanks.

2590. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 03:55:58 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <iHJz8.9732$Tm1.1170266231@newssvr12.news.prodigy.com>
Source record: 29662

Well if memory serves, there was a BASIC programming cart made for the 2600,
and I believe it was used in conjunction with the CX50's.
If you notice, the keypads have like a dovetail that will attach them
together to form a small keyboard. This is just what I've put together after
gathering the evidence, I never had BASIC for the 2600 and I only have one
keypad controller.
Mo

Rich_N_Feymus wrote in message
<4d2debfd.0204301820.3176b764@posting.google.com>...
>> Wasn't this sold specifically for use on the VCS? I thought it was used
>> with Star Raiders on that machine.
>>
>> Maury
>
>CX21 - Video Touch Pad (Star Raiders), CX23 Kids' controller (Sesame
>Street Games) and the CX50 Keyboard controllers (Basic etc) were all
>functionally the same (I think). And yes, they were all used on the
>2600. So what is the CX50 doing in my 1981 Atari Personal Computer
>Product Catalog?

2591. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 03:57:11 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <aanov9$jf7$1@newsreader.mailgate.org>
Source record: 29661

Thank you,
but I DON'T have the pens. I found the Atari 1020 with printer head empty.

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 Napoli
Tel. 0815799803 - INTERNET: http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10, 80127 Napoli
Tel. 0815604578 - Cell. 3291148088

"TXG" <txg@the-underground.myweb.nl> ha scritto nel messaggio
news:3ccf1005$0$37900$e4fe514c@dreader3.news.xs4all.nl...
>
> "Davide Guida" <davide.guida@inwind.it> wrote in message
> news:aan198bos1@newsreader.mailgate.org...
> > Hi everybody,
> > I've got an Atari 1020 color plotter without pens.
> >
> > Where can I find a place to buy one pen set? Can I replace them with
other
> > kind of pens?
>
> No but's there should be a way to refill them it was written in a dutch
> Atari magazine, I will look for it, when I find it I will post a
translated
> version (english)...
>
> TXG/MNX
>
>
>

2592. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 05:18:14 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <qUKz8.3378$S54.262061218@newssvr11.news.prodigy.com>
Source record: 29663

I've never seen one up close but I wonder if it uses the same as the Radio
Shack CGP-215 plotter, the small printer plotter with mini-pens.
I believe Radio Shack may be your best bet here in the states, problem is
matching the pens up and they may have to be put on order, maybe someone can
send you a dead one to use for a match.
Mo

Davide Guida wrote in message ...
>Thank you,
>but I DON'T have the pens. I found the Atari 1020 with printer head empty.
>
>---
>Davide Guida (Responsabile tecnico Formamedia srl)
>via Domenico Fontana 39 Napoli
>Tel. 0815799803 - INTERNET: http://www.formamedia.it
>E-mail davide.guida@formamedia.it
>
>Casa: via Rodolfo Falvo 10, 80127 Napoli
> Tel. 0815604578 - Cell. 3291148088
>
>
>"TXG" <txg@the-underground.myweb.nl> ha scritto nel messaggio
>news:3ccf1005$0$37900$e4fe514c@dreader3.news.xs4all.nl...
>>
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>> Atari magazine, I will look for it, when I find it I will post a
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>> version (english)...
>>
>> TXG/MNX
>>
>>
>>
>
>

2593. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 14:29:16 UTC
From: JB <JB@nospamrequired.com>
Message-ID: <LZSz8.5884$5g6.1531808@news6-win.server.ntlworld.com>
Source record: 29664

Always used to get them from Tandy/Radio Shack coz they had a printer which
used identical pens. Maybe they still do them?

JB

"Davide Guida" <davide.guida@inwind.it> wrote in message
news:aan198bos1@newsreader.mailgate.org...
> Hi everybody,
> I've got an Atari 1020 color plotter without pens.
>
> Where can I find a place to buy one pen set? Can I replace them with other
> kind of pens?
>
> Thanks in advance to everybody
> ---
> Davide Guida (Responsabile tecnico Formamedia srl)
> via Domenico Fontana 39 Napoli
> Tel. 0815799803 - INTERNET: http://www.formamedia.it
> E-mail davide.guida@formamedia.it
>
> Casa: via Rodolfo Falvo 10, 80127 Napoli
> Tel. 0815604578 - Cell. 3291148088
>
>
>
>

2594. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 17:34:04 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <aap8qr$61h$1@newsreader.mailgate.org>
Source record: 29665

Where can I contact Tandy/Radio Shack?

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 Napoli
Tel. 0815799803 - INTERNET: http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10, 80127 Napoli
Tel. 0815604578 - Cell. 3291148088

"JB" <JB@nospamrequired.com> ha scritto nel messaggio
news:LZSz8.5884$5g6.1531808@news6-win.server.ntlworld.com...
> Always used to get them from Tandy/Radio Shack coz they had a printer
which
> used identical pens. Maybe they still do them?
>
> JB
>

2595. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 18:20:46 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aapbfe$fs5$1@news.chatlink.com>
Source record: 29666

here's a blurb from Antic vol 5, no 11:

"A number of readers replied to Russ Novotny 's cry for Atari 1020 Plotter pens (December, 1986) Radio Shack carries a set of three black pens (26-1480) and another trio with red, green and blue (26-1481). Each of these 3020-compatible sets costs about $2.95. If you're out of paper for your 1020, Radio Shack's rollpaper for the CGP-115 plotter (26-1428) will do fine--but you 'II have to transfer some paper to an empty spool, because the full CGP roll is too big to fit into the 1020."

I don't think Radio Shack carries the pens anymore... but a search at their website comes up with a couple of product manuals based on the part numbers above.

It looks like these guys at least have some black ones (for $1.99 -- not bad!):
http://www.alltronics.com/computer_miscellaneous.htm

2596. can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 19:37:18 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aapfv1$i18$1@news.chatlink.com>
Source record: 29667

I picked this up somewhere in my travels over the past few years... can't exactly remember where.

http://www.retrobits.net/images/mysterycable1.jpg

http://www.retrobits.net/images/mysterycable2.jpg

One end is a pass-through 13-pin Atari SIO connector, so you can easily hook it on your serial bus, and still keep your other devices attached. The other end is for plugging into a card edge connector with 9 wide contacts (the middle 3 connections are absent). The fact that it has a pass-through connector on the SIO side, and that its got a little base on it so it lines up nicely to the 800XL SIO port, it seems like it must be for the Atari, or at least another computer with a 13-pin interface like the Atari. Its got the General Electric logo on it, which makes me imagine hooking my Atari up to an "Appliance Control Center" or such device, to control my coffee maker, toaster, dish-washer, etc.

What do you think?

-Dan

2597. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 19:47:55 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ud0hd88jdvsm56@corp.supernews.com>
Source record: 29668

"Dan Vernon" <dan@retrobits.nospam.net> wrote in message
news:aapfv1$i18$1@news.chatlink.com...
> I picked this up somewhere in my travels over the past few years... can't
> exactly remember where.
>
> http://www.retrobits.net/images/mysterycable1.jpg
>
> http://www.retrobits.net/images/mysterycable2.jpg

This looks like a cable to the GE data cassette. It was switchable between
C64 and Atari. I may still have mine around somewhere. It was about $10
cheaper then an Atari brand cassette at the time, something like $70 vs $80.

2598. HOT STUFF FS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 20:34:48 UTC
From: travelfish@atombombe.de
Message-ID: <6dcdc5ab.0205011234.4361572d@posting.google.com>
Source record: 29669

i have many nice items for the 2600 console ... catalogs, stickers,
carts and more ... and a few homecomputer items

http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=travelfish_de&include=0&since=1

6 IMAGIC games, NIB / shrinked:

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=1350051425

3 XonoX games, NIB. GhostManor with rare protection endcap

http://cgi.ebay.de/ws/eBayISAPI.dll?ViewItem&item=1350051486

greetings

2599. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 21:50:26 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cd06367$0$37916$e4fe514c@dreader3.news.xs4all.nl>
Source record: 29670

Hi,

This cable is from General Electric, the SIO connector was made by AMP.
I have seen these in the past, I believe the are used with a General
Electric color matrix printer.

TXG/MNX

"Dan Vernon" <dan@retrobits.nospam.net> wrote in message
news:aapfv1$i18$1@news.chatlink.com...
> I picked this up somewhere in my travels over the past few years... can't
> exactly remember where.
>
> http://www.retrobits.net/images/mysterycable1.jpg
>
> http://www.retrobits.net/images/mysterycable2.jpg
>
> One end is a pass-through 13-pin Atari SIO connector, so you can easily
hook
> it on your serial bus, and still keep your other devices attached. The
> other end is for plugging into a card edge connector with 9 wide contacts
> (the middle 3 connections are absent). The fact that it has a
pass-through
> connector on the SIO side, and that its got a little base on it so it
lines
> up nicely to the 800XL SIO port, it seems like it must be for the Atari,
or
> at least another computer with a 13-pin interface like the Atari. Its got
> the General Electric logo on it, which makes me imagine hooking my Atari
up
> to an "Appliance Control Center" or such device, to control my coffee
maker,
> toaster, dish-washer, etc.
>
> What do you think?
>
> -Dan
>
>

2600. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 21:52:09 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3cd068ac_5@nopics.sjc>
Source record: 29671

You can dump the internal Basic and just re-program the PAL itself to do ramdisk selection. I have a 1200XL with a 512K battery-backed SRAM that works just great. Once the files are on the "disk", you can shut off the system for as long as you like and they'll still be there on the next power-up. I send PB4, the ramdisk selection bit, into the MMU instead of BE (Basic Enable) and output the ramdisk chip-select on the BASIC chip-select line (this line has to be gated with CLK02 at the SRAM). You should be able to wire the 512K chip into the Basic ROM site (use a little board). Works great on my 1200XL - should be fine in the 130XE or 800XL. I can supply a programmed PAL if you need one.

Bob

.... I'd like to know where to get 512Kx8 SRAM for $7... I pay almost $20.

"Matthias Reichl" <usenet-20020318@hias.horus.com> wrote in message news:slrna9cm8g.v3.usenet-20020318@camel.hias.horus.com...
> Hi!
>
> On Mon, 18 Mar 2002 10:11:34 -0800, Rick Cortese wrote:
> > "Matthias Reichl" <usenet-20020318@hias.horus.com> wrote in message
> > news:slrna9c80h.v3.usenet-20020318@camel.hias.horus.com...
> > >
> > > Just be sure the upgrade has built-in support for CAS-before-RAS
> > > refresh (the Newell 1c design has it), so that RAM chips larger
> > > than 256kBit will work.
> >
> > It is probably getting to be time to move to a large static RAM to do
> > everything. There are a few problems with things like refresh on dynamic
> > RAMs, even SIMMs, that make it a problematic when working with an Atari.
> > Since a lot of designs use multiple chips the number of connections
> isn't
> > much different between say a 256k upgrade and replacing all the RAM in a
> > system with a 512k static RAM. Price wise it would be about the same too
> I
> > think. Last time I priced a 512k static it was about $5-$7.
>
> Ah well, that's a good idea. When I started building and designing
> hardware extensions for my 800XL some 15 (or maybe 17?) years ago,
> static RAMs (with more than 32k) were really expensive. I didn't even
> dare to think about creating a 256k _static_ ramdisk :)
>
> I just had a look into a current price-list of a german company
> (www.segor.de) and it lists a 628512LP-07 for 9,80 EUR (32 pin DIP
> packaging, SO32 is even 0,90 EUR cheaper). OK, now I believe it,

> static RAMs are much cheaper now than back in the good old days.
>
> Another pro for static RAMs would be that several chips (like the
> 41256 or the LS158 which is used for MUXing the address lines) are
> quite hard to get these days.
>
> On the contrary, a lot of people (like me, for example :) have tons
> of 1MB SIMMs, taken from old PCs, resting on their shelves. So if
> you can re-use one of those SIMMs, building a 1MB extension is just
> a matter of a few bucks for some 74LSxx and a few hours of time.
> (OK, you don't save a lot of money, so the only remaining advantage
> would be the "good feeling" that you were able to re-use an otherwise
> useless piece of hardware).
>
> Coming back to the design of a static ramdisk: That could be quite
> easy IMO. You could discard most of the circuits used by standard
> ramdisks, only cut the "RAM-select"-trace coming from the MMU
> and add a small address-decoder (using A14, A15, and PB4, maybe
> also HALT and PB5 if you want separate ANTIC access) to select
> between buit-in RAM and ramdisk. Connect A0-A13 from your Atari
> to the static RAM, and some PB pins to A14 and higher of your
> SRAM. Ah, well, and maybe a little bit of logic for Basic and
> Selftest if you want 512k or 1MB and still want to control it with
> PortB. So far for the rough design. Minor implementation details
> (like combining the SRAM-chip-select with PHI2) are left as an
> exercise to the reader :-)
>
> BTW: any other ideas or just brainstorming about ramdisk design
> would be great - I'm currently thinking about building/designing
> a new ramdisk (my old AtariMagazin ramdisk has gone bad).
> 'til now I've analyzed the Newell 1Meg (rev 1.c) and Mathy's
> design. Both designs have their pros and cons. At the moment
> IMO the optimum would be a slightly modified Newell ramdisk
> (adding a switch to select between a 512k 130XE compatible
> ramdisk and a 1Meg ramdisk) extended with Mathy's latch for
> basic and selftest (or a simple logic that switches off both
> basic and selftest as soon as the ramdisk is selected - that's
> mainly what my old 1Meg design was doing).
>
> So, if you've got any ideas about which design you like best/worst,
> just tell me about it. Any input would be great!
>
> so long,
>
> Hias

2601. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 22:06:13 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <XyZz8.92076$58.6345354@zwoll1.home.nl>
Source record: 29672

Dan Vernon wrote

: I picked this up somewhere in my travels over the past few years... can't
: exactly remember where.

: One end is a pass-through 13-pin Atari SIO connector, so you can easily hook
: it on your serial bus, and still keep your other devices attached.

I have 2 of them. One belongs to my General Electric Cassetterecorder interface (to use ordinary audio-tapedrives on your XL/XE computer) while the second belongs to my General Electric printer interface. This interface came with two cables. One is to connect the centronics-like interface to your Atari, the other to connect the same interface to a VIC20 (C64?).

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2602. disk image files.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-01 22:40:08 UTC
From: Jery Cousineau <j-cousineau@attbi.com>
Message-ID: <c9_z8.60881$%s3.24001128@typhoon.ne.ipsvc.net>
Source record: 29673

Can any one tell me where I might find a a disk image of Microleague Baseball's Box score/Stat disk? I found the game and GMO Disk would like to find that last one.

Thanks in advance.

2603. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 02:04:53 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <ck71duo5unkiim0knb9rkaevu5u2i7ms6e@4ax.com>
Source record: 29674

On Thu, 2 May 2002 00:06:13 +0200, "Fox-1" <DONT_USE_fox-1@home.nl> wrote:

>
>Dan Vernon wrote
>
>: I picked this up somewhere in my travels over the past few years... can't
>: exactly remember where.
>
>: One end is a pass-through 13-pin Atari SIO connector, so you can easily hook
>: it on your serial bus, and still keep your other devices attached.
>
>I have 2 of them. One belongs to my General Electric Cassetterecorder
>interface (to use ordinary audio-tapedrives on your XL/XE computer) while the
>second belongs to my General Electric printer interface. This interface came
>with two cables. One is to connect the centronics-like interface to your
>Atari, the other to connect the same interface to a VIC20 (C64?).

Right. I bought two of those cables on the street, really cheap, some years
ago... I wanted the connectors for something, but by now I've already
forgotten *what*...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

2604. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 03:15:26 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CD0AF4E.2580537F@cswebmail.com>
Source record: 29675

Davide Guida wrote:

> Hi everybody,
> I've got an Atari 1020 color plotter without pens.
>
> Where can I find a place to buy one pen set? Can I replace them with other
> kind of pens?
>
>

Either Atari or Radio/Shack replacement pens work(overseas I do not know where). But, be aware that all of the pens are VERY old. Many(MOST) will be dried out and not work. Sometimes, soaking the tip in alcohol has helped.

I do not know about refilling. Seems a lot of work. Maybe someday I'll look into cleaning out a pen and filling with sometype of ink.

Rick D.

2605. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 03:28:48 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CD0B270.464D4501@cswebmail.com>
Source record: 29676

Shawn Jefferson wrote:

> "The good news is that I think implementing these functions will be pretty
> easy with SpartaDOS, but with Atari DOS it might prove impossible, since
> NOTE and POINT use sector, byte instead of straight byte offset like
> Sparta.
>
> Does MyDOS have a proper NOTE and POINT like Sparta does?
>

"Proper" Note and Point is to use Sectors and Bytes...locating the physical position on disk. What you are doing with Sparta is getting the current location with in a file..in byte offset format. Sparta does the conversion to sector/byte to control the drive.

The code to use byte only is not in MYDOS or any other DOS I am aware of, someone else will know. I have not tested it, but it shouldn't matter as long as indexes are not moved between DOSes.

Rick D.

2606. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 03:45:03 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CD0B63E.DFD5488@cswebmail.com>
Source record: 29677

"Frank Schrï¿½der-Hï¿½ftmann" wrote:

> Hello!
>
> Iï¿½m currently playing "The Eidolon" for the first time in ages and I was
> just searching the Net for a walkthrough, maps, etc. Couldnï¿½t find anything
> except the manual.
>
> Iï¿½m a bit colour-blinded so I canï¿½t rely on my eyes when it comes to the
> choice of energy balls which to fight the dragon with. (-;
>
> Can anybody point me in the right direction, URL i.e.? Iï¿½m in Level 6 by
> now.
>
> I know German magazine ASM once had a complete walkthough of the game, but I
> cannot find my old copy...
>
> BTW, whatï¿½s the name of the three guys popping up and down whilst singing
> this melody which I canï¿½t get out of my head?
>
> (-;

Sorry, I haven't even gotten out of level 1 yet! :(

Rick D.

2607. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 09:26:25 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <aar0o1avd1@thorium.cix.co.uk>
Source record: 29678

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:ck71duo5unkiim0knb9rkaevu5u2i7ms6e@4ax.com...
> On Thu, 2 May 2002 00:06:13 +0200, "Fox-1" <DONT_USE_fox-1@home.nl> wrote:
>

>
> Right. I bought two of those cables on the street, really cheap, some
years
> ago... I wanted the connectors for something, but by now I've already
> forgotten *what*...
>
> --
> _____ ____---____ Marco Antonio Checa Funcke

Don't you just hate that when it happens!

Not done it with my computers yet. My wargaming figures on the other hand,
;0)

2608. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 10:41:21 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aar54k$ii8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29679

Howdy Robert, folks

> You're talking you was there too :-)) We actually DID loose someone in
Czech
> Republik. Someone else found him a couple of hours later, a while after
> ATARIADA was finished. We picked him up again the other day...

The Hearse's first great trip????
BTW I don't understand your first sentence.
And WHOM did you loose? (curious, as always)
And where can I get that game Rene is talking about. I still don't know.

CU Mathy van Nisselroy

2609. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 10:46:56 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aar5f1ipm1@nets3.rz.RWTH-Aachen.DE>
Source record: 29680

Howdy Dan, folks

> It looks like these guys at least have some black ones (for $1.99 -- not
> bad!):
> http://www.alltronics.com/computer_miscellaneous.htm

For those who haven't checked yet, I did. They even have 1020's, Atari 2600
Trakball's and the CX-85 numeric keypad. (with pictures)

CU Mathy van Nisselroy

2610. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 11:06:24 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aar6ji$k90$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29681

Howdy Matthias, Bob

> At the moment
> IMO the optimum would be a slightly modified Newell ramdisk
> (adding a switch to select between a 512k 130XE compatible
> ramdisk and a 1Meg ramdisk) extended with Mathy's latch for
> basic and selftest (or a simple logic that switches off both
> basic and selftest as soon as the ramdisk is selected - that's
> mainly what my old 1Meg design was doing).

With my design you do not need a switch.

CU Mathy van Nisselroy

2611. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 11:30:34 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CD1235A.4E795E83@cyou.com>
Source record: 29682

On any Atari type dos (not SpartaDOS, but Dos 2.x, MyDos, etc), they all
use a file system with a directory entry that has a pointer to the first
sector of the file. Then, each sector of a file has a pointer to the
next sector of the file. Because the DOS structure chains each sector
of the file in this manner, there is no way to know which sector
contains the 1000th byte without reading all of the previous sectors of
the file first.

Larry Richardson (larryr@cyou.com)

Shawn Jefferson wrote:
>
> "Rick D." <webrickd@cswebmail.com>:
>
> >The code to use byte only is not in MYDOS or any other DOS I am aware of, someone
> >else will know. I have not tested it, but it shouldn't matter as long as indexes
> >are not moved between DOSes.
>
> How do you do a point into a file, say 1000 bytes without knowing where on
> the disk the 1000th byte of the file is? Read the file from the start every
> time you want to move the file pointer?
>
> Indexes? Is there an index on the disk that will tell you this
> information? I'm pretty new to this level of interaction with the Atari
> OS.
>
> Thanks,
> Shawn
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)

2612. atari -> scart

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 22:04:52 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <aasd5q$devvh$1@ID-108965.news.dfncis.de>
Source record: 29683

Hi

Tell me if I'm in the wrong group for asking this question...

How can I connect a scart connector (euroconector) to an Atari 2600? is there any web where it's showed? I heard some time ago it's not difficult to do it soldering some wires directly to the board...

Thanks, and excuse me if I'm in the wrong place...

Regards...

2613. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 22:35:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZajA8.1$Ln4.0@newsread2.prod.itd.earthlink.net>
Source record: 29684

The purpose of "POINT" is to avoid that complete read for moving the file pointer. You have to create your own index by reading the file and "NOTE"ing the location of pertinent data the 1st time only. After that you can "POINT" to what you want to read or write a change. Caveat is *do not* create your index with Sparta and attempt to utilize it with Dos 2.0/2.5/MyDos.

You also need to preserve the index with hard code in your program lines or place them in an array and adjust the SAVE pointers to include the String/Array tables in your .BAS file.

--
Ron

http://www.atariland.com/members/oldatarian

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message news:3cd0cc4f.34851625@news...
> "Rick D." <webrickd@cswebmail.com>:
>
> >The code to use byte only is not in MYDOS or any other DOS I am aware of, someone
> >else will know. I have not tested it, but it shouldn't matter as long as indexes
> >are not moved between DOSes.
>
> How do you do a point into a file, say 1000 bytes without knowing where on
> the disk the 1000th byte of the file is? Read the file from the start every
> time you want to move the file pointer?
>
> Indexes? Is there an index on the disk that will tell you this
> information? I'm pretty new to this level of interaction with the Atari
> OS.
>
> Thanks,
> Shawn
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)
>

2614. Re: cc65 file i/o functions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 22:35:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%ajA8.2$Ln4.0@newsread2.prod.itd.earthlink.net>
Source record: 29685

The purpose of "POINT" is to avoid that complete read for moving the file pointer. You have to create your own index by reading the file and "NOTE"ing the location of pertinent data the 1st time only. After that you can "POINT" to what you want to read or write a change. Caveat is *do not* create your index with Sparta and attempt to utilize it with Dos 2.0/2.5/MyDos.

You also need to preserve the index with hard code in your program lines or place them in an array and adjust the SAVE pointers to include the String/Array tables in your .BAS file.

--
Ron

http://www.atariland.com/members/oldatarian

"Shawn Jefferson" <sjeffers@shaw.Delete#This.ca> wrote in message news:3cd0cc4f.34851625@news...
> "Rick D." <webrickd@cswebmail.com>:
>
> >The code to use byte only is not in MYDOS or any other DOS I am aware of, someone
> >else will know. I have not tested it, but it shouldn't matter as long as indexes
> >are not moved between DOSes.
>
> How do you do a point into a file, say 1000 bytes without knowing where on
> the disk the 1000th byte of the file is? Read the file from the start every
> time you want to move the file pointer?
>
> Indexes? Is there an index on the disk that will tell you this
> information? I'm pretty new to this level of interaction with the Atari
> OS.
>
> Thanks,
> Shawn
>
> ---
> Shawn Jefferson (sjeffers{at}shaw;dot;ca)
>

2615. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 23:27:07 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <QQjA8.96664$58.6654013@zwoll1.home.nl>
Source record: 29686

Mathy van Nisselroy wrote

: > You're talking you was there too :-)) We actually DID loose someone in
: Czech
: > Republik. Someone else found him a couple of hours later, a while after
: > ATARIADA was finished. We picked him up again the other day...

: The Hearse's first great trip????

No. Besides the fact it consumes lot's of expensive fuel, the Hearse only has one seat to fit up to 3 persons, but we went with 5 people to ATARIADA. The idea was to rent a car for the trip as we all drive 2 or 3 seat cars while the 2 Germans didn't had a car at all.

Renting one turned out to be very expensive so we just bought the first cheap used car we got in sight, which was an old '87 Citroen BX16. We already had an oil-leak before we left our hometown, and at our arrival in Germany we got a water-leak so the engine got overheated. At our trip back we even "lost" the car! TXG forgot to place it in "P"ark (it has an automatic gearbox) and the BX decided to make a little trip on his own when we were out to eat something :-))

: And WHOM did you loose? (curious, as always)

Mr. X/Y (Rouven). Long story of which no one knows the exact details, including Rouven since he was too drunk :-)

: And where can I get that game Rene is talking about. I still don't know.

It's on a harddisk located 1 meter away from where I sit right now :-) Problem is I didn't had the time yet to unpack all my Atari-stuff again so I can't transfer it to another media (A.P.E.-ATR, BBS, ect.) right now. Will place it on my site as soon as possible, ofcourse, NOT in ATR but just as an LHARCed Atari-file. The original disk started up with BeWe-Dos but it runs o.k. with Sparta-Dos 3.3b too, since this is what I use on my harddisk-systems. Another DOS maybe also works, but I didn't tested that. The game is a single file and starts up with a quick text with a very short explanation and a line that he didn't had the time to finish the doc's. It'll probably be on the next ABBUC magazin too...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2616. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-02 23:29:31 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <3TjA8.96672$58.6654589@zwoll1.home.nl>
Source record: 29687

machf wrote

: >I have 2 of them. One belongs to my General Electric Cassetterecorder

: Right. I bought two of those cables on the street, really cheap, some years
: ago... I wanted the connectors for something, but by now I've already
: forgotten *what*...

They are excellent for those who want to make an external SIO-2-PC interface.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2617. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 02:28:55 UTC
From: av1d@aol.comp.com
Message-ID: <20020502222855.22930.00005591@mb-cn.aol.com>
Source record: 29688

"Ron Hamilton" wrote:

>Are we referring to the CX-85 Keypad? Never saw it called 'Video touch...'
>Jeff Brenner devised a VBI handler for it in Computer Shopper about '86.
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>
>"av1d" <av1d@aol.comp.com> wrote in message
>> Hi,
>> I am having problems attempting to program the Video Touch Pad via Basic
>on an
>> Atari 800.
[snip]

I was refering to the pad from a 2600 console.
It's a black sloped plastic case which can use a layover [looks like an
intellivision controller only nicer, natrually].
The pad has 12 buttons and across it's top is printed "Video touch pad".
They are quite common in the U.S. at swap meets and flea markets.
Thanks to everyone who replied, especially Ernest.

2618. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 03:25:09 UTC
From: Spinaldo <capnarrr@hotmail.com>
Message-ID: <ud4119o62ifvd8@corp.supernews.com>
Source record: 29689

Thomas Havemeister <twh1@gmx.de> wrote in message
news:avmlcuo3h2m6tq0lda60r8iiodp1ek1r7j@4ax.com...
> On 27 Apr 2002 09:15:08 -0700, rjespino@hotmail.com (Raphael Espino)
> wrote:
>
>
> >Wizard of Wor, Grand Prix Simulator, One on One, Kickstart. Another
> >of my favourites not on the list is Mario Bros. (the XE version).
>
> apropo Mario Bros.! I have here an Mario Bros. Version of 1983 from
> "Nintendo of America inc."... is there a difference? And why the heck,
> is the sound so crude?? Looks like a 5200Glen Conversion??

The XE mario bros was excellent. Unfortunately there isn't any known copy
circurlating the internet. Though, check out Jindroush's page for a title
screen shot. I'd love to get my hands on the rom some day. There is a good
XE crystal castles version too that plays much better than the 5200 version.
Well worth a play.

2619. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 03:56:08 UTC
From: "Ralph E. Dodd" <redodd@comcast.net>
Message-ID: <sTnA8.34526$li2.3082349@bin2.nnrp.aus1.giganews.com>
Source record: 29690

"Davide Guida" <davide.guida@inwind.it> wrote in message
news:aan198bos1@newsreader.mailgate.org...
> Hi everybody,
> I've got an Atari 1020 color plotter without pens.
>
> Where can I find a place to buy one pen set? Can I replace them with other
> kind of pens?
>
> Thanks in advance to everybody
> ---
> Davide Guida (Responsabile tecnico Formamedia srl)
> via Domenico Fontana 39 Napoli
> Tel. 0815799803 - INTERNET: http://www.formamedia.it
> E-mail davide.guida@formamedia.it
>
> Casa: via Rodolfo Falvo 10, 80127 Napoli
> Tel. 0815604578 - Cell. 3291148088

Davide,

From my experience, the biggest problem with the 1020 plotter is that one of the plastic gears always cracks causing the plotter to jam up. I had an old one and a new one out-of-the-box that did the same thing. The same gear broke. I gave up on these things because they print really really slow and the pens always dry out.
I got pens from Radio Shack. These are numbers from the 1997 catalog - (RSU 10274850 - black) and (RSU 10274868 - color). I would guess that most of these old stock items are dried up now anyway. If you find pens, you will probably have to rejuvinate them. The volatile part of the ink has evaporated. WD-40 or some type of alcohol might wet the ink if you can inject it inside of the pens. Good luck.

Ralph

2620. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 10:17:11 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8qo4du8pnj3ctcgu7geifr14rf8845mkvj@4ax.com>
Source record: 29691

On Wed, 01 May 2002 05:18:14 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>I've never seen one up close but I wonder if it uses the same as the Radio
>Shack CGP-215 plotter, the small printer plotter with mini-pens.
>I believe Radio Shack may be your best bet here in the states, problem is
>matching the pens up and they may have to be put on order, maybe someone can
>send you a dead one to use for a match.
>Mo

I think it is, certainly 'Tandy' (the UK Radio Shack name) sold the
pens for one of their plotters all those years ago. One of the Tandy
plotters *definitely* used the exact same pens.
--
Paul

2621. Re: Atari 1020 pen problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 10:19:44 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7uo4du85dtbbl8rjgppt2rra1nr5gbfv5k@4ax.com>
Source record: 29692

On Tue, 30 Apr 2002 23:12:53 +0200, "Davide Guida"
<davide.guida@inwind.it> wrote:

>Hi everybody,
>I've got an Atari 1020 color plotter without pens.
>
>Where can I find a place to buy one pen set? Can I replace them with other
>kind of pens?
>
Tandy or Radio shack has been mentioned but you could always try Bravo
Sierra or Best Electronics, Ben advertises in here every week and Best
do have a website which I can't remember the addy.

Best may be your (no pun intended) best bet..
--
Paul

2622. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 10:23:58 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205030318450.19896-100000@shell1.aracnet.com>
Source record: 29693
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new 8 Bit Games & Software. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2623. Re: ??..

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 15:03:15 UTC
From: ebaiz@skyenet.net
Message-ID: <TExA8.71$0j3.76838@newsfeed.slurp.net>
Source record: 29694

I have seen posts from the jerk (JIM B.) before, but just ignored them.
But then, he does say one good thing about Atari users and that is the
fact that there are ALOT of us still around.

On 26 Apr 2002 19:53:09 , Paul Irvine wrote:
>
>Did anyone else get the same mail as this?
>
>Apart from making a mistake about my sexual orientation he's also in
>Oz which will make it a long way to me :-)
>
>--
>
>Dear Atari Fag,
>
>Sorry I haven't had the time yet to pop around
>to your house and shove your Atari up your
>Fucking ASS.It's just their are so many of you Atari
>Fagget's out there,it's hard for one man to do it alone.
>
>But I promise you I will come around as soon as I
>can,you are on top of my Atari Faggets list.
>
>So expect to have your Atari up your ASS really soon.
>
>Regards
>
>Jim Brohier
>
>--
>Paul
>.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2624. Re: atari -> scart

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 16:52:28 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <aauf8c$6k2$1@thorium.cix.co.uk>
Source record: 29695

You may wanna have a look here:-

http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/

The online hardware book.

Scart is here:-

http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/co_Scart.html

Signal out may be best found on the relevent FAQs

"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
message news:aasd5q$devvh$1@ID-108965.news.dfncis.de...
> Hi
>
> Tell me if I'm in the wrong group for asking this question...
>
> How can I connect a scart connector (euroconector) to an Atari 2600? is
> there any web where it's showed? I heard some time ago it's not difficult
to
> do it soldering some wires directly to the board...
>
> Thanks, and excuse me if I'm in the wrong place...
>
> Regards...
>
>

2625. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 17:03:06 UTC
From: usenet-20020503@hias.horus.com
Message-ID: <slrnad5gkk.43h.usenet-20020503@camel.hias.horus.com>
Source record: 29696

Hi Mathy!

On Thu, 2 May 2002 13:06:24 +0200, Mathy van Nisselroy wrote:
>
> With my design you do not need a switch.

I know. But IIRC you mentioned some time ago that you had timing
problems with 800XL and 800XE machines. Another problem would
be getting the CO25953. So my first idea was to merge both designs
(Newell's and your's) since the Newell-design is known to work
with the 800XL. (I still have to find some time to do this, so
at the moment it's only just an idea).

While studying your schematics I stumbled across something strange:
If I got it right, the LS158 is clocked directly by PHI2.

I checked with my 800XL schematics and there the 158 used for
built-in RAM is clocked from a tapped delay-line (driven by PHI2):
PHI2 is sent through a schmitt-trigger (U19/LS14) and then goes
into the delay line (U29). Pin 10 of the delay line is then connected
to pin 1 of the LS158.

Maybe that could be causing the timing problems?

I've managed to loose my copy of the 130XE schematics, so I couldn't
do a double-check what Atari changed when introducing the Freddy
chip...

BTW: If someone could point me to a copy of the 130XE schematics,
I'd be very glad. IIRC I downloaded it some months ago from
somewhere but I didn't bookmark the site :-(

so long,

Hias

2626. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 17:56:00 UTC
From: Frank Rachel <frachel@navisys.com>
Message-ID: <3cd2cf3b$0$18814$4c41069e@reader1.ash.ops.us.uu.net>
Source record: 29547

Run for the Money

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3cca74d0.693797@news.tgz-ilmenau.de...
> Howdy *.*!
>
> I'm now holding thousands of atari games an my ape configured
> notebook, ready to have fun with it!!
>
> So the most fun will give those games where two player can play at the
> same time.I think it's a lot more fun against network based games,
> where everbody is just sitting in it's own room.
>
> So my question to all Atarians is: What is your favourite two player
> game? I want to build a list, which (hopefully) much unkown two-player
> games and great concepts !!!
>
> Here is my list of games I still remember, please complete it!!!
>
> --- cut ---
>
> * Atzec Challenge II
> * Ballblazer
> * BMX Simulator
> * Bruce Lee
> * Fantastic Soccer
> * Gunshot (Epyx)
> * Grand Prix Simulator
> * Gauntlet
> * International Karate
> * Joust
> * Kick Off
> * Kickstart
> * Mig Alley Ace
> * MULE
> * Megablast
> * On-Track
> * One on One
> * Paver
> * Pro Mountain Bike Simulator
> * Pong (which pong might be the best?)
> * Pitstop II
> * Rampage
> * Rebound

> * Schreckenstein
> * Seawolf II
> * Spy vs Spy I, II, III
> * Tank vs Tank
> * The Goonies
> * Twomaze (Pacman clone)
> * Tennis
> * Trailblazer
> * Unicum (Tetris Clone)
> * Wizard of Wor
> * Zybex
>
> --- cut ---
>
> Well I'm sure, I've forgotten a lot!!! but please help me to complete
> my list!
>
> and always remember: All you need is fun!!
>
>
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

2627. Re: RD info updated...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:23:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CD2D5AA.D700B444@students.uni-mainz.de>
Source record: 29548

Well,
not yet. But Nir Dary and a few other Atarians are working on the
translation. In the meanwhile, try Babelfish or other "simple"
translators... -Andreas.

Ron Hamilton schrieb:
>
> Is there a translation available?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Rainer Gambo" <r.gambo@gmx.net> wrote in message
> news:3CC51571.572A@gmx.net...
> > Andreas Magenheimer wrote:
> > > Hello Atarians, hello Michael Current,
> > > once again here is a "small" update of the Atari Ramdisk overview.
> > > 3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):
> > > Name Vendor Size Area
> > > Banks Bits Port Note
> > > - missing info for the following Ramdisks:
> > > [...] Turbo-Freezer XL (256k), [...]
> >
> > Some weeks ago I was reading through the ABBUC forum. In the thread
> > beginning with <http://www.abbuc.de/cgi3/messages/53.html> Tobias Arnold
> > scanned and OCRd the german manual of Bernhard Engl's Turbo-Freezer XL
> > and made it available at
> > <http://people.freenet.de/toarnold/tfreezerXL.html>.
> >
> > A long time ago I had the Turbo Freezer XL and a 1050 Turbo enhanced
> > floppy drive (the cheapest way to attach a standard printer to your
> > Atari 800XL at that time).

2628. Galactic Adventures by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:46:11 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <aauln1$rk2$1@news.chatlink.com>
Source record: 29549

Anyone have a working copy of this game? I just purchased an Atari lot and the box and manual were included, but unfortunately, with no disk. Its a very interesting sci-fi RPG game with a number of races, weapons, goals, and so on. Its supposedly the sequel to Galactic Gladiators, but in reality is a very different, more in-depth game.

Anyhow, if someone would supply an ATR, DCM, or even mail me a copy, I'd be happy to scan in the box, manual, and Atari reference card, and post it on my website!

The reference card is quite amusing, here's a quote:

"Since the advent of Apple Galactic Adventures, there has been a major reform of the monetary sytem. The new frilbee, Atari Frilbee, is worth 100 of the old frilbeees. Thus everything costs 1/100 of any prices listed in the rulebook. Also, in the Atari version, if you should reach 65000+ frilbees, you will lose all but from 0 to 255 of your fortune."

I love it! This is classic stuff. The bugs are actually presented as cool new improved features of the Atari version!

-Dan

2629. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:47:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CD2DB4E.17EDC468@students.uni-mainz.de>
Source record: 29550

Well,
- Clash of the kings (Archon clone from BBK/Analog mag.)
- Pong (not released for 800/XL/XE by Atari, but various versions from
Analog, Antic and many other sources)
- Blip (a Pong clone by HARD software hungary)
- Video classics (Silverbird, thats where HARD software had stolen the
title picture for Blip!)
- BMX Simulator (Codemasters)
- Grand Prix Championships or so (Codemasters)
- Zybex (Zeppelin)
- Bruce Lee (Datasoft)
- Leaderboard / Leaderboard Tournement (1-4 Players; in Europe: US Gold)
- Gauntlet / Gauntlet Deeper Dungeons (US Gold)
- Dandy (APX and nowadays PD! 1-4 players on 800, 1-2 players on XL/XE)
- Aliens (Dandy clone, PD; 1-2 players only)
- Super Breakout (1-8 players on 800; 1-4 players on XL/XE using
Paddles)
- pre-version of Megablast 1 (by torsten Karwoth, released in Happy
Computer;
no digisounds, no computer opponent, 2 players only, forgot its
name...)
- Basketball by Atari
- Hockey by thorn EMI
- One on one by Atari/EA? (one human against computer or human vs.
human, if I remember correctly)
- T-34 by Mirage/ANG (2 players only, no computer opponent; requires
128k machine);
- early PD versions of T34, like "ritter und Schloss" (Knight and
Castle) and similar PD games written in Basic
- Naval Battle by Antic (PD)
- Battle ships by Mirage (now Freeware);

and many many more... greetings, Andreas.

Thomas Havemeister schrieb:
>
> On Sun, 28 Apr 2002 13:18:05 +0200, "Mirko Sobe" <atarixle@12move.de>
> wrote:
>
> >Add Matchboxes by Brotherbond Software (oder so ähnlich).
> >Mirko
>
> Hi Mirko!!
>
> Matchbox is in fact a two player game, but not simultaneous!

>
> But somebody reminds "Mail order Monsters"? I think it was a comparble
> with Archon...
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

2630. Re: Atari 800 BASIC & Video touch pad?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:48:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CD2DB93.B917F712@students.uni-mainz.de>
Source record: 29551

Nope,
the video touch pad was made for the VCS 2600 (was it for star raiders?)
- Andreas.

Ron Hamilton schrieb:
>
> Are we referring to the CX-85 Keypad? Never saw it called 'Video touch...'
> Jeff Brenner devised a VBI handler for it in Computer Shopper about '86.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "av1d" <av1d@aol.comp.com> wrote in message
> > Hi,
> > I am having problems attempting to program the Video Touch Pad via Basic
> on an
> > Atari 800.
> >
> > This is what I've got so far:
> > By pressing two buttons in the same row, but the right hand side of the
> pad
> > this will return "1".
> >
> > 10 ? STICK(0)
> >
> > But the other buttons do not return any value, and you must press atleast
> two
> > to make a change.
> >
> > I've also tried STRIG, PTRIG, PADDLE, etc. and nothing seems to work.
> >
> > Any help is appreciated very much.
> > Thanks
> >

2631. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:51:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CD2DC4B.EBE390FD@students.uni-mainz.de>
Source record: 29552

Avaiable where ?!?! -Andreas.

TXG schrieb:
>
> Hi,
>
> We the MNX crew (Fox-1, TWW and TXG) and 2 persons of the Foundation Two
> crew (Mad Butscher and Mr.X/Y) are back from Atarada 2002. This event was
> even better then last year and we saw the release of the new racing game
> written by BeweSoft.
> This game supports the game-link interface so that you can use 8 computers
> with the game. Each computer can handle 2 players, the screen is horizontal
> split just like in pole position. The detail of the cars is good. You see
> your nummer on the doors and the back of the car.
> The game is very good, but when you play with 16 players it is hard to drive
> because of the heavy traffic on the network I think. When you play with less
> players I did notice a improvement of the driving...
>
> Overal this is a very good game and it's FREEWARE...
>
> TXG/MNX

2632. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 18:53:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CD2DC8D.6AD4A107@students.uni-mainz.de>
Source record: 29553

Well,
not Ballblazer itself, I think. but dozens of clones...
-Andreas.

Bill C schrieb:
>
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:3cca74d0.693797@news.tgz-ilmenau.de...
>
> > * Ballblazer
>
> Is there anything like Ballblazerfor the PC?

2633. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 19:26:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <TvBA8.10103$2E.352910@news2.ulv.nextra.no>
Source record: 29554

Castle Schreckenstein was cool. If I am not confusing it with another game,
I had lots of fun with this.

"Frank Rachel" <frachel@navisys.com> skrev i melding
news:3cd2cf3b$0$18814$4c41069e@reader1.ash.ops.us.uu.net...
> Run for the Money
>
> "Thomas Havemeister" <twh1@gmx.de> wrote in message
> news:3cca74d0.693797@news.tgz-ilmenau.de...
> > Howdy *.*!
> >
> > I'm now holding thousands of atari games an my ape configured
> > notebook, ready to have fun with it!!
> >
> > So the most fun will give those games where two player can play at the
> > same time.I think it's a lot more fun against network based games,
> > where everbody is just sitting in it's own room.
> >
> > So my question to all Atarians is: What is your favourite two player
> > game? I want to build a list, which (hopefully) much unkown two-player
> > games and great concepts !!!
> >
> > Here is my list of games I still remember, please complete it!!!
> >
> > --- cut ---
> >
> > * Atzec Challenge II
> > * Ballblazer
> > * BMX Simulator
> > * Bruce Lee
> > * Fantastic Soccer
> > * Gunshot (Epyx)
> > * Grand Prix Simulator
> > * Gauntlet
> > * International Karate
> > * Joust
> > * Kick Off
> > * Kickstart
> > * Mig Alley Ace
> > * MULE
> > * Megablast
> > * On-Track
> > * One on One
> > * Paver

> > * Pro Mountain Bike Simulator
> > * Pong (which pong might be the best?)
> > * Pitstop II
> > * Rampage
> > * Rebound
> > * Schreckenstein
> > * Seawolf II
> > * Spy vs Spy I, II, III
> > * Tank vs Tank
> > * The Goonies
> > * Twomaze (Pacman clone)
> > * Tennis
> > * Trailblazer
> > * Unicum (Tetris Clone)
> > * Wizard of Wor
> > * Zybex
> >
> > --- cut ---
> >
> > Well I'm sure, I've forgotten a lot!!! but please help me to complete
> > my list!
> >
> > and always remember: All you need is fun!!
> >
> >
> >
> > -thomsen@ilm
> >
> > --
> > -=olDsK00l foReVa!=- & take those atarian care.
> > p.s.: Sturz des Zaren!
>
>

2634. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 19:59:50 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8F86476.29A0%design3d@2-scale.com>
Source record: 29555

in article baOj8.17290$Vx1.1454035@newsread1.prod.itd.earthlink.net, Ron Hamilton at oldatarian@atariland.com wrote on 3/13/02 3:56 PM:

> My 800s definitely have a better composite display than my XLs.
>
> --
> -Ron

That reminds me of something for my Atari 800XL.

Where can I find a composite video cable that goes in the back of the Atari 800XL? Who sells it?

Will I get a better video this way? (instead of using RF video plugs)

Mike

2635. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-03 23:28:38 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <G2FA8.49216$q8.4869938@bin3.nnrp.aus1.giganews.com>
Source record: 29556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

As I said before...

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0205030318450.19896-100000@shell1.aracnet.com...

2636. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 00:28:47 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3XFA8.277$e32.153@newsread1.prod.itd.earthlink.net>
Source record: 29557

Those cables are not so common these days. I found one last weekend in a bin at a computer show/sale for U$ 2.50.

They are simple to build from a DIN-5 and RCA pin patch cords using the pinout schematic on Thunderdome.

Composite display beats the RF signal on mine; even the washed out XL - the 800 is bright and brilliant.

--
Ron

http://www.atariland.com/members/oldatarian

> That reminds me of something for my Atari 800XL.
>
> Where can I find a composite video cable that goes in the back of the Atari
> 800XL? Who sells it?
>
> Will I get a better video this way? (instead of using RF video plugs)
>
> Mike

2637. Re: Galactic Adventures by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 04:06:26 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3CD35E42.C5F669F8@one.net>
Source record: 29559

I have a copy I can send to you.

My source was a copy with a lable that states: "Galactic Adventures side
A & B"

I have copied it with Chipmunk and it appears to work.

Let me know your address and I will send it out.

-Bob

Mo wrote:
>
> Here's a link to an article by the author, if I find anything else I'll be
> sure to let you know. Mo
>
> http://www.well.com/conf/future/galglad.htm
>
> Dan Vernon wrote in message ...
> >Anyone have a working copy of this game? I just purchased an Atari lot and
> >the box and manual were included, but unfortunately, with no disk. Its a
> >very interesting sci-fi RPG game with a number of races, weapons, goals,
> and
> >so on. Its supposedly the sequel to Galactic Gladiators, but in reality is
> >a very different, more in-depth game.
> >
> >Anyhow, if someone would supply an ATR, DCM, or even mail me a copy, I'd be
> >happy to scan in the box, manual, and Atari reference card, and post it on
> >my website!
> >
> >The reference card is quite amusing, here's a quote:
> >
> >"Since the advent of Apple Galactic Adventures, there has been a major
> >reform of the monetary sytem. The new frilbee, Atari Frilbee, is worth 100
> >of the old frilbeees. Thus everything costs 1/100 of any prices listed in
> >the rulebook. Also, in the Atari version, if you should reach 65000+
> >frilbees, you will lose all but from 0 to 255 of your fortune."
> >
> >I love it! This is classic stuff. The bugs are actually presented as cool
> >new improved features of the Atari version!
> >
> >-Dan
> >
> >
> >
> >

2638. Re: Galactic Adventures by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 04:12:56 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <cdJA8.10748$GH4.1540523166@newssvr12.news.prodigy.com>
Source record: 29558

Here's a link to an article by the author, if I find anything else I'll be sure to let you know. Mo

http://www.well.com/conf/future/galglad.htm

Dan Vernon wrote in message ...
>Anyone have a working copy of this game? I just purchased an Atari lot and
>the box and manual were included, but unfortunately, with no disk. Its a
>very interesting sci-fi RPG game with a number of races, weapons, goals,
and
>so on. Its supposedly the sequel to Galactic Gladiators, but in reality is
>a very different, more in-depth game.
>
>Anyhow, if someone would supply an ATR, DCM, or even mail me a copy, I'd be
>happy to scan in the box, manual, and Atari reference card, and post it on
>my website!
>
>The reference card is quite amusing, here's a quote:
>
>"Since the advent of Apple Galactic Adventures, there has been a major
>reform of the monetary sytem. The new frilbee, Atari Frilbee, is worth 100
>of the old frilbeees. Thus everything costs 1/100 of any prices listed in
>the rulebook. Also, in the Atari version, if you should reach 65000+
>frilbees, you will lose all but from 0 to 255 of your fortune."
>
>I love it! This is classic stuff. The bugs are actually presented as cool
>new improved features of the Atari version!
>
>-Dan
>
>
>
>

2639. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 06:02:58 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <aavt1n$p4e$1@tilde.itg.ti.com>
Source record: 29560

> Where can I find a composite video cable that goes in the back of the
Atari
> 800XL? Who sells it?

Try here:

http://www.universal-radio.com/catalog/parts/dincable.html

2640. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 07:17:25 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <sm27duktpd0vpdgc6ob4e297h38k7sumqq@4ax.com>
Source record: 29561

On Fri, 3 May 2002 01:29:31 +0200, "Fox-1" <DONT_USE_fox-1@home.nl> wrote:

>
>machf wrote
>
>: >I have 2 of them. One belongs to my General Electric Cassetterecorder
>
>
>: Right. I bought two of those cables on the street, really cheap, some years
>: ago... I wanted the connectors for something, but by now I've already
>: forgotten *what*...
>
>
>They are excellent for those who want to make an external SIO-2-PC interface.

Right! That was it. Than you for reminding me!
Now, where did I leave that MAX 232 IC? Hmmm...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

2641. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 07:48:21 UTC
From: Bill C <tresuocrw@yahoo.c0m>
Message-ID: <9nMA8.7131$M7.2961824@twister.socal.rr.com>
Source record: 29562

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3CD2DC8D.6AD4A107@students.uni-mainz.de...
> Well,
> not Ballblazer itself, I think. but dozens of clones...
> -Andreas.

Do you know the names of any?

2642. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 13:36:19 UTC
From: "Don M." <newsreader@4finearts.com>
Message-ID: <ntRA8.113522$CH.14768@rwcrnsc52.ops.asp.att.net>
Source record: 29563

"Mike Stepansky" <design3d@2-scale.com> wrote in message
news:B8F86476.29A0%design3d@2-scale.com...
> in article baOj8.17290$Vx1.1454035@newsread1.prod.itd.earthlink.net, Ron
> Hamilton at oldatarian@atariland.com wrote on 3/13/02 3:56 PM:
>
> > My 800s definitely have a better composite display than my XLs.
> >
> > --
> > -Ron
>
>
> That reminds me of something for my Atari 800XL.
>
> Where can I find a composite video cable that goes in the back of the
Atari
> 800XL? Who sells it?
>
> Will I get a better video this way? (instead of using RF video plugs)
>
> Mike
>
==========
You'll get sharper video. With composite cable you get separate luminance
and chroma (hue) signals, eliminating artifacting (color bleeding).
The 800's had the best video of all, the 2-ton aluminum casting and tight
shielding helped too. There were some hardware tweaks (replacing a few
components) that could be done with the 1200XL at least, to generate
stronger colors.

2643. Re: atari -> scart

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 15:21:08 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <ab0u8d$ehae1$1@ID-108965.news.dfncis.de>
Source record: 29564

Thank you very much for your info...

Regards...

"Pockets" <pockets@cix.co.uk> escribi&#65533; en el mensaje
news:aauf8c$6k2$1@thorium.cix.co.uk...
> You may wanna have a look here:-
>
> http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/
>
> The online hardware book.
>
> Scart is here:-
>
> http://www.fbe.fh-frankfurt.de/personal/schellhaas/hwb/co_Scart.html
>
> Signal out may be best found on the relevent FAQs
>
> "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> message news:aasd5q$devvh$1@ID-108965.news.dfncis.de...
> > Hi
> >
> > Tell me if I'm in the wrong group for asking this question...
> >
> > How can I connect a scart connector (euroconector) to an Atari 2600? is
> > there any web where it's showed? I heard some time ago it's not
difficult
> to
> > do it soldering some wires directly to the board...
> >
> > Thanks, and excuse me if I'm in the wrong place...
> >
> > Regards...
> >
> >
>
>

2644. 8-bit games needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 15:21:08 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <pvu7du4g1ih07apugginfemqbencmt6ab3@4ax.com>
Source record: 29565

Hey!

After years of doing without my Atari (gave it to goodwill) I
recently purchased a 65XE system on Ebay. Now - I'm not giving up the
Amiga or PC just miss the simplicity of the old Atari.
I'm looking for a source for games on floppy or instructions to turn
a file into a disk image. Just miss those old games and the user
groups and BBS's.

Help!
ZaXXoN

2645. US doubler and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 15:25:11 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <48v7duc5a3bt9htqvbn1d65jhnpjpk4tg8@4ax.com>
Source record: 29566

Hey!

Forgot to ask about US Doubler and SpartaDOS.
Anybody got this for sale - in or out of a 1050?

ZaXXoN

2646. memory hack and program

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 15:31:24 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <5ev7dug7g3d8kt0qhr8aeqgg99qgbh4i69@4ax.com>
Source record: 29567

Hey!

Can someone point me to a 128k memory hack for a 65XE?
Also lookin for that program that lets you run another program in each
64k block of memory. It was just sooooo cool to run AtariWriter on one
side and a game on the other.

Tanks
ZaXXoN

2647. Atari 800 and ST items for sale (Dallas, TX-USA)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 17:25:36 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3CD41AB6.1E01F91B@swbell.net>
Source record: 29568
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,dfw.forsale

Ran into a gent at the First Saturday Sidewalk Sale today who is
looking at clearing some Atari 800 and Atari ST items out, as well as
few other Apple II items for a reasonable price. He wanted me to get
the word out for him for that this Atari equipment (and so forth) would
find a good home rather than a good dumpster. ;^)

His contact information is...

fbrandeber@aol.com
972-524-6412 (during work hours only)

Sincerely,

Greg Goodwin / Doctor Clu
Founder of JYBOLAC
(Just Your Basic On-Line Anchunt Computer)

http://www.geocities.com/doctor_clu/JYBOLAC.html

2648. Re: can you identify this (Atari?) "Mystery Cable"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-04 21:29:24 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <yiYA8.106712$58.7218301@zwoll1.home.nl>
Source record: 29569

machf wrote

: >They are excellent for those who want to make an external SIO-2-PC
interface.

: Right! That was it. Than you for reminding me!
: Now, where did I leave that MAX 232 IC? Hmmm...

No need for that. Only a 74ls00 will do the job.

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2649. Re: 8-bit games needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 00:39:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5b%A8.3388$U11.166135@newsread2.prod.itd.earthlink.net>
Source record: 29570

Depends on the file... A binary .EXE file can be placed on a disk or disk image with a loader or, sometimes, re-named to AUTORUN.SYS on a disk containing DOS.SYS. A compacted .DCM needs the re-creator application DisComm 3.2 for writing it out to a disk. Arcs and Zips and Lhas also require the appropriate app.

Aaron's site has lots of games.

--
Ron

http://www.atariland.com/members/oldatarian

"ZaXXoN" <zaxxon@mindspring.com> wrote in message
>
> Hey!
>
> After years of doing without my Atari (gave it to goodwill) I
> recently purchased a 65XE system on Ebay. Now - I'm not giving up the
> Amiga or PC just miss the simplicity of the old Atari.
> I'm looking for a source for games on floppy or instructions to turn
> a file into a disk image. Just miss those old games and the user
> groups and BBS's.
>
> Help!
> ZaXXoN

2650. Re: memory hack and program

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 00:43:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <pe%A8.3393$U11.167927@newsread2.prod.itd.earthlink.net>
Source record: 29571

I think Tom Hunt created that time slice app called SnapShot, IIRC. Might try XLSearch.

--
Ron

http://www.atariland.com/members/oldatarian

"ZaXXoN" <zaxxon@mindspring.com> wrote in message news:5ev7dug7g3d8kt0qhr8aeqgg99qgbh4i69@4ax.com...
>
> Hey!
>
> Can someone point me to a 128k memory hack for a 65XE?
> Also lookin for that program that lets you run another program in each
> 64k block of memory. It was just sooooo cool to run AtariWriter on one
> side and a game on the other.
>
> Tanks
> ZaXXoN
>

2651. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 00:45:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3h%A8.3397$U11.160705@newsread2.prod.itd.earthlink.net>
Source record: 29572

That #2907 would definitely have all of the signals; #2859 probably has only audio and composite video and omits the chroma and luminance.

--
Ron

http://www.atariland.com/members/oldatarian

"Chris Martin" <hacked_up@excite.com> wrote in message
news:aavt1n$p4e$1@tilde.itg.ti.com...
> > Where can I find a composite video cable that goes in the back of the
> Atari
> > 800XL? Who sells it?
>
> Try here:
>
> http://www.universal-radio.com/catalog/parts/dincable.html
>
>
>

2652. Re: US doubler and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 01:24:26 UTC
From: Video61@webtv.net
Message-ID: <6491-3CD489CA-194@storefull-2112.public.lawson.webtv.net>
Source record: 29573

hi,
we have us doubler's in stock for $29.95, and also sparta dos 3.3c
cartridges for $19.95 a piece.
our web site address is,
www.atarisales.com
ordeing information can be found on our web sie, or call us at,
651-462-2500 to order with a major credit card, thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2653. Re: Sinplop

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 04:56:11 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0205042056.4b58be80@posting.google.com>
Source record: 29574
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,comp.sys.atari.8bit

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3CD31DEC.FC688C77@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > Oh puleaZe! Suspect, many of the jihads do not have you on thier
> > friends list. Just a blowhard with nothing better to do. Just look
> > at your posts, what contribution have you brought here? Lots of time
> > here.. Chunk's rarely is here, maybe he got lucky with a significant
> > other or is it just the hand?
> >
> > sinclap!
>
> Hey plonker,
>
> how many times does everyone here hafta tell you beg borrow or buy a clue. Get your fact straight for once in
> your life.

Who is everyone? now resorting to name calling when reason is used...

> I've participated in the local user group for severa years. You harass and make a laughing stock of
> yourself.

Have particiapted in a UG as well. Whats your point? Harass whom?
Who is name calling?

> I and many others who pop into this newsgroup and others know the facts when they see them.

What facts are those? Only in your mind?

> You on
> the other hand describe yourself perfectly as "blowhard with nothing better to do". While I and everyone else
> here does have a life outside of laughing at you and your imaginary friend chunks.

Your the one who takes all serious...Many are lughing at you and your
pathetic attempts of a response... Why do you make the claim everyone
else? You don't know all are thinking. If you do think, you are a
LIAR!
Chunks is making a mockery of you and than some. A VEEP who no
longers use the fuji gear for midi use. What deception.

> This does not make myself or
> anyone else into "jihads". You've been babbling conspiracy theories about "atari jihads"

which you foolishly
> think are "out to get you".

Not my words, but your imagination.

Not to mention all the amiga users you've tried to provoke over the
years.
>
> It comes down to this, many here have made valued contributions to the Atari scene, and
the classic computer
> scene as a whole. Whereas you've given a few of us a pathetic example of a gormless kook.

An opinion, not a fact. Stop using assumptions and stick with the
facts.

I must admit
> sporking you has been entertaining at times. But those times are coming to a close.
Mainly cause you're too
> stupid to realize you've lost years ago and run out of original ways of showing yourself
as a kook.

Sounds like a repeated loser who makes assumptions alot. The heat
getting to ya?

Now your
> nothing more than the online equivalent of the 8 track tape of polka tunes thats been
warped by heat and age.

Sounds like you read fantasy alot.

sinclap!

2654. computer collection auction

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 07:11:44 UTC
From: BoB <bob99@lineone.fishnetstockings>
Message-ID: <3cd4db5f$2_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 29575

Hi
I have an auction for 26 early collectable
computers, a few of them are Atari,

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2018790930

Thanks for looking,

BoB

2655. Re: US doubler and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 13:03:54 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <89badu8nbkh8ho2k8eu0h7sv97up2qnbdd@4ax.com>
Source record: 29576

Hey!

Well, Blow me down! A mail order house alive and kickin with a truck
load of Atari 8bit stuff.....Soooooooo Cool!

See ya Monday Lance
ZaXXoN

On Sat, 4 May 2002 20:24:26 -0500 (CDT), Video61@webtv.net (Lance
Ringquist) wrote:

>hi,
>ï¿½ï¿½we have us doubler's in stock for $29.95, and also sparta dos 3.3c
>cartridges for $19.95 a piece.
>ï¿½ï¿½our web site address is,
>www.atarisales.com
>ordeing information can be found on our web sie, or call us at,
>651-462-2500 to order with a major credit card, thanks,
>lance
>
>Video 61 & Atari Sales
> 22735 Congo ST NE
>Stacy MN 55079
>www.atarisales.com

2656. BeWe-Soft "MultiRace"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 13:28:15 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <GlaB8.111316$58.7425719@zwoll1.home.nl>
Source record: 29577

The game is posted into alt.binaries.comp.atari8bit as an LZH archieve.

It's a Pole Position look-a-like for 1-16 players, for 1-8 Atari XL/XE computers connected by the GameLink-II interface.

I'll also place a copy on my site asap. See url below and click "downloads -> games" to see it listed...

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this website)

2657. 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 13:57:36 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <kTaB8.8065$Dx3.6383@nwrddc02.gnilink.net>
Source record: 29578

Does anyone have any information on this mod board for a 1050 disk drive? It appears to be home made, but is done on an etched board. The board is a satellite board that contains 4 logic chips ('139, '133, '277, '74) , a static ram, a 6502A, and an eprom labeled 'Super controller 7.0'

On the 1050 board, U9 and U10 have been removed, and this board is plugged into it.

Any help?

Thanks,

Tony

2658. breaking up compilations

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 15:17:45 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <t2cB8.8366$Dx3.1805@nwrddc02.gnilink.net>
Source record: 29579

Are there any utilities around to remove the individual programs from those compilation disks that were so popular in the cracking/hacking scene? I'm talking about the ones that self booted and gave you a menu of like 10 commercial programs on the disk, but the disks weren't in a normal DOS format.

Thanks.

Tony

2659. Re: Galactic Adventures by SSI

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 15:27:11 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <ab3iq2mbk1@news.chatlink.com>
Source record: 29580

Ain't this newsgroup the greatest?!! ;-) Thanks very much Bob. I've
scanned a bit of the packaging so far and posted it on my site as a preview
of things to come. The manual is quite extensive (and illustrated) and will
be appearing in the near future.

http://retrobits.net

-Dan

"Bob Ryan" <ryanr@one.net> wrote in message
news:3CD35E42.C5F669F8@one.net...
> I have a copy I can send to you.
>
> My source was a copy with a lable that states: "Galactic Adventures side
> A & B"
>
> I have copied it with Chipmunk and it appears to work.
>
> Let me know your address and I will send it out.
>
> -Bob
>

2660. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 17:53:27 UTC
From: usenet-20020505@hias.horus.com
Message-ID: <slrnadasad.4ur.usenet-20020505@camel.hias.horus.com>
Source record: 29581

Hi Bob!

On Wed, 1 May 2002 14:52:09 -0700, Bob Woolley wrote:
> You can dump the internal Basic and just re-program the PAL itself to do
> ramdisk selection.
> [...]

Wow, that's a very interesting idea!

But for now i think I'll go with a standard DRAM upgrade - I have to
get rid of all those old 1Meg SIMMs and SIPPs taking away a lot
of space on my shelves :-)

> .... I'd like to know where to get 512Kx8 SRAM for $7... I pay almost $20.

It should be possible to find a store, but it could be quite difficult.
In my case it was more or less pure coincidence when I first heard of
"Segor electronics" in Germany. Most other stores here in Austria or
Germany want to have $20 or even $30 for a single 512K SRAM...

My only idea is: keep on searching...

so long,

Hias

2661. Does new 15kHz Monitors exist?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 18:55:09 UTC
From: bo <email@notonline.no>
Message-ID: <3CD580B5.6DFA@notonline.no>
Source record: 29582

I am having trouble finding a multisync monitor that can manage
15 kHz horizontal sync.

Does anybody know of any?

The only monitors I could find is from 38" to 64", but I would like
a 15" monitor.

Regards,

Bent

2662. Re: Does new 15kHz Monitors exist?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 19:49:50 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <qp2bdu0herfksl16bvchoquh2592m4t0lj@4ax.com>
Source record: 29583

Hey!

Try Amiga related items on Ebay. All Amiga specific monitors can sync to 15k. A 1084s D1 is a good choice. I know of no new 15" monitors that can sync to 15k except good professional monitors like the Sony line. Willing to spend up to $500. for a new one? Also a Toshiba TIMM is a 20" monitor/TV no longer produced.

ZaXXoN

On Sun, 05 May 2002 18:55:09 GMT, bo <email@notonline.no> wrote:

>I am having trouble finding a multisync monitor that can manage
>15 kHz horizontal sync.
>
>Does anybody know of any?
>
>The only monitors I could find is from 38" to 64", but I would like
>a 15" monitor.
>
>Regards,
>
>Bent

2663. Re: breaking up compilations

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 21:27:11 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3CD5A3AF.D6E9F023@asw.cz>
Source record: 29584

tony rudzki wrote:
> Are there any utilities around to remove the individual programs from those
> compilation disks that were so popular in the cracking/hacking scene? I'm
> talking about the ones that self booted and gave you a menu of like 10
> commercial programs on the disk, but the disks weren't in a normal DOS
> format.

You may try my (PC only) utility ADIR, it knows formats of few such menu
systems.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

2664. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-05 22:44:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DBiB8.342$WQ4.117@newsread1.prod.itd.earthlink.net>
Source record: 29585

Might be a "Happy"; they had a version 7.0 and plugged its daughter board
into some of those Ux sockets, replacing the original chip. I think the US
Doubler moved the original Ux chips onto the new board

--
Ron

http://www.atariland.com/members/oldatarian

"tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message
> Does anyone have any information on this mod board for a 1050 disk drive?
> It appears to be home made, but is done on an etched board. The board is
a
> satellite board that contains 4 logic chips ('139, '133, '277, '74) , a
> static ram, a 6502A, and an eprom labeled 'Super controller 7.0'
>
> On the 1050 board, U9 and U10 have been removed, and this board is plugged
> into it.
>
> Any help?
>
> Tony

2665. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 02:26:06 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <2RlB8.12492$n3.3027@nwrddc01.gnilink.net>
Source record: 29586

It does sound like a Happy.

The US Doubler was only 2 chips (no board).

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:DBiB8.342$WQ4.117@newsread1.prod.itd.earthlink.net...
> Might be a "Happy"; they had a version 7.0 and plugged its daughter board
> into some of those Ux sockets, replacing the original chip. I think the US
> Doubler moved the original Ux chips onto the new board
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message
> > Does anyone have any information on this mod board for a 1050 disk
drive?
> > It appears to be home made, but is done on an etched board. The board
is
> a
> > satellite board that contains 4 logic chips ('139, '133, '277, '74) , a
> > static ram, a 6502A, and an eprom labeled 'Super controller 7.0'
> >
> > On the 1050 board, U9 and U10 have been removed, and this board is
plugged
> > into it.
> >
> > Any help?
> >
> > Tony
>
>
>

2666. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 02:49:51 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <jbmB8.12576$n3.10967@nwrddc01.gnilink.net>
Source record: 29587

> It does sound like a Happy.
>
> The US Doubler was only 2 chips (no board).

A home made happy? The eprom label is written in ball point pen...

Tony

2667. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 03:31:32 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <oOmB8.5936$tX1.766785719@newssvr11.news.prodigy.com>
Source record: 29588

I have seen on the net somehwere (forgot the link) where somebody did a clone of both the USdoubler and the Happy. This might be one of those homebrews, should be compatible I would think.
Mo

tony rudzki wrote in message ...
>> It does sound like a Happy.
>>
>> The US Doubler was only 2 chips (no board).
>
>A home made happy? The eprom label is written in ball point pen...
>
>
>
>Tony
>
>
>

2668. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 05:45:48 UTC
From: solarinflux@aol.com
Message-ID: <20020506014548.01584.00004589@mb-mg.aol.com>
Source record: 29589

THERE ARE SOME PEOPLE OUT THERE IN THIS ATARI WORLD THAT ARE TRUELY CRIMINALS. BUT COWARD TYPE WHO HIDE BEHIND BITS AND BYTES. BEN SMITH IS SO FAR THIS SIDE OF THAT PERSON IT SMARTS. EVERY BUISNESS IS UNIQUE. THE UNIQUENESS IN BRAVO SIERRA IS A COOL UNIQUE THAT BENIFITS GREATLY MANY. FOR THOSE WHO ARE NOT IN SYNC WITH THE STYLE OF A COMPANY SEEK OTHER OPTIONS BUT DO NOT BAG A PLACE BECAUSE IT DOES NOT SUIT YOU. THERE ARE INDIVIDUALS WHO NEED TO BE SHONE ON. POSSIBLY SAME KIND BAG WHO ROB.

2669. Re: Atari millipede and zaxxon are so awesome

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 05:47:32 UTC
From: solarinflux@aol.com
Message-ID: <20020506014732.01584.00004590@mb-mg.aol.com>
Source record: 29590

MILLIPEDE YUP IHZ ONE OF THE FINEST ESPECIALLY WITH TRACKBALL.
I AM AT 3500

HEHE SOLAR

2670. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 09:37:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1020677808@rtfm.mit.edu>
Source record: 29591
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2671. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 09:57:22 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3cd652e0.239336906@news.ubs.com>
Source record: 29593

On Sat, 04 May 2002 13:36:19 GMT, "Don M." <newsreader@4finearts.com>
wrote:

>> That reminds me of something for my Atari 800XL.
>>
>> Where can I find a composite video cable that goes in the back of the
>Atari
>> 800XL? Who sells it?
>>
>> Will I get a better video this way? (instead of using RF video plugs)
>>
>> Mike
>>
>==========
>You'll get sharper video. With composite cable you get separate luminance
>and chroma (hue) signals, eliminating artifacting (color bleeding).

errr, no. Composite carries Y and C signals on the same cable - it
is like RF minus the RF carrier. It is still quite a bit better than
RF though.

S-video carries them on seperate cables. AFAIK the XLs and 800
could only do composite as standard, the XEs were capable of s-video.

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

2672. CD-audio player tested with "will not play on PC/MAC" CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 09:59:23 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <ab5k5t$j8c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29592

Howdy folks

I am proud to announce that my CD audio player has been tested with a CD
labeled "will not play on PC/MAC" and the result was positiv. CDAP WILL
play CD's that will not play on PC's and MAC's.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2673. Re: Atariada 2002: New 16-player racing game release for 8-bit Atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 10:30:43 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <ab5m0m$l54$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29594

Hallo Robert, folks

> Renting one turned out to be very expensive so we just bought the first
cheap
> used car we got in sight, which was an old '87 Citroen BX16. We already
had
> an oil-leak before we left our hometown, and at our arrival in Germany we
got
> a water-leak so the engine got overheated. At our trip back we even
"lost"
> the car! TXG forgot to place it in "P"ark (it has an automatic gearbox)
and
> the BX decided to make a little trip on his own when we were out to eat
> something :-))
>
> : And WHOM did you loose? (curious, as always)
>
> Mr. X/Y (Rouven). Long story of which no one knows the exact details,
> including Rouven since he was too drunk :-)

ROTFLMAO

> : And where can I get that game Rene is talking about. I still don't
know.
>
> It's on a harddisk located 1 meter away from where I sit right now :-)
> Problem is I didn't had the time yet to unpack all my Atari-stuff again so
I
> can't transfer it to another media (A.P.E.-ATR, BBS, ect.) right now.
Will
> place it on my site as soon as possible, ofcourse, NOT in ATR but just as
an
> LHARCed Atari-file. The original disk started up with BeWe-Dos but it
runs
> o.k. with Sparta-Dos 3.3b too, since this is what I use on my
> harddisk-systems. Another DOS maybe also works, but I didn't tested that.
> The game is a single file and starts up with a quick text with a very
short
> explanation and a line that he didn't had the time to finish the doc's.
It'll
> probably be on the next ABBUC magazin too...

I found it.

Go to http://www7.brinkster.com/atari , select Thunderdome, select download,
select games, select multicar (or was that multcar).

CU Mathy van Nisselroy

2674. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 11:32:58 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <ab5pnipga1@nets3.rz.RWTH-Aachen.DE>
Source record: 29595

Howdy Matthias

> I know. But IIRC you mentioned some time ago that you had timing
> problems with 800XL and 800XE machines.

The 1MB 800XE has been checked. The weak Phi2 signal is causing the problems here. (now all I have to do is undo the damage the mail did by shaking it to much.)

The 1MB 800XL has a different problem. It works without the BlackBox, but with the blackbox, it stops booting somewhere between when the access LED on the BB is ON for the second time and when it goes OFF for the second time. Bob Puff tell me that is when some SIO stuff is handled/loaded.....

> Another problem would be getting the CO25953.

There is a file on my site called co25953-something that describes how to replace the co25953. I haven't really looked at it yet, but it looks promising. Although I should say that I don't know that much about GALs and PALs etc.
And Best Electronics and B&C Computervision are still selling them for $10 and $12.50 respectively. (NOT cheap, I know)

> While studying your schematics I stumbled across something strange:
> If I got it right, the LS158 is clocked directly by PHI2.
>
> I checked with my 800XL schematics and there the 158 used for
> built-in RAM is clocked from a tapped delay-line (driven by PHI2):
> PHI2 is sent through a schmitt-trigger (U19/LS14) and then goes
> into the delay line (U29). Pin 10 of the delay line is then connected
> to pin 1 of the LS158.
>
> Maybe that could be causing the timing problems?

I'll check it out.

> BTW: If someone could point me to a copy of the 130XE schematics,
> I'd be very glad. IIRC I downloaded it some months ago from
> somewhere but I didn't bookmark the site :-(

ABBUC Bauplanservice at http://www.abbuc.de.

CU Mathy van Nisselroy

2675. Re: US doubler and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 11:41:59 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <ab5q69qqg1@nets3.rz.RWTH-Aachen.DE>
Source record: 29596

Howdy Zaxxon

> Well, Blow me down! A mail order house alive and kickin with a truck
> load of Atari 8bit stuff.....Sooooooo Cool!

There are more mail order warehouses, try Best Electronics at
http://www.best-electronics-ca.com or B&C Computrevision at
http://www.myatari.com

BTW get Best's catalog. It's the closest thing to an Atari Encyclopidia you
will ever get.

CU Mathy van Nisselroy

PS Best and B&C might have more stuff then Lance, but Lance most active when
it comes to putting new things to market.

2676. Pong Machines

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 12:50:22 UTC
From: "M.U.L.E" <capsule42@hotmail.com.spam>
Message-ID: <3cd67a96_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 29497

Hi all

Look i know this is an 8 bit channel but i am getting nowhere! I have 2 1974 atari home pong machines (1 Atari and 1 Sears) they both work fine as far as i can tell (beep booop noises from the boxes when u power up) but i cant get any picture. can anyone confirm for me what the out put is? VHF? UHF? RGB? ;) (hehe) this is driving me NUTS!

PS I live in the UK (if that makes a difference)

Thanks All

PPS If anyone has a copy of M.U.L.E for the ol' 800xl i would be VERY interested....or the Eidolon....Or BallBlazer...etc...etc...

2677. help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 12:55:42 UTC
From: toualain@aol.com
Message-ID: <20020506085542.01655.00004453@mb-mg.aol.com>
Source record: 29498

svp, aidez moi a transferer mers programmes atari 800xl sur mon pc
je possede le cable, mais je ne sais pas utiliser de programmes, de plus,
lorsque je connï¿½cte mon cable(port imprimante sur le cable(i/o) du lecteur
1050) le lecteur ne demarre pas...
je sais plus quoi faire...
merci

1) faut il relier le 1050 sur 800xl ???
2) faut il utiliser le port imprimante ou le port serie ?????

2678. Added two XEP80 texts to site (intensity bit and NS405)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 13:22:22 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <ab602g$3ut$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29499

Howdy folks

I just added to texts about the XEP80 to my site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy click on "some stuff I
collected". ABBUC members might have seen these already.

CU Mathy van Nisselroy

2679. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 14:37:11 UTC
From: Luc <xLucienen@hotmail.com>
Message-ID: <3cd69517$1@news.microsoft.com>
Source record: 29500
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Wow, didn't know daemon's gate ever was remotely finished. Any screenshots?

"Glenn" <glenn.bruner@verizon.net> wrote in message
news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> New Lynx Daemon's Gate $49.95
>
> Tons of new items ready or soon to be ready to ship.
> Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
complete
> working Deamon's Gate for the Lynx. It is a Role Playing Game by Imagitec,
> the same people who did Viking's Child. No instructions yet. I will post
> instructions as you the role players E-mail them to me. Now shipping at
> $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
the
> Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the
> duplicator and did not work. Hope to be shipping in a week for the initial
> price of $30. This is 20 minute of video sequences made for the game but
do
> not include any of the actual game play. Also it requires one of our new
CD
> Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
or
> a DEV System to run this un-encrypted CD ROM. Shipping next week our new
CD
> Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley Shut
Up
> & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
will
> be IBM compatible with developer stuff from Atari Engineering. Hope to
sell
> these at $14.95. First one is RAW digital and sounds souces for Demolition
> Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
another
> Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
and
> another??? Watch for details.
>
> http://www.myatari.com/
>
>
> B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy

> 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
>
>
>
>

2680. Re: Pong Machines

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 14:46:55 UTC
From: Chris Martin <cmartin_at_ti_dot_com@a.a>
Message-ID: <3CD6975F.4934A1BE@a.a>
Source record: 29501

"M.U.L.E" wrote:

> Look i know this is an 8 bit channel but i am getting nowhere! I have 2 1974
> atari home pong machines (1 Atari and 1 Sears) they both work fine as far as
> i can tell (beep booop noises from the boxes when u power up) but i cant get
> any picture. can anyone confirm for me what the out put is? VHF? UHF? RGB?
> ;) (hehe) this is driving me NUTS!
>

The output is VHF channel 2 or 3, if I remember correctly. I use one of my
8bit TV
switch boxes that has an RCA connector on one end and coax on the other. Your
TV most likely has a different coax connector than here in the states, but....

>
> PS I live in the UK (if that makes a difference)
>

Most likely the Pong machine is NTSC format. Did Atari make PAL Pong Machines?

>
> Thanks All
>
> PPS If anyone has a copy of M.U.L.E for the ol' 800xl i would be VERY
> interested....or the Eidolon....Or BallBlazer...etc...etc...

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=Mule&sortby=Name

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=ballblazer&sortby=Name

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=Eidolon&sortby=Name

:)

2681. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 15:22:35 UTC
From: "Don M." <newsreader@4finearts.com>
Message-ID: <%cxB8.56569$D%5.28578@sccrnsc01>
Source record: 29502

"Gav" <gavan-martin.delete.moran@remove.ubs.this.com.invalid> wrote in
message news:3cd652e0.239336906@news.ubs.com...
> On Sat, 04 May 2002 13:36:19 GMT, "Don M." <newsreader@4finearts.com>
> wrote:
>
>
> >> That reminds me of something for my Atari 800XL.
> >>
> >> Where can I find a composite video cable that goes in the back of the
> >Atari
> >> 800XL? Who sells it?
> >>
> >> Will I get a better video this way? (instead of using RF video plugs)
> >>
> >> Mike
> >>
> >You'll get sharper video. With composite cable you get separate
luminance
> >and chroma (hue) signals, eliminating artifacting (color bleeding).
>
> errr, no. Composite carries Y and C signals on the same cable - it
> is like RF minus the RF carrier. It is still quite a bit better than
> RF though.
>
> S-video carries them on seperate cables. AFAIK the XLs and 800
> could only do composite as standard, the XEs were capable of s-video.
>
>
============

The 800's had these signals plus ground available at the 5-pin DIN
connector:

Composite video
Composite luma
Composite chroma
Audio

I still have the patch cable I made many many moons ago, routing Y and C
from 5-pin DIN to a mini DIN S-video connector so that I could plug the
8-bit to a TV.

Come to think of it, the Commodore 1702 monitor had a RCA jacket for
composite video in the front, and RCA jackets for separate Y and C in the
back. Mine is in storage along with the other Atari equipment, so I'm going

by memory.

==========
>
> Gav
> --
> Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
> Disclaimer: Opinions expressed are solely my own, not my employers
> "Du musst Amboss oder Hammer sein"

2682. Two classic Atari books on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 17:47:56 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-3ABEB0.10490006052002@news.west.cox.net>
Source record: 29503
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.8bit

The team at atariarchives.org is proud to announce that two more classic Atari books are now available at http://www.atariarchives.org -- bringing the number of books at the site to seven.

The two books are:

Atari Basic - A Self-Teaching Guide, by Bob Albrecht, LeRoy Finkel, and Jerald R. Brow, published 1979. This 330-plus page book is an introduction to Atari BASIC.
http://www.atariarchives.org/basic/

...and...

Computer Animation Primer, by David Fox and Mitchell Waite, published 1979. This 500-plus page book is a great general introduction to computer animation, and includes downloadable BASIC and machine language programs for doing animation on Atari 8-bit computers.
http://www.atariarchives.org/cap/

Highlights include a section on The Making of TRON (http://www.atariarchives.org/cap/showpage.php?page=125) and a 16-page section featuring color animation stills. (http://www.atariarchives.org/cap/thumbs.php?page=color1)

Thanks to the authors for allowing us to share their work.

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com & Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

2683. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 18:56:55 UTC
From: Mike Stepansky <design3d@2-scale.com>
Message-ID: <B8FC4A37.29FE%design3d@2-scale.com>
Source record: 29504

in article Xy8t8.147364$K52.24301368@typhoon.tampabay.rr.com, Guy Ferrante
at GuyFerrante@cfl.rr.com wrote on 4/11/02 12:46 AM:

>> I just downloaded the preview of the "Atari 130XE Space Harrier Conversion
>> Project".
>>
>> http://www.sheddyshack.co.uk/
>>
>> It looks really cool right now, check it out...!
>>
>> TXG/MNX

What is the atari system and drive requirements for that to work?

Mike

2684. Re: Pong Machines

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 19:39:16 UTC
From: "M.U.L.E" <capsule42@hotmail.com.spam>
Message-ID: <3cd6da67_3@mk-nntp-1.news.uk.worldonline.com>
Source record: 29505

Thanks Chris this has really helped me! Now all i need is a VHF tv....
it is an NTSC unit as i bought it from the states so i think this is going
to be an uphill struggle (geez the things we do to play Pong thesedays..)

Once again thanks for everything

Terry

Chris Martin <cmartin_at_ti_dot_com@a.a> wrote in message
news:3CD6975F.4934A1BE@a.a...
> "M.U.L.E" wrote:
>
> > Look i know this is an 8 bit channel but i am getting nowhere! I have 2
1974
> > atari home pong machines (1 Atari and 1 Sears) they both work fine as
far as
> > i can tell (beep booop noises from the boxes when u power up) but i cant
get
> > any picture. can anyone confirm for me what the out put is? VHF? UHF?
RGB?
> > ;) (hehe) this is driving me NUTS!
> >
>
> The output is VHF channel 2 or 3, if I remember correctly. I use one of
my
> 8bit TV
> switch boxes that has an RCA connector on one end and coax on the other.
Your
> TV most likely has a different coax connector than here in the states,
but....
>
> >
> > PS I live in the UK (if that makes a difference)
> >
>
> Most likely the Pong machine is NTSC format. Did Atari make PAL Pong
Machines?
>
> >
> > Thanks All
> >
> > PPS If anyone has a copy of M.U.L.E for the ol' 800xl i would be VERY
> > interested....or the Eidolon....Or BallBlazer...etc...etc...
>
>

```
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=Mule&sortby=N
ame
>
>
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=ballblazer&so
rtby=Name
>
>
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=Eidolon&sortb
y=Name
>
> :)
>
```

2685. FA: Atari 800 dust cover

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 20:22:21 UTC
From: tunamike@atomictuna.com
Message-ID: <923500c8.0205061222.76ce3147@posting.google.com>
Source record: 29506

Sounds like a dumb thing to auction, but maybe someone wants a brown
vinyl Atari-branded dust cover for their 800 machine.

See it here:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2022468383&r=0&t=0&showTutorial=0&ed=1021261745&indexURL=0&rd=1

Contact me through eBay if you should somehow have questions about the
item -- the address I use for newsgroups is a spam catcher, so I
ignore it.

2686. Atari 400 A/V ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 20:58:56 UTC
From: danlucio@gmx.de
Message-ID: <ab6qqg$h1n$1@news.netmar.com>
Source record: 29507

Ok, I know this is possible.
But I can't find anywhere how to hack the Atari 400 and
extract composite video and audio. Could anybody help me?
BTW, Does anybody have any type of memory upgrade for a
16k Atari400 for sale or trade?

Daniel

----- Posted via NewsOne.Net: Free (anonymous) Usenet News via the Web -----
http://newsone.net/ -- Free reading and anonymous posting to 60,000+ groups
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

2687. Re: Atari 130XE Space Harrier Conversion Project

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 21:22:34 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <aoCB8.119650$58.7858433@zwoll1.home.nl>
Source record: 29508

Mike Stepansky wrote

: >> I just downloaded the preview of the "Atari 130XE Space Harrier
Conversion
: >> Project".
: >>
: >> http://www.sheddyshack.co.uk/
: >>
: >> It looks really cool right now, check it out...!
: >>
: >> TXG/MNX

: What is the atari system and drive requirements for that to work?

: Mike

What would you think if it was posted in an Atari 8-bit newsgroup with "ATARI
130XE" written in the first line???

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2688. Re: Two classic Atari books on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 22:09:55 UTC
From: pjr <pjr@REMOVECAPSimob.co.uk>
Message-ID: <CaDB8.7144$LI2.1217491@news6-win.server.ntlworld.com>
Source record: 29509

Computer Animation Primer - if anyone would like the genuine original tangible article, in very good condition, then let me know as I have one for sale!

PJR
remove REMOVECAPS from email address

"Kevin Savetz" <savetz@northcoast.com> wrote in message news:savetz-3ABEB0.10490006052002@news.west.cox.net...

> Computer Animation Primer, by David Fox and Mitchell Waite, published
> 1979. This 500-plus page book is a great general introduction to
> computer animation, and includes downloadable BASIC and machine language
> programs for doing animation on Atari 8-bit computers.

2689. exe2atr.exe

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-06 23:16:53 UTC
From: Jim Klein <jim.klein@worldnet.att.net>
Message-ID: <F9EB8.8664$vT1.748931@bgtnsc04-news.ops.worldnet.att.net>
Source record: 29510

I'm looking for a PC based program that turns atari exe files into self running .atr files for my emulator. Does one exist?

Thanks.

2690. Re: US doubler and SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 00:16:59 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <hs6edukbh2qit97kjoig14dpkq1lgapkon@4ax.com>
Source record: 29511

Hey!

On Mon, 6 May 2002 13:41:59 +0200, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

>Howdy Zaxxon
>
>> Well, Blow me down! A mail order house alive and kickin with a truck
>> load of Atari 8bit stuff.....Soooooooo Cool!
>
>There are more mail order warehouses, try Best Electronics at
>http://www.best-electronics-ca.com

Best is still around? Remember walking into their place on the
Alameda in San Jose. Tons of stuff in several offices.

or B&C Computrevision at
>http://www.myatari.com

And B&C! Damn - Been to their place on Kifer, Santa Clara many times.
Lots of good stuff but didn't like the owner too much. He left me
standing too long at an empty register one too many times and finally
I walked and never returned.

>
>BTW get Best's catalog. It's the closest thing to an Atari Encyclopidia you
>will ever get.

I'll jump to http://www.best-electronics-ca.com now and see what's
happening.
>
>CU Mathy van Nisselroy
>
>PS Best and B&C might have more stuff then Lance, but Lance most active when
>it comes to putting new things to market.
>
>

Thanks for the memories!

ZaXXoN

2691. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 01:24:21 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <91GB8.13336$Dx3.9784@nwrddc02.gnilink.net>
Source record: 29512

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020506014548.01584.00004589@mb-mg.aol.com...
> THERE ARE SOME PEOPLE OUT THERE IN THIS ATARI WORLD THAT ARE TRUELY
CRIMINALS.
> BUT COWARD TYPE WHO HIDE BEHIND BITS AND BYTES. BEN SMITH IS SO FAR THIS
SIDE
> OF THAT PERSON IT SMARTS. EVERY BUISNESS IS UNIQUE. THE UNIQUENESS IN
BRAVO
> SIERRA IS A COOL UNIQUE THAT BENIFITS GREATLY MANY. FOR THOSE WHO ARE NOT
IN
> SYNC WITH THE STYLE OF A COMPANY SEEK OTHER OPTIONS BUT DO NOT BAG A PLACE
> BECAUSE IT DOES NOT SUIT YOU. THERE ARE INDIVIDUALS WHO NEED TO BE SHONE
ON.
> POSSIBLY SAME KIND BAG WHO ROB.

And the word I'm looking for is.....Anywaaaayyy.....

2692. Build a atari out of spare computer parts possible?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 01:59:15 UTC
From: Tenchi137@yahoo.com
Message-ID: <3bd4a81.0205061759.54bd2f24@posting.google.com>
Source record: 29513

Is it possible to build a atari out of spare computer parts and a sega genesis. I am realy boared and want something to do.

2693. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 02:26:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4XGB8.1950$Jk.1181@newsread1.prod.itd.earthlink.net>
Source record: 29514

It could be cloned by dumping the chips and burning copies after you hand
wire a duplicate circuit board.

--
Ron

http://www.atariland.com/members/oldatarian

"tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message
> > It does sound like a Happy.
> >
> > The US Doubler was only 2 chips (no board).
>
> A home made happy? The eprom label is written in ball point pen...
>
> Tony

2694. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 03:26:25 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <BPHB8.6112$KP6.884062401@newssvr11.news.prodigy.com>
Source record: 29515

Well, this is what my translator spit out of this message. Maybe somebody
can do a better translation...
Mo-

"svp help I have sea transferer program atari 800 about my PC
possede I don't know cable but I it use programs besides
By that time conn&#65533;cte I my harbor print the lecture's o i cable it out cable
The 1050 lecture ne footstep demarre.
I know more quoi doing.
Thank you

Does 1 faut he connect the 1050 about 800?
Does 2 faut he use the harbor printing out or harbor series? "

Toualain wrote in message <20020506085542.01655.00004453@mb-mg.aol.com>...
>svp, aidez moi a transferer mers programmes atari 800xl sur mon pc
>je possede le cable, mais je ne sais pas utiliser de programmes, de plus,
>lorsque je conn&#65533;cte mon cable(port imprimante sur le cable(i/o) du lecteur
>1050) le lecteur ne demarre pas...
>je sais plus quoi faire...
>merci
>
>1) faut il relier le 1050 sur 800xl ???
>2) faut il utiliser le port imprimante ou le port serie ?????

2695. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 04:02:14 UTC
From: james <jamesrfr@cox.net>
Message-ID: <3CD751AC.3877A92D@cox.net>
Source record: 29516

Toualain wrote:
>
> svp, aidez moi a transferer mers programmes atari 800xl sur mon pc
> je possede le cable, mais je ne sais pas utiliser de programmes, de plus,
> lorsque je connï¿½cte mon cable(port imprimante sur le cable(i/o) du lecteur
> 1050) le lecteur ne demarre pas...
> je sais plus quoi faire...
> merci
>
> 1) faut il relier le 1050 sur 800xl ???
> 2) faut il utiliser le port imprimante ou le port serie ?????

world.altavista.com makes this of it:
please, help me has transferer seas programs atari 800xl on my PC
I possede the cable, but I cannot use programs, moreover, when I
connecte my cable(port printing on cable(i/o) of the reader 1050)
the reader demarre not... I can more what make...
thank you

1) is necessary it to connect the 1050 on 800xl???
2) is necessary it to use the port printer or the port series?????

2696. Atari Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 04:38:14 UTC
From: Michael Kirrene <way2cool@infostations.com>
Message-ID: <BSIB8.4723$L85.114442@news.abs.net>
Source record: 29517

I have Atari 400/800 Service manuals. Does anybody in the Silicon Valley need these? Is there an Atari user group in the San Jose area that could use these?

Mike

2697. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 05:00:27 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CD75F6B.70B3@gmx.net>
Source record: 29518

Mo wrote:

> Well, this is what my translator spit out of this message.
> Maybe somebody can do a better translation...

Oh my god. Even someone without any knowledge of french will understand
a lot more from the original text ...

The original text contains a few errors, but after correcting these
clear bugs, <http://www.systranbox.com/> spit out a mostly
understandable translation (it doesn't know some words, one of them
still critical for full understanding).

Improved original text:
"Svp aidez-moi ï¿½ transfï¿½rer mes programmes atari 800xl sur
mon pc. je possï¿½der le cï¿½ble, mais je ne sais pas utiliser
de programmes, de plus, lorsque je connï¿½cte mon cable (port
imprimante sur le cable(i/o) du lecteur 1050) le lecteur ne
demarre pas. je ne sais plus quoi faire. merci
1) faut il relier le 1050 sur 800xl?
2) faut il utiliser le port imprimante ou le port serie?"

Machine translation:
"Please help me to transfer my programs atari 800xl on my
PC. I to have the cable, but I cannot use programs,
moreover, when I connï¿½cte my cable (port printer on
cable(i/o) of the reader 1050) the reader demarre not.
I cannot any more what make. thank you
1) is necessary it to connect the 1050 on 800xl?
2) is necessary it to use the port printer or the port series?"

What does the french word "demarre" mean?

CU/2 eRGo

2698. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 06:21:51 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CD7727F.7E9@gmx.net>
Source record: 29519

Replying to myself:

> What does the french word "demarre" mean?

Hm - "de-marre" becomes "of-enough", but that does not make too much
sense ...

Answer:
The Atari 800XL connects to peripheral devices with the SIO (serial
input/output) bus.
There are two types of SIO2PC cables, but only one is common.
With the seldom cable you can control an Atari 1050 Disk Drive directly
from the PC.
The normal cable turns your PC into an additional Atari 1050 Disk Drive
(some programs can even emulate an Atari 850 Box with printer and modem
attached). The PC program allows to select the drive number (usually #2)
of the emulated 1050 and which virtual floppy disk is in it (or the type
of a new floppy disk). You must boot the Atari 800XL from your real 1050
(later, if you have all the things transfered to the PC, you can switch
the roles of the floppy drives and boot your Atari 800XL from your PC)
and copy all disks to the second drive. You must connect this cable to a
serial COM port on your PC.

Rï¿½ponse:
L'Atari 800XL se relie aux pï¿½riphï¿½riques au bus de SIO (entrï¿½e-sortie
sï¿½quentielle).
Il y a deux types de cï¿½bles de SIO2PC, mais seulement un est commun.
Avec rarement le cï¿½ble vous pouvez contrï¿½ler une unitï¿½ de disques 1050
d'Atari directement du PC.
Le cï¿½ble normal transforme votre PC en unitï¿½ de disques supplï¿½mentaire
d'Atari 1050 (quelques programmes peuvent mï¿½me ï¿½muler un cadre d'Atari
850 avec l'imprimante et le modem joint). Le programme de PC laisse
choisir le nombre d'entraï¿½nement (habituellement # 2) de ï¿½mulï¿½ 1050 et
qui la disquette virtuelle est dans lui (ou le type d'une nouvelle
disquette). Vous devez amorcer l'Atari 800XL de votre vrai 1050 (plus
tard, si vous avez toutes les choses transfï¿½rï¿½es au PC, vous pouvez
commuter les rï¿½les des lecteurs souples et amorcer votre Atari 800XL de
votre PC) et copier tous les disques au deuxiï¿½me lecteur. Vous devez
relier ce cï¿½ble ï¿½ un port sï¿½quentiel de COM sur votre PC.

CU/2 eRGo

2699. Re: Atari Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 06:43:57 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <d2teduk99sff4n3olpq2a7sl9tlfltsdgb@4ax.com>
Source record: 29520

Hey!

I'm here in South San Jose - by IBM.
I'll take em if yer given em to me.

ZaXXoN

On Mon, 6 May 2002 21:38:14 -0700, "Michael Kirrene"
<way2cool@infostations.com> wrote:

>I have Atari 400/800 Service manuals. Does anybody in the Silicon Valley
>need these? Is there an Atari user group in the San Jose area that could use
>these?
>
>Mike
>

2700. help with sap file

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 10:36:25 UTC
From: redraven@libertysurf.fr
Message-ID: <ab8an9$nn8$1@news2.isdnet.net>
Source record: 29521

Hello,

I've just found the atari sound in sap format.

I'm not really good with sound convertion and I wonder how to have the sound in wav format (to put them on a cd).

I suppose than I have to use the sound recorder (in win 98) but I just don't know how...

Sorry if it's simple for you, for me it's hard!!!

Thank in advance for any help

REDRAVEN

2701. .DEM files...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 10:52:12 UTC
From: mmielke@syseca.es
Message-ID: <2b9dd9d0.0205070252.609374b4@posting.google.com>
Source record: 29522

Dear old friends,

it's been a loooong time since I last posted something, so a big "Hi!"
to all those who know me.

I recently installed the "atari800" emulator under Linux; it works
pretty fine.
Could anybody tell me how to use the .dem and other files? (well, I
know how to use the .atr and .com) Maybe there's already a How-To that
somebody could me point me at. It's somehow frustrating to have some
cool demos in such formats and not being able to see them...

Thanks in advance!

All the best regards,

Martin "Pimpf".

2702. FA: Unopened ATARI 1027 printer ink roller

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 11:52:08 UTC
From: MTE <realityqa1@earthlink.net>
Message-ID: <IdPB8.502$Yi6.386@newsread1.prod.itd.earthlink.net>
Source record: 29523

For auction on ebay
A new ink roller for your 1027. Well unopened at least :)
Follow this link to it

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2022053800

Thanks

2703. Re: Build a atari out of spare computer parts possible?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 11:54:10 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0205070354.4e0eea8a@posting.google.com>
Source record: 29524

Tenchi137@yahoo.com (Vincent Castro) wrote in message
news:<3bd4a81.0205061759.54bd2f24@posting.google.com>...
> Is it possible to build a atari out of spare computer parts and a sega
> genesis. I am realy boared and want something to do.

Hi,

if you are really so bored, than you might have interest helping me on
the design of an FPU-board for the atari 8-bit.

The FPU I like to use is the MC68881, because it is able to run on an
8-bit bus in asynchronous mode. It should run on a multiple of the
6502 frequency derived from the atari crystal.

The AS, DS and DSACK lines of the 881 must be somehow simulated in
hardware and/or software.

The hardware registers can be easily mapped into memory. My idear is
to map it into the further decoded address space of the GTIA or PIA
since this part is not used by anything and anyway reserved for the
hardware I/O.

I can provide all neccesary information as MC68881 datasheet, manuals
and application note.

Having the hardware done the software is needed. The application note
includes MC68K assembler routines to use the 881 as peripheral
processor for MC68010/8.
Which should be a good basis for developing the 6502 code.

Maybe than the math-rom routines can be replaced by routines accessing
the FPU directly to be compatible to all software using the standard
math-routines.

My time and knowledge on board-design is to little to bring it fast
enough forward. I have already a basic idear on the board-layout,
which I like to discuss wether it is feasible or not (timing).

Anybody likes to join?

If anybody has already tried to do this hack, I would appreciate to
hear of it.

Regards
Frank

2704. Re: XE Super Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 12:19:29 UTC
From: gavan-martin.delete.moran@remove.ubs.this.com.invalid
Message-ID: <3cd7c60f.75506968@news.ubs.com>
Source record: 29525

On Mon, 06 May 2002 15:22:35 GMT, "Don M." <newsreader@4finearts.com>
wrote:

>>
>> S-video carries them on seperate cables. AFAIK the XLs and 800
>> could only do composite as standard, the XEs were capable of s-video.
>>
>>
>============
>
>The 800's had these signals plus ground available at the 5-pin DIN
>connector:
>
>Composite video
>Composite luma
>Composite chroma
>Audio
>
>I still have the patch cable I made many many moons ago, routing Y and C
>from 5-pin DIN to a mini DIN S-video connector so that I could plug the
>8-bit to a TV.

Cool, looks like the 800 was well ahead of its time!

Gav
--
Real email is gavan(hyphen)martin(dot)moran(at)ubs(dot)com
Disclaimer: Opinions expressed are solely my own, not my employers
"Du musst Amboss oder Hammer sein"

2705. Re: help with sap file

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 14:10:47 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3CD7E067.8D76D90B@mb1.tu-chemnitz.de>
Source record: 29526

```
< [HowTo Conversion SAP -> WAV]
I suggest the following:
Use your PC, use Winamp and get the Plug-In for playing SAP-Files from
http://asma.atari.org.
In Winamp go to Options -> Preferences and set the output plug-in to
"Diskwriter". You may configure the options using the "configure" button. Close
the "Preferences"-window and open the SAP-Soundfile, use "playback" and Winamp
is writing your wav-file ...

HTH, Sven.
```

2706. Re: exe2atr.exe

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 14:22:12 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3CD7E314.AA8C23EA@mb1.tu-chemnitz.de>
Source record: 29527

> I'm looking for a PC based program that turns atari exe files into self
> running .atr files for my emulator. Does one exist?

tried google, got the following:

http://home.columbus.rr.com/ksiders/atari.htm

the utility is called "makeatr".
in case the homepage isn't accessible, use the google archiv version (should
help).

Sven.

2707. Re: Build a atari out of spare computer parts possible?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 14:25:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cd7e3dc$0$3338$1dc6e903@news.corecomm.net>
Source record: 29529

(I won't repeat the question.)
I had a friend who wanted a 25 wire ribbon cable I had so he could
build a 286. I guess you have to start somewhere. If you're really
board, uh, read all the messages in this group, open up your Genesis
look at all the stuff in there, look over your PC parts, then put the
Genesis and PC parts in a box, shake it up, add two tablespoons of
salt and a 1/4 lb of butter, serve at room temperature.
Russg

2708. Re: exe2atr.exe

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 14:26:27 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3CD7E413.5C7CCC3B@mb1.tu-chemnitz.de>
Source record: 29528

> http://home.columbus.rr.com/ksiders/atari.htm
old version obviously. under http://home.columbus.rr.com/ksiders/atari.htm you
will get the file in the emulator section, emulator utilities ...

Btw, Atari 8-bit FAQ could have helped you too ...

Sven.

2709. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 15:13:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cd7ef14$0$3572$1dc6e903@news.corecomm.net>
Source record: 29530

fr.comp.sys.atari

Mostly ST/Falcon stuff, but maybe can ask there.

2710. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 15:52:20 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3CD7F834.9DF201E3@mb1.tu-chemnitz.de>
Source record: 29531

> Iï¿½m currently playing "The Eidolon" for the first time in ages and I was
> just searching the Net for a walkthrough, maps, etc. Couldnï¿½t find anything
> except the manual.
Here:
1st choice: http://homepages.paradise.net.nz/atari/
2nd choice: http://www.cyou.com/~richard/atari-docs.htm

... da werden sie geholfen ;-)

sven.

2711. Re: help(en francais si possible)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 16:16:07 UTC
From: Chris Martin <hacked_up@excite.com>
Message-ID: <ab8u2r$mm4$1@tilde.itg.ti.com>
Source record: 29532

I have already replied to Alain via email, but here is the human translation
of what he said. Basically, he was connecting to the parallel port instead
of to the serial port....

> Please, help me to tansfer my Atari 800XL programs to my PC. I own the
cable, but I do not
> know how to use the programs, moreover, when I connect my cable(to the
printer port to read
> from the 1050) the read does not start.
>
> I don't know what more to do...
>
> 1) Is it necessary to connect the 1050 to the 800XL?
> 2) Is is necessary to use the parallel port or the serial port?
>
> Thank you.

(Also, d&#65533;marrer means to start)

Hope this helps,
Chris

"Toualain" <toualain@aol.com> wrote in message
news:20020506085542.01655.00004453@mb-mg.aol.com...
> svp, aidez moi a transferer mers programmes atari 800xl sur mon pc
> je possede le cable, mais je ne sais pas utiliser de programmes, de plus,
> lorsque je conn&#65533;cte mon cable(port imprimante sur le cable(i/o) du lecteur
> 1050) le lecteur ne demarre pas...
> je sais plus quoi faire...
> merci
>
> 1) faut il relier le 1050 sur 800xl ???
> 2) faut il utiliser le port imprimante ou le port serie ?????

2712. Re: exe2atr.exe

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 17:55:05 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <PrUB8.124368$58.8010305@zwoll1.home.nl>
Source record: 29533

Jim Klein wrote

: I'm looking for a PC based program that turns atari exe files into self
: running .atr files for my emulator. Does one exist?

http://www7.brinkster.com/atari/pcdl/pcutil.htm#top

Select the first file in the list to download (MS-Dos based).

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2713. Re: help with sap file

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 18:01:10 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <uxUB8.124395$58.8012374@zwoll1.home.nl>
Source record: 29534

redraven wrote

: I'm not really good with sound convertion and I wonder how to have the sound
in
: wav format (to put them on a cd).

If you use WinAMP, select "diskwriter" as output device.

When using any other player, search the net for a program named "total
recorder". With this thingy, you can record anything you can hear thru your
soundcard to a WAVe file (including RM, RAM and such, but this is off topic).

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2714. Re: CD-audio player tested with "will not play on PC/MAC" CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 20:40:08 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3CD83BA8.3BA16C23@lucent.com>
Source record: 29535

Mathy van Nisselroy wrote:
>
> Howdy folks
>
> I am proud to announce that my CD audio player has been tested with a CD
> labeled "will not play on PC/MAC" and the result was positiv. CDAP WILL
> play CD's that will not play on PC's and MAC's.

Are you talking about the newer Audio CD's that have some kind of
encryption
on them? I know there are a few out here in the US (one by Charlie
Pride
comes to mind).

Explain what your CDAP is please.

Kit Kimes
Naperville, IL
mailto:kkimes@lucent.com

2715. Re: Atari 400 A/V ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 20:57:24 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3CD83FB4.7FDA92F7@lucent.com>
Source record: 29537

danlucio@gmx.de wrote:
>
> Ok, I know this is possible.
> But I can't find anywhere how to hack the Atari 400 and
> extract composite video and audio. Could anybody help me?
> BTW, Does anybody have any type of memory upgrade for a
> 16k Atari400 for sale or trade?

Darn, I wish I knew several months ago that someone might
want one of those. I had a 400 with the 48k upgrade and
a real keyboard on it. I donated it to a local atari
user who was part of a local club. I hope it found a
good home.

Kit Kimes
Naperville, IL
mailto:kkimes@lucent.com

2716. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-07 20:58:48 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <3ufgdug3bfh8g9ed1r4mb4t3j0r2un6tmq@4ax.com>
Source record: 29536

On Sat, 04 May 2002 07:48:21 GMT, "Bill C" <tresuocrw@yahoo.c0m - SPAM BLOCK - USER ID BACKWARDS> wrote:

>
>"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
>news:3CD2DC8D.6AD4A107@students.uni-mainz.de...
>> Well,
>> not Ballblazer itself, I think. but dozens of clones...
>> -Andreas.
>
>Do you know the names of any?

look for Masterblazer ... it's a remake by Rainbow Arts and was a really nice clone ... with some new game options like pod racing or ballblazer championchip. It's also availble for amiga and atari st computers, but the pc version was very nice to!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2717. Re: Does new 15kHz Monitors exist?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 00:36:22 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3cd8782a$1_9@nopics.sjc>
Source record: 29538

The best you can do if you want a new Atari monitor is to buy a s-video capable TV and wire up a cable for it. I have a 20" Panasonic that looks great. If you need a dual-purpose PC/Atari monitor, look for a JAM or some such. These devices convert NTSC video to VGA.

Bob

"bo" <email@notonline.no> wrote in message
news:3CD580B5.6DFA@notonline.no...
> I am having trouble finding a multisync monitor that can manage
> 15 kHz horizontal sync.
>
> Does anybody know of any?
>
> The only monitors I could find is from 38" to 64", but I would like
> a 15" monitor.
>
> Regards,
>
> Bent

2718. Re: 1050 Modification

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 03:08:50 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <6F0C8.7714$EY1.7270@nwrddc02.gnilink.net>
Source record: 29539

Hmm... you're gonna make me open up mine before this is over!! :)
Actually I've seen EPROM labels written in pen on literally hundreds of
boards (last week on an EPROM shipment from one of my vendors in fact).
That's not that unusual.

"tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message
news:jbmB8.12576$n3.10967@nwrddc01.gnilink.net...
> > It does sound like a Happy.
> >
> > The US Doubler was only 2 chips (no board).
>
> A home made happy? The eprom label is written in ball point pen...
>
>
>
> Tony
>
>
>

2719. beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 06:46:12 UTC
From: Steve Chamberlin <slc@pacbell.net>
Message-ID: <UQ3C8.62$6E1.35122354@newssvr13.news.prodigy.com>
Source record: 29545

I'm using the cc65 assembler to try to get started writing some simple assembly language programs for the Atari 8-bits. The trouble is, I don't quite understand how to make my program into an executable file for the Atari, or exactly how the process works. Here's my entire program:

```
.code
lda #$FF
sta $02C8
loop: jmp loop
```

This is supposed to change the background color. Hey, I've got to start somewhere. :-)

This assembles okay with ca65, but when I try to link with ld65 I get the errors:

```
>cc65 -C atari.cfg -S $3000 -o test.exe test.o
Warning: atari.cfg(7): Segment 'EXEHDR' does not exist
Warning: atari.cfg(13): Segment 'AUTOSTRT' does not exist
```

and no output is generated.

Can anyone help me to understand what the atari.cfg file is all about, and what these two segments are that I'm apparently missing? How can I create a very simple test program with just one segment?

Secondly, what start address should I be specifying for my programs? Is there a standard Atari executable file format? Assuming I have the file on a disk, how can I load and run it using either Atari800Win or a real machine?

Thanks in advance for your help!

2720. Re: .DEM files...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 07:57:45 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <ZT4C8.231152$nc.33243080@typhoon.tampabay.rr.com>
Source record: 29540

Rename them to *.xex or *.exe or *.com

-Atari8man-

"Martin Pimpf Mielke" <mmielke@syseca.es> wrote in message
news:2b9dd9d0.0205070252.609374b4@posting.google.com...
> Dear old friends,
>
> it's been a looong time since I last posted something, so a big "Hi!"
> to all those who know me.
>
> I recently installed the "atari800" emulator under Linux; it works
> pretty fine.
> Could anybody tell me how to use the .dem and other files? (well, I
> know how to use the .atr and .com) Maybe there's already a How-To that
> somebody could me point me at. It's somehow frustrating to have some
> cool demos in such formats and not being able to see them...
>
> Thanks in advance!
>
>
> All the best regards,
>
> Martin "Pimpf".
>

2721. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 11:36:29 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <abb2ju$j42$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29541

Howdy Matthias, folks

> While studying your schematics I stumbled across something strange:
> If I got it right, the LS158 is clocked directly by PHI2.
>
> I checked with my 800XL schematics and there the 158 used for
> built-in RAM is clocked from a tapped delay-line (driven by PHI2):
> PHI2 is sent through a schmitt-trigger (U19/LS14) and then goes
> into the delay line (U29). Pin 10 of the delay line is then connected
> to pin 1 of the LS158.
>
> Maybe that could be causing the timing problems?

I check. The LS14 is an inverter. It inverts the signal which is the same as moving it have a cycle. On cycle on a 1.78 MHz machine takes about 564 nanoseconds. Half a cycle is therefore 282 nanoseconds, add to that the approx. 10ms delay between a signal enters one of these chips and the time it leaves these chips and you get a delay of 292 nanoseconds. It then enters the delay chip which it leaves (according to my schematics) 260nanoseconds later. Add this up and the whole Phase2 clock is moved 552 nanoseconds back in time, of 12 nanoseconds forward. I can't believe that 12 nanoseconds are enough to cause this trouble. BTW it works in teh XEGS too. (but the XEGS doesn't seem to have week CPU's and buggy GTIA's) If if you think I'm wrong, please convince me.

CU Mathy van Nisselroy

2722. Re: CD-audio player tested with "will not play on PC/MAC" CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 11:42:56 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <abb300$jj5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29542

Howdy Kit

> Are you talking about the newer Audio CD's that have some kind of
> encryption on them? I know there are a few out here in the US (one
> by Charlie Pride comes to mind).

I am talking about CD's that can not be played on CD's and MAC's. They have a small not on the front and back of the box. They do not have encryption as far as I know. They just auto load some code into a PC or MAC that will prevent them from being played on PC's and MAC's.

> Explain what your CDAP is please.

It's a utility that will let you play audio CD's on your Atari 8 bit computer.
At the moment you will need a BlackBox, but as soon as somebody writes an ASPI manager for different harddisk interfaces, it will work with other interfaces too. (one could say that ASPI is to harddisk interfaces what a Printer driver is to a printer)

CD Audio Player is written in TurboBASIC, so you will need that too.

Check out my site at http://www-users.rwth-aachen.de/mathy.van_nisselroy the CD stuff is on the homepage.

CU Mathy van Nisselroy

2723. Re: Build a atari out of spare computer parts possible?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 11:47:21 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <abb38ajqa1@nets3.rz.RWTH-Aachen.DE>
Source record: 29543

Howdy folks

> If you're really
> board, uh, read all the messages in this group, open up your Genesis
> look at all the stuff in there, look over your PC parts, then put the
> Genesis and PC parts in a box, shake it up, add two tablespoons of
> salt and a 1/4 lb of butter, serve at room temperature.

What's the resolution of the Genesis? Is it better than the Atari screen?
Maybe you could make the Genesis' video chip interface to the Atari?

CU Mathy van Nisselroy

PS or if you know you way around software and harddisk interfaces (other
then the BlackBox), you could write ASPI managers for these. Read all about
ASPI on my ASPI page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm

2724. Re: CD-audio player tested with "will not play on PC/MAC" CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 11:57:47 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <abb3rtkcb1@nets3.rz.RWTH-Aachen.DE>
Source record: 29544

Howdy Kit

> Explain what your CDAP is please.

Just to make things clear, CDAP is short for CD audio player.

CU Mathy van Nisselroy

2725. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 15:19:24 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CD941FC.B3423D75@cyou.com>
Source record: 29546

Might want to consider using ATasm, which is a Mac65 cross-compiler :

http://www.cs.utah.edu/~schmelze/atari/

I haven't had any problems, and it has some examples which might be
helpful to you.

Steve Chamberlin wrote:
>
> I'm using the cc65 assembler to try to get started writing some simple
> assembly language programs for the Atari 8-bits. The trouble is, I don't
> quite understand how to make my program into an executable file for the
> Atari, or exactly how the process works. Here's my entire program:
>
> .code
> lda #$FF
> sta $02C8
> loop: jmp loop
>
> This is supposed to change the background color. Hey, I've got to start
> somewhere. :-)
>
> This assembles okay with ca65, but when I try to link with ld65 I get the
> errors:
> >cc65 -C atari.cfg -S $3000 -o test.exe test.o
> Warning: atari.cfg(7): Segment 'EXEHDR' does not exist
> Warning: atari.cfg(13): Segment 'AUTOSTRT' does not exist
>
> and no output is generated.
>
> Can anyone help me to understand what the atari.cfg file is all about, and
> what these two segments are that I'm apparently missing? How can I create a
> very simple test program with just one segment?
>
> Secondly, what start address should I be specifying for my programs? Is
> there a standard Atari executable file format? Assuming I have the file on a
> disk, how can I load and run it using either Atari800Win or a real machine?
>
> Thanks in advance for your help!

2726. The solution for people with NTSC and PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 17:10:28 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cd95c11$0$215$e4fe514c@dreader3.news.xs4all.nl>
Source record: 29447

Hi,

Look at http://www.lik-sang.com/catalog/default.php they sell cheap interfaces to convert NTSC to PAL or PAL to NTSC. This way you don't need to rebuild your machine. You can find these convertors at the playstation area...

TXG/MNX

2727. Re: Does new 15kHz Monitors exist?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 17:32:01 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-hddgehZnrsxB@localhost>
Source record: 29448

Hi Bob,
great to see you posting again! I actually use my 19" svga monitor
on my computer by using a tv card and putting the video into the video
input on that. It looks great too.

Ken

On Wed, 8 May 2002 00:36:22, "Bob Woolley"
<ataribob@directvinternet.com> wrote:

> The best you can do if you want a new Atari monitor is to buy a s-video
> capable TV and wire up a cable for it. I have a 20" Panasonic that looks
> great. If you need a dual-purpose PC/Atari monitor, look for a JAM or some
> such. These devices convert NTSC video to VGA.
>
> Bob
>
>
> "bo" <email@notonline.no> wrote in message
> news:3CD580B5.6DFA@notonline.no...
> > I am having trouble finding a multisync monitor that can manage
> > 15 kHz horizontal sync.
> >
> > Does anybody know of any?
> >
> > The only monitors I could find is from 38" to 64", but I would like
> > a 15" monitor.
> >
> > Regards,
> >
> > Bent
>
>

--

2728. anyone going to the Midwest Classic gaming expo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 20:41:36 UTC
From: natty@cosmicbreaks.com
Message-ID: <e5098e1.0205081241.2bef5402@posting.google.com>
Source record: 29449

its june 8th in milwaukee, im gonna go and i want to find out what the general midwest gamer opinion is?

10am - 10pm free arcade games, silent auction, tons of vendors etc.

im gonna geta table to clear out a lot of my old atari 2600, atari 8bit computer, oddeyssey and millipede arcade parts, if anyone is interested in that stuff 80)

more info can be found here:

http://www.goatstore.com

hope to see you all out there

2729. Re: breaking up compilations

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 20:45:59 UTC
From: natty@cosmicbreaks.com
Message-ID: <e5098e1.0205081245.1e8b3c5@posting.google.com>
Source record: 29450

i use smart dos or another oldschool atari dos to list the files then
i have a program called radmenu which takes whatever games are on the
disk and makes an autorun file from them.

i have about 5 to 10 disks full of games in this format anyone
interested in trading?

email me at

natty@nospam.cosmicbreaks.com

remove the "nospam." to email me 8)

on a side note, i am gonna be at the midwest classic game con in june
selling some old comps just like this with new title screens
especially for the show 8)

2730. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 21:11:26 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <u94cba.l3q.ln@news.musoftware.de>
Source record: 29457

Steve Chamberlin <slc@pacbell.net> wrote:
> This assembles okay with ca65, but when I try to link with ld65 I get the
> errors:
[...]

The ca65/ld65 combo is probably the most flexible assembler around, but this comes with a lot of complexitiy that may get in the way if you're a beginner. The Atari config built into ld65 is more suited for large assembler and C programs.

>>cc65 -C atari.cfg -S $3000 -o test.exe test.o
> Warning: atari.cfg(7): Segment 'EXEHDR' does not exist
> Warning: atari.cfg(13): Segment 'AUTOSTRT' does not exist
>
> and no output is generated.

As you can see, these are *warnings*, not errors. So the linker should definitely generate an executable.

The memory layout specified in the builtin config file places two additional segments into memory, but your program does not contain these segments. You can ignore the warnings for a simple assembler program. If you really want to silence the linker add these two lines at the end of your code:

```
.segment "AUTOSTART"
.segment "EXEHDR"
```

This will generate two empty segments and the linker will stop to complain. Another way to fix the warnings would be to remove the references to the segments from the config file - but please make sure that you don't need them.

> Can anyone help me to understand what the atari.cfg file is all about, and
> what these two segments are that I'm apparently missing? How can I create a
> very simple test program with just one segment?

You may want to read the linker documentation which explains config files in quite some detail. In short: Config files are a way to specify output formats, place segments into memory, define symbols, file names, start addresses and some other things. As said above, ld65 is a very flexible linker. It can generate multiple files, relocate code suitable for banked systems, handle initializer functions that are called semi automatically if a module is referenced, supports the relocatable o65 format as output, and lots of other things.

> Secondly, what start address should I be specifying for my programs? Is
> there a standard Atari executable file format? Assuming I have the file on a
> disk, how can I load and run it using either Atari800Win or a real machine?

If your atari.cfg file is the same one that is built into ld65 (I'm not sure about this, because in this case you could also do without a config file and specify "-t atari" instead), you cannot specify a start address because the config file does not support this. Instead all programs are loaded to $2E00, which is the start address of the memory area specified in the config file.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
10:51pm up 34 days, 12:02, 9 users, load average: 0.21, 0.20, 0.11

2731. back when i was a young atari freak.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 21:22:55 UTC
From: natty@cosmicbreaks.com
Message-ID: <e5098e1.0205081322.5b71e628@posting.google.com>
Source record: 29451

we used to all trade floppies full of games and stuff, now i have about 20 floppies full of games (that i love to play still) and i wondering if anyone else out therre has any floppies filled with games they would like to trade, im not into trading cash for them, but i have a tome (about 200) blank floppies and i would love to start a little trade circle if anyone is donw email me and i will post my list of games and stuff. we all used to carry around our little daisy wheel printouts of which games we had so we could discuss trades at school, ahhhh the '80s.

im talking mostly about cracked and hacked games obviously, those compilations where there are multiple games on each floppy with a little autorun menu that pops up when you boot the disk.

let me know if anyone is interested.

ps - i'll be at the midwest classic game con in juse witha bunch of atari 8bit stuff for sale and a slew of floppies just like im talkin about so if anyone is in the area, come on out! (http://www.goatstore.com)

2732. Re: Fun with atari two player simultane

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 21:34:10 UTC
From: ebaiz@skyenet.net
Message-ID: <mRgC8.254$qM6.104717@newsfeed.slurp.net>
Source record: 29452

On 2 May 2002 20:25:09 -, "Spinaldo" wrote:

>The XE mario bros was excellent. Unfortunately there isn't any known copy
>circurlating the internet. Though, check out Jindroush's page for a title
>screen shot. I'd love to get my hands on the rom some day. There is a good
>XE crystal castles version too that plays much better than the 5200 version.
>Well worth a play.
>

Hello,

I have Mario Brothers for the Atari 8-bit. I have the raw file which I
converted to run with 800XLDJ. I found it on a Mega.ATR file.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2733. AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-08 23:42:45 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3cd9bd1a$1_1@nopics.sjc>
Source record: 29453

Does anyone have a copy of Adventure International's Star Trek 3.5 that works? I have an original disk, but it will not boot. Scanned the disk and it looks like just a bunch of data (text and formatting) - no executable code!

Bob

2734. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 01:35:11 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <jnkC8.186$lc.36@nwrddc03.gnilink.net>
Source record: 29454

```
>
> .code
> lda #$FF
> sta $02C8
> loop: jmp loop
>
> This assembles okay with ca65, but when I try to link with ld65 I get the
> errors:
> >cc65 -C atari.cfg -S $3000 -o test.exe test.o
> Warning: atari.cfg(7): Segment 'EXEHDR' does not exist
> Warning: atari.cfg(13): Segment 'AUTOSTRT' does not exist
>
> and no output is generated.
```

I've never used CC65 before, but it looks like the linker needs to find those 2 segment names (and their locations in memory) to place YOUR code in the correct places in memory.

Someone suggested ATASM, which is a good idea. I would suggest getting a real atari and getting OSS's MAC/65 on disk or cart. The testing might go a bit slower, but OSS's assembler compiles right to disk ready to go.

Tony

2735. Re: Atari Service Manuals

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 02:00:41 UTC
From: Michael Kirrene <way2cool@infostations.com>
Message-ID: <bLkC8.1467$u_3.89879@news.abs.net>
Source record: 29455

I have the Atari 400/800 system service manual, 410 cassette recorder, 810 Disk drive manual, 820, 850, 1025 printer manual, and 1200 XL field service manual, Guide to Electronic Game Operation & Servicing (arcade) and two other binders full of schematics, specs, and memos.

Whatia gimme Zaxxon?

"ZaXXoN" <zaxxon@mindspring.com> wrote in message
news:d2teduk99sff4n3olpq2a7sl9tlfltsdgb@4ax.com...
>
> Hey!
>
> I'm here in South San Jose - by IBM.
> I'll take em if yer given em to me.
>
> ZaXXoN
>
> On Mon, 6 May 2002 21:38:14 -0700, "Michael Kirrene"
> <way2cool@infostations.com> wrote:
>
> >I have Atari 400/800 Service manuals. Does anybody in the Silicon Valley
> >need these? Is there an Atari user group in the San Jose area that could
use
> >these?
> >
> >Mike
> >
>

2736. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 04:19:09 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <abct5bbsd1@news.chatlink.com>
Source record: 29456

Hi Bob,

are you sure its not just a BASIC program on the disk? Maybe not even
autobooting? Just wanted to check the obvious!

-Dan

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3cd9bd1a$1_1@nopics.sjc...
> Does anyone have a copy of Adventure International's Star Trek 3.5 that
> works? I have an original disk, but it will not boot. Scanned the disk and
> it looks like just a bunch of data (text and formatting) - no executable
> code!
>
> Bob
>
>
>

2737. a day at the race wanted ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 09:57:26 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3CDA4806.5000106@freenet.de>
Source record: 29458

Hi !
I'm looking for the Red Rat game "a day at the races". Is there anybody
who can help me.

Greetings,
- Mr.Bacardi -

2738. Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 11:54:36 UTC
From: dunxuk@aol.com
Message-ID: <20020509075436.00548.00011124@mb-md.aol.com>
Source record: 29459

This comes up so many times so I'm sorry to raise it again but I seem to be going in circles here! Is it possible to get ATR images onto disks so that they are bootable given;

a 1050 drive with US Doubler fitted
an Atari XE with 64K ram

I have no problems being able to read disks written on a PC using MyDos on the Atari, but I can't find a way of getting the contents of an ATR image transferred to a 'normal' disk using the Atari.

Any pointers would be much appreciated, many thanks!

Duncan

2739. Re: 128K upgrade for 800XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 11:59:28 UTC
From: usenet-20020509@hias.horus.com
Message-ID: <slrnadkkfa.b2k.usenet-20020509@camel.hias.horus.com>
Source record: 29460

Hi Mathy!

On Wed, 8 May 2002 13:36:29 +0200, Mathy van Nisselroy wrote:
> Howdy Matthias, folks
>
> > While studying your schematics I stumbled across something strange:
> > If I got it right, the LS158 is clocked directly by PHI2.
> >
> > [...]
> >
> > Maybe that could be causing the timing problems?
>
> I check. The LS14 is an inverter. It inverts the signal which is the same
> as moving it have a cycle. On cycle on a 1.78 MHz machine takes about 564
> nanoseconds. Half a cycle is therefore 282 nanoseconds, add to that the
> approx. 10ms delay between a signal enters one of these chips and the time
> it leaves these chips and you get a delay of 292 nanoseconds. It then
> enters the delay chip which it leaves (according to my schematics)
> 260nanoseconds later. Add this up and the whole Phase2 clock is moved 552
> nanoseconds back in time, of 12 nanoseconds forward. I can't believe that
> 12 nanoseconds are enough to cause this trouble.

Well, it was more or less just an idea. And it's much easier to test
it on a real Atari than it is to calculate the timing delays :-)

Anyways, my basic thought was that due to the shifted timing it
could have been that the address lines are switched before the
minimum RAS/CAS hold time has elapsed. But even for quite slow DRAMs
this should not matter too much - I just checked with some current
datasheets and the hold time is approx. 20-30ns (some older RAMs
had hold times of some 80 ns which I had in mind). OK, even if the
timing would cause problems this should only affect ramdisk-accesses,
not normal use...

OTOH, I would recommend using the correct signal for LS158 switching
anyway, at least for 800XLs. It's just an additional wire from the
ramdisk to the computer and you are on the safe side considering
slight timing differences of various Ataris and ICs.

> If if you think I'm wrong, please convince me.

Well, I guess I can't :-)

IMHO it is more probable that the BlackBox itself is causing the
troubles - maybe due to an increased load at the processor signals,
maybe due to some (too) critical timings, whatever... I don't know

anything about the BlackBox design but without detailed specs and
a logic analyzer (or a scope) it will be hard to fix.

Sorry if I wasn't of too much help.

so long,

Hias

2740. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 11:59:29 UTC
From: usenet-20020509@hias.horus.com
Message-ID: <slrnadklq3.b2k.usenet-20020509@camel.hias.horus.com>
Source record: 29461

Hi!

On Thu, 09 May 2002 01:35:11 GMT, tony rudzki wrote:
>
> Someone suggested ATASM, which is a good idea. I would suggest getting a
> real atari and getting OSS's MAC/65 on disk or cart. The testing might go a
> bit slower, but OSS's assembler compiles right to disk ready to go.

Or combine the best of both (PC and Atari) worlds :-)

For my latest Atari-development I used atasm and atari800 under Linux
plus a few small shell-scripts and a C-program to build an ATR image.

So I just had to edit the source files, type 'make' and run the
emulator with the newly built ATR image (atasm even supports building
a 'memory snapshot file' suitable for atari800, but I didn't test
this).

When the results started to get setisfactory I transferred the ATR
to a real floppy disk and tested it on my real Atari.

IMO it is extremely helpful if you've got a machine language monitor
(like a Turbo Freezer, Omnimon, Bibomon, ...) built into your testing-
machine, for debugging purposes. If your program crashes (or just
does not do what it should), invoke the monitor and examine the
memory, processor registers, stack, ...

Since my TurboFreezer was some 50 kilometers away when I did the
development, I had a closer look at atari800, which also has a
built in monitor program. And I can say, well, it works!

so long,

Hias

2741. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 12:49:13 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <abdr88$9k3$1@thorium.cix.co.uk>
Source record: 29462

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020509075436.00548.00011124@mb-md.aol.com...
> This comes up so many times so I'm sorry to raise it again but I seem to
be
> going in circles here! Is it possible to get ATR images onto disks so that
they
> are bootable given;
>
> a 1050 drive with US Doubler fitted
> an Atari XE with 64K ram
>
> I have no problems being able to read disks written on a PC using MyDos on
the
> Atari, but I can't find a way of getting the contents of an ATR image
> transferred to a 'normal' disk using the Atari.
>
> Any pointers would be much appreciated, many thanks!
>
>
>
> Duncan

I've heard mention of a MS-Dos program called mule (not the game) that 'may'
be able to copy an ATR file to an atari fromated double density floppy on a
PC Floppy drive that 'may' be bootable of a US doubled 1050.

I have not had the equipment to try untill recently and i'm having fun
putting it all together between other projects so i can't say if it works or
not (or where to get it!) and proberbly won't be looking untill a back log
of other 'life stuff' gets sorted.

Anyone here care to coment on the program or any other methods not involving
the ritual slaughter of an SIO cable? ;0)

2742. Re: a day at the race wanted ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 13:03:27 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <lsskdu857tj6gbhjs62snesuhvqmslmu4r@4ax.com>
Source record: 29463

On Thu, 09 May 2002 11:57:26 +0200, "Mr.Bacardi"
<mr.bacardi@freenet.de> wrote:

> Hi !
>I'm looking for the Red Rat game "a day at the races". Is there anybody
>who can help me.
>
>Greetings,
>- Mr.Bacardi -

You have mail
--
Paul

2743. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 13:25:14 UTC
From: usenet-20020509@hias.horus.com
Message-ID: <slrnadkpto.3kj.usenet-20020509@camel.hias.horus.com>
Source record: 29464

Hi!

On 09 May 2002 11:54:36 GMT, DunxUK wrote:
> This comes up so many times so I'm sorry to raise it again but I seem to be
> going in circles here! Is it possible to get ATR images onto disks so that they
> are bootable given;
>
> a 1050 drive with US Doubler fitted
> an Atari XE with 64K ram
>
> I have no problems being able to read disks written on a PC using MyDos on the
> Atari, but I can't find a way of getting the contents of an ATR image
> transferred to a 'normal' disk using the Atari.

You could try using my WriteAtr program (available from my homepage
http://www.horus.com/~hias/atari/).

But note: it only works with double density (256 bytes per sector)
ATR images - most ATRs you find on the 'net are SD or ED.

so long,

Hias

2744. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 13:46:14 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <abducj$57k$1@news.chatlink.com>
Source record: 29465

you need to convert the ATR into a DCM on the PC side using a number of utilites out there. Steven Tucker wrote an excellent one (called Imagic, IIRC). Anyhow, copy the DCM to a DD disk on the PC, then on the Atari, boot to MyDOS or Sparta and run DiskCommunicator to convert the DCM to a real Atari disk. DiskCommunicator can be found at http://www.nleaudio.com/css/Files.htm

-Dan

2745. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 14:22:05 UTC
From: dunxuk@aol.com
Message-ID: <20020509102205.02938.00011763@mb-ba.aol.com>
Source record: 29466

DiskCommunicator seems to be an OBJ file. Does this run directly or does it have to be compiled with something?

2746. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-09 18:49:46 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <abeg5ohrp1@news.chatlink.com>
Source record: 29467

You should load it with MyDOS by using the L command.

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020509102205.02938.00011763@mb-ba.aol.com...
> DiskCommunicator seems to be an OBJ file. Does this run directly or does
it
> have to be compiled with something?

2747. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 00:17:04 UTC
From: DSF <dsf@abc.com>
Message-ID: <4kEC8.10188$eb.4723@nwrddc02.gnilink.net>
Source record: 29468
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Yes, they are available at www.atariage.com

Here's the link for the pictures:

http://www.atariage.com/images/misc/dg/

There's also been a price drop from $49.95 to $29.95.

And the Demolition Man - lost Jaguar video CD (as I like to refer to it) is going to be $14.95. Also contains 5 short clips from work on the Jaguar game Commander Blood (very short video clips with no audio). This Demo Man CD was work I did at piecing together still-frame RGB pictures in RAW RGB format and RAW audio recordings. I was able to piece all the files together and match the audio up and make Quicktime videos and then convert them in Jaguar Cinepak movie format. No game code has been found yet, but I thought a video CD would at least give people a feel for what the game may have been like.

People think that this Jaguar video CD was done by Jaguar developers. It's actually the work of me of putting all the raw footage and audio together into a format that could be viewed. And putting it onto a Jaguar CD so people could enjoy it on the system it was being developed for.

Later,
Glenn

"Luc" <xLucienen@hotmail.com> wrote in message
news:3cd69517$1@news.microsoft.com...
> Wow, didn't know daemon's gate ever was remotely finished. Any
screenshots?
>
> "Glenn" <glenn.bruner@verizon.net> wrote in message
> news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> > New Lynx Daemon's Gate $49.95
> >
> > Tons of new items ready or soon to be ready to ship.
> > Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
> complete
> > working Deamon's Gate for the Lynx. It is a Role Playing Game by
Imagitec,
> > the same people who did Viking's Child. No instructions yet. I will post
> > instructions as you the role players E-mail them to me. Now shipping at
> > $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
> the
> > Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the

> > duplicator and did not work. Hope to be shipping in a week for the
initial
> > price of $30. This is 20 minute of video sequences made for the game but
> do
> > not include any of the actual game play. Also it requires one of our new
> CD
> > Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
> or
> > a DEV System to run this un-encrypted CD ROM. Shipping next week our new
> CD
> > Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> > Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley
Shut
> Up
> > & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
> will
> > be IBM compatible with developer stuff from Atari Engineering. Hope to
> sell
> > these at $14.95. First one is RAW digital and sounds souces for
Demolition
> > Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
> another
> > Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
> and
> > another??? Watch for details.
> >
> > http://www.myatari.com/
> >
> >
> > B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> > sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
> > 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> > Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> >
> >
> >
> >
>
>

2748. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 00:57:33 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205091751400.4772-100000@shell1.aracnet.com>
Source record: 29469
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should be forwarded by my old Internet Provider. Such as E-Mail and Web Links. Since I've moved, I've just bought out another Atari Dealer and I need to make room for NEW Inventory. So now I'm Currently offering a 25% Discount on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2749. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 03:33:39 UTC
From: AtariBob <ataribob@directvinternet.com>
Message-ID: <3cdb4313$1_1@nopics.sjc>
Source record: 29470

No, it isn't Basic. It looks like the data file for the interpreter program.
You can see the text imbedded in some kind of formatting characters - not
Basic, fer sure....

Bob

"Dan Vernon" <dan@retrobits.nospam.net> wrote in message
news:abct5bbsd1@news.chatlink.com...
> Hi Bob,
>
> are you sure its not just a BASIC program on the disk? Maybe not even
> autobooting? Just wanted to check the obvious!
>
> -Dan
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3cd9bd1a$1_1@nopics.sjc...
> > Does anyone have a copy of Adventure International's Star Trek 3.5 that
> > works? I have an original disk, but it will not boot. Scanned the disk
and
> > it looks like just a bunch of data (text and formatting) - no executable
> > code!
> >
> > Bob
> >
> >
> >
>
>

2750. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 05:34:11 UTC
From: Steve Chamberlin <slc@pacbell.net>
Message-ID: <nZIC8.618$7y5.82290787@newssvr14.news.prodigy.com>
Source record: 29471

Thanks for the help! You're right, the ld65 linker did generate an executable, I was just looking for it in the wrong directory.

Someone else suggested trying ATASM, which I did, and I was able to get it to work fine. There are some features of ATASM I don't really like, however, so I'd prefer to use ca65/ld65 if possible.

I still have a problem with the output of ld65: it's just a plain dump of my 6502 machine code, and lacks the extra header data needed to make it an executable program. By comparison, the output of ATASM has six extra bytes of header, that appear to tell the OS where to load and run the code.

Using Atari800Win, I can load and run my ATASM executable using the "load executable" menu option, but when I try the same thing with the ld65 output file it doesn't work. So it seems that whatever I'm supposed to put in the EXEHDR segment is quite important. Or more likely, the EXEHDR segment is supposed to be generated automatically by the linker somehow, since it contains the start address of the program.

A simple working example of an Atari assembly program that works with ca65/ld65 would be great, if anyone has one.

To be clear, here's the source code and output file generated by ATASM:

```
*=$600
lda #$FF
sta $02C8
loop
jmp loop

FF FF 00 06 07 06 A9 FF 8D C8 02 4C 05 06
```

It looks like the first two bytes are some kind of executable file marker, the next two bytes are the address where the code should go in memory ($0600 here), and the two bytes following that are the ending address of code in memory ($0607).

The file generated by ld65 is missing those six header bytes, and begin immediately with A9 FF...

Any ideas how to make a working executable file with ld65?

"Ullrich von Bassewitz" <uz@remove-to-reply.musoftware.de> wrote in message news:u94cba.l3q.ln@news.musoftware.de...
> Steve Chamberlin <slc@pacbell.net> wrote:
> > This assembles okay with ca65, but when I try to link with ld65 I get the
> > errors:

> [...]
>
> The ca65/ld65 combo is probably the most flexible assembler around, but
this
> comes with a lot of complexitiy that may get in the way if you're a
beginner.
> The Atari config built into ld65 is more suited for large assembler and C
> programs.
>
> >>cc65 -C atari.cfg -S $3000 -o test.exe test.o
> > Warning: atari.cfg(7): Segment 'EXEHDR' does not exist
> > Warning: atari.cfg(13): Segment 'AUTOSTRT' does not exist
> >
> > and no output is generated.
>
> As you can see, these are *warnings*, not errors. So the linker should
> definitely generate an executable.
>
> The memory layout specified in the builtin config file places two
additional
> segments into memory, but your program does not contain these segments.
You
> can ignore the warnings for a simple assembler program. If you really want
to
> silence the linker add these two lines at the end of your code:
>
> .segment "AUTOSTART"
> .segment "EXEHDR"
>
> This will generate two empty segments and the linker will stop to
complain.
> Another way to fix the warnings would be to remove the references to the
> segments from the config file - but please make sure that you don't need
them.
>
> > Can anyone help me to understand what the atari.cfg file is all about,
and
> > what these two segments are that I'm apparently missing? How can I
create a
> > very simple test program with just one segment?
>
> You may want to read the linker documentation which explains config files
in
> quite some detail. In short: Config files are a way to specify output
formats,
> place segments into memory, define symbols, file names, start addresses
and
> some other things. As said above, ld65 is a very flexible linker. It can
> generate multiple files, relocate code suitable for banked systems, handle
> initializer functions that are called semi automatically if a module is

> referenced, supports the relocatable o65 format as output, and lots of
other
> things.
>
> > Secondly, what start address should I be specifying for my programs? Is
> > there a standard Atari executable file format? Assuming I have the file
on a
> > disk, how can I load and run it using either Atari800Win or a real
machine?
>
> If your atari.cfg file is the same one that is built into ld65 (I'm not
sure
> about this, because in this case you could also do without a config file
and
> specify "-t atari" instead), you cannot specify a start address because
the
> config file does not support this. Instead all programs are loaded to
$2E00,
> which is the start address of the memory area specified in the config
file.
>
> Regards
>
>
> Uz
>
>
> --
> Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
> 10:51pm up 34 days, 12:02, 9 users, load average: 0.21, 0.20, 0.11

2751. Re: Fun with atari two player simultaneous

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 12:30:02 UTC
From: lmarvin@cevi.ch
Message-ID: <8a0f2687.0205100430.7687907c@posting.google.com>
Source record: 29472

asteroids !
or was it asteroids 2 ?
u could fly with two ships simultaneously, great fun...

twh1@gmx.de (Thomas Havemeister) wrote in message
news:<3cca74d0.693797@news.tgz-ilmenau.de>...
> Howdy *.*!
>
> I'm now holding thousands of atari games an my ape configured
> notebook, ready to have fun with it!!
>
> So the most fun will give those games where two player can play at the
> same time.I think it's a lot more fun against network based games,
> where everbody is just sitting in it's own room.
>
> So my question to all Atarians is: What is your favourite two player
> game? I want to build a list, which (hopefully) much unkown two-player
> games and great concepts !!!
>
> Here is my list of games I still remember, please complete it!!!
>
> --- cut ---
>
> * Atzec Challenge II
> * Ballblazer
> * BMX Simulator
> * Bruce Lee
> * Fantastic Soccer
> * Gunshot (Epyx)
> * Grand Prix Simulator
> * Gauntlet
> * International Karate
> * Joust
> * Kick Off
> * Kickstart
> * Mig Alley Ace
> * MULE
> * Megablast
> * On-Track
> * One on One
> * Paver
> * Pro Mountain Bike Simulator
> * Pong (which pong might be the best?)
> * Pitstop II

> * Rampage
> * Rebound
> * Schreckenstein
> * Seawolf II
> * Spy vs Spy I, II, III
> * Tank vs Tank
> * The Goonies
> * Twomaze (Pacman clone)
> * Tennis
> * Trailblazer
> * Unicum (Tetris Clone)
> * Wizard of Wor
> * Zybex
>
> --- cut ---
>
> Well I'm sure, I've forgotten a lot!!! but please help me to complete
> my list!
>
> and always remember: All you need is fun!!
>
>
>
> -thomsen@ilm

2752. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 16:26:20 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <udnsvimc91pbd0@corp.supernews.com>
Source record: 29473

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:nZIC8.618$7y5.82290787@newssvr14.news.prodigy.com...
> I still have a problem with the output of ld65: it's just a plain dump of
my
> 6502 machine code, and lacks the extra header data needed to make it an
> executable program. By comparison, the output of ATASM has six extra bytes
> of header, that appear to tell the OS where to load and run the code.

C object files need to be run through the linker. The linker will hook them into the run time file that will handle all the house keeping tasks like passing parameters or returning them.

There's probably some niceties associated with linker you will have to do to get it to work. Something like a named Procedure at the head of the asm to get it to work. You may want to end your code with a C type return() or exit() or whatever so the linker doesn't choke.

2753. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 17:17:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdc00ab$0$3340$1dc6e903@news.corecomm.net>
Source record: 29474

I checked Holme's site, where most games are available
(the url I can't remember well.)
There are three or four Star Trek, Holmes has Star Trek 3.5
in his missing list, ie he doesn't have it. Wish Holmes would
put the publisher in his game list of the many games he does have,
like the missing list.
Since this is Bob Woolley, I'm sure you know how to use a sector
editor. Try to find why it won't boot. An Indus would give you
noticable 'Tonks' when it encounters error sectors, a 1050 doesn't
give you much indication of sector errors. Could be copy protected
with intentional error sectors, but I suspect some of your boot
sectors have gone bad. I use Disk Wizard (II or III?). You could
map the error sectors on the disk. It may be you need a copy of
only one sector from someone with a good disk. DW will sometimes
read a sector ok after several tries and you could then write it back
and maybe recover the disk.

2754. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 17:56:15 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CDC09BF.3712D85@cyou.com>
Source record: 29475

Steve Chamberlin wrote:
>
> I still have a problem with the output of ld65: it's just a plain dump of my
> 6502 machine code, and lacks the extra header data needed to make it an
> executable program. By comparison, the output of ATASM has six extra bytes
> of header, that appear to tell the OS where to load and run the code.
>
> Using Atari800Win, I can load and run my ATASM executable using the "load
> executable" menu option, but when I try the same thing with the ld65 output
> file it doesn't work. So it seems that whatever I'm supposed to put in the
> EXEHDR segment is quite important. Or more likely, the EXEHDR segment is
> supposed to be generated automatically by the linker somehow, since it
> contains the start address of the program.
>

Yep, that's one reason why I am using ATASM. It can output the code
with the proper file header so that Atari DOS's will know that it is an
executable (the two 0xFF's), and know where to load the code.

Otherwise, you will have to find a way to pre-pend the Atari DOS
executable header yourself. Might be able to do something like (syntax
will be way off, but the jist is there):

```
.BYTE $FF $FF
.WORD STARTCODE
.WORD ENDCODE
STARTCODE
# your code here
ENDCODE
```

Still it's nice to not have to worry about this...

2755. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 18:16:12 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3cdc1392$1_3@nopics.sjc>
Source record: 29476

I wish...

I checked all the sectors that have data in them - there is just no executable code there. 186 sectors and no code.

It will not boot because it is using the first three DOS sectors and the flag for DOS is not set. When I set this flag to 1, the 186 sectors boot but $1540 has no useful code in it. So, it dies. As far as I can tell, there is no program code anywhere in this file, just data. All the sectors are readable.

Who is Holmes?

Bob

"Russ Gilbert" <russg@en.com> wrote in message news:3cdc00ab$0$3340$1dc6e903@news.corecomm.net...
> I checked Holme's site, where most games are available
> (the url I can't remember well.)
> There are three or four Star Trek, Holmes has Star Trek 3.5
> in his missing list, ie he doesn't have it. Wish Holmes would
> put the publisher in his game list of the many games he does have,
> like the missing list.
> Since this is Bob Woolley, I'm sure you know how to use a sector
> editor. Try to find why it won't boot. An Indus would give you
> noticable 'Tonks' when it encounters error sectors, a 1050 doesn't
> give you much indication of sector errors. Could be copy protected
> with intentional error sectors, but I suspect some of your boot
> sectors have gone bad. I use Disk Wizard (II or III?). You could
> map the error sectors on the disk. It may be you need a copy of
> only one sector from someone with a good disk. DW will sometimes
> read a sector ok after several tries and you could then write it back
> and maybe recover the disk.
>
>

2756. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 21:21:00 UTC
From: Fox-1 <DONT_USE_fox-1@home.nl>
Message-ID: <GKWC8.6042$48.570544@zwoll1.home.nl>
Source record: 29477

DunxUK wrote

: going in circles here! Is it possible to get ATR images onto disks so that
they
: are bootable given;

: a 1050 drive with US Doubler fitted
: an Atari XE with 64K ram

Go here http://www7.brinkster.com/atari/ataridl/copyconv.htm#top and
download "DiskFormer"

--

Grtx, Sysop Fox--1 / MNX http://www7.brinkster.com/atari
(Almost no C64 owners were mistreated or injured while developing this
website)

2757. Atari XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-10 22:55:16 UTC
From: zelekshadline@hotmail.com
Message-ID: <56d0cc8a.0205101455.75dd3399@posting.google.com>
Source record: 29478

Hi folks,
I've just been sorting through my old 8-bit computer stuff
and found an Atari XEGS that I haven't used for 10 years! It's still
in perfect working order, still has all the relevant bits to it,
including instructions, and is still in it's original box. I have some
extra bits as well - an extra light gun, several joysticks, a spare
keyboard, a PSU, and the atari data recorder - all in good working
condition.
I have no need of any of it any more - Best offer secures the lot!

Talk soon
Angus

2758. atari800win and joystick problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 00:38:43 UTC
From: Gordon Abbot <gabbot@clinic.net>
Message-ID: <3CDC6811.5D535E40@clinic.net>
Source record: 29479

I am trying Atari800win version 2.6 and everything works fine except my joystick only moves the object left and up. The keyboard moves everything as it should. I tried it with a couple of versions of atari800win and all did not support the jotstick.

I have a 1.2 gig athelon. (second computer since my atari).

I also have pcxformer which I purchased long ago with sio2pc (a fine bit of work) to transfer my atari disks to my pc. The joystick works fine with xformer, but I would like to use Atari800win because of its additional features.

Any suggstions of where the problem may be?

GA

--
My address is spoofed, so do not reply directly.

2759. Re: Getting ATR files onto floppy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 00:45:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sQZC8.2202$Nt3.147987@newsread2.prod.itd.earthlink.net>
Source record: 29480

I use Hias' AtariLink to put .ATR files onto DD MyDos diskettes with the PC 5.25 and made a quick Atari Basic program to write the image onto a SD disk. This little utility is on my site as ATR2ENH about 1/3 of the way down. It will do enhanced 1040 sector images or error out and stop after #720 on standard SD. Only caveat is the expectation of 2 drives (I use a ramdisk) as I never wrote the disk swapping code. Swapping requires some POKEing to the DCB and a USR(call to toggle the drive from SD to DD for each pass. We can update it if you want or need to...

--
Ron

http://www.atariland.com/members/oldatarian

"DunxUK" <dunxuk@aol.com> wrote in message
> This comes up so many times so I'm sorry to raise it again but I seem to
be
> going in circles here! Is it possible to get ATR images onto disks so that
they
> are bootable given;
>
> a 1050 drive with US Doubler fitted
> an Atari XE with 64K ram
>
> I have no problems being able to read disks written on a PC using MyDos on
the
> Atari, but I can't find a way of getting the contents of an ATR image
> transferred to a 'normal' disk using the Atari.
>
> Any pointers would be much appreciated, many thanks!
>
> Duncan

2760. sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 02:03:08 UTC
From: Steve Chamberlin <slc@pacbell.net>
Message-ID: <wZ_C8.83$YU5.11804733@newssvr21.news.prodigy.com>
Source record: 29481

Hi,

A possibly stupid sio2pc question: How is it possible to copy disks between a real Atari drive and the PC, given that only one can be connected to the Atari computer at once? The sio2pc web page mentions that sio2pc can co-exist with real drives in the Atari daisy chain, but if I understand correctly, the sio2pc cable must be attached directly to the Atari computer and not to one of the drives. Since the Atari only has one SIO port (or at least my 130XE only has one), that would seem to prevent having the sio2pc cable and a regular Atari drive cable both connected at once.

Thanks!
--Steve

2761. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 04:27:47 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <udp78rqc017nb1@corp.supernews.com>
Source record: 29482

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:wZ_C8.83$YU5.11804733@newssvr21.news.prodigy.com...
> Hi,
>
> A possibly stupid sio2pc question: How is it possible to copy disks
between
> a real Atari drive and the PC, given that only one can be connected to the
> Atari computer at once? The sio2pc web page mentions that sio2pc can
> co-exist with real drives in the Atari daisy chain, but if I understand
> correctly, the sio2pc cable must be attached directly to the Atari
computer
> and not to one of the drives. Since the Atari only has one SIO port (or at
> least my 130XE only has one), that would seem to prevent having the sio2pc
> cable and a regular Atari drive cable both connected at once.

No, it just has to be the last thing attached unless you made up a special
one with a through/second male socket.

A word of warning though. I made a few tests with different numbers of
drives attached and had problems with reliability. As near as I could tell
it was a contact problem causing low voltage across the board for everything
from the +5V power to the signals.

2762. SpartaDOS manual needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 07:26:21 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <mphpdugk0shdlkn006lmv369htvrcbbqkg@4ax.com>
Source record: 29483

Hey

Just installed USDoubler with SpartaDOS 3.3c in a 65XE and I am in
need of a full SpartaDOS manual.
Can ya point me to a site?

ZaXXoN

2763. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 10:24:05 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <i18iba.rp8.ln@speaker.rodsbooks.com>
Source record: 29484

[Posted and mailed]

In article <wZ_C8.83$YU5.11804733@newssvr21.news.prodigy.com>,
"Steve Chamberlin" <slc@pacbell.net> writes:
> Hi,
>
> A possibly stupid sio2pc question: How is it possible to copy disks between
> a real Atari drive and the PC, given that only one can be connected to the
> Atari computer at once?

You're working under a false assumption. I've run a system with an Atari
800XL, Indus GT floppy drive, and a laptop x86 with an SIO2PC cable
connected between the laptop and the Indus, and it works fine. I've run
it with both the Indus as drive 1 and the Indus as drive 2 (with the
SIO2PC software running drive 1). It works both ways.

> The sio2pc web page mentions that sio2pc can
> co-exist with real drives in the Atari daisy chain, but if I understand
> correctly, the sio2pc cable must be attached directly to the Atari computer
> and not to one of the drives.

Nope -- at least, my system hasn't shown any signs of problems. If
there's some danger in such a configuration, like the potential to
damage some hardware, I'd certainly like to know about it.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2764. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 11:41:45 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <p10jba.iq8.ln@news.musoftware.de>
Source record: 29485

Steve Chamberlin <slc@pacbell.net> wrote:
> I still have a problem with the output of ld65: it's just a plain dump of my
> 6502 machine code, and lacks the extra header data needed to make it an
> executable program. By comparison, the output of ATASM has six extra bytes
> of header, that appear to tell the OS where to load and run the code.

Instead of being targeted to one specific platform, ld65 is a generic 6502 linker that is configurable so it can be adapted to different platforms, the atari machines being one of them. As I said before, this brings additional complexity which may get in the way if you are a beginner. On the other side, there are many nifty features not available elsewhere, so if you are a experienced coder, chances are that you will like ld65.

Regarding your special problem: Because ld65 is not atari specific, it will not add such a header - but it is capable of doing so. In fact, the EXEHDR segment that is listed as first segment in the config file does supply such a header when using the C compiler. Here is the necessary code snippet taken from the C startup file:

```
.import __CODE_LOAD__, __BSS_LOAD__
.segment "EXEHDR"
.word $FFFF
.word __CODE_LOAD__
.word __BSS_LOAD__ - 1
.code
```

The __CODE_LOAD__ and __BSS_LOAD__ symbols are generated by the linker, so they refect the actual settings regardless of the number modules linked into the executable. The code above will put 6 bytes in a segment called EXEHDR that is placed at the start of the output file by the linker config. You can move this snippet into your source file (the exact location does not matter), or place it into a separate module and link it to your executable.

> A simple working example of an Atari assembly program that works with
> ca65/ld65 would be great, if anyone has one.

While I know a few things about cc65/ca65/ld65, my knowledge about atari specific things is unfortunately rather limited.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
12:39pm up 37 days, 1:50, 11 users, load average: 0.08, 0.12, 0.05

2765. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 15:18:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdd3652$0$3574$1dc6e903@news.corecomm.net>
Source record: 29486

I'll mention that your sio2pc/ape cable has to have the diode if
you are daisy chaining in a real disk drive. I remember something
in the document about sio2pc that some people may not put
the diode in the interface if they never daisy chain a real drive.
I think it is a safety thing, protects the drive or something.
I'm sure R. Cortese could explain it.
Russg

2766. Re: atari800win and joystick problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 15:21:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdd36f4$0$3575$1dc6e903@news.corecomm.net>
Source record: 29488

Seems like some emulators need a joystick config file.
You have to 'center' the joystick. My old joystick has little
tabs to center the joystick. If it isn't centered, then you may
only get the one direction problem you're describing. Other
than that, I don't know much Atari800win 2.6.
Russg

2767. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 15:24:04 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <qubjba.49c.ln@speaker.rodsbooks.com>
Source record: 29487

In article <udp78rqc017nb1@corp.supernews.com>,
"Rick Cortese" <ricortes@netmagic.net> writes:
>
> A word of warning though. I made a few tests with different numbers of
> drives attached and had problems with reliability. As near as I could tell
> it was a contact problem causing low voltage across the board for everything
> from the +5V power to the signals.

I haven't had any such problems with mine. Perhaps my Indus GT is less
sensitive to this than whatever you've got, or maybe it varies with the
design. (I have no idea what design mine is; I bought it from a guy on
eBay.)

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2768. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 15:32:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdd3995$0$3573$1dc6e903@news.corecomm.net>
Source record: 29489

Holmes has about the best collection of A-8 game on the net,
along with ftp.spudster.org which is the CTH archive.
(cut and paste).
http://homepages.paradise.net.nz/atari/
186 sectors with data in them, no code, and it doesn't boot unless
you set a DOS flag.
This disk may have the production lable, but may have been written
over or something.
What you really need is someone with a working copy of ST 3.5.
I don't have it. Maybe someone? Could it be a data disk and
the boot disk is another disk, or on the flip side?

2769. Re: SpartaDOS manual needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 15:51:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdd3e0b$0$3577$1dc6e903@news.corecomm.net>
Source record: 29490

Your e-mail adr bounces.
www.en.com/users/russg

2770. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 16:00:34 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <CebD8.16120$oi2.2334477411@newssvr12.news.prodigy.com>
Source record: 29491

I was told that the diode allows the use of other peripherals on the chain,
don't ask me how or why. Note- my Atari 1025 doesn't mind the cable being
plugged in, but if I fire up APE on the PC, all of a sudden the 1025 won't
work. Shut down APE and it works fine. Doesn't bother me too much 8-).
Mo

Russ Gilbert wrote in message
<3cdd3652$0$3574$1dc6e903@news.corecomm.net>...
>I'll mention that your sio2pc/ape cable has to have the diode if
>you are daisy chaining in a real disk drive. I remember something
>in the document about sio2pc that some people may not put
>the diode in the interface if they never daisy chain a real drive.
>I think it is a safety thing, protects the drive or something.
>I'm sure R. Cortese could explain it.
>Russg
>
>

2771. Re: atari800win and joystick problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-11 21:48:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <1m3rdugqisj5ldm4jgci1eu68bm9cgft3v@4ax.com>
Source record: 29492

On Sat, 11 May 2002 00:38:43 GMT, Gordon Abbot <gabbot@clinic.net>
wrote:

>I am trying Atari800win version 2.6 and everything works fine except my
>joystick only moves the object left and up. The keyboard moves
>everything as it should. I tried it with a couple of versions of
>atari800win and all did not support the jotstick.
>
>I have a 1.2 gig athelon. (second computer since my atari).
>
Joysticks have worked happily on Win and Plus since the 1st release
IIRC but a few things people forget to do is have the correct version
of DirectX or above, to calibrate the stick (yep, sounds silly but
many people do not calibrate the stick in Windows in the control
panel)

Also some sticks may cause problem driver wise..

During my tester duties on Plus I have tried 4 sticks / pads and never
had a problem. Oh, I know this is also going to sound daft but a few
people have presumed the emulator defaults to use a joystick, nope you
do have to set it to JS :-)

>I also have pcxformer which I purchased long ago with sio2pc (a fine
>bit of work) to transfer my atari disks to my pc. The joystick works
>fine with xformer, but I would like to use Atari800win because of its
>additional features.
>
>Any suggstions of where the problem may be?
>
Apart from the above can you tell me what JS you use and does it need
a driver, does it also quite happily calibrate in Gamepads?

If so then the emu just uses DX to confirm a pad is there so it should
work fine. You might want to get the latest version of Plus as it's
both a better core than 2.6 and has many enhancements.

http://atariarea.nostalgia.pl/PLus/downloads_us.htm
--
Paul

2772. eastern front doc/instructions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-12 07:00:08 UTC
From: bsturk@news1.news.adelphia.net
Message-ID: <YpoD8.4383$Ok3.2607895@news1.news.adelphia.net>
Source record: 29493

Are the instructions to this game available anywhere on
the net. I've looked just about everywhere.

TIA
~brian

--
.---,---------.
| Brian Sturk - http://www.nh.ultranet.com/~bsturk \ C/C++ | .>)\,^a__
|-------------------------. bsturk@nh.ultranet.com | Python |(_ _)/ /-." ~
| http://www.telengard.com `-----------------------`--------| `( )_)/
| Telengard Technologies Inc. - NT/*nix UI & device drivers |_<_s_<_s
`---'

2773. Re: help with sap file

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-12 09:34:41 UTC
From: redraven@libertysurf.fr
Message-ID: <ablcvh$1hts$1@news4.isdnet.net>
Source record: 29494

In article <3CD7E067.8D76D90B@mb1.tu-chemnitz.de>,
sven.gleich@mb1.tu-chemnitz.de says...
>
>< [HowTo Conversion SAP -> WAV]
>I suggest the following:
>Use your PC, use Winamp and get the Plug-In for playing SAP-Files from
>http://asma.atari.org.
>In Winamp go to Options -> Preferences and set the output plug-in to
>"Diskwriter". You may configure the options using the "configure" button.
Close
>the "Preferences"-window and open the SAP-Soundfile, use "playback" and Winamp
>is writing your wav-file ...
>
>HTH, Sven.

Thanks for the help.

I just don't know that it could be so simple!!!

Thanks to you and the other too.

2774. Atari/6502 programming info

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-12 20:15:04 UTC
From: Ted Johnston <tjohnston48@yahoo.c0m>
Message-ID: <c3AD8.31240$M7.12609455@twister.socal.rr.com>
Source record: 29495

Are there any online Atari programming manuals? (6502, hardware reference manual, etc.)

I'm interested in finding online 6502 assembly language tutorials. Do any exist? Most of the books haven't been published in many years, and I can't find any in my local used book stores.

2775. Re: beginning assembly programming help

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-12 20:20:16 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0205121220.28eee6e3@posting.google.com>
Source record: 29496

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:<nZIC8.618$7y5.82290787@newssvr14.news.prodigy.com>...
> Someone else suggested trying ATASM, which I did, and I was able to get it
> to work fine. There are some features of ATASM I don't really like, however,
> so I'd prefer to use ca65/ld65 if possible.

It can definitely be done, this is not the best example (especially
for a beginner), but I've got some code on my webpage that assembles
with ca65/ld65:

http://a8jdpeg.atari.org

It creates a program that can be loaded using the DOS 'L' option. It
uses several segments and sets the load, run and init addresses. The
basics behind it though are:

```
;; bytes 3-6 in the DOS header, they specify the start +
end
;; addresses of the code/data to load
.ADDR segstart
.ADDR segend-1

.ORG $2000 ; or wherever you want your code to load

segstart:

; put your code here

RTS
segend:

;; file header data - sets first 2 bytes in header ($FFFF)
;; needed at the start of a DOS executable file.
.SEGMENT "EXEHDR"
.BYTE 255, 255

;; run address - sets the run address segment at the end of the
;; file you need this if you want your executable to
actually run
;; as opposed to just loading code/data into memory.
.SEGMENT "AUTOSTRT"
.ADDR 736
.ADDR 737
.ADDR segstart
```

I reached that solution mostly by experimentation though, so Ullrich's
method is probably better.

Like the people using ATasm I've got it set up so that typing 'make'
under Linux generates an ATR file, then it's just a case of opening
the file with an emulator. Actually you just have to run the emulator
and attach the ATR file once.

2776. printer interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-12 23:39:50 UTC
From: Jim Koehn <jmkoehn@cedar-rapids.net>
Message-ID: <udtvc2r3rr6i54@corp.supernews.com>
Source record: 29347

Does anyone have information on a XETEC GRAPHIX AT printer interface? I recently acquired one and it has an 8 position dip switch and I need information in what it is for and how to set it up.

2777. Re: Atari/6502 programming info

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 02:27:04 UTC
From: "Don M." <newsreader@4finearts.com>
Message-ID: <YvFD8.38934$WR1.33401@sccrnsc01>
Source record: 29348

"Ted Johnston" <tjohnston48@yahoo.c0m> wrote in message
news:c3AD8.31240$M7.12609455@twister.socal.rr.com...
> Are there any online Atari programming manuals? (6502, hardware reference
> manual, etc.)
>
> I'm interested in finding online 6502 assembly language tutorials. Do any
> exist? Most of the books haven't been published in many years, and I can't
> find any in my local used book stores.
>
>
>
>
============

If you still don't find any, there's always eBay:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2023355534

2778. Re: Atari/6502 programming info

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 03:24:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cdf31fa$0$3335$1dc6e903@news.corecomm.net>
Source record: 29349

You can find a couple brief, beginners, tutorials on my site, under
Assembler Editor.
I think they will list the op codes and addressing modes, which
could get you started, and how to compile a source file.
www.en.com/users/russg under Assembler Editor.

There are tutorials for Mac65, more advanced, you can find in the CTH
archive at ftp.spudster.org. Probably best to download the 'ALL.TXT'
and hunt for the documentation and text file.

You might find 'Mapping the Atari' very useful.
at www.atariarchives.org (or .com?).

I found De Re Atari on a UK site also, which has good info.
http://www.runtime.demon.co.uk/Systems/Atari/Books/

2779. Re: Atari/6502 programming info

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 10:51:48 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CDF9AC4.C2F26328@cyou.com>
Source record: 29350

Try these :

6502
http://http://www.6502.org/

Ken's 8-bit programming
http://home.earthlink.net/~ksiders1/a8programming.html

Mapping the Atari
http://www.atariarchives.org/mapping/

Analog magazine
http://www.cyberroach.com/analog/analogs.htm

Antic magazine
http://www.atarimagazines.com/

Ted Johnston wrote:
>
> Are there any online Atari programming manuals? (6502, hardware reference
> manual, etc.)
>
> I'm interested in finding online 6502 assembly language tutorials. Do any
> exist? Most of the books haven't been published in many years, and I can't
> find any in my local used book stores.

2780. Re: Atari/6502 programming info

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 11:51:33 UTC
From: postmaster@mkeates.f9.co.uk
Message-ID: <9NND8.588$Yj7.93746@wards>
Source record: 29351

Ted Johnston wrote:

> I'm interested in finding online 6502 assembly language tutorials. Do any
exist?

A small tutorial is here:
http://nesworld.parodius.com/nesdev/6502guid.txt

> Most of the books haven't been published in many years, and I can't
> find any in my local used book stores.

If you can find it, I'd recommend Zak's Programming the 6502 from Sybex

Regards,

Mark

2781. another XEP80 text file added to site (turns CVBS signal into MDA)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 13:22:39 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <aboen1$t8u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29352

Howdy folks

I just added another text file to my site about the XEP80. Well actually
it's about a device that will turn a composite video signal into TTL-RGB
externally.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2782. Re: CD-audio player tested with "will not play on PC/MAC" CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 15:02:24 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3CDFD580.E5150986@lucent.com>
Source record: 29353

Mathy van Nisselroy wrote:
>
> Howdy Kit
>
> > Explain what your CDAP is please.
>
> It's a utility that will let you play audio CD's on your Atari 8 bit
> computer.
> At the moment you will need a BlackBox, but as soon as somebody writes an
> ASPI manager for different harddisk interfaces, it will work with other
> interfaces too. (one could say that ASPI is to harddisk interfaces what a
> Printer driver is to a printer)
>
> CD Audio Player is written in TurboBASIC, so you will need that too.
>
> Check out my site at http://www-users.rwth-aachen.de/mathy.van_nisselroy the
> CD stuff is on the homepage.
>
> CU Mathy van Nisselroy

Thanks Mathy. I tried to email you directly, but I kept getting return email saying it couldn't be delivered or the server wasn't responding or something like that.

I understood what you were doing after I spent some time reading the information on your web site.

Kit Kimes
Lucent Technologies - Bell Labs
Naperville, IL USA
mailto:kkimes@lucent.com

2783. Re: exe2atr.exe

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-13 23:07:52 UTC
From: ebaiz@skyenet.net
Message-ID: <cHXD8.64$Em.24134@newsfeed.slurp.net>
Source record: 29354

On 6 May 2002 23:16:53 G, "Jim Klein" wrote:
>NNTP-Posting-Date: Mon, 06 May 2002 23:16:53 GMT
>Organization: AT&T Worldnet
>Xref: newsfeed.slurp.net comp.sys.atari.8bit:97506
>
>I'm looking for a PC based program that turns atari exe files into self
>running .atr files for my emulator. Does one exist?
>
>Thanks.

Hello,

When you say "exe" files, do you mean Atari 8-bit files? If so I would
think APE would do that. I have done it also, converting raw Atari
8-bit files to DI images to be used with 800XLDJ. If I wanted, I could
convert the DI files to ATR files using a simple little program.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2784. "Larry's Action! Tutorial"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 00:07:08 UTC
From: mcurrent@carleton.edu
Message-ID: <ue0l9ci0d85f47@news.supernews.com>
Source record: 29355

"By popular demand," the 21-part "Larry's Action! Tutorial" series of articles
by SPACE club member Larry Serflaten, which ran in our club Newsletter from
1/95 to 3/96, is now available at our web site in it's entirety.

-Michael
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

2785. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 09:37:44 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1021369025@rtfm.mit.edu>
Source record: 29356
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2786. Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 17:40:26 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0205140940.7d3835f2@posting.google.com>
Source record: 29357

Hi folks, I've got another fellow now helping me with the next update to the TOSEC Atari 8bit database, and we're trying to decide the best way to deal with individual binary-file games. Currently, some have been converted to .atr format with the MakeATR utility (ie, K-Boot), while many more currently exist in a very old executable-only TOSEC database. Apparently Atari800Win (and others?) recognize an .xex format, which would be for an Atari 8bit executable. There are two options:

1) Convert everything to .ATRs. The advantage is that there will be one listing for everything, so if someone's looking for a specific game, they won't have to check both the .atr and the .xex collections. Another advantage is that this will allow people to keep their existing binary-to-atr conversions. The disadvantage is that if someone wants to have the executable by itself, it will need to be re-converted back to a .exe file. (The filenames will say which programs are conversions.)

2) Have two distinct databases, one for .ATRs and one for .XEXs. The advantage is that everything will be in its native format. The disadvantages are that there will be two places to check if you're looking for a specific game (though I suppose you could leave both in one directory, but it wouldn't work if you zip everything to individual files), and that if someone already has programs that have been converted, they will be "unknown" and it might be confusing to an Atari newbie why they used to be recognized but aren't anymore.

I was originally in favor of option 1 but I'm starting to waver, so I thought I'd do a quick informal poll of the community and see what you all think. How would you like to see this done?

2787. Game by Avlon Hill, name help.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 18:22:19 UTC
From: Blox <huy@vgdfd.ouite.hygf>
Message-ID: <abrkml$38h$1@news8.svr.pol.co.uk>
Source record: 29358

it was by Avlon Hill and possibly called Sink The Bismarck, you would sail around a grid as part of the British fleet and try to sink the aforementioned ship. the players and the computers ships were displayed as letters on a grid. I can't find any info on the net so I guess it's the wrong name.
has anyone got any ideas?

tia

2788. Re: printer interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 19:21:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <NsdE8.755$I82.80831@newsread1.prod.itd.earthlink.net>
Source record: 29359

Hi, Jim;

Eight DIP switches numbered 1-8 left to right.
Up is on; should be marked near switches.

#1 is Graphics control:
ON prints text, converts control graphics (<32 and >127) to ATASCII shapes.
OFF passes all text and codes to printer transparently.

#2 is Auto Line Feeds:
ON adds a line feed to each carriage return.
OFF sends only the return from the interface and relies on the printer to
supply the line feed.

#3 is End of Line conversion:
ON passes the 155 unchanged; preferred OFF without extraordinary
circumstances.
OFF converts the ATASCII 155 EOL to a 13 printer carriage return. Normally
preferred.

#4 is 7 or 8 Bit ASCII:
ON converts all data to 7 bit by setting the high bit to zero. Prohibits
printing inverse (>127) ATASCII graphics, and is only needed with some old
software which sets the 8th bit to one.
OFF passes all 8 bits as received.

Xetec recommends setting #1- #4 OFF for all packaged software; exception may
be #2 if printer is not configured to give line feeds.

#5 - #8 are Printer selection control; 18 specific models were listed with
appropriate settings. Epson, Gemini and Star models set 5, 6, 7, and 8 to
OFF; all non-graphics daisy wheel types set 5-8 to ON. Okidata sets #5 ON,
NEC/Prowriter sets #6 ON, Legend/Blue Chip sets #7 ON, Axiom/Banana set #5 &
#6 ON.

Special Codes to interface in Graphics mode SW #1 ON.
ESC 6 selects 6 lines per inch
ESC 8 " 8 lines per inch
ESC T selects transparent mode as if SW #1 OFF
ESC G select graphics by cancelling ESC T
14 (Ctrl N) select expanded width characters
20 (Ctrl T) select compressed width characters
15 (Ctrl O) cancel expanded and compressed widths
*Note: may not function with all printers.

Use with 1200XL requires modification to supply +5V
--

Ron

http://www.atariland.com/members/oldatarian

"Jim Koehn" <jmkoehn@cedar-rapids.net> wrote in message
news:udtvc2r3rr6i54@corp.supernews.com...
> Does anyone have information on a XETEC GRAPHIX AT printer interface? I
> recently acquired one and it has an 8 position dip switch and I need
> information in what it is for and how to set it up.

2789. Re: sio2pc usage question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 20:24:03 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3ce1778a$1_2@nopics.sjc>
Source record: 29360

I have my old version SIO2PC behind three drives (2 XF551s and a 1050) along with a P:R connection run from a two-way splitter. It all works fine - but, like you said Rick, the connections are a little flakey after sitting for a time. The drives and P:R work, just the SIO2PC is apt to fail from bad connections.

Bob

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:udp78rqc017nb1@corp.supernews.com...
> "Steve Chamberlin" <slc@pacbell.net> wrote in message
> news:wZ_C8.83$YU5.11804733@newssvr21.news.prodigy.com...
> > Hi,
> >
> > A possibly stupid sio2pc question: How is it possible to copy disks
> between
> > a real Atari drive and the PC, given that only one can be connected to
the
> > Atari computer at once? The sio2pc web page mentions that sio2pc can
> > co-exist with real drives in the Atari daisy chain, but if I understand
> > correctly, the sio2pc cable must be attached directly to the Atari
> computer
> > and not to one of the drives. Since the Atari only has one SIO port (or
at
> > least my 130XE only has one), that would seem to prevent having the
sio2pc
> > cable and a regular Atari drive cable both connected at once.
>
> No, it just has to be the last thing attached unless you made up a special
> one with a through/second male socket.
>
> A word of warning though. I made a few tests with different numbers of
> drives attached and had problems with reliability. As near as I could tell
> it was a contact problem causing low voltage across the board for
everything
> from the +5V power to the signals.
>
>

2790. Re: atari800win and joystick problem- attn Paul I

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 21:19:14 UTC
From: Gordon Abbot <gabbot@clinic.net>
Message-ID: <3CE17F51.697CCEBD@clinic.net>
Source record: 29361

Paul Irvine wrote:

> to calibrate the stick (yep, sounds silly but
> many people do not calibrate the stick in Windows in the control
> panel)

Paul,

Thanks for reminding me to always look for the simple solution before going to the more complex. I had not calibrated it in a long time and it was out of calibration. I thought it was not the problem since it worked in other programs and especially with pctransformer.

All works fine. Other than I am a little embarassed.

GA
--
My address is spoofed, so do not reply directly.

2791. Re: atari800win and joystick problem- attn Paul I

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 21:53:41 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <vd13eust5sgc4enjq10j20sb9uu5mnrppk@4ax.com>
Source record: 29362

On Tue, 14 May 2002 21:19:14 GMT, Gordon Abbot <gabbot@clinic.net>
wrote:

>Paul Irvine wrote:
>
>> to calibrate the stick (yep, sounds silly but
>> many people do not calibrate the stick in Windows in the control
>> panel)
>
>Paul,
>
>Thanks for reminding me to always look for the simple solution before
>going to the more complex. I had not calibrated it in a long time and it
>was out of calibration. I thought it was not the problem since it worked
>in other programs and especially with pctransformer.
>
>All works fine. Other than I am a little embarassed.
>
>GA

Gordon, do not feel the slightest bit embarrassed, I have done the
same myself and I'd bet a 100&1 others in here have :-)

The reason it worked in other progs is that they sample the js
directly and create their own table for it rather than relying on DX
to be perfectly calibrated.

Glad it's fine and dandy, hope you picked up the newer Atari800win
Plus and keep an eye out for newer versions as they slowly but surely
arrive.

Support for the hi-speed alpha menu's loaders and a sector counter are
but two up and running features for the next one.....
--
Paul

2792. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 22:38:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <005d1744@fmlynet.org>
Source record: 29368

FamilyNet Newsgate

Bob,

Star Trek 3.5 was a basic program. Have to see if I can find it. I used
to modify the game back in the 80's so that I could have 1,000,000 energy
points verses the 3,000 you could possibly have. ;^)

Doctor Clu

(This message written on a Atari 800)

> From: "Bob Woolley" <ataribob@directvinternet.com>

> I wish...

> I checked all the sectors that have data in them - there is just no
> executable code there. 186 sectors and no code.

> It will not boot because it is using the first three DOS sectors and the
> flag for DOS is not set. When I set this flag to 1, the 186 sectors boot but
> $1540 has no useful code in it. So, it dies. As far as I can tell, there is
> no program code anywhere in this file, just data. All the sectors are
> readable.

> Who is Holmes?

> Bob

> "Russ Gilbert" <russg@en.com> wrote in message
> news:3cdc00ab$0$3340$1dc6e903@news.corecomm.net...
>> I checked Holme's site, where most games are available
>> (the url I can't remember well.)
>> There are three or four Star Trek, Holmes has Star Trek 3.5
>> in his missing list, ie he doesn't have it. Wish Holmes would
>> put the publisher in his game list of the many games he does have,
>> like the missing list.
>> Since this is Bob Woolley, I'm sure you know how to use a sector
>> editor. Try to find why it won't boot. An Indus would give you
>> noticable 'Tonks' when it encounters error sectors, a 1050 doesn't
>> give you much indication of sector errors. Could be copy protected
>> with intentional error sectors, but I suspect some of your boot
>> sectors have gone bad. I use Disk Wizard (II or III?). You could
>> map the error sectors on the disk. It may be you need a copy of
>> only one sector from someone with a good disk. DW will sometimes
>> read a sector ok after several tries and you could then write it back
>> and maybe recover the disk.
>>

>>

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2793. Re: "Larry's Action! Tutorial"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 22:39:26 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <0g43eu0mqvuia9vb8kemmokjt4s5dntmqa@4ax.com>
Source record: 29363

Hey!

Been lookin for a copy of "Action".
Has it gone PD? Where can I get a copy?
Gave mine away about 12 years ago!

ZaXXoN

On Tue, 14 May 2002 00:07:08 -0000, mcurrent@carleton.edu (Michael
Current) wrote:

>"By popular demand," the 21-part "Larry's Action! Tutorial" series of articles
>by SPACE club member Larry Serflaten, which ran in our club Newsletter from
>1/95 to 3/96, is now available at our web site in it's entirety.
>
>-Michael

2794. printer interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 22:41:30 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <005d1745@fmlynet.org>
Source record: 29369

FamilyNet Newsgate

Well, I will say I've had one so that at least I could say that. As for
where it is? Well.. good question.

Doc Clu

> From: "Jim Koehn" <jmkoehn@cedar-rapids.net>

> Does anyone have information on a XETEC GRAPHIX AT printer interface? I
> recently acquired one and it has an 8 position dip switch and I need
> information in what it is for and how to set it up.

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

2795. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 22:54:02 UTC
From: atari@myatari.com
Message-ID: <1733a6b1.0205141454.2e881c28@posting.google.com>
Source record: 29364
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

As of now the release of Daemon's Gate was a bust. I have lost
thousands of dollars, hundreds of hours and received negative E-mail.
I spent over $70K buying all of the computers from Atari
Engineering whem they layed everyone off. I have many more unreleased
Atari titles. However for now, all future releases are on hold and
I'm not shipping anymore Daemon's Gate.
For those faithfull Atari fans that did buy DG from us please pick
2 titles for each Daemon's Gate you bought and I will send them
to you new in the box at my cost.

LYN045 BASKETBRAWL
LYN033 BILL AND TED
LYN005 CHIPS CHALLENGE
LYN038 CRYSTAL MINES II
LYN054 DIRTY LARRY
LYN055 DRACULA
LYN004 GATES OF ZENDOCON
LYN061 GORDO 106
LYN027 ISHIDO
LYN063 JIMMY CONNERS TENNIS
LYN007 KLAX
LYN047 KUNG FOOD
LYN065 MALIBU BEACH VOLLEYBALL
LYN008 PAPERBOY
LYN057 PIT FIGHTER
LYN058 POWER FACTOR
LYN040 RAMPART
LYN010 ROBO SQUASH
LYN015 RYGAR
LYN048 SHADOW OF BEAST
LYN006 SLIME WORLD
LYN049 STEEL TALONS
LYN032 STUN RUNNER
LYN039 SUPER SKWEEK
LYN052 SWITCHBLADE II
LYN037 TOKI
LYN034 TOURNAMENT CYBERBALL
LYN025 TURBO SUB
LYN029 VIKING CHILD
LYN036 XYBOTS

"DSF" <dsf@abc.com> wrote in message news:<4kEC8.10188$eb.4723@nwrddc02.gnilink.net>...
> Yes, they are available at www.atariage.com
>

> Here's the link for the pictures:
>
> http://www.atariage.com/images/misc/dg/
>
> There's also been a price drop from $49.95 to $29.95.
>
> And the Demolition Man - lost Jaguar video CD (as I like to refer to it) is
> going to be $14.95. Also contains 5 short clips from work on the Jaguar
> game Commander Blood (very short video clips with no audio). This Demo Man
> CD was work I did at piecing together still-frame RGB pictures in RAW RGB
> format and RAW audio recordings. I was able to piece all the files together
> and match the audio up and make Quicktime videos and then convert them in
> Jaguar Cinepak movie format. No game code has been found yet, but I thought
> a video CD would at least give people a feel for what the game may have been
> like.
>
> People think that this Jaguar video CD was done by Jaguar developers. It's
> actually the work of me of putting all the raw footage and audio together
> into a format that could be viewed. And putting it onto a Jaguar CD so
> people could enjoy it on the system it was being developed for.
>
> Later,
> Glenn
>
>
>
> "Luc" <xLucienen@hotmail.com> wrote in message
> news:3cd69517$1@news.microsoft.com...
> > Wow, didn't know daemon's gate ever was remotely finished. Any
> screenshots?
> >
> > "Glenn" <glenn.bruner@verizon.net> wrote in message
> > news:4s0y8.10781$d96.9566@nwrddc04.gnilink.net...
> > > New Lynx Daemon's Gate $49.95
> > >
> > > Tons of new items ready or soon to be ready to ship.
> > > Ready now!! Lynx Daemon's Gate Test Cartridge. This appears to be a
> complete
> > > working Deamon's Gate for the Lynx. It is a Role Playing Game by
> Imagitec,
> > > the same people who did Viking's Child. No instructions yet. I will post
> > > instructions as you the role players E-mail them to me. Now shipping at
> > > $49.95 S&H. Call today. Coming soon. Demolition Man Video sequences for
> the
> > > Jaguar on Un-encrypted CDROM. My first batch of 30 had a bug from the
> > > duplicator and did not work. Hope to be shipping in a week for the
> initial
> > > price of $30. This is 20 minute of video sequences made for the game but
> do
> > > not include any of the actual game play. Also it requires one of our new

> CD
> > > Bypass cart, or Jagfree, or Protector SE, or Battlesphere Gold, or CD R,
> or
> > > a DEV System to run this un-encrypted CD ROM. Shipping next week our new
> CD
> > > Bypass cart at $39.95 allows you to run Un-encrypted programs on your
> > > Jaguar CD-ROM System. Also we plan to start shipping Charles Barkley
> Shut
> Up
> > > & Jam for the Jaguar in May. We have 5 more CD-ROMs in the works that
> will
> > > be IBM compatible with developer stuff from Atari Engineering. Hope to
> sell
> > > these at $14.95. First one is RAW digital and sounds souces for
> Demolition
> > > Man and another is Jaguar Artwork files in EPS, TIF & Gif format and
> another
> > > Leonard Tramiels TT hard drive backup, and anotherST & TT Atari Archives
> and
> > > another??? Watch for details.
> > >
> > > http://www.myatari.com/
> > >
> > >
> > > B & C ComputerVisions/ Atari Sales & Service/ www.myatari.com
> > > sales@myatari.com/ (530) 295-9270/FAX 9271 Bruce & Cathy
> > > 2600, 7800, 5200, Lynx, Jaguar, 800, XL, XE, ST, Falcon, Portfolio
> > > Stacy, TT, Megat STE, joysticks, mice, power supplies, Monitors, ETC,
> > > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> > >
> > >
> > >
> > >
> >
> >

2796. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-14 23:14:06 UTC
From: Luc <xLucienen@hotmail.com>
Message-ID: <3ce19a3e$1@news.microsoft.com>
Source record: 29365
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Maybe if the source code is available then someone could finish those
titles.
That way there should be more interest.
Which other titles are there? Relief pitcher etc.?
Assuming of course that would be legally ok...

"bruce" <atari@myatari.com> wrote in message
news:1733a6b1.0205141454.2e881c28@posting.google.com...
> As of now the release of Daemon's Gate was a bust. I have lost
> thousands of dollars, hundreds of hours and received negative E-mail.
> I spent over $70K buying all of the computers from Atari
> Engineering whem they layed everyone off. I have many more unreleased
> Atari titles. However for now, all future releases are on hold and
> I'm not shipping anymore Daemon's Gate.
> For those faithfull Atari fans that did buy DG from us please pick
> 2 titles for each Daemon's Gate you bought and I will send them
> to you new in the box at my cost.
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> > > > http://www.myatari.com/
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ETC,
> > > > https://www.paypal.com/affil/pal=B5A4JCDVR5WTA
> > > >
> > > >
> > > >
> > > >
> > >
> > >

2797. Re: Game by Avlon Hill, name help.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 01:38:38 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <y_iE8.179959$q8.18270633@bin3.nnrp.aus1.giganews.com>
Source record: 29366

North Atlantic Convoy Raider?

"Blox" <huy@vgdfd.ouite.hygf> wrote in message
news:abrkml$38h$1@news8.svr.pol.co.uk...
> it was by Avlon Hill and possibly called Sink The Bismarck, you would sail
> around a grid as part of the British fleet and try to sink the
> aforementioned ship. the players and the computers ships were displayed as
> letters on a grid. I can't find any info on the net so I guess it's the
> wrong name.
> has anyone got any ideas?
>
> tia
>
>
>
>

2798. Re: Game by Avlon Hill, name help.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 03:16:17 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <5qkE8.14763$Cd7.1820576833@newssvr11.news.prodigy.com>
Source record: 29367

Are you sure it wasn't made by SSI and called 'Computer Bismark'?
SSI and Avalon Hill were very similar and AH was eventually bought out by
SSI or absorbed or something.
Mo

Paul Gifford wrote in message ...
>North Atlantic Convoy Raider?
>
>
>"Blox" <huy@vgdfd.ouite.hygf> wrote in message
>news:abrkml$38h$1@news8.svr.pol.co.uk...
>> it was by Avlon Hill and possibly called Sink The Bismarck, you would
sail
>> around a grid as part of the British fleet and try to sink the
>> aforementioned ship. the players and the computers ships were displayed
as
>> letters on a grid. I can't find any info on the net so I guess it's the
>> wrong name.
>> has anyone got any ideas?
>>
>> tia
>>
>>
>>
>>
>
>

2799. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 07:17:51 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CE20B9F.82F6DD2D@siemens.at>
Source record: 29370

Damfino wrote:

> I was originally in favor of option 1 but I'm starting to waver, so I
> thought I'd do a quick informal poll of the community and see what you
> all think. How would you like to see this done?

Since recent emulators can directly load executables there's no real
need for option 1 anymore. So I vote for option 2.

Gerhard

2800. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 10:04:43 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <KoqE8.291990$r_2.2867317@news.easynews.com>
Source record: 29371

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0205140940.7d3835f2@posting.google.com...
> Hi folks, I've got another fellow now helping me with the next update
> to the TOSEC Atari 8bit database, and we're trying to decide the best
> way to deal with individual binary-file games. Currently, some have
> been converted to .atr format with the MakeATR utility (ie, K-Boot),
> while many more currently exist in a very old executable-only TOSEC
> database. Apparently Atari800Win (and others?) recognize an .xex
> format, which would be for an Atari 8bit executable. There are two
> options:
>
> 1) Convert everything to .ATRs. The advantage is that there will be
> one listing for everything, so if someone's looking for a specific
> game, they won't have to check both the .atr and the .xex collections.
> Another advantage is that this will allow people to keep their
> existing binary-to-atr conversions. The disadvantage is that if
> someone wants to have the executable by itself, it will need to be
> re-converted back to a .exe file. (The filenames will say which
> programs are conversions.)
>
> 2) Have two distinct databases, one for .ATRs and one for .XEXs. The
> advantage is that everything will be in its native format. The
> disadvantages are that there will be two places to check if you're
> looking for a specific game (though I suppose you could leave both in
> one directory, but it wouldn't work if you zip everything to
> individual files), and that if someone already has programs that have
> been converted, they will be "unknown" and it might be confusing to an
> Atari newbie why they used to be recognized but aren't anymore.
>
> I was originally in favor of option 1 but I'm starting to waver, so I
> thought I'd do a quick informal poll of the community and see what you
> all think. How would you like to see this done?

I would like to see everything as an ATR. It makes it so much easier if
everything is in one format!

And its easier to use an ATR from a real Atari using APE etc, can just boot
the disk rather than have to mess about with DOS menus.

To be honest things are already a mess, the last version of the TOSEC db had
stuff in DCM format ATR firmat and there were EXE's and BINs in amongst that
lot!

2801. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 11:20:38 UTC
From: Gordon Abbot <gabbot@clinic.net>
Message-ID: <3CE24486.1E1A57B6@clinic.net>
Source record: 29372

switchblade wrote:

> To be honest things are already a mess, the last version of the TOSEC db had
> stuff in DCM format ATR firmat and there were EXE's and BINs in amongst that
> lot!

What is DCM format associated with?

GA

--
My address is spoofed, so do not reply directly.

2802. I WANT CABLE SIO_2_PC for ATARI XL(800XL)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 12:14:57 UTC
From: toualain@aol.com
Message-ID: <20020515081457.12071.00008174@mb-fl.aol.com>
Source record: 29373

je cherche un cable pour ATARI 800XL <> PC
DONT SIO2PC
MAY SIO_2_PC
merci

2803. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 12:27:20 UTC
From: dunxuk@aol.com
Message-ID: <20020515082720.21803.00013609@mb-ch.aol.com>
Source record: 29374

```
>What is DCM format associated with?
>
>GA

DiskCoMmunicator. Fantastic package! :o)
```

2804. A new 8-bit Atari!??

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 13:28:48 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <abtka3nbu1@news.iucc.ac.il>
Source record: 29375

JAKKS Pacific to Launch Atari TV Games

I wonder if this device could be hacked to become a fully portable atari
8-bit.. Or is it a 2600?

http://biz.yahoo.com/bw/020514/140033_1.html

-itay

2805. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 14:10:54 UTC
From: Glitch <glitch@reboot.com>
Message-ID: <lrp4eu44stn769u9crn42gctmhbd6mkhd1@4ax.com>
Source record: 29377
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

On 14 May 2002 15:54:02 -0700, atari@myatari.com (bruce) wrote:

>As of now the release of Daemon's Gate was a bust. I have lost
>thousands of dollars, hundreds of hours and received negative E-mail.
>I spent over $70K buying all of the computers from Atari
>Engineering whem they layed everyone off. I have many more unreleased
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>2 titles for each Daemon's Gate you bought and I will send them
>to you new in the box at my cost.

I'm really sorry to hear this, especially since I was going to try to purchase a copy next week. I realize that it is not a complete game but I still wanted to see what they were doing and see if I could get any ideas from it. I think that maybe everyone's expectations were too high on this release. The game is obviously functional but not complete (which is why it is an unreleased game) and if people had purchased it with that idea in mind I don't think that you would have had as many complaints.

In the future you may want to run a small batch (or even a dozen hand made carts) and offer a special release to past customers or people that you know would be good beta testers in order to get their feedback. If they state it's totally unusable then don't release it. If they can provide you with a list of limitations or problems then list those issues up front on your web pages so people can see them prior to purchasing it. I'm sure some people would still complain because they don't want to believe what they read and want to think that it will still be perfect but it should cut down on the number of complaints.

I compliment you on trying to release the game. With so little new coming out for the Lynx & Jaguar systems (songbird can't produce everything) it nice to be able to get what we can. Hopefully you will continue to try to provide any new stuff that you have and not let it fade away into the past as with so many other projects that were in the works but never saw the light of day.

Just my 2 cents for all it's worth.

2806. Re: A new 8-bit Atari!??

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 14:21:13 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <abtncbrce1@news.iucc.ac.il>
Source record: 29376

Ok, ok, I've spoken too soon. It's a 2600-like machine, probably not 100% compatible with the original, and those games are ports. It's all over slashdot.

-itay

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message news:abtka3nbu1@news.iucc.ac.il...
> JAKKS Pacific to Launch Atari TV Games
>
> I wonder if this device could be hacked to become a fully portable atari
> 8-bit.. Or is it a 2600?
>
> http://biz.yahoo.com/bw/020514/140033_1.html
>
> -itay
>

2807. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 15:14:43 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0205150714.336f5a25@posting.google.com>
Source record: 29378

"switchblade" <xxx@nospam.com> wrote in message
> To be honest things are already a mess, the last version of the TOSEC db had
> stuff in DCM format ATR firmat and there were EXE's and BINs in amongst that
> lot!

Apparently you haven't seen the current version of the TOSEC db. :)

I did a TON of work cleaning it up (I didn't do the original), head
over to TOSEC's site and check the "Atari 8bit Games - ATR" database
to see the current state. I think you'll find it a huge improvement.
No more DCMs, XFDs, etc; all names follow the "TOSEC Naming
Convention"; and it recognizes a lot more stuff.

I guess it comes down to emulators vs using APE... if you're using
emulators, the .xex files are great, if you're using APE, they're a
pain in the neck, and as soon as you stick a bunch into a megaboot
disk to run through APE, you lose all the info that's in the long
filename...

The other option is to have databases for both, but that's incredibly
redundant, and pointless unless a particular game will only work as an
executable and not as an ATR conversion. But, if you go by the idea
that the DBs are help to organize what you already have (instead of
using them as a checklist for collecting all the games - but no one
does that, riiiiight?), then that might be helpful...

2808. Re: Game by Avlon Hill, name help.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 16:56:28 UTC
From: Blox <huy@vgdfd.ouite.hygf>
Message-ID: <abu41mbqr1@newsg4.svr.pol.co.uk>
Source record: 29379

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:y_iE8.179959$q8.18270633@bin3.nnrp.aus1.giganews.com...
> North Atlantic Convoy Raider?
>
thanks very much, thats the one.....

2809. Re: A new 8-bit Atari!??

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 17:59:26 UTC
From: Ted Johnston <tjohnston48@yahoo.c0m>
Message-ID: <2mxE8.7039$DF2.1154380@twister.socal.rr.com>
Source record: 29380

"Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
news:abtncbrce1@news.iucc.ac.il...
> Ok, ok, I've spoken too soon. It's a 2600-like machine, probably not 100%
> compatible with the original, and those games are ports. It's all over
> slashdot.
>
> -itay
>
> "Itay Chamiel" <itaycspam@cs.huji.ac.il> wrote in message
> news:abtka3nbu1@news.iucc.ac.il...
> > JAKKS Pacific to Launch Atari TV Games
> >
> > I wonder if this device could be hacked to become a fully portable atari
> > 8-bit.. Or is it a 2600?
> >
> > http://biz.yahoo.com/bw/020514/140033_1.html
> >
> > -itay
> >

Is there any chance Infogrammes will sell Atari branded computers at some
point in the future?

2810. What Chip is used....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 22:01:02 UTC
From: ralphxpn@aol.com
Message-ID: <20020515180102.22666.00005155@mb-de.aol.com>
Source record: 29381

Hi All,

What floppy disk controller chip is used in the black box???

Just curious

Ralph

2811. Re: Opinions wanted - .xex or .atr for bina

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 23:23:31 UTC
From: ebaiz@skyenet.net
Message-ID: <T5CE8.283$8M.142880@newsfeed.slurp.net>
Source record: 29382

On 14 May 2002 10:40:26 , Damfino wrote:
>Hi folks, I've got another fellow now helping me with the next update
>to the TOSEC Atari 8bit database, and we're trying to decide the best
>way to deal with individual binary-file games. Currently, some have
>been converted to .atr format with the MakeATR utility (ie, K-Boot),
>while many more currently exist in a very old executable-only TOSEC
>database. Apparently Atari800Win (and others?) recognize an .xex
>format, which would be for an Atari 8bit executable. There are two
>options:
>
>1) Convert everything to .ATRs. The advantage is that there will be
>one listing for everything, so if someone's looking for a specific
>game, they won't have to check both the .atr and the .xex collections.
>Another advantage is that this will allow people to keep their
>existing binary-to-atr conversions. The disadvantage is that if
>someone wants to have the executable by itself, it will need to be
>re-converted back to a .exe file. (The filenames will say which
>programs are conversions.)

I like this idea. I can always convert the ATR to DI images and use
them with my 8-bit peripheral emulator. I also have programs that can
extract the raw files out if I so choose.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2812. Re: I WANT CABLE SIO_2_PC for ATARI XL(800X

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 23:23:32 UTC
From: ebaiz@skyenet.net
Message-ID: <U5CE8.284$8M.142952@newsfeed.slurp.net>
Source record: 29383

On 15 May 2002 12:14:57 , Toualain wrote:
>je cherche un cable pour ATARI 800XL <> PC
> DONT SIO2PC
>MAY SIO_2_PC
>merci

Order it at the site below:

http://home.t-online.de/home/tgrasel/restarte.htm

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2813. Re: Anouncements from B&C Computervisions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-15 23:37:05 UTC
From: Christopher Vick <nimtene@hotmail.com>
Message-ID: <3CE2F121.E90C6C63@hotmail.com>
Source record: 29384
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

You make some good points, Glitch. I hope Bruce doesn't go
heartbroken from this failed release, and heeds some of your
advice for the future. To be honest, I don't know what Bruce
was expecting. Foremost, trying to use his ignorance of a game
as a way to get people to believe it is complete, thus tricking
them into buying it. Bruce, of course you're going to get negative
E-mail then, when people realize that you were misleading them,
whether intentionally or not. Just give us the facts, Bruce,
and that leaves much less to complain about.

I'm also somewhat offended, that Bruce is suggesting that only
the 'faithful' Atari fans actually bought Daemon's Gate from
him. To the contrary, if you ask me. It was not bought in mass
quantities because, as a community, we have grown into more
intelligent consumers. And this bust of his has proven the fact.
Just because we are thirsty, doesn't mean we will be grateful
to pay large fees for a glass half filled with water, whilst
the vendor assures us that it seems to be full, but he really
hasn't had enough time to make sure of the fact. If the glass
is only half full, be honest with me. I can still appreciate
only that, as long as it's what I expect when I buy it.

Don't get me wrong, I do have some appreciation for Bruce's
efforts. Surprises are great, but in the future I hope he will
discuss with the Lynx Community his future prospects. Then
we might decide together what is in our best interests, before
Bruce invests so much time and effort in the matter.

Realize, I've got nothing but love for you, Bruce. But we need
to be critical of the ones we love, so they do things better
the next time around.

Sorry for the ranting.

-vick

Glitch wrote:
>
> On 14 May 2002 15:54:02 -0700, atari@myatari.com (bruce) wrote:
>
> >As of now the release of Daemon's Gate was a bust. I have lost
> >thousands of dollars, hundreds of hours and received negative E-mail.
> >I spent over $70K buying all of the computers from Atari
> >Engineering whem they layed everyone off. I have many more unreleased
> >Atari titles. However for now, all future releases are on hold and

> >I'm not shipping anymore Daemon's Gate.
> >For those faithfull Atari fans that did buy DG from us please pick
> >2 titles for each Daemon's Gate you bought and I will send them
> >to you new in the box at my cost.
>
> I'm really sorry to hear this, especially since I was going to try to
> purchase a copy next week. I realize that it is not a complete game
> but I still wanted to see what they were doing and see if I could get
> any ideas from it. I think that maybe everyone's expectations were
> too high on this release. The game is obviously functional but not
> complete (which is why it is an unreleased game) and if people had
> purchased it with that idea in mind I don't think that you would have
> had as many complaints.
>
> In the future you may want to run a small batch (or even a dozen hand
> made carts) and offer a special release to past customers or people
> that you know would be good beta testers in order to get their
> feedback. If they state it's totally unusable then don't release it.
> If they can provide you with a list of limitations or problems then
> list those issues up front on your web pages so people can see them
> prior to purchasing it. I'm sure some people would still complain
> because they don't want to believe what they read and want to think
> that it will still be perfect but it should cut down on the number of
> complaints.
>
> I compliment you on trying to release the game. With so little new
> coming out for the Lynx & Jaguar systems (songbird can't produce
> everything) it nice to be able to get what we can. Hopefully you will
> continue to try to provide any new stuff that you have and not let it
> fade away into the past as with so many other projects that were in
> the works but never saw the light of day.
>
> Just my 2 cents for all it's worth.

2814. Re: I WANT CABLE SIO_2_PC for ATARI XL(800X

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 01:23:15 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3CE30A03.678F@gmx.net>
Source record: 29386

Edward S. Baiz Jr. wrote:

> Order it at the site below:
> http://home.t-online.de/home/tgrasel/restarte.htm

Sorry, that gives just an error 404 :-(.

CU/2 eRGo

2815. Re: "Larry's Action! Tutorial"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 01:24:02 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ue62aik93v325f@corp.supernews.com>
Source record: 29385

ZaXXoN wrote in message <0g43eu0mqvuia9vb8kemmokjt4s5dntmqa@4ax.com>...
>
> Hey!
>
> Been lookin for a copy of "Action".
>Has it gone PD? Where can I get a copy?
>Gave mine away about 12 years ago!

Not PD. I don't know if any of the usual suspects have a copy, like B&C or Best.

I have seen a few copies on eBay and they sold for what I considered a high price.

2816. WTB Ultima II for Atari 8 or ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 01:26:18 UTC
From: tommage@aol.comNOSPAM
Message-ID: <20020515212618.24199.00008143@mb-mi.aol.com>
Source record: 29387

I am looking for a complete in box game, including the cloth map and manual/cards/disks. Will pay $40. Might buy without the cloth map but for a lesser price. I am mainly looking for the small box version (grey/black) although I'd consider the big box (blue) version also. Please reply by email and remove NOSPAM from my address, thanks!!!

Tom

2817. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 08:59:32 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <UxKE8.531826$k%2.98012@news.easynews.com>
Source record: 29388

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0205150714.336f5a25@posting.google.com...
> "switchblade" <xxx@nospam.com> wrote in message
> > To be honest things are already a mess, the last version of the TOSEC db
had
> > stuff in DCM format ATR firmat and there were EXE's and BINs in amongst
that
> > lot!
>
> Apparently you haven't seen the current version of the TOSEC db. :)
>
> I did a TON of work cleaning it up (I didn't do the original), head
> over to TOSEC's site and check the "Atari 8bit Games - ATR" database
> to see the current state. I think you'll find it a huge improvement.
> No more DCMs, XFDs, etc; all names follow the "TOSEC Naming
> Convention"; and it recognizes a lot more stuff.
>
> I guess it comes down to emulators vs using APE... if you're using
> emulators, the .xex files are great, if you're using APE, they're a
> pain in the neck, and as soon as you stick a bunch into a megaboot
> disk to run through APE, you lose all the info that's in the long
> filename...
>
> The other option is to have databases for both, but that's incredibly
> redundant, and pointless unless a particular game will only work as an
> executable and not as an ATR conversion. But, if you go by the idea
> that the DBs are help to organize what you already have (instead of
> using them as a checklist for collecting all the games - but no one
> does that, riiiiight?), then that might be helpful...

I use the emulator on the Dreamcast but also use a real Atari with ATR's.
ATR is definitely favourite for me.

I prefer to use the ATR's on the emulator also. I am at present working my
way through the ATR's documenting what works and what doesn't for use on a
DC emulator site. I won't be doing the same task again on EXE's!

Please keep us informed of what you do :)

2818. Re: I WANT CABLE SIO_2_PC for ATARI XL(800XL)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 10:21:53 UTC
From: j131@inetia.pl
Message-ID: <ac0180$ak4$1@korweta.task.gda.pl>
Source record: 29389

In article <20020515081457.12071.00008174@mb-fl.aol.com>, toualain@aol.com (Toualain) wrote:
>je cherche un cable pour ATARI 800XL <> PC
> DONT SIO2PC
>MAY SIO_2_PC
>merci

Not quite sure what you are looking for but IF it is a cable to connect 8bit Atari to a PC you are after then check my Ebay auction or contact me directty: http://members.ebay.com/aboutme/j131/

j131

2819. Re: I WANT CABLE SIO_2_PC for ATARI XL(800X

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 10:24:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <l0bvba.afp.ln@speaker.rodsbooks.com>
Source record: 29390

In article <3CE30A03.678F@gmx.net>,
Rainer Gambo <r.gambo@gmx.net> writes:
> Edward S. Baiz Jr. wrote:
>
>> Order it at the site below:
>> http://home.t-online.de/home/tgrasel/restarte.htm
>
> Sorry, that gives just an error 404 :-(.

Here's another guy who sells them:

http://strony.wp.pl/wp/j131atari/help.html

I ordered one from him. It arrived promptly (shipped airmail; I'm in
the US), seems well constructed, and works fine.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

2820. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 11:14:20 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3CE3948C.19032752@siemens.at>
Source record: 29391

switchblade wrote:
> I am at present working my
> way through the ATR's documenting what works and what doesn't for use on a
> DC emulator site.

Sorry for getting slightly off topic but I'm wondering how many people
did that same task before.
Some time ago I dumped part of my own collection to ATRs and in addition
downloaded some archives from the web. I spent quite some time comparing
versions and writing down emulator switches needed to get the files
working. One problem was that with only one minute per game on one hand
you don't really know whether it would be fully functional to the end
and on the other hand even with that one minute it takes quite some
time to check several thousand files. So after maybe twothousand files
and an unsuccessful attempt to share the task with others I gave up.

Anyway good luck for your try
Gerhard

2821. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 15:15:48 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <39j7euslnmius3r37iqlg4n2428pmplmab@4ax.com>
Source record: 29392

On Thu, 16 May 2002 13:14:20 +0200, in comp.sys.atari.8bit you wrote:

>switchblade wrote:
>> I am at present working my
>> way through the ATR's documenting what works and what doesn't for use on a
>> DC emulator site.
>
>Sorry for getting slightly off topic but I'm wondering how many people
>did that same task before.
>Some time ago I dumped part of my own collection to ATRs and in addition
>downloaded some archives from the web. I spent quite some time comparing
>versions and writing down emulator switches needed to get the files
>working. One problem was that with only one minute per game on one hand
>you don't really know whether it would be fully functional to the end
>and on the other hand even with that one minute it takes quite some
>time to check several thousand files. So after maybe twothousand files
>and an unsuccessful attempt to share the task with others I gave up.

Well, at this point, the TOSEC databases tell you what works in
Atari800Win - if it doesn't work, it's marked as a bad dump but kept
around in case it is a problem with the emulator. So far, it looks
like the compatabilty rate is extremely high so it's really not a
problem. I wouldn't think it'd be worth documentating what does and
doesn't work with the DC emulator, since it's an ongoing project and
theoretically after a few revisions it should be able to match the
Windows version for compatability.

BTW, I got an email from someone who was having trouble finding the
current TOSEC Atari 8bit db - it's on this page:
http://tosec.retrogames.com/index.php?sect=database&s=all
The one you're looking for it Atari 8bit Games - ATR. It's also
included with the distribution of TUGID, their ROM manager, though a
couple of the unusual flags confuse it a little bit.

Well, so far the majority seem to be in favor of making everything an
ATR file... that seems to be the best overall solution in my opinion,
and since they'll be marked with a (file) tag in the filename, it
should be easy enough for anyone who wants to to seperate them out and
convert them back to .exes...

2822. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-16 22:15:06 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205161511050.12736-100000@shell1.aracnet.com>
Source record: 29393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I've moved from my old Internet Provider to aracnet.com! Everything should
be forwarded by my old Internet Provider. Such as E-Mail and Web Links.
Since I've moved, I've just bought out another Atari Dealer and I need to
make room for NEW Inventory. So now I'm Currently offering a 25% Discount
on All Games/SoftWare and Books/References for Classic 8 Bit and Atari ST
Computer Lines! So come spend your Tax Refund at my shop, at Bravo Sierra
Computers! Check WebLink below for more details on discounts!
http://www.aracnet.com/~atari/specials.htm WebPage for Specials!

I've added many boxes of new ST Games & HardWare. Check it out! Get my
Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2823. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 04:07:20 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <YI%E8.502049$K52.86094494@typhoon.tampabay.rr.com>
Source record: 29395

Lets not get lame guys, everthing in atr format?
I dont like wasting space and thats what would happen if you do just that.
There are lots of util's that will make a ATR file and insert your xex or
com files, then just look for a 3 sector file loader.

Atari8man

"switchblade" <xxx@nospam.com> wrote in message
news:KoqE8.291990$r_2.2867317@news.easynews.com...
>
>
> "Damfino" <damfino@rochester.rr.com> wrote in message
> news:ef53b03c.0205140940.7d3835f2@posting.google.com...
> > Hi folks, I've got another fellow now helping me with the next update
> > to the TOSEC Atari 8bit database, and we're trying to decide the best
> > way to deal with individual binary-file games. Currently, some have
> > been converted to .atr format with the MakeATR utility (ie, K-Boot),
> > while many more currently exist in a very old executable-only TOSEC
> > database. Apparently Atari800Win (and others?) recognize an .xex
> > format, which would be for an Atari 8bit executable. There are two
> > options:
> >
> > 1) Convert everything to .ATRs. The advantage is that there will be
> > one listing for everything, so if someone's looking for a specific
> > game, they won't have to check both the .atr and the .xex collections.
> > Another advantage is that this will allow people to keep their
> > existing binary-to-atr conversions. The disadvantage is that if
> > someone wants to have the executable by itself, it will need to be
> > re-converted back to a .exe file. (The filenames will say which
> > programs are conversions.)
> >
> > 2) Have two distinct databases, one for .ATRs and one for .XEXs. The
> > advantage is that everything will be in its native format. The
> > disadvantages are that there will be two places to check if you're
> > looking for a specific game (though I suppose you could leave both in
> > one directory, but it wouldn't work if you zip everything to
> > individual files), and that if someone already has programs that have
> > been converted, they will be "unknown" and it might be confusing to an
> > Atari newbie why they used to be recognized but aren't anymore.
> >
> > I was originally in favor of option 1 but I'm starting to waver, so I
> > thought I'd do a quick informal poll of the community and see what you
> > all think. How would you like to see this done?
>
> I would like to see everything as an ATR. It makes it so much easier if

> everything is in one format!
>
> And its easier to use an ATR from a real Atari using APE etc, can just
boot
> the disk rather than have to mess about with DOS menus.
>
> To be honest things are already a mess, the last version of the TOSEC db
had
> stuff in DCM format ATR firmat and there were EXE's and BINs in amongst
that
> lot!
>
>
>
>
>

2824. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 06:09:57 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <V81F8.7824$Qb5.1902450867@newssvr30.news.prodigy.com>
Source record: 29396

Agreed!
Mo

Guy Ferrante wrote in message ...
>Lets not get lame guys, everthing in atr format?
>I dont like wasting space and thats what would happen if you do just that.

2825. Re: I WANT CABLE SIO_2_PC for ATARI XL(800X

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 10:57:29 UTC
From: "T.J." <tjskidNOSPAM@libero.it>
Message-ID: <3CE4E219.FB8FD00@libero.it>
Source record: 29394

Rod Smith wrote:

> In article <3CE30A03.678F@gmx.net>,
> Rainer Gambo <r.gambo@gmx.net> writes:
> > Edward S. Baiz Jr. wrote:
> >
> >> Order it at the site below:
> >> http://home.t-online.de/home/tgrasel/restarte.htm
> >
> > Sorry, that gives just an error 404 :-(.
>
> Here's another guy who sells them:
>
> http://strony.wp.pl/wp/j131atari/help.html
>
> I ordered one from him. It arrived promptly (shipped airmail; I'm in
> the US), seems well constructed, and works fine.

Me too. :-) Well constructed, works great, my 130XE is happier now :-)

Thanks again to Artur (j131)

--
Tony
|||
|||
/ | \
Atari Maniac!

2826. Attach Atari ST external floppy to Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 11:02:36 UTC
From: Larry Richardson <larryr@cyou.com>
Message-ID: <3CE4E34C.5F9961A6@cyou.com>
Source record: 29397

Has anyone ever tried this (developed hardware/software to make this work) ?

2827. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 12:15:49 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <tos9eusdceuaermt1ca0nuln1hs53llkr4@4ax.com>
Source record: 29398

On Fri, 17 May 2002 06:09:57 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

>Agreed!
>Mo
>
>
>Guy Ferrante wrote in message ...
>>Lets not get lame guys, everthing in atr format?
>>I dont like wasting space and thats what would happen if you do just that.

Wasting space?

We're talking about 494 bytes here! Half a K. I think the increase in
space is more than offset by the increase in managability and ease of
use with any emulator... there are reasons to consider not using ATRs
but I think space is pretty low on the list.

2828. Re: WTB Ultima II for Atari 8 or ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 14:21:42 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <WI8F8.15329$ON4.2102160489@newssvr11.news.prodigy.com>
Source record: 29399

Good Luck! The going rate for a complete Ultima is in the $80.00 range. Look
on Ebay
Mo

Tom wrote in message <20020515212618.24199.00008143@mb-mi.aol.com>...
>I am looking for a complete in box game, including the cloth map and
>manual/cards/disks. Will pay $40. Might buy without the cloth map but for a
>lesser price. I am mainly looking for the small box version (grey/black)
>although I'd consider the big box (blue) version also. Please reply by
email
>and remove NOSPAM from my address, thanks!!!
>
>Tom

2829. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 15:21:47 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <fe9F8.102814$pT2.18412@news.easynews.com>
Source record: 29400

"Damfino" <damfino@rochester.rr.com> wrote in message
news:39j7euslnmius3r37iqlg4n2428pmplmab@4ax.com...
> On Thu, 16 May 2002 13:14:20 +0200, in comp.sys.atari.8bit you wrote:
>
> >switchblade wrote:
> >> I am at present working my
> >> way through the ATR's documenting what works and what doesn't for use
on a
> >> DC emulator site.
> >
> >Sorry for getting slightly off topic but I'm wondering how many people
> >did that same task before.
> >Some time ago I dumped part of my own collection to ATRs and in addition
> >downloaded some archives from the web. I spent quite some time comparing
> >versions and writing down emulator switches needed to get the files
> >working. One problem was that with only one minute per game on one hand
> >you don't really know whether it would be fully functional to the end
> >and on the other hand even with that one minute it takes quite some
> >time to check several thousand files. So after maybe twothousand files
> >and an unsuccessful attempt to share the task with others I gave up.
>
> Well, at this point, the TOSEC databases tell you what works in
> Atari800Win - if it doesn't work, it's marked as a bad dump but kept
> around in case it is a problem with the emulator. So far, it looks
> like the compatabilty rate is extremely high so it's really not a
> problem. I wouldn't think it'd be worth documentating what does and
> doesn't work with the DC emulator, since it's an ongoing project and
> theoretically after a few revisions it should be able to match the
> Windows version for compatability.
>
> BTW, I got an email from someone who was having trouble finding the
> current TOSEC Atari 8bit db - it's on this page:
> http://tosec.retrogames.com/index.php?sect=database&s=all
> The one you're looking for it Atari 8bit Games - ATR. It's also
> included with the distribution of TUGID, their ROM manager, though a
> couple of the unusual flags confuse it a little bit.
>
> Well, so far the majority seem to be in favor of making everything an
> ATR file... that seems to be the best overall solution in my opinion,
> and since they'll be marked with a (file) tag in the filename, it
> should be easy enough for anyone who wants to to seperate them out and
> convert them back to .exes...
>

Yes the email was from me :)

2830. Looking for documentation for something specific, but can't find it anywhere.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 16:20:10 UTC
From: jasonpaelian@aol.com
Message-ID: <20020517122010.04603.00000365@mb-fh.aol.com>
Source record: 29401

I was wondering if someone could help me. Im still putting together a collection of my old software for my old 800 XL onto an emulator for my PC. The problem I'm having is that one of my old favorite games, Star Fleet 1, requires the game documentation to play it.

Ive searched several good 8-bit sites on the web, but I can't find the documentation for the Atari verision. After contacting a webmaster for one of hte sites, he directed me here and said ya'll might be able to help.

Does anyone have a scan of the documentation, or perhaps have it in text format with the gaem codes highlighted for me to use? Any help would be appreciated.

2831. Re: .DEM files...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 16:42:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE532F3.497DDE26@students.uni-mainz.de>
Source record: 29402

Well,
on the Pooldisk too these *.DEM files are a) just *.EXE files where dem
is short for demo or b) just *.ATR images where dem means demo again.
since I do not know where you found these dem files it might also be
possible that they are discommed (Diskcommunicator 3.x) files. So, try
using them as EXe files, if it fails try them as ATR and finally try
unpacking them with diskcom. If all 3 things do not work, use a monitor
program to examine whats inside... -Andreas.

Martin Pimpf Mielke schrieb:
>
> Dear old friends,
>
> it's been a looong time since I last posted something, so a big "Hi!"
> to all those who know me.
>
> I recently installed the "atari800" emulator under Linux; it works
> pretty fine.
> Could anybody tell me how to use the .dem and other files? (well, I
> know how to use the .atr and .com) Maybe there's already a How-To that
> somebody could me point me at. It's somehow frustrating to have some
> cool demos in such formats and not being able to see them...
>
> Thanks in advance!
>
> All the best regards,
>
> Martin "Pimpf".

2832. Re: AI -- StarTrek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 16:51:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE534FC.3B807FAF@students.uni-mainz.de>
Source record: 29403

Hmm,
all Startrek programs I know, except the Sega cartridge version, were
written in Atari Basic (of course some cool guys compiled a few of
them). At the moment my collection has 5-6 startrek files, excluding the
sega one. startrek 3.5 by ai is it the same as starflite ?!?
-Andreas.

P.S.: for your Basic program use an Autorun.Sys generator to load it
automatically...

Dan Vernon schrieb:
>
> Hi Bob,
>
> are you sure its not just a BASIC program on the disk? Maybe not even
> autobooting? Just wanted to check the obvious!
>
> -Dan
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3cd9bd1a$1_1@nopics.sjc...
> > Does anyone have a copy of Adventure International's Star Trek 3.5 that
> > works? I have an original disk, but it will not boot. Scanned the disk and
> > it looks like just a bunch of data (text and formatting) - no executable
> > code!
> >
> > Bob
> >
> >
> >

2833. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 16:54:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE535C2.8969804E@students.uni-mainz.de>
Source record: 29404
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hmm,
"Bravo Sierra`s Death..." does not sound very good in my eyes... Someone
might think that he has died. -Andreas.

2834. Re: "Larry's Action! Tutorial"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:14:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE53A74.A95932B2@students.uni-mainz.de>
Source record: 29405

Well,
not PD but somewhere in the ... zone. Since the copyright holder FTE is
gone there is no chance to buy it (first place/brand new) any longer.
only used or second hand carts can be had at ebay, but they are quite
expensive... e-mail me and I will send you two different file versions
of action! (one is said to be a slow version and the other one a fast
version, do not ask me why). -Andreas.

ZaXXoN schrieb:
>
> Hey!
>
> Been lookin for a copy of "Action".
> Has it gone PD? Where can I get a copy?
> Gave mine away about 12 years ago!
>
> ZaXXoN
>
> On Tue, 14 May 2002 00:07:08 -0000, mcurrent@carleton.edu (Michael
> Current) wrote:
>
> >"By popular demand," the 21-part "Larry's Action! Tutorial" series of articles
> >by SPACE club member Larry Serflaten, which ran in our club Newsletter from
> >1/95 to 3/96, is now available at our web site in it's entirety.
> >
> >-Michael

2835. Atari Ramdisk info Vers. 1.4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:23:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE53CAB.7B5C317E@students.uni-mainz.de>
Source record: 29406

Hello Atarians, hello Michael Current,
once again here is a "small" update of the Atari Ramdisk overview.
This time the text includes only a short update but therefore a huge
correction of many typos I did in the last update. Hopefully these
typos are all wiped out now... -Andreas.

3.7 Atari Ramdisks - a short & very incomplete Overview:
(This is version 1.4 from May 2002)

Right from the start of the Atari 8-bit computer era in the late 70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM
extensions and enhancements, just to save some money. Also a lot of
firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This short and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to see
this text & info growing. For now let us start here, the info-section
is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the RD);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in

their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use
a small setup program to setup any kind of RD. Now let me begin:

3.7.1 Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k
RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible,

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where only 52k can be used). These are no Ramdisks,
sorry for the confusion !! But maybe the 64k Ramboard can be patched
in some way to gain a small 16k or 32k Ramdisk (48k RAM + 16k RD or
32k RAM + 32k RD) ?!?

- ...

3.7.2 Atari XL/XE Ramdisks:

Due to an excellent article by John Picken, I`d like to present the
following overview first (found this info at Jindroush`s homepage):

RAM BANK ACCESS TABLE 64-1024K

PORTB Available on Type

E3,E7,EB,EF 1,2,3,4,5,6,7,8,9
C3,C7,CB,CF 2,3,4,5,6,7,8,9
A3,A7,AB,AF 2, 4,5,6,7
83,87,8B,8F 3,4,5,6,7
E1,E5,E9,ED 5,6,7
C1,C5,C9,CD 5,6,7 (short
A1,A5,A9,AD 5,6,7,8 overview)
81,85,89,8D 5,6,7,8
63,67,6B,6F 6,7
43,47,4B,4F 6,7
23,27,2B,2F 6,7
03,07,0B,0F 6,7
61,65,69,6D 7
41,45,49,4D 7
21,25,29,2D 7
01,05,09,0D 7

Type Upgrade Mapping
1 = 130 XE
2 = 256 XL Bucholz/Peterson/Rambo
3 = 256 XL Newell
4 = 320 XE Peterson
5 = 576 XE "
6 = 832 XE "
7 = 1088 XE "
8 = 832k+ " (BASIC on)
9 = 576 XE " " "

Note 1: The documentation by Scott Peterson on his upgrades indicates
that
only 128k is available in XE-compatible mode (Types 8/9 above). Two more
64k blocks are available as indicated with 832 or 1088k machines though
not
all RD handlers will find and use them.

Note 2: Based on an article by Jeff McWilliams in the April 1993 edition
of
AC, it appears the Newell 1-meg upgrade is mapped similarly to the
Peterson.

Note 3: With version 2.1 of the SpartaDOS Wedge, Ed Bachman describes a
simple fix for Peterson upgrades to reenable Antic access to extended
RAM.
It is definitely worth checking out, even if you don't use SpartaDOS.

Again thanks to John Picken for this information.
Now let`s continue with my own overview table (long overview):

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not
reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard
convention
as the majority of ramdisk users don't want bit 4 counted as a control
bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the
'on'
bit for ANTIC's access to the extended memory for 'compatible' (to
130XE)
machines as well. If bit 5 does show up in a bit use table, one can
only
assume that this is an incompatible machine which doesn't have or use
ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte Chips (west), new=32kbyte Chips (east);
XEs made in China have faulty GTIAs => replace them!;
standard Atari ramdisk; Antic access: YES!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 81,85,89,8D,A1,A5,A9,AD,C1,C5,C9,CD,E1,E5,E9,ED;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes also a test program);
seems to be incompatible to most other 192k/256k Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41

2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: yes!, Basic: "no" (1200XLs don`t have Basic built-in!);
Antic access: no! (can be upgraded to 1088k / 64k RAM + 1024k RD);

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS:Missile Command=YES!;
no use of any switches!; Antic access: YES!

- Megaram 1 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David,
older Compyshop version; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Megaram 2 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 64kbyte Chips x4 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David,
newer Compyshop version; fully compatible to Megaram 1;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
Compyshop`s Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four (or more?) switches; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF (most common banks);
Notes: uses 64k as main RAM and 192k as Ramdisk/extra RAM;

normally NOT compatible to Peterson/Buchholz/Rambo XL Ramdisks;
*** Russ Gilbert mentioned that his Newell RD uses 83,87,8B,8F
as main Ram and A,C,E as extra Rambanks - thus it is compatible
to Peterson, Buchholz and Rambo XL. Looks like Wes Newell changed
the design of his Newell Ramdisks from time to time. However,
most 192k (256k total) Newell Ramdisks are not compatible to the
above (at least all my docs, manuals and e-mails say so). But
there`s no need to worry about, just read the nice article by Craig
Goranson and find out how to install a small patch to make even
incompatible Newell RDs compatible to Peterson/Buchholz/Rambo XL.***
built in Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), if full 1MB is used,
then built-in Atari Basic is not avaiable; Antic access: no!
built in Atari Basic: no!, XL/XE Selftest: YES!

- Newell Patch by E.P. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), mod. by Erhard Puetz
(refer to ABBUC paper-magazine #29, pages 6 & 7), means:
full Basic and Selftest control; Antic access: no (?),
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF

Notes: uses 8 pc. 4Mx1 Chips (511000-80); made by Newell, later by
FTE;
seems to be very incompatible to existing software and bankswitching
cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
NOT available (only extra Ram/Ramdisk banks); Antic access: no!
built in Atari Basic: no!, XL/XE Selftest: no (?); usage: almost
none!;

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz/ICD 192k, not Newell compatible!;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson
256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS - Ramdisks (?);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to ICD/Peterson 192k, NOT Newell compatible!;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz/Peterson, NOT Newell compatible!;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C,
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC;
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
well, it is one of the most incompatible things I have seen;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?)

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be compatible to S.Peterson (?); Antic access: no (?)
built in Atari Basic: YES!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Ramdisk made in Poland; Antic has RD access: no (?)
built in Atari Basic: no!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: made in Poland; compatible to Newell & S.Peterson (?)
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no (?)

- missing info for the following Ramdisks:
Bob Woolley Ramdisks, 600XL Ramdisks, Rambo XL (512k by ICD),
some more Compyshop Ramdisks as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):

Name Vendor Size Area
Banks Bits Port Note

- no information yet!
- missing info for the following Ramdisks:
ICD MIO (256k, 1024k), Yorky XL (256k), Turbo-Freezer XL (256k),
the Atari 1090 (this one should also have had a 64k extra RAM
expansion card), R.David/K.Peters Romdisk (512k) and many many
other PBI devices...

3.7.4 other "Ramdisk" types and devices:

Name Vendor Size Area
Banks Bits Port Note

- no information yet !!
- missing info for the following types and devices:
Flashrom (512k), Ramcart (64k-4096k) as presented in ABBUC magazine,
Rambox (64k-256k), CP/M card (with 64k extra RAM avaiable), ATR 8000
(also had 64k extra RAM), Turbo 65816 (or 65801 / 65802), ARGS Romdisk
cart. (64k) and many other types...

For this fifth edition special thanks go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl and Ron Hamilton for
sharing their info with me. Also thanks to John Picken for writing an
excellent article about ramdisks and cartridges (especially about
bank-switching, which both devices can do). And thanks to Jindrich
Kubec (Jindroush) for presenting this fine article on his homepage...
Thank you Folks !!
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or
other things that might help, let me know. Please do also send
corrections
(I am a novice in this subject, so there will be quite some updates and
corrections nescessary). Thank you - Andreas Magenheimer.

----End of Errors---------------or--------------------End of
File-------------

2836. Ramdisk support software...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:27:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE53D6D.B25CB1C6@students.uni-mainz.de>
Source record: 29407

Well,
here is a new list of some Ramdisk supporting software (last time I
forgot to send this text I think). Have fun reading... -andreas.

8.12 Ramdisk-supporting Software:
(This is Version 1.4 from May 2002)

Well, I will only list those programs here, that have built-in ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a special DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected
program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any
way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs...
Ok, enough said, let me begin:

8.12.1 DOS programs:

- Atari DOS 2.0 (selfmade RD drivers for Axlon and XE avaiable);
- Atari DOS 2.5 (driver for XE-RD and various selfmade drivers);
- MyDOS (supports Axlon and XE compatible Ramdisks up to 1MB);
- Sparta-DOS (supports XE compatible RDs and others up to 1MB);
- Happy DOS II+D (supports XE compatible Ramdisks up to 256k);
- BiboDOS (supports XE compatible RDs up to 256k);
- TurboDOS (supports XE comp. RDs, MIO, Irata, etc. up to 256k)
- TopDOS (supports XE comp. RDs and Axlon RDs);
- BeweDOS (supports XE comp. RDs and Rambox);
- SuperDOS (supports XE comp. RDs up to 256k)
- guess there are dozens of other DOS versions that support a RD...

8.12.2 non-DOS programs:

- Synfile (+) by Synapse supports Axlon-RDs;
- Syncalc (+) by Synapse supports Axlon-RDs;
- Synhome (+) by Synapse supports Axlon-RDs;
- other Synapse applications should also support Axlon-RDs;

- A.R.-The Dungeon by Datasoft supports 48k, 64k and 128k (XE-RD);
- Paperclip-II by Batteries Inc. supports 130XE-RDs;
- Atari-Writer-Plus by Atari supports 130XE-RDs;
- Atari-writer-80 by Atari supports 130XE-RDs;
- A-Text 130 or Austro-Text 130 supports 130XE-RDs;
- Page-Designer by XLent supports 130XE-RDs;
- Type-Setter by XLent supports 130XE-RDs;
- other applications by XLent support 130XE-RDs;
- 4bit-Sampler software by Mirage/ANG supports 64k, 128k and 320k
memory;
- The Brundles by KE-Soft supports 64k, 128k and 320k memory;
- Adalmar by Power per Post supports both 64k and 128k? memory (?)
- Megablast 1 by Thorsten Karwoth supports both 64k and 128k memory;
- Basic XE by OSS/ICD/FTE also supports 128k memory (some
statements like "extended" require extra RAM when used);
- Extended Atari Basic (PD) by ??? also supports 128k memory
(some statements like "Bank x" require extra RAM when used);
- Extended Turbo Basic (PD) by ??? also supports 128k or more memory
(some statements which choose a certain RD-bank need extra memory);
- Textpro 5.x has some built-in commands/macros which require extra
memory
when used (Textpro-Addins *.ADN and other macros need at least one
extra 16k RD-Bank; if you avoid using them a 48k/64k Atari is enough);
- Howfen DOS (1.x?), 2.x, 3.x and 4.x supports 128k and more memory (but
also works well on a 48k or 64k Atari, however some tapes cannot be
copied on a small 48k machine); uses a menu with up to 20 entries;
not compatible to DOS 2,3,4 or Sparta/Bewe-DOS; Howfen and similar
images (like Multiboot, Alphaload, etc.) do not work on most
emulators!;
- Howfen Tape-to-Disk, the multi-stage C-D-Copy and C-Simulator supports
128k and more memory (thus you can copy a whole tape in one pass; if
you
merely have 48k or 64k you will need multiple passes and have to
append
each part to already existing parts; however some Tapes, with
mainparts
bigger than 48kbytes cannot be copied to disk on a "small" 48k
machine;)
this program creates "Bootdisks"; images do not work on most
emulators!;
- Fampy 2.3 (Bootdisk), a MD8 player by Friday-Software supports 128k
and
more memory; needs a minimum of 64k memory, but supports many
different
Ramdisks; does not like SpartaDOS format; works well with 90k, 130k,
180k and 360k disk densities (DOS 2.x format only);
- Fampy 6.1i+ (ML-File), a newer MD8 player by Friday Software supports
128k and more memory; needs a minimum of 64k memory, but supports many
different Ramdisks; works well with 90k and 180k densities (DOS 2.x
formats), not so well with 130k (not DOS 2.5, not MyDOS, maybe

DOS II+D only?) and not at all with any higher density, nor Sparta
DOS;
- Midi-Player by Ireneusz Kuczek supports 128k or more memory (there is
a maximum of 300kbytes buffer space available for midi files);
- Midi-Recorder by Ireneusz Kuczek supports 128k or more memory (well,
the buffer space is unknown yet);
- Midi-Sequencer by Maciej Sygit supports 128k or more memory
(buffer space unknown);
- Midi-Pattern-Editor by Radek Sterba supports 128k or more memory
(buffer space unknown);
- MSC-IDE Interface software by M.Belitz and S.Birrmanns supports
128k or more memory (on 64k machines some programs will erase
and occupy the Ram area at 4000-7FFF);
- Diskcommunicator 2.x and 3.x by Robert "Bob" Puff support extra RAM
and/or Ramdisks of XE compatible machines (answer the questions with
"Y"es and your extra memory will be used as extra RAM, answer "N"o
and it will be useable as a Ramdisk -D8: or D9:- if available);
- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means only 128k (for more extra Ram you have
to change the program, the DOS or the RD driver);
- 320k memory means any (?) XE-compatible RD with 64k RAM
plus 256k extra Ram / Ramdisk;

Thats all for now. Thanks to Russ Gilbert and Lee Barnes for sharing
some
info with me. Any further help or info is welcome !! Andreas
Magenheimer.

EoE or EoF.

2837. Software that requires a RD...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:33:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE53EDE.DBCA3DEC@students.uni-mainz.de>
Source record: 29408

Hello Folks,
once more here is my list of software that requires a RD. I included
portions of german PD libraries, like ABBUC and HAPS (that are still
alive!) at the end. hope you won`t mind (they also carry lots of english
and american PD stuff). -Andreas.

8.13 Atari programs which require extra Ram / Ramdisk:
(This is version 1.4 from May 2002)

The memory values given are not always fully correct, since I do not
have all kinds of memory settings or Ramdisk types. At the moment I
merely have machines with 64k, 128k and 320k memory. Thus I cannot
tell if a program may work with 192k or 256k (or more than 320k), since
I do not have such machines. Any help or correction is welcome...

8.13.1 non-Demo programs:

- Degas-View XE by MAT*RAT (in memoriam: Matthew Ratcliff)
requires 128k memory (a 130XE or compatible is enough);
- The Cruncher 5.0 by MSL/Magnus Software Limited requires a
minimum of 128k memory (supports up to 320k? memory);
- Code-Cruncher 2.x and 3.x by Adam Bienias require a
minimum of 128k memory (supports up to 320k? memory);
- Lightraces from Power per Post exists in a 64k and a 128k
version; the 128k version merely works with 128k memory;
- The Wedge 2.x by Ed Bachman needs 128k memory (a 130XE is
enough; but: Antic must have RD access!!)
- Space Harrier by Sheddy needs 128k memory (130XE is enough);
- The Works by Tom Hunt needs 128k minimum memory (supports
also bigger machines up to 256k, but no CS Ramdisks);
- T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);
- Mister X by Power per Post needs 128k memory (130XE);
- Castle of Blackthorne by Thimo Graef needs 128k memory;
(a simple ripp-off of Dungeonmaster & Bardstale, written in
Turbo-Basic XL; unfinished and thus very limited playability);
- Gizmo`s Castle by Black Panther is available in two versions:
the 64k version and the 128k version; if you have the 128k
version you will need a 130XE or compatible machine;
- Oelbaron by ??? (author unknown) also comes in two versions:
a 64k and a 128k version; a 130XE or comp. is needed for 128k;
- Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
- Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)

(works best with MyDOS 4.5x, supports Subdirs & Harddisks);
- ATOS the Mega-Multimedia GUI / Desktop by Tom Hunt requires
a 16Megabyte Harddisk partition or any XL/XE Atari with a
big Ramdisk (256k, 512k, 1024k) and/or a big Floppydrive (180k,
360k, 720k, 1440k densities); this mega-application will not
work on a non-expanded 64k Atari with only 810 or 1050 disk
drive; works best from Harddisk, should also work (slower)
from big floppies and/or big Ramdisks (untested yet);
- MTOS 1.0 and 1.1 by Tom Hunt need 128k memory (XE), there is
also a 256k version of MTOS (64k RAM + 192k RD);
- Snapshot by ??? (author unknown) needs 128k minimum memory;
- XL2 by J.K. Picken needs 128k minimum memory; supports also
bigger XE-compatible machines of up to 1Megabyte (?);
- the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
Digi-Sound, thus a 64k machine (where only 16k can be used) is
much to small!; does not support 320k machines, nor Compyshop-RDs;
- Datei 4.0 and 4.1 by ??? (author unknown) both support 128k (XE)
and 320k (Compyshop) machines;
- various Filemanagers/Filecopiers support XE-comp. Ramdisks;
i.e. you need 2 drives if 48k or 64k RAM, only 1 drive + RD if
extra Ram / RD is avaiable (for example: Professionel Copy 1.x
and 2.x, Dos Control, Turbo-DOS Filecopy, the RAF-Commander,
Tight-Filecopy, TOMS Navigator, Spartados' The Browser, Spartados'
The Wedge 2.x, Spartados' Menu, Bewedos' Menu, etc.);
- various 130XE-test programs need 128k RAM, e.g. for bankswitching
tests and/or other things (can be found in many magazines);
- various System-test programs support 48k or 64k as well as extra
RAM; since they were (mostly) written to detect the extra RAM /
Ramdisk, you "should" have more than 48k or 64k memory...
(for example Sytem Info 2.x, System Test 1.x, Memory test, etc.);
- some XE-Sectorcopiers absolutely need a minimum of 128k RAM
(for example: XE-Copier, 130XE-Sectorcopy and many others);
- there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
Copier, Disk-Tape-Copier, etc.) that need a minimum of 128k RAM,
for example VampireSofts 130XE Coolcopy and others;
- there are also some Tape-Ramdisk programs or drivers (which provide
a RD for the Tape users) that need 128k minimum memory;
- no more ideas...

8.13.2 Demo programs:

- Amiga Boink XE by ???, minimum 128k RAM; XE=yes, CS=yes;
- American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes,
AM=yes;
(any RD with min. of 192k should do - just use your own RD driver!)
- Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
- Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
- Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;

- Bill-Pie-Demo by ???, minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
- CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
(the full version includes a) the Robot, b) the Fuji-Boink,
c) the Spaceship, d) the SWAN and e) some scrollers, all in
one file of approx. 580 sectors length; there are of course
separate file versions available that work on non-RD machines);
- Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
- Comet-Demo by Madteam needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Danielle-Gr.9-Ani by Bill Kendrick has a length of 64kbytes and
therefore should load off of a RD or a Harddisk (a Floppy drive is
verrryy slowww); for a RD-machine 128k total memory is enough;
XE=yes, CS=yes; (any RD should do - use your own RD driver!)
- Edelweiss-Demo by A.R. & CSS needs minimum 320k RAM; XE=no, CS=yes;
(a noisy 256k sample + a picture; the much better intro works
without any extra RAM and is also available as a separate file);
- Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
- Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
- Grafik+Sound-Demo by P.Sabath needs 128k memory; XE=yes, CS=yes;
(many different versions, there is also a 64k version available;)
- Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
- (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
- I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
- Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
- Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
- Journey by Polynomials needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
- Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;
- Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
- Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
- Muppet-Movie by Madteam probably needs 128k memory?; XE=yes, CS=yes;
- Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
- Nonejm by Tight (pre-release) needs 128k memory; XE=yes, CS=yes;
- Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
- Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)
partially need 128k memory; XE=yes, CS=yes; (use your own
RD-driver!)
- Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
- Raytracing Animation by K.Pelzer needs 128k memory; XE=yes, CS=yes;
- Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
(also known as "Landscape-XE" Demo or just "Landscape" Demo)
- Raytracing 320k by Elsni needs 320k memory; XE=no, CS=no, AM=yes;
(written in Turbo Basic - patch the listing for your own RD!)
- (1MB) Raytracing-Demo by Solocoder of Ace needs 1088k memory; XE=no,
CS=no, KP=yes; (comes as a Bootdemo on 8 disksides);

- Revenge of Hacker by Rasero Team needs 320k RAM; XE=no, CS=yes;
- Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
- Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no;
TO=yes, NE=yes, SP=yes;
- Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
(there is also a shortened 64k RAM version available);
- Stash-Demo by Rasero Team needs 320k minimum RAM; has a RD-setup
menu;
(first use B for manual choice, then again a) for TOMS or c) for any
other type of RD; do not use b) for Compyshop, since it is faulty!)
- Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
(always boot with Option pressed / Basic off, to avoid stripes...);
- Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
TO=yes, NE=yes, SP=yes;
- Tit-Demo by Madteam needs minimum 256k RAM; has a RD-setup menu;
- Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
- TheTop-3 by WFMH partially needs 128k memory; XE=yes, CS=yes;
- Total Dazed by Tight needs 128k memory; XE=yes, CS=yes;
- Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
- Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
- Ultra by Taquart needs 128k memory; XE=yes, CS=yes;
- Ultra-2 preview by Taquart (unfinished, very buggy and much too
short!) requires 128k memory for whatever reason...;
- Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
- Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
- Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
(Antic must have RD access, otherwise the Demo doesn`t work!);
- WAF-Demo, Side B by WAF members, two parts need 128k memory
(Raytracing Part and Vector Part); XE=yes, CS=yes;
- Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
(on a XE or CS-RD you can see the ani with many bugs);
- X-Demo by Madteam needs 320k minimum RAM; has a RD-setup menu;
- X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by SAG needs 128k memory; XE=yes, CS=yes;
- Xyberscape-XE by Bill LeMasurier/TAF needs 128k memory; XE=yes,
CS=yes;
(there is also a 64k version available separately);
- Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

8.13.3 from the ABBUC PD library catalogue:
(still active, still growing!)

- PD 52: Der Neffe (engl.: The Nephew), a german text+graphic adventure
requires 128kbytes minimum memory (a 64k version also exists
somewhere);
- PD 85: Rechnen fuer Kinder (engl.: Calculations for Children)
requires
128kbytes minimum memory (includes help-guidelines -in german?-);

- PD 86: Diskettenverwaltung 130XE (Disk-Database 130XE) requires 128k
minimum memory (has room for up to 1872 datafiles);
- PD 113: Hires Dump (a print program for Hi-Res. Graphics) requires
128k
memory and prints 8 Design-Master pictures (Gr. 8) on one A4 page;
- PD 121: Der Zeitungsredakteur (engl.: The Newspaper-Editor) requires
128k minimum memory; includes a Printshop Converter, a Hardcopy &
more;
- PD 150: 130XE Impossible Demo (from Belgium), shows a rotating and
bouncing ball, many gfx-effects, a scroller and more, all on one
screen!;
- PD 185: Kemna Video (creates Intros for Video-Films) requires
128kbytes
minimum memory; needs Turbo-Basic XL;
- PD 191: Auto-Show 130XE (Car-Show 130XE) shows 8 pictures of old cars
("Oldtimers"), requires 128k because the pictures run off of a RD;
simply change the viewer for 48k/64k Ataris;
- PD 192: 130XE Demo (from SAG, Netherlands) requires 128kbytes memory;
simple Turbo-Basic effects; change the listings (all entries with D8:
into D1:) to run the demo on a non-expanded 48k or 64k Atari;
- PD 209: Raytracing Animation by Karl Pelzer requires 128k minimum
memory and shows 3 different raytracing animations;
- PD 297: Macro-Assembler 4.32 by Thorsten Karwoth requires 128k
minimum
memory and includes also a ML-packer; german docs included;
- PD 303: The Small Printery by Walter Lojek requires 128k minimum
memory;
(also supports bigger Ramdisks of up to 1024kbytes), this is a
printer
program for newspaper-like pages or graphics; prints six Gr.8
graphics
a) on one A4 size page or b) on two A5 size double pages;
- PD 333: Hobby-Tronic-High-Resolution-Power-Pack-Demo (HTPPD) by
A.R. & CSS requires 320kbytes memory (and a Compyshop compatible RD);
this double-pack includes the "Glasshead" and "Trabant" Demo;
- PD 337: Landscape-XE Demo by Karl Pelzer requires 128k minimum
memory;
shows a nice raytracing animation with glassbowls in 256 colors;
- PD 349: Fraktale/Colorprint (Fractals & Colorprint) by Peter Woetzel
requires 128k minimum memory; both programs include
window-techniques;
- PD 356: Edelweiss-Demo by Analog Research & Chip Special Service
requires 320kbytes memory (and a Compyshop-compatible Ramdisk!);
- PD 357: Hardware-Demo by A.R. & CSS requires 320kbytes memory
(and a Compyshop-compatible Ramdisk !);
- PD 361: Gizmo`s Castle by Black Panther requires 128k minimum memory
(a 64k version is available as PD 385);
_ PD 368 130XE+ Macro-ASSembler 2.2 by Thorsten Karwoth requires 128k
or more memory (works under MyDOS only, supports up to 1 Megabyte
RD);

note that 2.2 is the newer version and 4.32 (PD297) the older one !!
- PD 383: Rund um die Ramdisk (Subject: the Ramdisk) includes many
docs & manuals as well as drivers for creating an Atari 800 and/or
some Atari XL ramdisks (800=D.Byrd, XL=Peterson); the drivers and
testprograms require a certain amount of extra RAM; (e.g. the 576k
tester requires 512kbytes extra Ram, etc.);
- PD 387: Draw XE a Gr. 15 painter program (Shareware) requires 128k
minimum memory; english docs are included;
- PD 396: 1MB Raytracing Demo by Solocoder of A.C.E. requires a 1MB
Ramdisk, type Megaram 3 from Klaus Peters; the demo consists of 8
Bootdisks and does not work (yet) with any other Ramdisk;
- PD 401: Video Blitz XE by Helvetica Bold requires 128k memory and
Antic access !! (will not work on any RD without Antic access);
- PD 466: Kassettencopy (Cass.Copy) by Joerg Gernreich; copies Tapes
to Diskette, one of the three programs (Copy64) needs 128k memory;
- PD 480: Dream Vision, a sort of "universal" IFF viewer from Poland
requires 256kbytes memory (CS,PE,RA,BU,AM,etc.); shows IFF pics
in Gr. 9 resolution on a virtual screen; scrolls in any direction;
- PD 525: Igor-Demo by MadTeam; Side A requires 128k memory, side B
requires 192k memory (and the whole Demo can be viewed with a 320k
machine); works via separate Batchfiles for each configuration;
- PD 526: Extract Slideshow by Replay/Bit Busters requires 128k memory;
shows many fantasy pictures with different fade-in/fade-out effects;
- PD 527: Total Daze by Tight requires 128k memory;
- PD 528: Trip 6 by Shadows requires 128k memory;
- PD 550: Xyberscape XE by Bill Le Masurier / TAF requires 128k memory
(a 64k version can be found on the backside of the disk!)
- PD 564: American Natives by Fox-1 requires 256k minimum memory (any
Ramdisk should do, just use your favorite DOS and RD driver) and
Turbo-Basic-XL (or was it compiled TB?);
- PD 611: Zargon, a german textadventure by Mapda requires 128k memory;
- thats it so far (the ABBUC PD library is still growing!);

8.13.4 from the HAPS PD library catalogue:
(still active & still growing!)

- PD0013: 130XE Artshow requires 128k memory; here 15 Koala pics load
off of the RD, simply change the viewer for 48k or 64k machines;
- PD0015: Hi-Res Designer a gr.8 drawing program requires 128k memory;
- PD0031: Utilities (10 test programs for 130XE) require 128k memory;
- PD0109: Monitor, Debugger and more; the brief catalogue text says
that the Basic Wedge 2.85 requires a 130XE, however the full docs of
the Basic Wedge tell that it was written on a 130XE and requires
(only) RAM under the OS ROM (the Basic Wedge expands Atari Basic);
- PD0294: Newspaper-Editor (english version of "Der digitale
Redakteur")
requires 128k memory;
- PD0296: Grafik-Zeilen-Editor (Graphic-Line-Editor) a program to
create

and print disk (and other) labels, requires 128k memory;
- PD0302: Strategy Baseball, a Baseball program for 130XE computers,
requires 128k memory (english docs included);
- PD0303: The Works a layout program by Tom Hunt requires 128k memory;
- PD0308: Multi-Tasking-OS a shareware demo by Tom Hunt requires 128k
memory; also includes a demo for 256k memory machines;
- PD0341: XE Impossible Demo from Belgium requires 128k memory;
- PD0350: CAD XE, a computer-aided-design package requires 128k memory;
- PD0351: R-Draw 1.3, a hi-res drawing program requires 128k memory;
- PD0434: Programmverwaltung 130XE (Database 130XE) requires 128k
memory;
- PD0437: Textpro 4.5 / 130XE requires 128k memory; there is also the
Atari 800/XL version for 48k or 64k machines available;
- PD0485: Zargon a german textadventure requires 128k memory;
- PD0486: Atari 130XE Demo naturally requires 128k memory;
- PD0514: The Small Printery by Walter Lojek requires 128k memory;
- PD0597: Atari Hardware Demo by A.R. & C.S.S. requires 320k memory
(and Compyshop compatible Ramdisks);
- PD0598: The Starwars Demo by A.R. & C.S.S. requires 320k memory
(and Compyshop compatible Ramdisks);
- PD0617: The Turtles Demo by Ultra Software requires? 128k? memory;
(the file version by John E. of TBSF does, maybe this bootdisk also?)
- PD0637: Autoshow 130XE (Oldtimers) requires 128k memory; simply
change the pictureviewer for 48k or 64k Atari machines;
- PD0789: Cyberscape XE by Bill LeMasurier requires 128k memory
(there is also a 64k version available separately);
- PD0909: Super Print Lab XE (demo version) requires 128k memory;
- PD0936-PD0945: Pedrokko Sound Demos (10 disks/20 disksides) partially
require 128k memory (some long digi-sounds need more than 64k RAM);
- PD1050: Die Wuertemberger Disk (from ABBUC regional group WAF)
contains the XE version of Gizmo`s Castle which requires 128k memory
(there is also a 64k version avaiable from ABBUC);
- PD1084: Rund um die Ramdisk (Subject: the Ramdisk) contains
schematics and other things to build various ramdisks; the test
programs need a certain amount of extra memory (i.e. the 576k tester
needs 512k extra memory);
- think, that`s it for now...

Note: - XE means 130XE Ramdisk (size: 64k);
- CS means Compyshop Megaram 1 or 2 (size: 256k);
(schematics available from ABBUC)
- AM means Atari Magazin Ramdisk (size: 256k);
(schematics can be found in AM 2/1987)
- KP means Klaus Peters Megaram 3 (size: 1024k);
(schematics available from ABBUC)
- TO means TOMS Ramdisk (size 256k-1024k), this is
standard in Poland [and compatible to Newell];
- NE means Newell Ramdisk (size 192k-4096k),
distributed by Newell Ind. and patched by users;

- RA means Rambo XL Ramdisk (size: 192k),
distributed by ICD and selfmade by users;
- SP means Scott Peterson Ramdisk (size 192-1024k),
where the 1MB version is Newell compatible;
- has a RD-SETUP menu means, that you have to hold
down SHIFT upon bootup to get the setup-menu; here
it should be possible to setup any XE-compatible RD;
- I could only test XE and CS Ramdisks, since
I do not have any other kind of RD;

Thats all so far. Any additions or corrections are welcome.
Greetings, Andreas Magenheimer.

EoE or EoF.

2838. additional Ramdisk info...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:36:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE53F8D.99A79151@students.uni-mainz.de>
Source record: 29409

Hello Folks,
here is an additional Ramdisk info text, that could be of interest to
some of you - especially those that have a Newell or Peterson Ramdisk...
-andreas.

** Peterson XE Upgrade Errata **
(Getting the ANTIC to see your extra ram.)

by Ed Bachman 1990.

==========

** Should I be reading this?? **

If you are using a stock 130XE or a Rambo'ed 800XL you have no
need to read any further, (other than for informational purposes).
Also, CSS modified XE's are built in accordance with the modification
listed below. This text concerns you if you are using an XE of
greater than 128k, OR (more specifically), if the Wedge's FORMAT
command results in an apparent system crash.

Onward..

In the process of developing the current revision of the Wedge, I
stumbled across an interesting bit of information. It seems that the
320k Peterson XE upgrades don't allow for the ANTIC chip to access
extended ram. Anyone familiar with this upgrade knows that the antic
enable pin of the PIA chip gets lifted from the motherboard to
provide for the extended addressing needed to access the extra ram.
Thus leaving the ANTIC's extended bank addressing capability
untapped. This can be overcome by tying the antic and cpu's enable
lines together (much the same way as it's done in the rambo'ed XL's).
Correcting this is simplicity itself, simply tie pins 14 and 15 of
the socket for the PIA, together, (you know, that socket that you
hopefully installed when you did your upgrade?), If not, simply run a
short jumper from the pad on the motherboard that pin 15 used to
occupy, to pin 14 on the same chip, (the PIA).

NOTE: From the docs I've seen, the larger Peterson XE upgrades
look
as if they also neglect the antic enable line. This minor mod should
work just as well on them as it has on the 320k XE's.

** So what does this mean to me? **

Well hopefully you're reading this before you've run the wedge
and found out that the format command bombs out in a major way. Why?
because the format command uses a custom screen and display list, run
out of the extended ram. Thus ANTIC, being unable to access extended
ram will attempt to generate a screen from whatever data is in the
main bank at those particular locations. The resultant display will
usually be a blank screen, or some unreadable garbage. To address
this, I've included a specially written format program,
"P_FORMAT.COM". In order to demonstrate the format function to those
whose machines are unable to use the Wedge's internal format command.
AND, to hopefully coerce you to perform this simple mod to your XE.

I realize, it is not normally the place of the software developer
to tell users, "well, just modify your machine to use my software".
However I feel most strongly, that this feature will enhance the use
of your expanded XE, as well as make it compatible with future
programs that may use the extended antic access. As well as with the
Wedge and future Wedge Disk Accessories.

In closing I wish to thank Scott Peterson for his series of XE
upgrades and in no way intend for this text to berate his fine work
on the Atari 8-bit.
Ed Bachman 1-3-90.

EoE or EoF.

2839. additional ramdisk info (part 2)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:40:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE54074.81647862@students.uni-mainz.de>
Source record: 29410

Hello Folks,
yet another ramdisk info text, for those that are interested or for the
collectors. -Andreas.

NEWELL 256k to RAMBO XL Switch
By Craig Goranson
Version 1.0 October 17,1990
Version 1.1 May 7,1991

This is instructions on how to install a switch, with some
hardware, to give your Newell Industries memory expansion board
100% RAMBO XL compatibility.

I. Why I built it. (this is just some background)

When I decided to upgrade my 800XL to 256k I chose the Newell
Industries upgrade. It is a very well thought out upgrade and I
have been happy with it and its performance. Unfortunately the
Newell upgrade and the popular Rambo XL/CLaus Bucholz upgrades
are incompatible. They use different bank selection technics and
locations that means software written for the Rambo XL will not
run on the Newell upgrade. The two main differences between the
upgrades is the fact that the Newell does not allow you to bank
select the main memory while the Rambo does, and the fact that
they went with different memory maps of the banks. Because of this
I could not run such fine programs as SNAPSHOT and MTOS3. There
has been a modification out for some time that added a switch that
rectified the bank switching incompatibilities so the Newell could
use the same bank select sequence as the rambo XL, but it did not
fix the problem that the Newell does not allow you to select the
main banks. So I decided to sit down and fix it so the Newell
could be switched to 100% Rambo compatible mode. The next section
is how the upgrade works. You can skip it if you just want to get
down to the nitty gritty.

II. How it works

The problem arises with how the two upgrades handles bits 5
and 6 of PORTB. Bits 5 & 6 can equal from 0 to 3 and select one of
the 4, 64k segments of the 256k chips. Bits 2 & 3 of PORTB then
select 1 of the 4, 16k banks of the 64K subdivision.
(4*16k=64K,64K*4=256k) The following is a table of the values for
bits 5 & 6 on the Newell and Rambo boards and which 64k bank they
select.

```
|----------------------------------------|
|B|B| Newell Board | Rambo Board |
|5|6| 64k bank | 64k bank |
|-|-|------------------|-----------------|
|0|0| enhanced bank | main 64k bank |
* |1|0| protected | enhanced bank |
|0|1| enhanced bank | enhanced bank |
* |1|1| enhanced bank | enhanced bank |
|----------------------------------------|
```

In the above table you will notice the "protected" bank in the Newell table. This is the number that would select the main banks of memory if they were not blocked out. Instead of the Newell switching in the main banks of memory it just switches in the same banks as if bits 5 & 6 were both 1's. If you ran a program that expected to be using a machine with a RamboXL upgrade, it will seem to work but the mirror effect of the one bank being switched in as two different banks will destroy data. (The RD.COM file from Sparta Dos takes advantage of this fact to tell if you have a RAMBO or not.)

A simple fix to this problem is to invert the BIT 5 before it reaches the Newell board. This is the fix that was given to us by Wess Newell. This fixes the mirror bank problem, and RD.COM and other software will run, the bit inversion juggles the banks so they are in the right place. But the Newell upgrade still protects the main bank of memory. SO software written for the Rambo that needs to access the main banks through the $4000-$8000 window still will not work. (Major Crash!!)

My solution is fairly simple to build it you are good will a soldering iron and are fairly patient. What my modification basically does is invert bit 5, bypass a NOR gate, and invert a bit that was going through the NOR gate. It to lengthy to explain the nitty gritty so I will leave it up to you to figure it out if you really want to. You don't need to understand how it works to install it, the main thing is that it works. Anyway after this modification is installed you will have a switch to change between 100% Rambo mode and 100% Newell mode. The best of both worlds.

III. Building the Newell/RAMBO switch

Parts list.
1 74ls14 inverter (or 7414,7404,74ls04, doesn't matter.)
1 DPDT switch for mounting on case
a fairly good amount of wire

You will also need a soldering iron, solder, a small awl or screw driver to pry up a pin, and a steady hand. (and prayer if you are religious.) And a desoldering device such as a suction device or de-soldering braid.

Assembling it:

1. remove the top, and shielding from you computer to you
are looking down at the Newell board. (I hope you know how to do
that.)
2. Locate the 7402 or 74ls02 chip on you Newell Board. It
should be on the left side, second from the bottom. It is
labeled U5 on my board.
3. Locate pin 1 of the U5 chip and desolder it.
4. Carefully bend up pin one and clip it off leaving enough
room to solder a wire on to it.
5. Clean up the solder pad that pin one was pried out of,
then solder one end of a wire to it.
6. Orient the DPDT switch so you are looking at the back of
it. I will refer to the pins by the letters as follows in the
diagram below. The "*" sign designates a pin on the back of the
switch.

a* d*

b* e*

c* f*

7. Solder the other end of the wire, that is attached to the
solder pad, to pin "b" of the switch.
8. Now desolder the wire that goes from the Newell board to
pin 15 of the PIA chip, from the PIA. (the pia chip is labeled U23 on
the
computer board) Then attach the end of the wire to pin "e" of the
switch. (This allows the re-routing of the BIT 5 of PORTB)
9. Now solder a wire from pin 1 of the U5 chip to pin "a" of
the switch. (pin one is the one you bent up earlier.)
10. Now get you 74ls14 (or equivalent) and trim all the pins
except 3,8,16. Leaving enough room to tack solder wires on to the
trimmed pins.
11. Next solder a wire from pin 4 of the 74ls14 to pin "c"
of the switch.
12. Solder a wire from pin 1 of the 74ls14 to pin"d" of the
switch
13. Now carefully place the 74ls14 chip over U5 (74ls02) on
your newell board. Then solder pins 3,8,16 to the corresponding
pins on U5. The chip should piggy back nicely on the U5 chip and
the only pins of the 74ls14 chip that should touch pins on the
74ls02(U5) is 3,8,16.
14. Desolder the wires (from the pia) that go from the
Newell upgrade board to pins 12 & 13 of the PIA chip. Then solder
the wire that went to pin 12 to pin 13. And solder the wire that
went to pin 13 to pin 12. (you are just swapping the wires to put
the banks in the right order)
15. Last but not least solder a wire from pin 15 of the PIA
to pin"d" on the switch. (there should now be two connections on
pin "d" of the switch)
16. Congrats!!! You made it.

You now have a switch that can be mounted were you want, that gives you full RamboXL compatibility at a flip of the switch and allows you to switch back to Newell mode. I also recommend that you install the switch described in you newell instalation manual that allows the Antic chip to follow bank selecting. This will give full compatibility with about every program. Any input is welcome, as I can be reached on by BBS or genie. This is the first revision of this modifications so I would appreciate any notifications of errors in this document. (except grammar and spelling)

Revisions:
v. 1.0 The document as I originally wrote in back when I made the modifications to my computer.
v. 1.1 revised on may 6, 1991. I had left out step #14 in which you swap the wires going to pins 12 & 13.

- Craig Goranson -

EoE or EoF.

2840. additional ramdisk info (part 3)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 17:45:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CE541B5.FECD0817@students.uni-mainz.de>
Source record: 29411

Hello folks,
finally here is the last part of all my ramdisk info texts. boring for
most Atarians, helpful for those that are interested. -Andreas.

RAM[disk] Control On An XL/XE Computer - by John K. Picken
(this is a shortened version, the cartridge info has been cut off)

[snip]
Let's first look at what you've got to play with as far as extra
RAM, how it's done, and what kind of problems you can run into: No
matter how much memory is installed in your computer, the 6502 can
never access an address outside the range 0-65535 (64k). With BASIC
off, this limits normal RAM to 48k as the Operating System (OS) and
hardware chips take up the last 16k. With BASIC on, or a cartridge
installed, you lose yet another 8k.

Software like SpartaDOS and Turbo BASIC utilize another 14k of RAM
by deselecting the OS. As far as I know, nobody ever produced 6,
14, or 62k chips so there has to be another 2k of RAM in there.
But, unfortunately, the only way you can deselect the hardware
registers is with the power switch.

Since the 6502 can't "see" extra memory, you have to trick the
computer into believing it's not seeing what it is, which is how
all software that uses extra RAM works. It operates by "bank
switching", a concept more understandable with a memory map so
here's a rough picture of the 64k address range in your computer
broken up into four 16k "banks":

```
IMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM;
: Bank Address Range :
: Num. Dec Hex Usage :
GDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
D
: 0 00000 to $0000 to RAM for OS, DOS, :
: 16383 $3FFF and user programs. :
GDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
D
: 1 16384 to $4000 to User RAM. Some ROM :
: 32767 $7FFF if selftest enabled. :
GDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
D
: 2 32768 to $8000 to User RAM, screen RAM. Top half is :
: 49151 $BFFF ROM if BASIC on or cartridge used. :
```

```
GDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD
D
: 3 49152 to $C000 to OS ROM and i/o chips. :
: 65535 $FFFF User RAM if os off :
HMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM<
```

Usage indicates the only bank which is almost always all RAM and can safely be switched in or out is number 1, which is exactly how the 130XE is designed. Its extra RAM is divided into four 16k banks, each of which can replace normal memory in bank 1. In effect, the 130 memory map looks like this:

```
Main Extended Memory
IMMMM;
: m0 :
LMMMMNMMMMQMMMMQMMMMQMMMM;
: m1 : x0 3 x1 3 x2 3 x3 :
LMMMMNMMMMOMMMMOMMMMOMMMM<
: m2 :
GDDDD
: m3 :
HMMMM<
```

Compatible memory upgrades are mapped in the same way. The only difference is that there are more extended banks - up to 64 with 1 meg. Each bank when switched in, appears to the computer as main bank 1. The diagram is slightly misleading in that it implies the extra banks sort of slide into place one after anotherDDthey don't. Any one can be selected in any order you wish.

Switching RAMs and ROMs is physically simple. Almost all control is handled by a single hardware address known as PORTB (54017 or $D301). The bits in PORTB have the following functions on a 130XE:

```
IMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM;
: Bit # 7 6 5 4 3 2 1 0 :
: ZDDDBDDDBDDDBDDDBDDDBDDDBDDDBDDD? :
: Usage 3 t 3 y 3 x 3 e 3 j 3 i 3 b 3 o 3 :
: @DDDADDDADDDADDDADDDADDDADDDADDDY :
: Hex. $80 40 20 10 08 04 02 01 :
: Dec. 128 64 32 16 8 4 2 1 :
HMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM<
```

Bit 0 (o) if high enables the OS ROM

Bit 0 is used by Sparta and Turbo to toggle between RAM and ROM to make use of that hidden 14k. This requires a juggling act since the OS interrupt handlers are in ROM and must be re-enabled, 60 times per second, to avoid a crash, or else the program must provide its own interrupt handlers. Additionally, since Antic updates the screen before the 6502 gets to process the interrupt, it is necessary to use an alternate character set in lower memory or to

copy the ROM one into RAM at the same address.

Bit 1 (b) if low enables the BASIC ROM

To figure values in PORTB you add the decimal values under each bit to be set to 1. Since, with all bits set, the total is 255, it's often simpler to subtract. PEEK (54017) in BASIC will produce 253 meaning everything's high except bit 1. The same PEEK with Turbo gives 255 as the BASIC ROM is off. This is the only bit you normally see change.

Bit 7 (t) if low enables Self Test ROM

As with RAM, there has to be 2k of ROM left over. There is, and it's used for part of the Self Test routines. When bit 7 is low, it's enabled. Since hardware registers can't be deselected, this portion of ROM deselects and replaces RAM from $5000-$57FF in bank 1. Unless you're really into listening to simple music, a really slow and incomplete RAM test, or watching keys flash on an image of a 1200XL keyboard, you can consider this 2k of ROM to be free space if designing an OS upgrade.

Bit 4 (e) if low enables extra RAM

Bit 4 is the master switch for extra memory. No matter what values are in the other bits, the 6502 will always use normal memory when this bit is high.

Bits 3 and 2 (ji) select one of four 16k banks

These bits together determine which one of the four 16k banks is enabled. They simply count from 0 to 3 in binary where, if j is set you add 2, and if i is set you add 1:
j i bank
0 0 00
0 1 01
1 0 02
1 1 03

Here's what the memory map would look like with bits 3 and 4 low (remember the 6502 only "sees" the RAM in the "Main" column):

Main Extended Memory
IMMMM;
: m0 :
LMMMMNMMMMQMMMMQMMMMQMMMM;
: x1 : x0 3 x1 3 x2 3 x3 :
LMMMMNMMMMOMMMMOMMMMOMMMM<
: m2 : Note: main bank 1 doesn't move
GDDDD anywhere, it just disappears
: m3 : until you deselect extra RAM.
HMMMM<

Bit 5 (x) enables Antic access

On a 130XE, each of the four extra banks can be assigned individually to either Antic or the 6502 or to both, a setup that is rarely usedDDforget about them if you only have a 130. On the 130 these bits are normally set to one.

Bit 6 (y) does nothing

BEYOND THE 130

Once you exceed 64k extra RAM you need more bits so the upgrade designers took the bits that I just told 130 owners to forget about. Bits 6 and 5 (yx) select one of four 64k blocks. These work similarly to 2 and 3 except that you use them to select one of up to four 64k blocks and within each of these, you use bits 2 and 3 to select one of the four 16k banks (just as for the 130). Because the 130 normally keeps these bits high, their sense is reversed from that of 2 and 3. Don't worry about the difference, all you need to know is which values work for your upgrade. The following bit patterns work for 256XL upgrades:

y x 64k Block Available On
1 1 00 (130XE) All
1 0 01 All
0 1 02 Bucholz/Peterson/Rambo
0 0 03 Newell

256XL PROBLEMS

With a Bucholz/Peterson/Rambo 256XL you can run into a significant problem enabling the third extra block. If your software is set up for a Newell, not only will you not be able to use the third block, but any attempt to do so results in various other main banks showing up as main bank 01. What you end up with is a mapping like the following which results from attempting to access extended bank x08 using Newell bit patterns:

Main
IMMM; DDDDDDDDDDDDDDBD 64k blocksDDDBDDDDDDDDDDDDDD?
:m00: 00 3 01 3 02 3
LMMMNMMMQMMMQMMMQMMMKMMMQMMMQMMMQMMMKMMMQMMMQMMMQMMM;
:m00:x003x013x023x03:x043x053x063x07:x083x093x0A3x0B:
LMMMNMMMOMMMOMMMOMMMJMMMOMMMOMMMOMMMJMMMOMMMOMMMOMMM<
:m02: Extended RAM Banks (hex)
GDDD
:m03:
HMMM<

Obviously, this is a prelude to disaster as trying to write to bank x08 will overwrite DOS or the OS low RAM storage. Similarly, attempting to write to bank B could write to the hardware chips. With the Newell upgrade, wrong bit patterns enable Antic access to the extra RAM which should be harmless as the display list and screen RAM are rarely in this address range. It still however, restricts extra RAM usage to 128k.

So if you're having RAMdisk problems with a 256XL, odds are you're using the wrong software. ICD put out separate versions of their RD handler to address this and you need to obtain the correct one. With MYDOS you won't have a problem if you use the default RD configuration (menu item "O") but if you select a custom sequence or enter one manually, you must be aware of which banks are available.

UP TO A MEG

If you've been keeping count, you can see there's no more bits available in PORTB. To get past 256k, the designers decided to take over the BASIC bit, and to go to a meg, the Self Test bit.

b if 0 enables the second 256k
t if 0 enables the second 512k

If both of these are high, you're in the first 256k. If bit 7 is low and bit 1 high, you're in first half of the second 512k (third 256k), etc.

BEFORE YOU UPGRADE

You might run into a problem with bit 07 if you have installed a custom operating system chip: It may be used, by the chip, for other purposes such as switching in its own RAMdisk or display handler. Check this out before investing in an upgrade past 576K. Also, there are some XE's on which the 1-meg upgrade does not work. I have not experienced this personally but have read message traffic about it which implicates the model of the Antic chip installed. If you're unsure, ask questions first.

ACCESSING THE BANKS

Rather than figure bit patterns, it's a lot simpler to use a table. The one following gives the access value for every possible bank up to 1 megabyte. The values are with the OS on and BASIC (if present) off. They are given in hex and are exactly the values needed to set up a MYDOS RAMdisk for the banks you have and wish to assign to the RD.

RAM BANK ACCESS TABLE 64-1024K

PORTB Available on Type

E3,E7,EB,EF 1,2,3,4,5,6,7,8,9
C3,C7,CB,CF 2,3,4,5,6,7,8,9
A3,A7,AB,AF 2, 4,5,6,7
83,87,8B,8F 3,4,5,6,7
E1,E5,E9,ED 5,6,7
C1,C5,C9,CD 5,6,7
A1,A5,A9,AD 5,6,7,8
81,85,89,8D 5,6,7,8
63,67,6B,6F 6,7
43,47,4B,4F 6,7

23,27,2B,2F 6,7
03,07,0B,0F 6,7
61,65,69,6D 7
41,45,49,4D 7
21,25,29,2D 7
01,05,09,0D 7

Type Upgrade Mapping
1 = 130 XE
2 = 256 XL Bucholz/Peterson/Rambo
3 = 256 XL Newell
4 = 320 XE Peterson
5 = 576 XE "
6 = 832 XE "
7 = 1088 XE "
8 = 832k+ " (BASIC on)
9 = 576 XE " " "

Note 1: The documentation by Scott Peterson on his upgrades indicates that only 128k is available in XE-compatible mode (Types 8/9 above). Two more 64k blocks are available as indicated with 832 or 1088k machines though not all RD handlers will find and use them.

Note 2: Based on an article by Jeff McWilliams in the April 1993 edition of AC, it appears the Newell 1-meg upgrade is mapped similarly to the Peterson.

Note 3: With version 2.1 of the SpartaDOS Wedge, Ed Bachman describes a simple fix for Peterson upgrades to reenable Antic access to extended RAM. It is definitely worth checking out, even if you don't use SpartaDOS.

MAJOR RAM - MAJOR GLITCH

Taking the BASIC bit caused a serious problem which has not been well documented. I found it the hard way: trash and crash. When the computer boots, the OS does not test to see if BASIC exists and is available; it simply assumes it is. The result is that even though pointers for the screen and so on are correctly set, bit 1 in PORTB is set or cleared based solely on the Option key. The BASIC flag is similarly set so that PORTB is restored to the booted value on Reset.

With a 512k+ upgrade this means the instant you enable extra RAM by dropping bit 4 in PORTB, you're in the second 256k instead of the first. If you use your extra memory only as a RAMdisk this mixup might not cause a problem depending on the handler code. But unless it's fixed, before using any other program which accesses extra RAM, 99% of them will trash your RD if they don't completely crash the computer.

FIXING IT

You can't just correct PORTB since Reset restores it. You have to get a non-zero value into BASICF (1016 or $03F8). The problem is compounded under SpartaDOS which maintains an eight-byte stack of PORTB values for exit from various internal routines. One solution is to hold Option every time you boot. Under SpartaDOS with no cartridge, a BASIC OFF followed by a Reset should fix it. With a cartridge stuff a non-zero value into BASICF and press Reset.

I always build in a test routine to programs which are going to manipulate RAM or ROM to ensure that BASICF and PORTB are correctly set if BASIC is off or absent. In addition, I search for and correct the stack in Sparta. BobTerm 1.22 corrects the Sparta stack for version 3.2d or f but, as it uses absolute addressing, this might lead to problems with different Sparta versions. So, if you have a problem with BobTerm and Sparta, the answer might be to switch to version 3.2d/f.

The way I find the stack in Sparta is to look for a LDA PORTB instruction, followed by a STA ADDRESS,X where ADDRESS will be the address of the stack. With version 3.2+ you should find it on page 7; with version 2.3 it's on page 9. Once found, it's a simple matter to set bit 1 in each of the eight values correctly.
[snip]

- John K. Picken -

EoE or EoF.

2841. hardware quizz

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-17 22:17:29 UTC
From: romualdl <romualdl@hotmail.com>
Message-ID: <3ce581b0$0$21585$7a628cd7@news.club-internet.fr>
Source record: 29413

Sorry but it's a one-question-only-quizz:

what are these machines....?

http://perso.club-internet.fr/romualdl/vzland/vz4.jpg

http://perso.club-internet.fr/romualdl/vzland/vz5.jpg

You think they do not differ from other basic ataris, so have a look here:

http://perso.club-internet.fr/romualdl/vzland/vz6.jpg

Romu

2842. Emulated Berserker Works Computer Games by Saberhagen?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 02:15:48 UTC
From: uniace3@aol.com
Message-ID: <22a85251.0205171815.4a669a85@posting.google.com>
Source record: 29414
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.folklore.computers,alt.folklore.computer,rec.arts.sf.fandom

Hello,

I am trying very hard to find emulated versions of some very rare out-of-print software. I am looking for games released by Joan & Fred Saberhagen's company: Berserker Works Ltd. The games were made and sold between 1982 and 1989. They were designed for home computers popular at the time, i.e. Apple II series 48k, Macintosh 512k, Commodore 64, Atari 400/800, IBM-PC, IBM-PC jr. Several of the games were based on Fred's popular scifi books about the Berserkers (giant robotic space fortresses from a long forgotten war whose mission is to destroy all life in the galaxy). I am trying to find emulated copies of these games, ESPECIALLY Apple II versions, so that they can be included on a CD full of historical software which will accompany an upcoming book entitled the "New Media Reader." Nick Montfort is putting together this book and CD for the MIT Press about electronic and other non-traditional forms of literature. I also hope to find these games for display on an official Berserker fan web site I am making. I am operating with cooperation/authorization of the Saberhagens, who hold the rights to these games. Here is the list of all the games I am looking for emulated copies of:

BERSERKER RAIDS
WINGS OUT OF SHADOW
WIZARD WAR
PRIDE AND PREJUDICE

I am especially interested in finding the first two, and again especially interested in finding Apple II versions (as that is the only emulator which they currently plan on including with the CD).

A few of you out there have already helped me and I thank you. I am stepping up my efforts to find working emualted copies of these games.

Also, I've had little experience tinkering with emulated games and the various emulators to get them to work. If anyone is willing to help me, or could point me toward any helpful resources, that would be most appreciated.

Please respond here in this thread, or email me at jfinleyNOSPAM@ucla.edu (minus the NOSPAM) or both! Thank you very very much for helping,

Jason Finley

2843. Re: Atari Ramdisk info Vers. 1.4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 04:40:18 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <4tlbeu44ovfa26auqtffu12j2bg0cd19n7@4ax.com>
Source record: 29415

On Fri, 17 May 2002 19:23:55 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

> Hello Atarians, hello Michael Current,
> once again here is a "small" update of the Atari Ramdisk overview.
> This time the text includes only a short update but therefore a huge
> correction of many typos I did in the last update. Hopefully these
> typos are all wiped out now... -Andreas.
>
>--
>
> 3.7 Atari Ramdisks - a short & very incomplete Overview:
> (This is version 1.4 from May 2002)
>
<snip>
>--
>
> 3.7.2 Atari XL/XE Ramdisks:
>
<snip>
Andreas, you're missing some info on the Mini-RAMdisk Bill Wilkinson wrote
for COMPUTE! in his October 1986 Insight: Atari column, for those XL/XE
computers not lucky enough to have more than 64KB. It used the 14K under
ROM space to provide a small RAMdisk.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

2844. Re: Looking for documentation for something specific, but can't find it anywhere.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 05:05:44 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <lilF8.22746$Vv1.3038240883@newssvr12.news.prodigy.com>
Source record: 29416

It might help if you knew who released the game (the company) and/or who took credit for the programming. All these clues will add up to some DOC's
Mo

Jasonpaelian wrote in message
<20020517122010.04603.00000365@mb-fh.aol.com>...
>I was wondering if someone could help me. Im still putting together a
>collection of my old software for my old 800 XL onto an emulator for my PC. The
>problem I'm having is that one of my old favorite games, Star Fleet 1, requires
>the game documentation to play it.
>
>Ive searched several good 8-bit sites on the web, but I can't find the
>documentation for the Atari verision. After contacting a webmaster for one of
>hte sites, he directed me here and said ya'll might be able to help.
>
>Does anyone have a scan of the documentation, or perhaps have it in text format
>with the gaem codes highlighted for me to use? Any help would be appreciated.

2845. Re: Looking for documentation for something specific, but can't find it anywhere.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 05:11:07 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <LnlF8.22747$4F1.3038829669@newssvr12.news.prodigy.com>
Source record: 29417

I found a site with old software for sale.
http://members.rott.chello.nl/mlampers/HC%20disk%20software.htm

They have the title-
Interstel: Star Fleet 1-the war begins,
but it's for the commodore amiga, the docs should be the same.
Perhaps if you should somehow aquire it, you could post a copy of the
disk(s) and manual to one of us to spread through all of the online archives
and prevent it's extinction!
Mo

Jasonpaelian wrote in message
<20020517122010.04603.00000365@mb-fh.aol.com>...
>I was wondering if someone could help me. Im still putting together a
>collection of my old software for my old 800 XL onto an emulator for my PC.
The
>problem I'm having is that one of my old favorite games, Star Fleet 1,
requires
>the game documentation to play it.
>
>Ive searched several good 8-bit sites on the web, but I can't find the
>documentation for the Atari verision. After contacting a webmaster for one
of
>hte sites, he directed me here and said ya'll might be able to help.
>
>Does anyone have a scan of the documentation, or perhaps have it in text
format
>with the gaem codes highlighted for me to use? Any help would be
appreciated.

2846. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 05:18:48 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <YulF8.22749$MK1.3039201419@newssvr12.news.prodigy.com>
Source record: 29418

Wouldn't that be with a FAT32 file system or does that matter?

Mo

Rick Cortese wrote in message ...
>Guy Ferrante wrote in message ...
>>Lets not get lame guys, everthing in atr format?
>>I dont like wasting space and thats what would happen if you do just that.
>>There are lots of util's that will make a ATR file and insert your xex or
>>com files, then just look for a 3 sector file loader.
>
>
>I thought the minimum allocation size for an IBM file was something like
32k
>now. That is, 3 separate 4k-8k games will take up 96k of disk space.
>
>
>

2847. Creating tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 10:43:29 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <ac5b3l$fd3$1@newsreader.mailgate.org>
Source record: 29419

Hi everybody,
is there a way to create tapes (wave files to record to a tape) from Atari 8
bit emulation files, in order to use them with an original Atari 800/XE?

I don't have a disk drive for the Atari XE.

Thank you in advance for the answer

Davide Guida
davide.guida@inwind.it

2848. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 11:42:21 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ueaqd85rmrau5a@corp.supernews.com>
Source record: 29412

Guy Ferrante wrote in message ...
>Lets not get lame guys, everthing in atr format?
>I dont like wasting space and thats what would happen if you do just that.
>There are lots of util's that will make a ATR file and insert your xex or
>com files, then just look for a 3 sector file loader.

I thought the minimum allocation size for an IBM file was something like 32k
now. That is, 3 separate 4k-8k games will take up 96k of disk space.

2849. Looking for manual for SSI Broadsides

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 13:14:51 UTC
From: mcurrent@carleton.edu
Message-ID: <ueckubnbtkkacf@news.supernews.com>
Source record: 29420

I recently obtained an original Broadsides game disk by Strategic Simulations Inc - SSI, but no manual. Anyone know of an online source for the manual, or if you actually have one, feel like scanning it?

Thanks,
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

2850. Re: Atari Ramdisk info Vers. 1.4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 14:59:50 UTC
From: Wes Newell <w.newell@verizon.net>
Message-ID: <3CE66C78.1040205@verizon.net>
Source record: 29421

Andreas Magenheimer wrote:
> 3.7.2 Atari XL/XE Ramdisks:
>
> - Newell Newell Ind. 192k
> 4000-7FFF 2,3,5,6 B ($D301)
> Banks: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF (most common banks);
> Notes: uses 64k as main RAM and 192k as Ramdisk/extra RAM;
> normally NOT compatible to Peterson/Buchholz/Rambo XL Ramdisks;

Seeing as how this upgrade was the first on the market, there wasn't any
of the above to be compatible with.

> *** Russ Gilbert mentioned that his Newell RD uses 83,87,8B,8F
> as main Ram and A,C,E as extra Rambanks - thus it is compatible
> to Peterson, Buchholz and Rambo XL. Looks like Wes Newell changed
> the design of his Newell Ramdisks from time to time. However,

In an effort to try and maintain some sort of standard, I changed the
design to be compatible with the Rambo XL some time after it came out. I
also offered instructions to change the original ones to be compatible.
required some simple trace cuts and jumpers. No additional parts.

> most 192k (256k total) Newell Ramdisks are not compatible to the
> above (at least all my docs, manuals and e-mails say so). But
> there`s no need to worry about, just read the nice article by Craig
> Goranson and find out how to install a small patch to make even
> incompatible Newell RDs compatible to Peterson/Buchholz/Rambo XL.***
> built in Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

Antic Access? The Newell upgrade was the only one that handled the Antic
chip properly. Don't beleive me? Run the demos that came with Basic XE
using the upgrades. The Newell upgrade is the only one that ran them
properly. Look at the upgrades. Count the chips. The extra ones on the
Newell upgrade are for Antic support.

>
> - Newell Newell Ind. 1024k
> 4000-7FFF 1,2,3,5,6,7 B ($D301)
> Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
> 41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
> 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
> C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
> Notes: uses 8 pc. 1Mx1 Chips (511000-80), if full 1MB is used,
> then built-in Atari Basic is not avaiable; Antic access: no!
> built in Atari Basic: no!, XL/XE Selftest: YES!

What are you calling Antic acess? These upgrades were totally XE
compatible, including Antic banking from day one with the original 256KXL..

> - Newell Newell Ind. 4096k
> 4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
> Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
> 10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
> 20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
> 30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
> 40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
> 50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
> 60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
> 70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
> 80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
> 90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
> A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
> B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
> C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
> D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
> E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
> F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
> Notes: uses 8 pc. 4Mx1 Chips (511000-80); made by Newell, later by
> FTE;
> seems to be very incompatible to existing software and bankswitching
> cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
> NOT available (only extra Ram/Ramdisk banks); Antic access: no!
> built in Atari Basic: no!, XL/XE Selftest: no (?); usage: almost
> none!;

There are other ways to do this, but it requires additional parts and
some work. A second pia would let one configure it almost any way they
wanted.

2851. Re: Looking for manual for SSI Broadsides

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-18 15:55:51 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <ac5tc1$lq4$1@news.chatlink.com>
Source record: 29422

Hi Michael,

I just might take a stab at it. Stay tuned....

-Dan

http://retrobits.net

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:ueckubnbtkkacf@news.supernews.com...
> I recently obtained an original Broadsides game disk by Strategic
Simulations
> Inc - SSI, but no manual. Anyone know of an online source for the manual,
or
> if you actually have one, feel like scanning it?
>
> Thanks,
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
>

2852. Re: Attach Atari ST external floppy to Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 07:02:51 UTC
From: Fox-1
Message-ID: <XvSF8.9958$48.828362@zwoll1.home.nl>
Source record: 29430

> > Has anyone ever tried this (developed hardware/software to make this
> work) ? <

When you have an Atari XF551 you can connect such a drive to the XF PCB without too much troubles to use it as 40 tracks double-sided drive. When using a patched EPROM you can go up to 80 tracks double-sided (that is 720KB on one floppy, be it 5,25" or 3,5").

The HDI interface is developed in Germany and is s PCB you connect to the Atari SIO-port. You can attach up to 4 standard (PC/Amiga/ST-like) mechanics to it, up to 1,44MB. As a bonus it supports percom blocks compatible with the Happy 7.10 upgrade for the 1050 drive.

One disadvantage: it is no longer produced, mainly due the non-availability of an important IC used in it...

--
Grtx, Sysop Fox-1
http://www7.brinkster.com/atari/

2853. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 07:59:40 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ued1n05qkl944e@corp.supernews.com>
Source record: 29423

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:YulF8.22749$MK1.3039201419@newssvr12.news.prodigy.com...
> Wouldn't that be with a FAT32 file system or does that matter?

I *think* FAT32 only uses 4k as a minimum file size/allocation unit. I'm pretty sure you only get into huge allocation units with more modern versions of Windows with big drives.

My W2000 Pro system is down or I would cross check. It's just a right click on a small file and scroll down to properties.

2854. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 09:00:05 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205190137280.31824-100000@shell1.aracnet.com>
Source record: 29424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hello Andreas,

Don't worry, I'm not dead yet. There is a saying, I don't remember how it goes but It says something like their is nothing surer than Death & Taxes. In my case, I added Moving, because no matter how hard I tried to stay with my old Internet Service Provider, it wouldn't work. This after I spent over 360 Dollars over 2 Months Calling a Long Distance number that was still compatible with my Atari. Over that 2 Months I was trying to Get Cab and get it set up so I could still use my old ISP. I was about to get CAB up and working so I could call Pacifier locally again, but then Pacifier finally told me about a Protocol that My Atari and CAB doesn't support. In other words, I wasted 360 Dollars and 2 Month's when what I should of done is move to another Internet Service Provider. In other words, nothing's surer than Death, Taxes and Moving sale. By the way, Andreas. I haven't heard from you in a while. I hope everythings going well.

==Thanx==
===Ben===

On Fri, 17 May 2002, Andreas Magenheimer wrote:

> Hmm,
> "Bravo Sierra`s Death..." does not sound very good in my eyes... Someone
> might think that he has died. -Andreas.
>

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2855. 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 15:15:22 UTC
From: Simon J Wells <simon.wells@gemair.com>
Message-ID: <7ePF8.71614$To6.23732789@e420r-atl1.usenetserver.com>
Source record: 29425

I've been out of the atari scene for awhile now, and I remember once reading a list of rgb monitors you could connect to an 800xl or 130xe and the cable you would need (I am interested in finding a way to display my old 800xl and have sound too)

Thanks

Simon

2856. Re: What Chip is used....

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 16:29:31 UTC
From: llpwhite@cs.com
Message-ID: <20020519122931.26869.00000389@mb-mo.news.cs.com>
Source record: 29426

> What floppy disk controller chip is used in the black box???<

Presumably you mean in the add-on Floppy Board. The FB uses a WD 1772-02-02.
This allows use of HD floppy drives as well as DD.

Larry

2857. Re: Attach Atari ST external floppy to Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 16:40:06 UTC
From: llpwhite@cs.com
Message-ID: <20020519124006.26869.00000392@mb-mo.news.cs.com>
Source record: 29427

> Has anyone ever tried this (developed hardware/software to make this work) ? <

Check at http://www.atari-history.com/

This was going to be called (IIRC) the "SIO2ST Interface" and was to be released some time ago.

Larry

2858. Re: Looking for documentation for something specific, but can't find it anywhere.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 17:02:15 UTC
From: jasonpaelian@aol.com
Message-ID: <20020519130215.23692.00000715@mb-mw.aol.com>
Source record: 29428

Well, I already have the .atr disk images, and I know of a couple of places online you can get them, for various platforms, including IBM, Commodore, and the Atari. I've also gotten copies of the docs for some of the other versions, but either they are wrong or they do not work to defeat the particular game protection inherent to the Atari version. (Its the old look for a certain word on a certain page in the manual kind of protection.)

If you want, I can send anyone the .atr images I have, but I also know you can find them at places such as Ken's Atari page and others.

2859. Re: 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 17:05:31 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <ac8m0q$a13$1@thorium.cix.co.uk>
Source record: 29429

For certain the commodore 1084 (all models) and the phillips CM833? (which is a Commodore 1084 by the people who actualy made it). I have a 1084s that is quiet happy with my 800xl, 130xe but is a bit shaky soundwise on my XEGS. Some people can only get theirs to display black and white/monochrome. There is a hardware fix in the FAQs re this.

The ataris actualy output in compisite video mode.

For cable i use an Audio Din plug (matching atari monitor output plug) to RCA cable, and a couple of y splitter, works just fine.

Keep an eye out for the FAQ when it comes round and have a look, IIRC it has a list.

"Simon J Wells" <simon.wells@gemair.com> wrote in message news:7ePF8.71614$To6.23732789@e420r-atl1.usenetserver.com...
> I've been out of the atari scene for awhile now, and I remember once reading
> a list of rgb monitors you could connect to an 800xl or 130xe and the cable
> you would need (I am interested in finding a way to display my old 800xl and
> have sound too)
>
> Thanks
>
> Simon
>
>
>

2860. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 20:36:55 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <H1UF8.1920$U23.309078@bin4.nnrp.aus1.giganews.com>
Source record: 29431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

As I said before...

Hey, BS, tell me, why do auctions suck?

http://www.aracnet.com/~atari/auctions.htm

Oh yes, all us long time Atari owners use shill bidders to rip people off.
And we're "jerks".

ps learn to write.

pps for a refreshing change, try www.myatari.com - they've been around for
years and they're nice people.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0205091751400.4772-100000@shell1.aracnet.com...

2861. Re: another XEP80 text file added to site (turns CVBS signal into MDA)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 20:41:32 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-lLwXH5fEjyoF@localhost>
Source record: 29432

hi Mathy,
I have tried to email you 3 times now and am not getting thru. is
there a problem with your email address?

Ken

On Mon, 13 May 2002 13:22:39, "Mathy van Nisselroy"
<nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

> Howdy folks
>
> I just added another text file to my site about the XEP80. Well actually
> it's about a device that will turn a composite video signal into TTL-RGB
> externally.
>
> CU Mathy van Nisselroy
>

--

2862. memory upgrade for a XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-19 21:43:48 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <o0VF8.9033$Ou5.6528@nwrddc03.gnilink.net>
Source record: 29433

Is there a simple upgrade from 64K to 128K for the XEGS out there in the PD world? I have a couple XEGSs and I thought I'd at least bump them up to 128K

Thanks

Tony

2863. Re: 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 00:23:45 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <lmXF8.78926$ja.21079375@news02.optonline.net>
Source record: 29434

Hello Simon,

I remember you from the Ol' Hackers days. Good to see you here! Gee, I wish I had an answer for you, but I, too, have been away from Atari hardware for a while. I do my 8-bitting in emulation on a PC :-(

It was inevitable. I just ran out of time to pursue that hobby and room for the hardware, software, etc. But I keep a hand in it by staying in touch with this newsgroup and going telnet to several Atari 8-bit BBSs using terminal simulation programs written by Tom Hunt and Stephen Tucker.

Take care.

Alan

"Simon J Wells" <simon.wells@gemair.com> wrote in message news:7ePF8.71614$To6.23732789@e420r-atl1.usenetserver.com...
> I've been out of the atari scene for awhile now, and I remember once reading
> a list of rgb monitors you could connect to an 800xl or 130xe and the cable
> you would need (I am interested in finding a way to display my old 800xl and
> have sound too)
>
> Thanks
>
> Simon
>
>
>

2864. Re: Creating tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 11:25:25 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <a0nheuooup0omrojel13ltjc5bov5rrcjp@4ax.com>
Source record: 29435

On Sat, 18 May 2002 12:43:29 +0200, "Davide Guida"
<davide.guida@inwind.it> wrote:

>Hi everybody,
>is there a way to create tapes (wave files to record to a tape) from Atari 8
>bit emulation files, in order to use them with an original Atari 800/XE?
>
>I don't have a disk drive for the Atari XE.
>
>Thank you in advance for the answer
>---
>Davide Guida
>davide.guida@inwind.it
>
>
On my home page you can find a program that will generate .wav files
out of cassette data. However, it is written for use with .cas files.
If you can write a PC program to convert .com, .exe or .bin files to
.cas format, then you could use my program to convert that to .wav and
record it to tape. The hardest part in this is that you have to add
some sort of boot loader, because you have no dos loaded if you do not
have a disk unit.
My stuff can be found on
http://home.planet.nl/~ernest

Keep those XL's/XE's buzzing.
Ernest.

2865. Re: some simple questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 11:38:56 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7pnheucmhvrn1df6iq25eth6vgbjii9613@4ax.com>
Source record: 29436

On Mon, 20 May 2002 10:59:53 GMT, Gordon Abbot <gabbot@clinic.net>
wrote:

>I recently loaded up the atari800win emulator and am working with some
>of my old Atari 130 programs loaded using sio2pc, which have generated
>some questions.
>
>First- sherlock, which is a very nice program for viewing disk contents
>and writing to them. If I use it with the emulator, does it actually
>write to my virtual files and change them?
>
>Second, and similar question. I started Seven Cities of Gold and it
>called for formatting a new data disk. What actually happens when it
>formats a new virtual disk? I really do not want it to format my C drive
>:)

They write to the ATR (as long as its not read only)

Games that require a separate save disk just need an ATR created
(Alt+D) in Atari800win and 'new image' chosen. When the game asks for
the save disk to be inserted then just attach this new image to the
drive..
--
Paul

2866. Re: some simple questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 11:42:22 UTC
From: Fox-1
Message-ID: <uPfG8.15470$48.1370697@zwoll1.home.nl>
Source record: 29299

"Gordon Abbot" wrote

> First- sherlock, which is a very nice program for viewing disk contents
> and writing to them. If I use it with the emulator, does it actually
> write to my virtual files and change them?

Yes, it does, but only if the images are single density. Afaik Sherlock
doesn't support enhanced or double density disks/images.

> Second, and similar question. I started Seven Cities of Gold and it
> called for formatting a new data disk. What actually happens when it
> formats a new virtual disk? I really do not want it to format my C drive

If you don't have an empty image available as D1: (D2: ?) nothing will
happen. Emulators don't format your C-drive (however there is a tricky, but
easy, way to corrupt some things on your PC harddisk by just starting an
Atari file)

--
Grtx, Sysop Fox-1
http://www7.brinkster.com/atari/

2867. Re: Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 11:45:33 UTC
From: Fox-1
Message-ID: <yPfG8.15472$48.1370857@zwoll1.home.nl>
Source record: 29300

"DunxUK" wrote

> Also any reason why Rainbow Walker fails to run on an XEGS system?

Yes, it's not an XL/XE(gs) game. It's for the Atari 400 / 800. To run it, you have to boot the 800 o.s. first, but I doubt it will work with Multiboot menu. It does work however with other menu's, like SpeedStartInit for example, but you will loose the high-speed loading after the old o.s. is installed (if the disk drive supports it, that is)

--
Grtx, Sysop Fox-1
http://www7.brinkster.com/atari/

2868. Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 12:33:55 UTC
From: dunxuk@aol.com
Message-ID: <20020520083355.15853.00000749@mb-ba.aol.com>
Source record: 29437

I'm having problems getting Pogo Joe onto multboot format - I keep winding up with a 3-sector long program!

Has anyone managed to find Pogo Joe on multiboot format at all? Seems a bit of a swine to transfer.

Also any reason why Rainbow Walker fails to run on an XEGS system?

Thanks, Dunx

2869. Re: Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 12:49:34 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <yh6G8.2919$_15.77127@news4.ulv.nextra.no>
Source record: 29438

You probably need to get it first into one program. The files are often linked together into a long file, but actually they are fragmented. I usally use something called Codebuster. I load the first part of the program in and then I apped the rest. Note which start address and end addresses as well as run address. Then if it's completely loaded, save it back with the right numbers for start, end and run.

Multiboot requires nonfragmented (if this is the right word ???) and this usually works fine for me.

"DunxUK" <dunxuk@aol.com> skrev i melding
news:20020520083355.15853.00000749@mb-ba.aol.com...
> I'm having problems getting Pogo Joe onto multboot format - I keep winding
up
> with a 3-sector long program!
>
> Has anyone managed to find Pogo Joe on multiboot format at all? Seems a
bit of
> a swine to transfer.
>
> Also any reason why Rainbow Walker fails to run on an XEGS system?
>
> Thanks, Dunx
>

2870. Resistors for Super Video for 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 15:08:30 UTC
From: llpwhite@cs.com
Message-ID: <20020520110830.11025.00000411@mb-mm.news.cs.com>
Source record: 29439

I'm getting ready to upgrade another 130XE, and instead of "piggybacking" resistors, I'd like to order the exact values that are needed. In the original article, resistors were added at several positions such that the parallel resistors provided the desired resistance. (or)

Rtot = R1 * R2 / (R1 + R2)

But there is one position where *three* resistors were combined in parallel. Do you calculate Rtot by first uning the above formula for two resistors, then using the same formula with the combined resistance and the third resistor?

Rtot = Rtot1-2 * R3 / (Rtot1-2 + R3)

Thanks,
Larry

2871. Re: Resistors for Super Video for 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 16:02:00 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Y59G8.113$LR6.16391276@newssvr14.news.prodigy.com>
Source record: 29440

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020520110830.11025.00000411@mb-mm.news.cs.com...
> I'm getting ready to upgrade another 130XE, and instead of "piggybacking"
> resistors, I'd like to order the exact values that are needed. In the
original
> article, resistors were added at several positions such that the parallel
> resistors provided the desired resistance. (or)
>
> Rtot = R1 * R2 / (R1 + R2)
>
> But there is one position where *three* resistors were combined in
parallel.
> Do you calculate Rtot by first uning the above formula for two resistors,
then
> using the same formula with the combined resistance and the third
resistor?
>
> Rtot = Rtot1-2 * R3 / (Rtot1-2 + R3)
>
> Thanks,
> Larry
>
>
>

Yes, this method works. IIRC, the general formula boils down to:

Rtot = 1 / ((1/R1) + (1/R2) + (1/R3) + ... (1/Rn))

Richard

2872. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 16:42:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uei9j6oar9cv92@corp.supernews.com>
Source record: 29441

"JD" <-@-.-> wrote in message news:wn1G8.8131$zV.62020@sccrnsc02...
> Not sure if this is the right place to ask this question but... I bought
an
> Atari XE Game System off ebay a year or so ago just for the heck of it..
> (damn ebay). Anyways I just read that it had a built-in ROM that would
fire
> up Atari BASIC if there was no cartridge inserted, and Missile Command if
> there was no cartridge + keyboard unplugged. However all I get on mine is
a
> blank black screen in both scenarios when I power it on with no
> cart/keyboard. Am I doing something obviously wrong or do I have a
> defective system?

It is either wrong or someone modified the system by replacing the built in ROM. Modified systems are not necessarily bad, some of them have expanded memory and built in monitor.

Does the system work when you boot a DOS disk or have a cartridge inserted? If so, I would just put an SIO2PC cable on it and use a ROM image for Atari Basic. It would also let you know how much memory you have in the system if you tried to load a ramdisk.

2873. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 16:48:34 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0205200848.5f385eb0@posting.google.com>
Source record: 29442

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:<ued1n05qkl944e@corp.supernews.com>...
> "Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
> news:YulF8.22749$MK1.3039201419@newssvr12.news.prodigy.com...
> > Wouldn't that be with a FAT32 file system or does that matter?
>
> I *think* FAT32 only uses 4k as a minimum file size/allocation unit. I'm
> pretty sure you only get into huge allocation units with more modern
> versions of Windows with big drives.
>
> My W2000 Pro system is down or I would cross check. It's just a right click
> on a small file and scroll down to properties.

FWIW, on my XP Pro system here at work, a 528 byte log file takes up
4.0k on a 20 gig NTFS partition, so 4k allocation units would make
sense. So, the extra <500 bytes that the MakeATR programs adds will in
most cases make no difference at all in disk space used up. :)

2874. Re: Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 17:29:51 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0205200929.76b3e8e9@posting.google.com>
Source record: 29443

dunxuk@aol.com (DunxUK) wrote in message
news:<20020520083355.15853.00000749@mb-ba.aol.com>...
> I'm having problems getting Pogo Joe onto multboot format - I keep winding up
> with a 3-sector long program!
>
> Has anyone managed to find Pogo Joe on multiboot format at all? Seems a bit of
> a swine to transfer.

I had no problem running it on multiboot way back when, in fact when
transferring floppies to ATRs recently I came across it. My multiboot
loader of choice was one that I found called "Fenders", I don't know
if anyone else remembers it.

Great game!

2875. Re: Creating tapes

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 17:37:50 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <acbca3$bl2$1@newsreader.mailgate.org>
Source record: 29444

> >
> On my home page you can find a program that will generate .wav files
> out of cassette data. However, it is written for use with .cas files.
> If you can write a PC program to convert .com, .exe or .bin files to
> .cas format, then you could use my program to convert that to .wav and
> record it to tape. The hardest part in this is that you have to add
>
> Ernest.
>

Thank you very much.
The great question is: how to write a .bin/.cas converter? :-)

I hope an answer will exist...

Davide Guida

2876. Re: Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 21:22:42 UTC
From: dunxuk@aol.com
Message-ID: <20020520172242.00257.00000519@mb-fd.aol.com>
Source record: 29445

>You probably need to get it first into one program.

I'm getting it into one program ok (it is made from three) but then it doesn't save correctly. Maybe I'm running short on memory, it is large!

2877. Re: 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 21:45:59 UTC
From: ebaiz@skyenet.net
Message-ID: <r8eG8.335$AP3.145975@newsfeed.slurp.net>
Source record: 29446

On 19 May 2002 11:15:22 , "Simon J Wells" wrote:
>I've been out of the atari scene for awhile now, and I remember once reading
>a list of rgb monitors you could connect to an 800xl or 130xe and the cable
>you would need (I am interested in finding a way to display my old 800xl and
>have sound too)

Hello,

Yes there are Commodore monitors out there that work fine with a 130XE
and 800XL. I connect my 130XE to a VGA monitor using the Commodore
monitor cable and a video converter. Works out this way.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2878. Re: 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 21:47:49 UTC
From: ebaiz@skyenet.net
Message-ID: <9aeG8.337$AP3.146287@newsfeed.slurp.net>
Source record: 29297

On 19 May 2002 11:15:22 , "Simon J Wells" wrote:
>I've been out of the atari scene for awhile now, and I remember once reading
>a list of rgb monitors you could connect to an 800xl or 130xe and the cable
>you would need (I am interested in finding a way to display my old 800xl and
>have sound too)

Hello,

Yes there are Commodore monitors out there that work fine with a 130XE
and 800XL. I connect my 130XE to a VGA monitor using the Commodore
monitor cable and a video converter. Works out this way.

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Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

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Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

2879. Re: Pogo Joe on multiboot

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-20 23:42:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <882jeucrhsoofppleqmf7i8e2at4963fjh@4ax.com>
Source record: 29298

On 20 May 2002 12:33:55 GMT, dunxuk@aol.com (DunxUK) wrote:

>I'm having problems getting Pogo Joe onto multboot format - I keep winding up
>with a 3-sector long program!
>
>Has anyone managed to find Pogo Joe on multiboot format at all? Seems a bit of
>a swine to transfer.

Most likely is that Pogo has a small loader just reading in 3 sectors
that displays a message etc and then starts again at the next sector
to read in the main game. Most stuff I added to MB had that as I
didn't want to edit the main file to add a 'cheated by' etc..
--
Paul

2880. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 01:00:02 UTC
From: "rtdos@yahoo.com" <rtdos@juno.com>
Message-ID: <m_gG8.11237$zV.62160@sccrnsc02>
Source record: 29301

Why not use one for Rev. A OS & the other for XL/XE OS ?

"Damfino" <damfino@rochester.rr.com> wrote in message
news:ef53b03c.0205140940.7d3835f2@posting.google.com...
> Hi folks, I've got another fellow now helping me with the next update
> to the TOSEC Atari 8bit database, and we're trying to decide the best
> way to deal with individual binary-file games. Currently, some have
> been converted to .atr format with the MakeATR utility (ie, K-Boot),
> while many more currently exist in a very old executable-only TOSEC
> database. Apparently Atari800Win (and others?) recognize an .xex
> format, which would be for an Atari 8bit executable. There are two
> options:
>
> 1) Convert everything to .ATRs. The advantage is that there will be
> one listing for everything, so if someone's looking for a specific
> game, they won't have to check both the .atr and the .xex collections.
> Another advantage is that this will allow people to keep their
> existing binary-to-atr conversions. The disadvantage is that if
> someone wants to have the executable by itself, it will need to be
> re-converted back to a .exe file. (The filenames will say which
> programs are conversions.)
>
> 2) Have two distinct databases, one for .ATRs and one for .XEXs. The
> advantage is that everything will be in its native format. The
> disadvantages are that there will be two places to check if you're
> looking for a specific game (though I suppose you could leave both in
> one directory, but it wouldn't work if you zip everything to
> individual files), and that if someone already has programs that have
> been converted, they will be "unknown" and it might be confusing to an
> Atari newbie why they used to be recognized but aren't anymore.
>
> I was originally in favor of option 1 but I'm starting to waver, so I
> thought I'd do a quick informal poll of the community and see what you
> all think. How would you like to see this done?

2881. Vintage Games, Saberhagen Berserker ROMs, help!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 02:13:23 UTC
From: uniace3@aol.com
Message-ID: <22a85251.0205201813.46f8c023@posting.google.com>
Source record: 29302
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.folklore.computers,alt.folklore.computer,rec.arts.sf.fandom

Please help me find emulated copies of these games (ROM files, etc):

BERSERKER RAIDS
WINGS OUT OF SHADOW
WIZARD WAR
PRIDE AND PREJUDICE
SIGN OF THE WOLF

They were released between 1982 and 1989 and were made for: Apple II series 48k, Macintosh 512k, Commodore 64, Atari 400/800, IBM-PC, IBM-PC jr. They were made and distributed by Berserker Works Ltd., run by science fiction author Fred Saberhagen and his wife Joan Saberhagen.

I am trying to find these files so they can be included on a CD of historic software for a forthcoming book. I am working with permission of the Saberhagens. I need to find copies ASAP. Apple || copies would be best, but ANYthing would help. Thanks much

Jason Finley
jfinleyNOSPAM@ucla.edu (minus the NOSPAM)

2882. NEW ATARI ST/TT/FALCON CD-ROM NOW FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 05:32:18 UTC
From: Video61@webtv.net
Message-ID: <17670-3CE9DBE2-524@storefull-2111.public.lawson.webtv.net>
Source record: 29303

we have acquired the rights to distribute the st. paul atari computer enthusiast's(space)massive st library of pd/shareware/freeware now available on cd-rom..
the library is so massive that this is the library one, library two we hope to release this summer/fall.
there are literally thousands of programs to long to list on this cd-rom.
run it on your real atari, or thru your emulator.
please visit our website at,
www.atarisales.com
click on the ST/TT/FALCON page to view the front and back artwork of the cd-rom jewel case as well as pricing information,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2883. New to this, having problems!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 08:20:58 UTC
From: Don Holmberg <donholmberg@telus.net>
Message-ID: <KrnG8.28377$KE5.1101871@news1.telusplanet.net>
Source record: 29304

Like you haven't heard that before...

I'm just getting started with Atari800Win Plus 3.0, and I'm banging my head against the wall.

Problem 1: I load with any DOS (2.0, 2,5, Sparta, whatever) and go to access the cartridge. It ALWAYS says there isn't a cartridge, even though I've inserted one (ATARIBAS.ROM). BASIC is not disabled in any of the emu's settings. What gives?

Problem 2: Using ATASM, I create a disk image. The emu can see the disk, I can get a directory from it, but I don't know how to (L)oad it (sorry, the only manual I have is for DOS 3.0...DOS 3.0 can't see the disk image created by ATASM.

Hopefully someone can steer me in the right way. I have tons of stuff I'd like to do on the Atari.

-Don

2884. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 10:58:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1021978641@rtfm.mit.edu>
Source record: 29305
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2885. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 11:02:31 UTC
From: JD <-@-.->
Message-ID: <bPpG8.70168$UV4.103099@rwcrnsc54>
Source record: 29306

I didn't get a disk drive or any accessories other than the keyboard and
light gun that it came with; the only cart I have so far is Star Raiders,
which boots and plays just fine. I don't know much about how to load ROM
image files or connecting it to a PC. No idea what a SIO2PC cable is or
where to get one either. -_-
Do you think this would be worth looking into or should I look for a
"factory" system?

"Rick Cortese" <ricortes@netmagic.net> wrote in message
news:uei9j6oar9cv92@corp.supernews.com...>
> It is either wrong or someone modified the system by replacing the built
in
> ROM. Modified systems are not necessarily bad, some of them have expanded
> memory and built in monitor.
>
> Does the system work when you boot a DOS disk or have a cartridge
inserted?
> If so, I would just put an SIO2PC cable on it and use a ROM image for
Atari
> Basic. It would also let you know how much memory you have in the system
if
> you tried to load a ramdisk.
>
>

2886. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 15:38:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uekq95ka40or9a@corp.supernews.com>
Source record: 29307

"JD" <-@-.-> wrote in message news:bPpG8.70168$UV4.103099@rwcrnsc54...
> I didn't get a disk drive or any accessories other than the keyboard and
> light gun that it came with; the only cart I have so far is Star Raiders,
> which boots and plays just fine. I don't know much about how to load ROM
> image files or connecting it to a PC. No idea what a SIO2PC cable is or
> where to get one either. -_-
> Do you think this would be worth looking into or should I look for a
> "factory" system?

Makes it a bit tough to give advice since if it is a hardware problem a SIO2PC cable may not work. Kind of like advising you to spend $5-$20 to see if your computer works.

Clarence did about as good a job as can be done making a SIO2PC schematic. http://www.redshift.com/~cdyson/sio2pc1.html

Most people just build the 1489/75189 version as it is simple and works. If you don't have an old DOS based PC you would probably want to build the DSR version vs. a switched one. Don't put in the 5.6k pullup resistor, I don't know how that got in the design.

You can order one on eBay, one of the newsgroup regulars sells them there for about $15 + shipping. Once again, if you are using Windows only I would ask for a DSR version as the best option is Steve Tucker's APE software for windows.

As far as is it worth it... We had a poll in the newsgroup a few years back and I think something like 70% of the respondants said SIO2PC was their favorite periferal for their Atari. Considering a lot of people are using the emulators now and going from memory vs. owning one, it was a pretty good showing.

What the software and cable do is convert your PC into an Atari style drive. You can do anything from simulate an Atari 810 to eight 16 meg hard drives hooked up to your Atari at one time. The PC side software allows for hot swapping simulated drives so you really have a lot of storage available. That is why the discussion is going on in another thread about how game files should be distributed, binaries or in the .ATR file format used by SIO2PC.

It really makes storage and game play much improved over the orginal systems. Games like Ultima III and Alternate Reality that were crippled by slow I/O are really playable with an SIO2PC cable.

2887. Re: Resistors for Super Video for 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 16:06:29 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-igOdFqtZJjM5@localhost>
Source record: 29308

```
On Mon, 20 May 2002 16:02:00, "Richard Anderson"
<richard_anderson@pacbell.net> wrote:

>
> "LLpwhite" <llpwhite@cs.com> wrote in message
> news:20020520110830.11025.00000411@mb-mm.news.cs.com...
> > I'm getting ready to upgrade another 130XE, and instead of "piggybacking"
> > resistors, I'd like to order the exact values that are needed. In the
> original
> > article, resistors were added at several positions such that the parallel
> > resistors provided the desired resistance. (or)
> >
> > Rtot = R1 * R2 / (R1 + R2)
> >
> > But there is one position where *three* resistors were combined in
> parallel.
> > Do you calculate Rtot by first uning the above formula for two resistors,
> then
> > using the same formula with the combined resistance and the third
> resistor?
> >
> > Rtot = Rtot1-2 * R3 / (Rtot1-2 + R3)
> >
> > Thanks,
> > Larry
> >
> >
> >
>
> Yes, this method works. IIRC, the general formula boils down to:
>
> Rtot = 1 / ((1/R1) + (1/R2) + (1/R3) + ... (1/Rn))
>
> Richard
>
>
or if all resistors have the same value then Rtot = R/n

Ken
```

2888. Steve Dong Heavy Metal

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 17:53:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cea8988$0$3579$1dc6e903@news.corecomm.net>
Source record: 29309

I have been going thru some old stuff.
I had/have a Steve Dong disk called 'Heavy Metal' if I recall.
It has 8 Dong pictures on it. It is/was a boot disk, if I recall.
It tries to boot, but doesn't work. One of the pictures is called
'SHORE.PIC' and, like most Dong pictures, it is a binary load file.
The other pictures 'GIRLSTAR.PIC', 'GARF.PIC', 'GOMEZ.PIC',
'ROHAN.PIC', 'SWDGIRL.PIC', 'VAMPIRA.PIC' and 'TURBO.PIC'
aren't binary load pictures.
Does anyone have this compilation they would share with me?
B&C Computervisions has a PD Heavy Metal disk, which I think
is the one.
Or, alternatively, I think these are 'Fun with Art' pictures. Is there a
'Fun with Art' PIC viewer?
Thanks
Russg

2889. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 22:19:59 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <ethleusvm2fl13no9u13hsgjlgi4r0nrho@4ax.com>
Source record: 29310

On Tue, 21 May 2002 01:00:02 GMT, "rtdos@yahoo.com" <rtdos@juno.com>
wrote:

>Why not use one for Rev. A OS & the other for XL/XE OS ?

There are already flags in the filenames to indicate which games
require OSb. For example:
Ghost Hunter (19xx)(Arcade Plus)[OSb].atr

(I love Ghost Hunter... one of my all-time favorites, I'll have to dig
out my instruction manual to see if it has a year on it...)

2890. Re: Steve Dong Heavy Metal

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-21 22:57:56 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0205211457.1d8a67cd@posting.google.com>
Source record: 29311

Russ,

I saw a copy available for purchase at:

http://www.classic-games.com/atari8bit/forsale.html

ron

"Russ Gilbert" <russg@en.com> wrote in message
news:<3cea8988$0$3579$1dc6e903@news.corecomm.net>...
> I have been going thru some old stuff.
> I had/have a Steve Dong disk called 'Heavy Metal' if I recall.
> It has 8 Dong pictures on it. It is/was a boot disk, if I recall.
> It tries to boot, but doesn't work. One of the pictures is called
> 'SHORE.PIC' and, like most Dong pictures, it is a binary load file.
> The other pictures 'GIRLSTAR.PIC', 'GARF.PIC', 'GOMEZ.PIC',
> 'ROHAN.PIC', 'SWDGIRL.PIC', 'VAMPIRA.PIC' and 'TURBO.PIC'
> aren't binary load pictures.
> Does anyone have this compilation they would share with me?
> B&C Computervisions has a PD Heavy Metal disk, which I think
> is the one.
> Or, alternatively, I think these are 'Fun with Art' pictures. Is there a
> 'Fun with Art' PIC viewer?
> Thanks
> Russg

2891. Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 00:00:25 UTC
From: ronfucci@bellsouth.net
Message-ID: <3ceadefb.1427853@basic.bs.webusenet.com>
Source record: 29312

Is there a utility that runs under Windows similiar to AtrUtil that
will format a new ATR, but using Atari Dos format ? When I use
AtrUtil to format a new ATR as MyDos format and insert .bas files into
the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.
Tks

ron

2892. Re: Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 02:50:00 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <sHDG8.2647$Aj3.371752181@newssvr11.news.prodigy.com>
Source record: 29313

I use Steven Tuckers APE for DOS v.118- it's meant to be used with an SIO2PC cable, but you could use it to create ATR's as well. After creating them you'll want to mount them in d2 in the emulator and format them with the DOS of your choice in d1.
Mo

ronfucci@bellsouth.net wrote in message
<3ceadefb.1427853@basic.bs.webusenet.com>...
>Is there a utility that runs under Windows similiar to AtrUtil that
>will format a new ATR, but using Atari Dos format ? When I use
>AtrUtil to format a new ATR as MyDos format and insert .bas files into
>the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.
>Tks
>
>ron
>

2893. Super Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 02:54:42 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <SLDG8.2851$cQ3.518@sccrnsc01>
Source record: 29314

All,

I know it has been talked about before, but I just did the Super Video mods for the 130XE (http://www.redshift.com/~cdyson/sv130-1.html) and this looks great. It is like looking at the emulator with the artifacting turned off.

However, I have to admit that using S-video without the Super Video mods also looks quite good. (I took a PC keyboard extension cable, an S-video cable and a male/male RCA cable, to create the uber-8-bit-monitor cable with S-video, composite video and audio out.)

I highly recommend making one of these cables.

Anyway, that is my 2cents.

--Chris

2894. "Find Duplicate" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 12:41:54 UTC
From: llpwhite@cs.com
Message-ID: <20020522084154.14495.00000199@mb-mo.news.cs.com>
Source record: 29315

I'm trying to clean up my disks, years of downloads, etc. Does anyone have an Atari program (preferably Basic) that can help find duplicate files? I certainly can write one, but if there is already one out there...
Thanks,
Larry

2895. Re: "Find Duplicate" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 14:06:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <nBNG8.3461$U12.431033456@newssvr11.news.prodigy.com>
Source record: 29316

Have you tried TUGED from the old school emulation center? It's limited to it's database, but that's pretty extensive. It will rename all of your zip's with the filename, date, crack, OS, etc. and it will move duplicates to a 'dupes' folder. I really like it. I can't find the link for download right now, but do a google search and you'll find it.
Mo

LLpwhite wrote in message
<20020522084154.14495.00000199@mb-mo.news.cs.com>...
>I'm trying to clean up my disks, years of downloads, etc. Does anyone have an
>Atari program (preferably Basic) that can help find duplicate files? I
>certainly can write one, but if there is already one out there...
>Thanks,
>Larry

2896. Re: Opinions wanted - .xex or .atr for binaries?

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 14:14:30 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0205220614.76d8a02@posting.google.com>
Source record: 29317

Ghost Hunter is an awesome game. Actually I personally think it is
one of the few clones better than the original. Man, I'd love to see
Atari type games come back. ;)

Damfino <damfino@rochester.rr.com> wrote in message
news:<ethleusvm2fl13no9u13hsgjlgi4r0nrho@4ax.com>...
> On Tue, 21 May 2002 01:00:02 GMT, "rtdos@yahoo.com" <rtdos@juno.com>
> wrote:
>
> >Why not use one for Rev. A OS & the other for XL/XE OS ?
>
> There are already flags in the filenames to indicate which games
> require OSb. For example:
> Ghost Hunter (19xx)(Arcade Plus)[OSb].atr
>
> (I love Ghost Hunter... one of my all-time favorites, I'll have to dig
> out my instruction manual to see if it has a year on it...)

2897. Re: Steve Dong Heavy Metal

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 15:43:54 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <acge5i$5bs$1@news.chatlink.com>
Source record: 29318

Hi Russ,

pretty much all the files... (except SHORE.PIC) are on the pooldisk2.

Here's the image paths:

\C_AND_T\045.ATR
\AMC\008_A.ATR
\AMC\008_B.ATR
\ABBUC\189.ATR

-Dan

"Russ Gilbert" <russg@en.com> wrote in message
news:3cea8988$0$3579$1dc6e903@news.corecomm.net...
> I have been going thru some old stuff.
> I had/have a Steve Dong disk called 'Heavy Metal' if I recall.
> It has 8 Dong pictures on it. It is/was a boot disk, if I recall.
> It tries to boot, but doesn't work. One of the pictures is called
> 'SHORE.PIC' and, like most Dong pictures, it is a binary load file.
> The other pictures 'GIRLSTAR.PIC', 'GARF.PIC', 'GOMEZ.PIC',
> 'ROHAN.PIC', 'SWDGIRL.PIC', 'VAMPIRA.PIC' and 'TURBO.PIC'
> aren't binary load pictures.
> Does anyone have this compilation they would share with me?
> B&C Computervisions has a PD Heavy Metal disk, which I think
> is the one.
> Or, alternatively, I think these are 'Fun with Art' pictures. Is there a
> 'Fun with Art' PIC viewer?
> Thanks
> Russg
>
>

2898. Atari800Win, M.U.L.E. & joystick/keypad problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 16:21:32 UTC
From: Marjean Cline <marjean@rtinet.com>
Message-ID: <acggdt$km4$1@quark.scn.rain.com>
Source record: 29319

In a fit of nostalgia today, I did a Goggle search for "M.U.L.E." and found, much to my surprise, an Atari emulator for my PC
(Atari800Win) AND
the files necessary to play M.U.L.E. Did the downloads, fired it all up and have gotten as far as the opening page of the game.
NOTHING I try on either my gamepad, joystick or keyboard allows me to press "option" or "select" to change the level of play or
number of players NOR can I find the correct key to "Start" the game either. All I'm getting are the opening animation and the
great, funky music - I am frustrated beyond all belief!

Can you kind people help me?? We had this game for our original Atari and played it constantly. I'd love to surprise my husband
with a playable version on our PC.

Thank you in advance for any help!

Mj

2899. Re: Atari800Win, M.U.L.E. & joystick/keypad problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-22 21:58:46 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <a45oeu0da8p6g5vtt3aue010a4fdq3pjlp@4ax.com>
Source record: 29320

On Wed, 22 May 2002 09:21:32 -0700, "Marjean Cline"
<marjean@rtinet.com> wrote:

>In a fit of nostalgia today, I did a Goggle search for "M.U.L.E." and found, much to my surprise, an Atari emulator for my PC
>(Atari800Win) AND
>the files necessary to play M.U.L.E. Did the downloads, fired it all up and have gotten as far as the opening page of the game.
>NOTHING I try on either my gamepad, joystick or keyboard allows me to press "option" or "select" to change the level of play or
>number of players NOR can I find the correct key to "Start" the game either. All I'm getting are the opening animation and the
>great, funky music - I am frustrated beyond all belief!
>
>Can you kind people help me?? We had this game for our original Atari and played it constantly. I'd love to surprise my husband
>with a playable version on our PC.
>
>Thank you in advance for any help!
>
>Mj
>
Righty....

Make sure your joystick is calibrated in the Control Panel / gamepads
and obviously that it exists in there too :-)

Then you do have to select a stick / Pad to use from the INPUT menu,
by default it's set to either none or keyboard (can't remember for
sure) but it does need to be set to your current pad / stick.

Now use F2 for OPTION, F3 for SELECT and F for START..

F5 is RESET or Shift+F5 for a full coldstart...

If all this fails then leave a message back..
--
Paul

2900. Re: Atari800Win, M.U.L.E. & joystick/keypad problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 01:14:32 UTC
From: Marjean Cline <marjean@rtinet.com>
Message-ID: <achfl3$9oa$1@quark.scn.rain.com>
Source record: 29321

Thanks for your help, Paul. I finally managed to get it configured to play with the keypad, but the only options showing in the
joystick options are "Keypad" and "None or Template" - and to make matters worse, I can't get my system to even acknowledge my old
Gravis joystick, much less let me calibrate it. This all reminds me of the difference between what was under the hood of our old
'68 Chevy pick-up and what I saw when we went car shopping a few weeks ago. At least I could find things in the old truck!

But I can now play the game with the keypad, and even though I'm not as quick with that as I used to be with the joystick
(especially when my time is limited because of a food shortage!), I can sit here and waste a few hours as a purple Leggite trying to
outdo those pesky Mechtrons! I'll try a few other things when I have the time and maybe I'll be able to get the joystick to work.
My better half will be thrilled to have his old game back!

Mj

2901. Time to clean out the old 8-bit Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 02:37:18 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <yBYG8.30769$D41.1224565@bgtnsc05-news.ops.worldnet.att.net>
Source record: 29322

It's time to clean out all the old 8-bit Atari stuff, including a huge library of software, some commercial, mostly public domain and shareware plus local Atari User Group library, diskettes, storage cases, etc. You can have it all for FREE if you can pick it up in Asheville, NC. Shipping costs, because of volume and weight would most likely make shipping not feasible, so please don't ask. If interested, reply to me in Email at s.winick@worldnet.att.net ,

Sheldon

2902. Re: Time to clean out the old 8-bit Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 04:21:34 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <i7_G8.35$ql4.17600698@newssvr12.news.prodigy.com>
Source record: 29323

I wonder how many miles that is from Houston, TX. Man if I could make the roadtrip I would!
Mo

Sheldon H. Winick wrote in message ...
>It's time to clean out all the old 8-bit Atari stuff, including a huge
>library of software, some commercial, mostly public domain and shareware
>plus local Atari User Group library, diskettes, storage cases, etc. You
can
>have it all for FREE if you can pick it up in Asheville, NC. Shipping
>costs, because of volume and weight would most likely make shipping not
>feasible, so please don't ask. If interested, reply to me in Email at
>s.winick@worldnet.att.net ,
>
>Sheldon
>
>
>

2903. Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 05:04:23 UTC
From: "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl>
Message-ID: <acht63$9ns$1@news.nivel5.cl>
Source record: 29324

Does anyone know where can I find a Super Archiver II for the 1050? I really want to have one of this to make a Special Collectors Limited Supply of a game I'm creating.

Thanks!

2904. Re: Atari800Win, M.U.L.E. & joystick/keypad problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 10:16:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <9jfpeugurpeo5l7hrip90fikkc1dmqn3oj@4ax.com>
Source record: 29325

On Wed, 22 May 2002 18:14:32 -0700, "Marjean Cline"
<marjean@rtinet.com> wrote:

>Thanks for your help, Paul. I finally managed to get it configured to play with the keypad, but the only options showing in the
>joystick options are "Keypad" and "None or Template" - and to make matters worse, I can't get my system to even acknowledge my old
>Gravis joystick, much less let me calibrate it. This all reminds me of the difference between what was under the hood of our old
>'68 Chevy pick-up and what I saw when we went car shopping a few weeks ago. At least I could find things in the old truck!
>
Lol..

I'd pick up and old gamepad from your local PC place, they are so
cheap now, I'm picking up a 10 button, dual analogue, vibrating all
sing and dancing pad for 7.99UK which works perfectly under 98/XP
called the Blaze Viper 3D.

Any other pad should cure the no pad problem you have, I seem to
remember the Gravis needs drivers from a floppy disk before Windows
can see it.

>But I can now play the game with the keypad, and even though I'm not as quick with that as I used to be with the joystick
>(especially when my time is limited because of a food shortage!), I can sit here and waste a few hours as a purple Leggite trying to
>outdo those pesky Mechtrons! I'll try a few other things when I have the time and maybe I'll be able to get the joystick to work.
>My better half will be thrilled to have his old game back!
>
>Mj

Glad to help, MULE is a superb game (and about to be released in an
updated form on the PC). And no fighting with the other half over the
keyboard :-)

/me currently fighting with my 2.5yr old daughter for control of the
keyboard :-)
--
Paul

2905. Re: Atari800Win, M.U.L.E. & joystick/keypad problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 12:27:06 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <ue5H8.578597$pT2.96089@news.easynews.com>
Source record: 29326

"Marjean Cline" <marjean@rtinet.com> wrote in message
news:acggdt$km4$1@quark.scn.rain.com...
> In a fit of nostalgia today, I did a Goggle search for "M.U.L.E." and
found, much to my surprise, an Atari emulator for my PC
> (Atari800Win) AND
> the files necessary to play M.U.L.E. Did the downloads, fired it all up
and have gotten as far as the opening page of the game.
> NOTHING I try on either my gamepad, joystick or keyboard allows me to
press "option" or "select" to change the level of play or
> number of players NOR can I find the correct key to "Start" the game
either. All I'm getting are the opening animation and the
> great, funky music - I am frustrated beyond all belief!
>
> Can you kind people help me?? We had this game for our original Atari and
played it constantly. I'd love to surprise my husband
> with a playable version on our PC.
>
> Thank you in advance for any help!
>
> Mj
>

I must say this has got to be one of the best games ever released. I still
play it now :)

2906. Re: Time to clean out the old 8-bit Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 12:54:07 UTC
From: "Sheldon H. Winick" <s.winick@worldnet.att.net>
Message-ID: <PD5H8.226$LC3.11396@bgtnsc04-news.ops.worldnet.att.net>
Source record: 29327

Mo,

Just looked at a small USA map I have, and it looks like you're only about 6
inches away from Asheville. ;-)
You can always plan a mountain vacation to justify the trip.

Sheldon

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:i7_G8.35$qI4.17600698@newssvr12.news.prodigy.com...
> I wonder how many miles that is from Houston, TX. Man if I could make the
> roadtrip I would!
> Mo
>
>
> Sheldon H. Winick wrote in message ...
> >It's time to clean out all the old 8-bit Atari stuff, including a huge
> >library of software, some commercial, mostly public domain and shareware
> >plus local Atari User Group library, diskettes, storage cases, etc. You
> can
> >have it all for FREE if you can pick it up in Asheville, NC. Shipping
> >costs, because of volume and weight would most likely make shipping not
> >feasible, so please don't ask. If interested, reply to me in Email at
> >s.winick@worldnet.att.net ,
> >
> >Sheldon
> >
> >
> >
>
>

2907. XEGS RAM expansion kits

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-23 14:34:41 UTC
From: dunxuk@aol.com
Message-ID: <20020523103441.18013.00000550@mb-fp.aol.com>
Source record: 29328

Are there any kits still available to expand the memory on an XEGS system?

Thanks, Dunx

2908. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 01:43:45 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205231840090.3907-100000@shell1.aracnet.com>
Source record: 29329
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/specials.htm I'm Currently running a Death, Taxes & Moving Sale! I'm not Dying! But I've moved to a new ISP Plus I've just bought out another Atari Dealer! So to Celebrate and get the Word out that I've Moved. I'm offering a Discount, giving Atarians an opportunity to Buy while I work on adding more Inventory to my Atari Catalogs. So I'm Currently offering a 25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit and Atari ST Computer Lines! So spend your Tax Refund at my shop, at Bravo Sierra Computers! Check my WebLink above at specials.htm

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
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I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2909. Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 03:12:21 UTC
From: Scanner Man <scanner_man@hotmail.com>
Message-ID: <3cedaefa_2@nova.entelchile.net>
Source record: 29330

I have a question, I just get a atari 800xl with a disket machine, I never has used a atari with disks, when I write DOS in the atari it shows the self test screen, I have to get the dos on disk if is there how I can made it.

I use atari800win emulator and I play games in atr format this games can I convert to be reader by the atari?

thanks

cbravoc@hotmail.com

2910. Playing "The Pawn"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 10:25:46 UTC
From: PeterH <s9918227@student.up.ac.za>
Message-ID: <3CEE152A.89BAD635@student.up.ac.za>
Source record: 29331

I know it is extremely naughty of me to even think of asking this - but
I would really like to play that old adventure game The Pawn, but
because of that bloody copy-protection scheme I can't...

I have a copy of the manual, but since it's in text-file format it
doesn't help very much. What are my alternatives? Can anybody help?

Peter

2911. FA: SIO2PC or 1050-2-PC on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 14:11:56 UTC
From: j131@inetia.pl
Message-ID: <aclhnc$o5f$1@korweta.task.gda.pl>
Source record: 29333

If you still do not have it check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2025638389

j131

2912. Re: Playing "The Pawn"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 14:20:52 UTC
From: baldrick <baldricknospam@netset.com>
Message-ID: <3cee48de$0$1415$6d5eecc5@news.eurekanet.com>
Source record: 29332

PeterH wrote in message <3CEE152A.89BAD635@student.up.ac.za>...
>I know it is extremely naughty of me to even think of asking this - but
>I would really like to play that old adventure game The Pawn, but
>because of that bloody copy-protection scheme I can't...
>
>I have a copy of the manual, but since it's in text-file format it
>doesn't help very much. What are my alternatives? Can anybody help?
>
>Peter

Do a search on the web for Magnetic Scrolls and you'll come across the Magnetic Scrolls memorial site. This site has info and links for Magnetic, a program that allows you to play old Magnetic Scrolls adventure games on modern computers. There are versions for Linux, Windows, Mac, Amiga and Atari ST.

Dan
aka baldrick

2913. Re: Atari Ramdisk info Vers. 1.4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 17:39:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CEE7AC2.D1DF4B02@students.uni-mainz.de>
Source record: 29334

Well,
I am not mising this info, I am ignoring it !! Because that 14k space is
RAM under the OS ROM (it can be used as a Ramdisk, but with many
compromises). Besides that, you were not the only one who told me that.
Maybe I should include this info into my RD info text - on the other
hand this would mean that I also have to include all RAM upgrades for
400 and 800 computers, as well as all RAM upgrades for the 600XL. At the
moment I am not willing to do that. My main reason was to list Ramdisks
/ extra Ram beyond the 48k or 64k "normal" RAM: Especially I wanted to
list the Rambanks of these extended machines and several lists of
programs that work with one or more of these upgraded Ataris...
-Andreas.

P.S.: But thats surely not the last word here - tell me your opinions
and I might change mine...

machf schrieb:
>
> On Fri, 17 May 2002 19:23:55 +0200, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> > Hello Atarians, hello Michael Current,
> > once again here is a "small" update of the Atari Ramdisk overview.
> > This time the text includes only a short update but therefore a huge
> > correction of many typos I did in the last update. Hopefully these
> > typos are all wiped out now... -Andreas.
> >
> >--
> >
> > 3.7 Atari Ramdisks - a short & very incomplete Overview:
> > (This is version 1.4 from May 2002)
> >
> <snip>
> >--
> >
> > 3.7.2 Atari XL/XE Ramdisks:
> >
> <snip>
> Andreas, you're missing some info on the Mini-RAMdisk Bill Wilkinson wrote
> for COMPUTE! in his October 1986 Insight: Atari column, for those XL/XE
> computers not lucky enough to have more than 64KB. It used the 14K under
> ROM space to provide a small RAMdisk.
>
> --
> _____ ____---____ Marco Antonio Checa Funcke

> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

2914. Re: Atari Ramdisk info Vers. 1.4 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 17:57:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CEE7EFD.85D847D0@students.uni-mainz.de>
Source record: 29335

Hello Wes,
its really cool to get some infos directly from the developer. At first you must know, that I am living in Germany. Thus Newell Ramdisks are not the standard here (Compyshop Ramdisks are). Most (if not all) of the guys who own a Newell Ramdisk here reported to me that it lacks the Antic access (separate access of Antic and/or the CPU to the extra Ram). Thus the programs "The Wedge 2.1" by Ed Bachman and "Video Blitz" by Helvetica Bold which are the only programs I know to use the separate access do not work on their machines (they also do not work on Megaram 1, 2 and 3 ramdisks, but there were some Compyshop Ramdisks, not called Megaram which had the separate access). ABBUC which is also a german Atari club has many Ramdisk schematics, they also have some Newell schematics and it looks like they merely have the old schematics where Rambo XL compatibility and separate Antic access is missing...

Well, maybe I should simply change the list and mention that there were/are two versions of (every?) Newell Ramdisk, the newer one which is Rambo XL compatible and the older one which is not. Concerning Antic access I merely have the information from some german Atarians who told me that their Newell RD does not have it; guess they do not own "original" newell ramdisks but rather selfmade ones (so-called compatibles) and left out that Antic thing because all over the years the Atarians have been told, that there is no program which uses that separate access. Now we know: there are at least two programs and maybe more (which I do not know by now), thus separate antic access should be available, if possible... greetings, Andreas.

P.S.: As I said at the end of the info text, I am a novice in this subject, so I must believe almost everything the Atarians tell me...

Wes Newell schrieb:
>
> Andreas Magenheimer wrote:
> > 3.7.2 Atari XL/XE Ramdisks:
> >
> > - Newell Newell Ind. 192k
> > 4000-7FFF 2,3,5,6 B ($D301)
> > Banks: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF (most common banks);
> > Notes: uses 64k as main RAM and 192k as Ramdisk/extra RAM;
> > normally NOT compatible to Peterson/Buchholz/Rambo XL Ramdisks;
>
> Seeing as how this upgrade was the first on the market, there wasn't any
> of the above to be compatible with.
>
> > *** Russ Gilbert mentioned that his Newell RD uses 83,87,8B,8F

> > as main Ram and A,C,E as extra Rambanks - thus it is compatible
> > to Peterson, Buchholz and Rambo XL. Looks like Wes Newell changed
> > the design of his Newell Ramdisks from time to time. However,
>
> In an effort to try and maintain some sort of standard, I changed the
> design to be compatible with the Rambo XL some time after it came out. I
> also offered instructions to change the original ones to be compatible.
> required some simple trace cuts and jumpers. No additional parts.
>
> > most 192k (256k total) Newell Ramdisks are not compatible to the
> > above (at least all my docs, manuals and e-mails say so). But
> > there`s no need to worry about, just read the nice article by Craig
> > Goranson and find out how to install a small patch to make even
> > incompatible Newell RDs compatible to Peterson/Buchholz/Rambo XL.***
> > built in Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!
>
> Antic Access? The Newell upgrade was the only one that handled the Antic
> chip properly. Don't beleive me? Run the demos that came with Basic XE
> using the upgrades. The Newell upgrade is the only one that ran them
> properly. Look at the upgrades. Count the chips. The extra ones on the
> Newell upgrade are for Antic support.
>
> >
> > - Newell Newell Ind. 1024k
> > 4000-7FFF 1,2,3,5,6,7 B ($D301)
> > Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
> > 41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
> > 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
> > C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
> > Notes: uses 8 pc. 1Mx1 Chips (511000-80), if full 1MB is used,
> > then built-in Atari Basic is not avaiable; Antic access: no!
> > built in Atari Basic: no!, XL/XE Selftest: YES!
>
> What are you calling Antic acess? These upgrades were totally XE
> compatible, including Antic banking from day one with the original 256KXL..
>
> >
> > - Newell Newell Ind. 4096k
> > 4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
> > Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
> > 10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
> > 20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
> > 30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
> > 40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
> > 50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
> > 60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
> > 70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
> > 80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
> > 90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
> > A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF

> > B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
> > C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
> > D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
> > E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
> > F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
> > Notes: uses 8 pc. 4Mx1 Chips (511000-80); made by Newell, later by
> > FTE;
> > seems to be very incompatible to existing software and bankswitching
> > cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
> > NOT available (only extra Ram/Ramdisk banks); Antic access: no!
> > built in Atari Basic: no!, XL/XE Selftest: no (?); usage: almost
> > none!;
>
> There are other ways to do this, but it requires additional parts and
> some work. A second pia would let one configure it almost any way they
> wanted.

2915. Re: Steve Dong Heavy Metal

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 18:07:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CEE817D.709CCD4A@students.uni-mainz.de>
Source record: 29336

Hello Russ,
I have that disk, as well as some FWA loaders and converters. Can send
you a copy next week (so far I searched the whole Pooldisk Too for every
FWA picture and now I have 2 medium/enhanced density disk sides filled
with them). do you just want the FWA pictures or also the Binary pics
and/or FWA converters ?? -Andreas.

Russ Gilbert schrieb:
>
> I have been going thru some old stuff.
> I had/have a Steve Dong disk called 'Heavy Metal' if I recall.
> It has 8 Dong pictures on it. It is/was a boot disk, if I recall.
> It tries to boot, but doesn't work. One of the pictures is called
> 'SHORE.PIC' and, like most Dong pictures, it is a binary load file.
> The other pictures 'GIRLSTAR.PIC', 'GARF.PIC', 'GOMEZ.PIC',
> 'ROHAN.PIC', 'SWDGIRL.PIC', 'VAMPIRA.PIC' and 'TURBO.PIC'
> aren't binary load pictures.
> Does anyone have this compilation they would share with me?
> B&C Computervisions has a PD Heavy Metal disk, which I think
> is the one.
> Or, alternatively, I think these are 'Fun with Art' pictures. Is there a
> 'Fun with Art' PIC viewer?
> Thanks
> Russg

2916. Re: Playing "The Pawn"

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-24 18:13:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CEE82E1.89036EAF@students.uni-mainz.de>
Source record: 29337

Hmm,
that makes me wonder. All Rainbird titles (Jinxter, Guild of thieves,
The Pawn) that were sold here in Europe did not have any copy
protection. More than that, they all contained two disks, but on every
disk only side 1 was filled with data, whereas side 2 was empty. Maybe
they thought that some disk drives (like Chinon XF drives) cannot read
the second side of a disk at all... -Andreas.

PeterH schrieb:
>
> I know it is extremely naughty of me to even think of asking this - but
> I would really like to play that old adventure game The Pawn, but
> because of that bloody copy-protection scheme I can't...
>
> I have a copy of the manual, but since it's in text-file format it
> doesn't help very much. What are my alternatives? Can anybody help?
>
> Peter

2917. Atari810 Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-25 19:31:46 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <acooko$46p$1@news.chatlink.com>
Source record: 29338

Hi all,

just updated Atari810 to ver. 1.3. It now supports high-speed disk I/O (2
times standard SIO speed), like an XF551 or Happy drive.

Download it for free at:
http://retrobits.net

-Dan

2918. Re: Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-25 20:26:14 UTC
From: Vasco <vasco3@poczta.fm>
Message-ID: <3ceff43a_3@news.vogel.pl>
Source record: 29339

> Is there a utility that runs under Windows similiar to AtrUtil that
> will format a new ATR, but using Atari Dos format ? When I use
> AtrUtil to format a new ATR as MyDos format and insert .bas files into
> the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.

Use only Single and Double density (90 & 180 KB) - be ok! If You use medium
(130 KB) - be problems :(

Vasco

2919. Re: Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-26 00:35:40 UTC
From: ronfucci@bellsouth.net
Message-ID: <3cf02da3.273843125@basic.bs.webusenet.com>
Source record: 29340

thanks for the reply. i found this also to be true. eventually i did
get it to work with single density and had difficulty with enhanced
density.

ron

On Sat, 25 May 2002 22:26:14 +0200, "Vasco" <vasco3@poczta.fm> wrote:

>> Is there a utility that runs under Windows similiar to AtrUtil that
>> will format a new ATR, but using Atari Dos format ? When I use
>> AtrUtil to format a new ATR as MyDos format and insert .bas files into
>> the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.
>
>Use only Single and Double density (90 & 180 KB) - be ok! If You use medium
>(130 KB) - be problems :(
>
> Vasco
>
>
>

2920. Binary files

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-26 00:49:09 UTC
From: Elusive Dom <jamesterrence@hotmail.com>
Message-ID: <3CF03104.E9E7E459@hotmail.com>
Source record: 29341

Many years ago 1985 if memory serves I purchased a brand new 800xl 1050 disk drive 1702 commodore monitor and an atari modem and printer, Those are long gone now but I am re collecting some atari hardware and software, does anyone remember how you copy a binary file from a cassette to a disk? Many years ago the BBS's were full of this information but my memory is not what it was and I would like to move some games from cassette to disk.

Thanks in Advance

2921. Re: Binary files

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-26 01:56:54 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <GhXH8.16854$Aj2.2986696806@newssvr30.news.prodigy.com>
Source record: 29342

You need a special utility program for that. I have a zip file that I've collected from others that I can send you to try out. Let me know.
Mo

Elusive Dom wrote in message <3CF03104.E9E7E459@hotmail.com>...
>Many years ago 1985 if memory serves I purchased a brand new 800xl 1050
>disk drive 1702 commodore monitor and an atari modem and printer, Those
>are long gone now but I am re collecting some atari hardware and
>software, does anyone remember how you copy a binary file from a
>cassette to a disk? Many years ago the BBS's were full of this
>information but my memory is not what it was and I would like to move
>some games from cassette to disk.
>
>Thanks in Advance
>

2922. Re: Binary files

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-26 23:12:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <yZdI8.2899$nl5.2003@newsread1.prod.itd.earthlink.net>
Source record: 29343

CopyCass is the best utility I have used for that purpose; otherwise you must read the cassette data into a buffer and then dump it out to a disk file as DOS has no provision for this process. Basic files can be transferred after booting DOS with the simple "CLOAD" and then SAVE"D1:MYFILE.BAS.

There is also Cas2Disk to make a boot disk from a boot cassette.

--
Ron

http://www.atariland.com/members/oldatarian

"Elusive Dom" <jamesterrence@hotmail.com> wrote in message news:3CF03104.E9E7E459@hotmail.com...
> Many years ago 1985 if memory serves I purchased a brand new 800xl 1050
> disk drive 1702 commodore monitor and an atari modem and printer, Those
> are long gone now but I am re collecting some atari hardware and
> software, does anyone remember how you copy a binary file from a
> cassette to a disk? Many years ago the BBS's were full of this
> information but my memory is not what it was and I would like to move
> some games from cassette to disk.
>
> Thanks in Advance

2923. Re: Atari810 Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 09:10:43 UTC
From: Chris Kruiper <c.a.kruiper@kpn.com>
Message-ID: <01c2055e$61414f50$942915ac@HKTGN9911081818>
Source record: 29344

Dan Vernon <dan@retrobits.nospam.net> schreef in artikel
<acooko$46p$1@news.chatlink.com>...
> Hi all,
>
> just updated Atari810 to ver. 1.3. It now supports high-speed disk I/O
(2
> times standard SIO speed), like an XF551 or Happy drive.
>
> Download it for free at:
> http://retrobits.net
>
> -Dan

Hi,

Thank you. I used version 1.1 quit a lot. This program works fast and is
reliable....good job.....it seems that it's working on Windows XP aswell???

I'm going to try it out tonight.

Chris

2924. Re: another XEP80 text file added to site (turns CVBS signal into MDA)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 10:56:54 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act3dnpi1@nets3.rz.RWTH-Aachen.DE>
Source record: 29345

Howdy Ken

> I have tried to email you 3 times now and am not getting thru. is
> there a problem with your email address?

> On Mon, 13 May 2002 13:22:39, "Mathy van Nisselroy"
> <nisse-ma@reze-1.rz.rwth-aachen.de> wrote:

That's my old address. Please use my new one. (I killed the old address a
few weeks ago, so it shouldn't end up in my messages. If it still does,
please tell me)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

2925. Re: hardware quizz

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 11:12:21 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act4an$1r9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29346

Howdy Romu

> what are these machines....?
>
> http://perso.club-internet.fr/romualdl/vzland/vz4.jpg
>
> http://perso.club-internet.fr/romualdl/vzland/vz5.jpg
>
> You think they do not differ from other basic ataris, so have a look here:
>
> http://perso.club-internet.fr/romualdl/vzland/vz6.jpg

IIRC I've seen these pictures before. A guy from Eastern Europe built them
(if those are the same pictures). His name is Jeri or Jery or Jerzy or
something like that.

CU Mathy van Nisselroy

2926. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 11:20:44 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act4qe$2cf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29247

Howdy JD

> Not sure if this is the right place to ask this question but...

It is!

> I bought an
> Atari XE Game System off ebay a year or so ago just for the heck of it..
> (damn ebay). Anyways I just read that it had a built-in ROM that would
fire
> up Atari BASIC if there was no cartridge inserted, and Missile Command if
> there was no cartridge + keyboard unplugged. However all I get on mine is
a
> blank black screen in both scenarios when I power it on with no
> cart/keyboard. Am I doing something obviously wrong or do I have a
> defective system?

Can you open it up and look inside?

IIRC the ROM is on the right hand side near the top right corner. Tell us what the number say. (if it's got a small window, the ROM that is, the ROM was replaced by an EPROM.) The ROM is not as big as the 40 pin chips. (in lenght that is)

CU Mathy van Nisselroy

2927. Re: memory upgrade for a XEGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 11:28:13 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act58e$2tc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29248

Howdy Tony

> Is there a simple upgrade from 64K to 128K for the XEGS out there in the
PD
> world? I have a couple XEGSs and I thought I'd at least bump them up to
> 128K

My XEGS has 1MB. Check out http://www.holyoak.com for the schematic and
http://www.myatari.net for an article an picture (the RED issue. May 2001.)

CU Mathy van Nisselroy

2928. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 11:34:25 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act5k3$3bc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29249

Howdy Guillermo

> Does anyone know where can I find a Super Archiver II for the 1050? I
really
> want to have one of this to make a Special Collectors Limited Supply of a
> game I'm creating.

Have you tried CSS? http://www.nleaudio.com/css

CU Mathy van Nisselroy

2929. Re: XEGS RAM expansion kits

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 11:39:32 UTC
From: Mathy van Nisselroy <nisse-ma@reze-1.rz.rwth-aachen.de>
Message-ID: <act5tp$3kp$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29250

Howdy Dunx

> Are there any kits still available to expand the memory on an XEGS system?

B&C still has the Innovative Concepts 128kB upgrade for the XEGS in it's
list (last updated in April)

CU Mathy van Nisselroy

PS as soon as i get the bugs chased out of my upgrade, I'm hoping to get a
small production run going of my 1MB upgrade. It works 100% in my XEGS, but
my 800XE has a week CPU and why it doesn't work in my 800XL still bugs the
hell out of me.
How does 99.9% 130XE compatible sound?
No loss of software control over BASIC, Selftest, OS ROM and on the XEGS
even Missile Command.
No funny addresses.
No screen flicker.

2930. Re: another XEP80 text file added to site (turns CVBS signal into MDA)

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 12:04:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <act7c8$5ea$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29251

Howdy Ken

I just found out why Outlook Express kept using my old email address. It's been changed. My new one should be used with this message, but I'll attach my signatur to this message too.

Sorry for the inconviniance (sp?)

(Just to make sure you don't miss it in the newsgroup, I'll cc this message to you directly)

CU Mathy van Nisselroy

2931. Re: XEGS RAM expansion kits

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 12:18:32 UTC
From: dunxuk@aol.com
Message-ID: <20020527081832.13905.00000870@mb-cl.aol.com>
Source record: 29252

>PS as soon as i get the bugs chased out of my upgrade, I'm hoping to get a
>small production run going of my 1MB upgrade.

Put me on the emailing list when it's available!

Thanks and best regards,

Duncan

2932. Atari web espa&#65533;ol

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 17:26:39 UTC
From: Numbnao <unifer@latinmail.com>
Message-ID: <3cf25dab$1_2@nova.entelchile.net>
Source record: 29255
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,ctdl.sys.atari8

Espa&#65533;ol: Hola, nueva pagina de atari 8 bit en espa&#65533;ol
Atari alternative version
http://mipagina.123.cl/fercaster

English: Hello, new it paginates web of atari 8bit in Spanish
Atari Alternative
http://mipagina.123.cl/fercaster

2933. Re: hardware quizz

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 19:00:42 UTC
From: romualdl <romualdl@hotmail.com>
Message-ID: <3cf282ae$0$21597$7a628cd7@news.club-internet.fr>
Source record: 29253

True,

130xeSD (I've seen 2 models):

-1 meg RAM (soldered on the 1st model and socketed on the 2nd)
-multi-rom boot (8 on the 1st with led display for the name of the rom/ 4 on the second with onscreen menu)
-of course 3.5 floppy drive
-sio2pc inside (on the 1st model not on the 2nd)
-stereo sound switch (with headphone plug on the 2nd)
-external slave 5.25 drive port (on the 1st model)
-I may forget some other things but I will make a page with more details and pics soon...

A+
Romu

Mathy van Nisselroy a crit dans le message :
act4an$1r9$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Romu
>
> > what are these machines....?
> >
> > http://perso.club-internet.fr/romualdl/vzland/vz4.jpg
> >
> > http://perso.club-internet.fr/romualdl/vzland/vz5.jpg
> >
> > You think they do not differ from other basic ataris, so have a look here:
> >
> > http://perso.club-internet.fr/romualdl/vzland/vz6.jpg
>
> IIRC I've seen these pictures before. A guy from Eastern Europe built them
> (if those are the same pictures). His name is Jeri or Jery or Jerzy or
> something like that.
>
> CU Mathy van Nisselroy
>
>
>

2934. Re: XEGS RAM expansion kits

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-27 20:29:03 UTC
From: Video61@webtv.net
Message-ID: <3824-3CF2970F-292@storefull-2116.public.lawson.webtv.net>
Source record: 29254

hi mathy,
will you make them availible for dealer retail?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

2935. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-28 04:13:58 UTC
From: "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl>
Message-ID: <acv030$3d0$1@news.nivel5.cl>
Source record: 29256

Howdy Mat

"Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> escribi&#65533; en el
mensaje news:act5k3$3bc$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Guillermo
>
> > Does anyone know where can I find a Super Archiver II for the 1050? I
> really
> > want to have one of this to make a Special Collectors Limited Supply of
> a
> > game I'm creating.
>
> Have you tried CSS? http://www.nleaudio.com/css
>
> CU Mathy van Nisselroy

Yep, previously, but they didn't respond me. I'm not sure if they're still
on business. Do you know if so?

Guillermo.

2936. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-28 11:05:10 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1022583879@rtfm.mit.edu>
Source record: 29257
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2937. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-28 12:33:10 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <aOKI8.1498883$Lj7.50902214@Flipper>
Source record: 29258

Maybe you can achieve what you want with Happy/Speedy?

Freddy.

"Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
news:acv030$3d0$1@news.nivel5.cl...
> Howdy Mat
>
>
> "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> escribi&#65533; en el
> mensaje news:act5k3$3bc$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy Guillermo
> >
> > > Does anyone know where can I find a Super Archiver II for the 1050? I
> > really
> > > want to have one of this to make a Special Collectors Limited Supply
of
> a
> > > game I'm creating.
> >
> > Have you tried CSS? http://www.nleaudio.com/css
> >
> > CU Mathy van Nisselroy
>
> Yep, previously, but they didn't respond me. I'm not sure if they're still
> on business. Do you know if so?
>
> Guillermo.
>
>

2938. Re: hardware quizz

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-28 20:50:29 UTC
From: romualdl <romualdl@hotmail.com>
Message-ID: <3cf3edf0$0$21595$7a628cd7@news.club-internet.fr>
Source record: 29259

> Where are the schematics and instructions for making these mods yourself!?

Don't know. I received the 130xe as is. I have not made the mods myself, and
there's a whole bunch of wires and electronics running inside...

A+
Romu

2939. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 01:28:05 UTC
From: "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl>
Message-ID: <ad1anv$d32$1@news.nivel5.cl>
Source record: 29260

Nope, cause Happy drives only works with single density, and I'm planning to use an enhanced density disk.

Guillermo.

"Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje news:aOKI8.1498883$Lj7.50902214@Flipper...
>
> Maybe you can achieve what you want with Happy/Speedy?
>
> Freddy.
>
> "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> news:acv030$3d0$1@news.nivel5.cl...
> > Howdy Mat
> >
> >
> > "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> escribi&#65533; en el
> > mensaje news:act5k3$3bc$1@nets3.rz.RWTH-Aachen.DE...
> > > Howdy Guillermo
> > >
> > > > Does anyone know where can I find a Super Archiver II for the 1050?
I
> > > really
> > > > want to have one of this to make a Special Collectors Limited Supply
> of
> > a
> > > > game I'm creating.
> > >
> > > Have you tried CSS? http://www.nleaudio.com/css
> > >
> > > CU Mathy van Nisselroy
> >
> > Yep, previously, but they didn't respond me. I'm not sure if they're
still
> > on business. Do you know if so?
> >
> > Guillermo.
> >
> >
>
>

2940. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 02:00:41 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <dDWI8.88$Uw2.52711513@newssvr11.news.prodigy.com>
Source record: 29261

I have a Happy 1050 that does all three densities. Are you refering to the
810 Happy? I think that upgrade supports double density as well.
Mo

Guillermo Fuenzalida M. wrote in message ...
>Nope, cause Happy drives only works with single density, and I'm planning
to
>use an enhanced density disk.
>
>Guillermo.
>
>"Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje
>news:aOKI8.1498883$Lj7.50902214@Flipper...
>>
>> Maybe you can achieve what you want with Happy/Speedy?
>>
>> Freddy.
>>
>> "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
>> news:acv030$3d0$1@news.nivel5.cl...
>> > Howdy Mat
>> >
>> >
>> > "Mathy van Nisselroy" <nisse-ma@reze-1.rz.rwth-aachen.de> escribi&#65533; en
el
>> > mensaje news:act5k3$3bc$1@nets3.rz.RWTH-Aachen.DE...
>> > > Howdy Guillermo
>> > >
>> > > > Does anyone know where can I find a Super Archiver II for the
1050?
>I
>> > > really
>> > > > want to have one of this to make a Special Collectors Limited
Supply
>> of
>> > a
>> > > > game I'm creating.
>> > >
>> > > Have you tried CSS? http://www.nleaudio.com/css
>> > >
>> > > CU Mathy van Nisselroy
>> >
>> > Yep, previously, but they didn't respond me. I'm not sure if they're

>still
>> > on business. Do you know if so?
>> >
>> > Guillermo.
>> >
>> >
>>
>>
>
>

2941. sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 05:09:07 UTC
From: Steve Chamberlin <slc@pacbell.net>
Message-ID: <TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com>
Source record: 29263

I've got a brand new sio2pc cable (purchased from j131-- thanks!), and apparently I'm too stupid to use it correctly. Can anyone give me a quick explanation of how to get up and running?

I tried connecting the cable directly from my 130XE to my PC's COM1, launching sio2pc 4.19, loading a bootable disk image into virtual drive 1, and then powering on the Atari. I was expecting it to boot from the virtual drive, but instead it just booted to basic's READY prompt, exactly as if no drive were present at all. When I type the DOS command it just goes to the self-test screen.

I then tried the same drill using APE instead of sio2pc, with the same result. Then I tried daisy chaining a 1050 in between the Atari and the PC instead of connecting them directly, again with the same result. In all cases there were no error messages or other signs of trouble, but the Atari just acted as if the sio2pc cable and PC-hosted disk weren't there.

If I had a real bootable DOS diskette, I'd try booting that in my 1050, and then using DOS to query drive 2 (the PC-hosted disk). Unfortunately I don't have any real DOS disks, though, so I need to boot from the PC-hosted disk to get going.

Am I missing something obvious? Sio2pc's readme.1st tells me to read the file SIOINSTR.TXT for an overview of the instructions, but that file isn't part of the archive I pulled off the web site.

Are there any simple tests or diagnostics I can try to help find the problem? The sio2pc file DIAGS.TXT mentions some diagnostic funtions built into that program, but the menu options it describes aren't present in my version 4.19 of sio2pc.

Any suggestions?

Thanks in advance!

2942. Re: hardware quizz

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 06:06:59 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3cf47347$0$3890$e4fe514c@dreader4.news.xs4all.nl>
Source record: 29262

Hi,

Try to make some pictures of the mods from the top-side of the pcb and the bottom side.
Maybe we can figure out how it works...

TXG/MNX
"romualdl" <romualdl@hotmail.com> wrote in message news:3cf3edf0$0$21595$7a628cd7@news.club-internet.fr...
> > Where are the schematics and instructions for making these mods yourself!?
>
> Don't know. I received the 130xe as is. I have not made the mods myself, and
> there's a whole bunch of wires and electronics running inside...
>
> A+
> Romu
>
>

2943. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 13:35:28 UTC
From: Tris <tris.news@dsl.pipex.com>
Message-ID: <3cf4d9d1$1_1@news5.nntpserver.com>
Source record: 29264

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com...
> I've got a brand new sio2pc cable (purchased from j131-- thanks!), and
> apparently I'm too stupid to use it correctly. Can anyone give me a quick
> explanation of how to get up and running?

I've just bought a cable from j131 and I'm awaiting delivery, so I'll be
interested to hear how you get on :-)

BTW I thought that Atari810 from http://retrobits.net/ looks a lot easier to
use than native sio2pc. Perhaps that might help.

2944. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 13:52:57 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <Z25J8.6314$oK4.625754175@newssvr12.news.prodigy.com>
Source record: 29265

I've got two of his cables and they work flawlessly. I've had the best
results using Steven Tuckers APE for DOS v.118 be sure you go into the
configs and tell it you have a one chip cable and which COM port you're
using.
Mo

Tris wrote in message <3cf4d9d1$1_1@news5.nntpserver.com>...
>
>"Steve Chamberlin" <slc@pacbell.net> wrote in message
>news:TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com...
>> I've got a brand new sio2pc cable (purchased from j131-- thanks!), and
>> apparently I'm too stupid to use it correctly. Can anyone give me a quick
>> explanation of how to get up and running?
>
>I've just bought a cable from j131 and I'm awaiting delivery, so I'll be
>interested to hear how you get on :-)
>
>BTW I thought that Atari810 from http://retrobits.net/ looks a lot easier
to
>use than native sio2pc. Perhaps that might help.
>
>
>

2945. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 14:37:52 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <ad2p41$c93$1@thorium.cix.co.uk>
Source record: 29266

do you need to switch off basic when you boot (like with most game disks)?

I think its holding down select, or Options when you switch the Atari on.

Sorry, been playing with my speccy of late so its not on the top of my head!
;0)

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com...
> I've got a brand new sio2pc cable (purchased from j131-- thanks!), and
> apparently I'm too stupid to use it correctly. Can anyone give me a quick
> explanation of how to get up and running?
>
> I tried connecting the cable directly from my 130XE to my PC's COM1,
> launching sio2pc 4.19, loading a bootable disk image into virtual drive 1,
> and then powering on the Atari. I was expecting it to boot from the
virtual
> drive, but instead it just booted to basic's READY prompt, exactly as if
no
> drive were present at all. When I type the DOS command it just goes to the
> self-test screen.
>
> I then tried the same drill using APE instead of sio2pc, with the same
> result. Then I tried daisy chaining a 1050 in between the Atari and the PC
> instead of connecting them directly, again with the same result. In all
> cases there were no error messages or other signs of trouble, but the
Atari
> just acted as if the sio2pc cable and PC-hosted disk weren't there.
>
> If I had a real bootable DOS diskette, I'd try booting that in my 1050,
and
> then using DOS to query drive 2 (the PC-hosted disk). Unfortunately I
don't
> have any real DOS disks, though, so I need to boot from the PC-hosted disk
> to get going.
>
> Am I missing something obvious? Sio2pc's readme.1st tells me to read the
> file SIOINSTR.TXT for an overview of the instructions, but that file isn't
> part of the archive I pulled off the web site.
>
> Are there any simple tests or diagnostics I can try to help find the
> problem? The sio2pc file DIAGS.TXT mentions some diagnostic funtions built
> into that program, but the menu options it describes aren't present in my
> version 4.19 of sio2pc.
>

> Any suggestions?
>
> Thanks in advance!
>
>

2946. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 16:42:57 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <ufa18t53rie6f5@corp.supernews.com>
Source record: 29267

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com...
> Are there any simple tests or diagnostics I can try to help find the
> problem? The sio2pc file DIAGS.TXT mentions some diagnostic funtions built
> into that program, but the menu options it describes aren't present in my
> version 4.19 of sio2pc.

Never used 4.19 so I am guessing it is like earlier versions. The monitor is a toggle and you will see a box on the bottom of the screen with things like "Last command" listed.

You should see a few lines<letters> changing state if you have everything hooked up correctly. If you don't see the lines/letters kind of buzz when you turn on the Atari then it is most likely you aren't configured for the right serial port. Kind of hard for all of them to be broke because of multiple chips to control the serial lines.

If it is only one of the lines that isn't moving, it is usually something simple like a bad solder joint or broken wire.

2947. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-29 23:04:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Y7dJ8.219$Ji7.25@newsread1.prod.itd.earthlink.net>
Source record: 29268

All of the Happy 1050s I have seen will gladly do single, enhanced 2.5 and true double densities.

--
Ron

http://www.atariland.com/members/oldatarian

"Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message news:ad1anv$d32$1@news.nivel5.cl...
> Nope, cause Happy drives only works with single density, and I'm planning to
> use an enhanced density disk.
>
> Guillermo.
>
> "Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje
> news:aOKI8.1498883$Lj7.50902214@Flipper...
> >
> > Maybe you can achieve what you want with Happy/Speedy?
> >
> > Freddy.

2948. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 01:58:22 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0205291758.317a17c9@posting.google.com>
Source record: 29269

You might want to check out the home page of Nick Kennedy, the
inventor of SIO2pc. It is <http://www.cswnet.com/~nkennedy/sio2pc.htm>

2949. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 04:25:02 UTC
From: Steve Chamberlin <slc@pacbell.net>
Message-ID: <yQhJ8.1165$nG2.185200698@newssvr13.news.prodigy.com>
Source record: 29270

Success at last! The problem was apparently a software configuration issue, and not the cable.

I checked the COM ports and several other items suggested by the docs I could find, but everything seemed okay there. After many frustrating hours of experimentation with random configuration settings, I tried changing the APE "serial control" setting. When I changed it from the default (DSR) to RI, everything started working perfectly. Is that how other APE users have theirs set? I don't understand why this fixed the problem, but I'm glad it did.

Now I can begin work on my masterpiece 8-bit Atari game. :-)

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:TnZI8.4991$8C4.137325915@newssvr14.news.prodigy.com...
> I've got a brand new sio2pc cable (purchased from j131-- thanks!), and
> apparently I'm too stupid to use it correctly. Can anyone give me a quick
> explanation of how to get up and running?
>
> I tried connecting the cable directly from my 130XE to my PC's COM1,
> launching sio2pc 4.19, loading a bootable disk image into virtual drive 1,
> and then powering on the Atari. I was expecting it to boot from the
virtual
> drive, but instead it just booted to basic's READY prompt, exactly as if
no
> drive were present at all. When I type the DOS command it just goes to the
> self-test screen.
>
> I then tried the same drill using APE instead of sio2pc, with the same
> result. Then I tried daisy chaining a 1050 in between the Atari and the PC
> instead of connecting them directly, again with the same result. In all
> cases there were no error messages or other signs of trouble, but the
Atari
> just acted as if the sio2pc cable and PC-hosted disk weren't there.
>
> If I had a real bootable DOS diskette, I'd try booting that in my 1050,
and
> then using DOS to query drive 2 (the PC-hosted disk). Unfortunately I
don't
> have any real DOS disks, though, so I need to boot from the PC-hosted disk
> to get going.
>
> Am I missing something obvious? Sio2pc's readme.1st tells me to read the
> file SIOINSTR.TXT for an overview of the instructions, but that file isn't
> part of the archive I pulled off the web site.

>
> Are there any simple tests or diagnostics I can try to help find the
> problem? The sio2pc file DIAGS.TXT mentions some diagnostic funtions built
> into that program, but the menu options it describes aren't present in my
> version 4.19 of sio2pc.
>
> Any suggestions?
>
> Thanks in advance!
>
>

2950. FA: 1983 Rare Atari 2600 Star Wars Arcade Game

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 08:39:06 UTC
From: Steven G <g@mindspring.com>
Message-ID: <B91B333A.39B7%g@mindspring.com>
Source record: 29271

1983 Rare Atari 2600 Star Wars Arcade Game

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1356347316

Extremely rare 1983 vintage Star Wars Acrcade Game for Atari 2600.

Excellent condition, works great !

2951. New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 14:51:34 UTC
From: dunxuk@aol.com
Message-ID: <20020530105134.26692.00002046@mb-mv.aol.com>
Source record: 29272

Very welcome stuff from Holmes;

http://homepages.paradise.net.nz/atari/

2952. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 14:56:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <o4rJ8.1568409$Lj7.53140196@Flipper>
Source record: 29273

I've once succesfully made a 30-sectors 40 track enhanced density disk with my Happy 1050. This would result in 150KB storage instead of the usual 130KB.

Freddy.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:Y7dJ8.219$Ji7.25@newsread1.prod.itd.earthlink.net...
> All of the Happy 1050s I have seen will gladly do single, enhanced 2.5 and
> true double densities.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> news:ad1anv$d32$1@news.nivel5.cl...
> > Nope, cause Happy drives only works with single density, and I'm planning
> to
> > use an enhanced density disk.
> >
> > Guillermo.
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje
> > news:aOKI8.1498883$Lj7.50902214@Flipper...
> > >
> > > Maybe you can achieve what you want with Happy/Speedy?
> > >
> > > Freddy.
>
>
>

2953. An unusual 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 16:19:06 UTC
From: llpwhite@cs.com
Message-ID: <20020530121906.19978.00001252@mb-mo.news.cs.com>
Source record: 29274

I have a 1050 that has been acting up. When I turn the power on, both the power and the "busy" LEDs are lighted, but the drive does not spin or seek. I might have to cycle the power 4 or 5 times to get the drive to seek -- then it behaves normally. This drive had Super Archiver and a Bit Writer in it.

One person suggested that it might be the 3086 IC, so I desoldered it and replaced it with a socket and new 3086. No change. So my best guess was the 2793. Took the Bit Writer out, and reconnected the leads for the SA to a new 2793. Attached it to my system and powered it up. Wow! the drive seeks and behaves normally at power up.

So I thought I had better run the Archiver diagnostics. Put the the SA disk and booted the computer. Nothing -- just that awful "nak" sound. Checked the dip switches. They are properly set. Maybe I messed up the 3086 installation, so I removed the SA and installed it in a known good 1050. Works like a champ. Put the "old" mech in with the "new" board, and I'm back to square one -- that mech will not respond. These are both Tandon mechanisms.

Can anyone shed any light on this? I have never seen a mechanism that failed in this manner. Also, a bad 2793 and mech? Doesn't seem likely.

Thanks,
Larry

2954. Action!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 21:15:27 UTC
From: Alastair Brown <ally@georgemae.fsnet.co.uk>
Message-ID: <ad64nh$et1$1@newsg4.svr.pol.co.uk>
Source record: 29275

Does anybody have action in a cartridge format that can be loaded into an emulator. e.g. a .CRt fromat for Atari800 win plus ???

thanks

2955. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-30 22:38:58 UTC
From: llpwhite@cs.com
Message-ID: <20020530183858.26834.00001363@mb-fl.news.cs.com>
Source record: 29276

> After many frustrating hours of experimentation with random configuration settings, I tried changing the APE "serial control" setting. When I changed it from the default (DSR) to RI, everything started working perfectly. Is that how other APE users have theirs set? I don't understand why this fixed the problem, but I'm glad it
did. <

SIO2PC always used the RI line. A "true" SIO2PC cable will have the RI line connected. APE (for DOS) can use either. A better route is to have a toggle switch so that either the RI line or the DSR line can be selected. I have only seen pictures of the cable you purchased, but looks like adding a switch would be difficult due to the compact nature of its design.

What PC hardware and OS are you using? (CPU speed, and com port usage, mainly.) If you use Win 95 or Win 98 with APE for Windows, you will likely have difficulty using the RI line. With Win XP, things are better.

The Atari 810 is for Win 2000,NT, XP. It uses RI, also. It is recently released, but looks like it will be very good!

Larry White

2956. Re: New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 02:29:47 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <veBJ8.6601$YY2.780075202@newssvr12.news.prodigy.com>
Source record: 29277

Yeah!
8-)
Mo

DunxUK wrote in message <20020530105134.26692.00002046@mb-mv.aol.com>...
>Very welcome stuff from Holmes;
>
>http://homepages.paradise.net.nz/atari/

2957. For Sale: Atari 400/800 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 03:01:14 UTC
From: sarossell@cox.net
Message-ID: <cca17815.0205301901.75557222@posting.google.com>
Source record: 29278
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,alt.atari.2600vcs

Please see three items on eBay at

Miner 4090er:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028782232

Star Wars The Arcade Game:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028782748

Donkey Kong Junior:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2028783360

Thanks!

2958. Re: 8 bit to Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 04:41:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CF6FEDE.A70BB3E7@cswebmail.com>
Source record: 29279

Simon J Wells wrote:

> I've been out of the atari scene for awhile now, and I remember once reading
> a list of rgb monitors you could connect to an 800xl or 130xe and the cable
> you would need (I am interested in finding a way to display my old 800xl and
> have sound too)

The only way to use an Atari 8 with an RGB monitor is by using a composite to RGB adapter as the A8 puts out composite video, chroma, and luminace. Any monitor that can be used with a VCR will work.

Rick D.

2959. Re: Looking for documentation for something specific, but can't find it anywhere.

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 05:04:28 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3CF7045C.150AD351@cswebmail.com>
Source record: 29280

> Jasonpaelian wrote in message
> <20020517122010.04603.00000365@mb-fh.aol.com>...
> The
> >problem I'm having is that one of my old favorite games, Star Fleet 1,
> requires
> >the game documentation to play it.
> >
> >Does anyone have a scan of the documentation, or perhaps have it in text
> format
> >with the gaem codes highlighted for me to use? Any help would be
> appreciated.

I have the game and 3 doc manuals/ 1 sheet. Its made by Cygnus. Without an actual code list, the best way to get it by photocopy.

Rick D.

2960. Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 08:36:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0205310128570.25849-100000@shell1.aracnet.com>
Source record: 29281
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

http://www.aracnet.com/~atari/specials.htm I'm Currently running a Death, Taxes & Moving Sale! I'm not Dying! But I've moved to a new ISP Plus I've just bought out another Atari Dealer! So to Celebrate and get the Word out that I've Moved. I'm offering a Discount, giving Atarians an opportunity to Buy while I work on adding more Inventory to my Atari Catalogs. So I'm Currently offering a 25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit and Atari ST Computer Lines! So spend your Tax Refund at my shop, at Bravo Sierra Computers! Check my WebLink above at specials.htm

I've added many boxes of new ST Games & HardWare. Check it out! Get my Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
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http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

2961. Re: New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 09:53:36 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <rshefu84gh9kpls1a96s8nnp2g1rdpgo22@4ax.com>
Source record: 29282

On Fri, 31 May 2002 02:29:47 GMT, "Mo"
<mygranny-nospam-@swbell-nospam-.net> wrote:

Top posted for a reason..

Guys & Gal's, do remember to follow the download request limit on the
front page. Aaron has had enough probs with moving servers over the
years.

Cheers

>Yeah!
>8-)
>Mo
>
>
>DunxUK wrote in message <20020530105134.26692.00002046@mb-mv.aol.com>...
>>Very welcome stuff from Holmes;
>>
>>http://homepages.paradise.net.nz/atari/
>

--
Paul

2962. Re: sio2pc cable connection questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 15:44:01 UTC
From: Rick Cortese <ricortes@netmagic.net>
Message-ID: <uff6ij5dhv8637@corp.supernews.com>
Source record: 29283

"Steve Chamberlin" <slc@pacbell.net> wrote in message
news:yQhJ8.1165$nG2.185200698@newssvr13.news.prodigy.com...
> Success at last! The problem was apparently a software configuration
issue,
> and not the cable.
>
> I checked the COM ports and several other items suggested by the docs I
> could find, but everything seemed okay there. After many frustrating hours
> of experimentation with random configuration settings, I tried changing
the
> APE "serial control" setting. When I changed it from the default (DSR) to
> RI, everything started working perfectly. Is that how other APE users have
> theirs set? I don't understand why this fixed the problem, but I'm glad it
> did.

The DSR line has a higher priority interupt in the IBM BIOS so it gives
better performance when using APE under Windows.

There will probably be several performance switches over the next few years.
When everyone had a DOS machine RI was fine.
When people started migrating to Windows on slow machines DSR was necessary
for them.
Eventually we will be getting 2 giga Herz machines in Cracker Jack boxes and
it won't matter.

2963. Re: New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-05-31 22:08:25 UTC
From: daclmi@netscape.net
Message-ID: <3cf7f443.6327967@news.CIS.DFN.DE>
Source record: 29284

One word: "wow."

On 30 May 2002 14:51:34 GMT, dunxuk@aol.com (DunxUK) wrote:

>Very welcome stuff from Holmes;
>
>http://homepages.paradise.net.nz/atari/

2964. atari 8 bit computer stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-01 01:16:44 UTC
From: tom6co@aol.com
Message-ID: <20020531211644.24822.00001180@mb-fb.aol.com>
Source record: 29285

Hello
I have a bunch of Atari 8 bit equipment that I would like to sell. I would especially like to sell to someone who appreciates and wants to use the equipment.
I have an 800, 800XL, 1200, 4 printers, 2 disk drives, power supplies, cables, and more. No, I don't want to sell the power supplies by themselves.
Please contact me at: www.tom6co@aol.com

2965. Re: New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-01 03:51:23 UTC
From: "Ralph E. Dodd" <rededd@comcast.net>
Message-ID: <%wXJ8.87631$Oa1.8208609@bin8.nnrp.aus1.giganews.com>
Source record: 29286

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020530105134.26692.00002046@mb-mv.aol.com...
> Very welcome stuff from Holmes;
>
> http://homepages.paradise.net.nz/atari/

You're an animal !!!! Best yet !!!

Ralph

2966. Re: An unusual 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-01 11:50:06 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Ox2K8.352$v06.248@newsread1.prod.itd.earthlink.net>
Source record: 29287

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020530121906.19978.00001252@mb-mo.news.cs.com...
> Can anyone shed any light on this? I have never seen a mechanism that
failed
> in this manner. Also, a bad 2793 and mech? Doesn't seem likely.

If you have another one laying around I would suggest trying to swap out the
6532/RIOT 40 pin chip. I've only seen 2 go out so it is a pretty rare
problem, but the symptoms kind of look like what you are seeing.

2967. Pinouts from 7800 cart Roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-01 13:28:38 UTC
From: inf410@worms.fh-rpl.de
Message-ID: <adai66evm1@netra-t1.fh-worms.de>
Source record: 29288

Hi 7800/XLE nerds,

i've two little problems (they are nearly the same)!

Problem one 7800:
I wanted to burn some of the prototypes i found in the internet but couldn't find any docs about the bankswitching cartrides (7800) and the used rom types.

I could modify a Xevious 32KB cart to run the internet version of Xevious and Pete Rose Baseball, everything (X/PRB) burned on a 27256.
Now i am trying to burn some 128KB games on rom and use a different cart Scrapyard Dog/Karateka.

How are the banks switched?

I also wanted to read out my original roms, what is the pinout of the roms that Atari used in the 7800.

Problem two XLE:
I need the Pinout/Chip type for the Atari XLE Supercartridges.
I am !!!!trying!!!! to modify some games.

I have the 1MBit Rom Emulator with the the doku/info from John Skruch/Atari.
They used 27128 eproms for the banks.

This info is on the homepage of Jindrush http://cat.asw.cz/~kubecj/acarts.htm look XEGS carts.

I am very happy about every info that helps me to go on.

Thanks, happy Atari 8 Bitting

PS: I looked at many 7800 homepages but the don't described the functions of the jumpers nor the pinout of the used roms.

--
Mit freundlichen Gruessen

Torsten Schall
E-Mail: Torsten.Schall@fh-worms.de

2968. Re: New files on Holmes Website; Utility ATRs

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-01 17:04:08 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2kvhfu860riatpaat7qge1brmdsc6svqj7@4ax.com>
Source record: 29289

On 30 May 2002 14:51:34 GMT, dunxuk@aol.com (DunxUK) wrote:

>Very welcome stuff from Holmes;
>
>http://homepages.paradise.net.nz/atari/

yes, this one rulez :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

2969. Re: Pinouts from 7800 cart Roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 10:33:33 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <1wmK8.13998$m9.3943@nwrddc02.gnilink.net>
Source record: 29290

Torsten,

Your right, there isn't much documentation about the 7800 cartridges. About the best info I found was on Dan Boris web site. He has some descriptions of the type of boards used in some 7800 cartridges he has taken apart. This would give you at least on idea of which cartridge (if you have extras of) to rip apart and use.

The basic premise behind 7800 bankswitching evolves around the use of a 74LS373 or 74LS374 depending on the type of cartridge it is found on (Super Cart 1 or Super Cart II or Supercart III). J.A. Valdez was the Atari engineer whose name I saw associated with a lot of the 7800 cartridge designs.

The 373 or 374 is used as a high address line switcher. Data lines D0 - D2 are used to select one of 8 possible banks. A bank can be selected by writing a value between 0 and 7 to any address in the range of $8000 - $BFFF. Bankswitching on the 7800 is described in the 7800 Developers manual.

Bank 0 thru 6 reside in the $8000 - $BFFF region of 7800 memory. These banks correspond to the various 16k chunks in an EPROM. For example a 27C010 EPROM can hold 128K bytes of information. It can also be looked at as eight 16K byte banked ROMs. So banks 0 thru 6 will be these 16K byte banked parts of a 27C010.

Bank 7 is mapped to $C000 - $FFFF region of memory. And is also the last 16K byte chunk of a 27C010 (if the game goes on a 1Meg ROM).

You can also have extra static RAM on the 7800 cartridge or extra ROM. This RAM or ROM is mapped to the $4000 - $7FFF region. The RAM is either a 6264 (8k byte) or a 62256 (32k byte) static RAM chip. 16k chips were never developed, that's why a 32k is used (in fact the 7800 developer board does a neat trick by using that extra 16k to store the debugging code). And the ROM chip is typically a 27128 EPROM.

One big problem with the 7800 game boards that use 1Meg of ROM space is that they were designed for Mask programmable chips only. Meaning that the chip is program when the chip die is made (hard coded into the chip). The chip is only 28 pins in size. All EPROMs of that size are 32 pins. So you have to do some creative soldering to make it fit. Fortunately, the majority of the pins are in relative same position if you align the chips from their bottom ends (pins 14/16 and 15/17 end; opposite end of the notch).

Besides the Supercarts on the 7800 there is the 32k and 48k carts. The 48k cart is just a modified 32k cart. So depending on the size of the game and it's memory requirements, there are lots of choices on the 7800. There a

web site out there that also has a hardware hack for the 7800 to allow you to dump carts onto a PC and convert a basic 7800 cartridge into a 32k byte storage device to do hobbyist level programming on it.

I believe the XEGS Super Carts do some of the same basic switching except that it's confined to the cartridge port memory in the Atari 8bit. It uses a 74LS374 type of chip and the Cartridge Control Line, CCTL signal, to do the switching with. Switches out a 16K bank at a time. The XE Demo Cart is neat in it's ability to switch between games by doing a power cycle on the computer. Uses a capacitor as a power source to keep the memory circuit alive long enough to remember what game it was on before power was turned off.

Well, I hope I gave you enough information to move on with your project. Good luck. I'll email you a chart that I have on a 7800 cart jumper settings that I have in a Word document.

Regards,
Glenn Bruner
glenn.bruner@verizon.net

"Torsten Schall" <inf410@worms.fh-rpl.de> wrote in message
news:adai66evm1@netra-t1.fh-worms.de...
>
> Hi 7800/XLE nerds,
>
> i've two little problems (they are nearly the same)!
>
> Problem one 7800:
> I wanted to burn some of the prototypes i found in the internet but
couldn't
> find any docs about the bankswitching cartrides (7800) and the used rom
types.
>
> I could modify a Xevious 32KB cart to run the internet version of
Xevious and
> Pete Rose Baseball, everything (X/PRB) burned on a 27256.
> Now i am trying to burn some 128KB games on rom and use a different cart
> Scrapyard Dog/Karateka.
>
> How are the banks switched?
>
> I also wanted to read out my original roms, what is the pinout of the roms
that
> Atari used in the 7800.
>
> Problem two XLE:
> I need the Pinout/Chip type for the Atari XLE Supercartridges.
> I am !!!!trying!!!! to modify some games.
>
> I have the 1MBit Rom Emulator with the the doku/info from John

Skruch/Atari.
> They used 27128 eproms for the banks.
>
> This info is on the homepage of Jindrush
http://cat.asw.cz/~kubecj/acarts.htm
> look XEGS carts.
>
> I am very happy about every info that helps me to go on.
>
>
> Thanks, happy Atari 8 Bitting
>
> PS: I looked at many 7800 homepages but the don't described the functions
of the
> jumpers nor the pinout of the used roms.
>
> --
> Mit freundlichen Gruessen
>
>
>
> Torsten Schall
> E-Mail: Torsten.Schall@fh-worms.de

2970. Re: Steve Dong Heavy Metal

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 14:18:42 UTC
From: russg <russg@en.com>
Message-ID: <3cfa28ea$0$1409$1dc6e903@news.corecomm.net>
Source record: 29291

Ron, Dan, Andreas.
Thanks for the responses. I'm outa town, calling long distance
so I can't respond just now. I'll get back.
Russg

2971. Pokey Gumby Bypass switch info request

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 16:22:41 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <lDrK8.48440$%J4.874606@twister.tampabay.rr.com>
Source record: 29292

Hi,
Im looking for any info on the Pokey Gumby bypass switch, Please send info
or link.

Thanks

-Atari8man-

2972. Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 16:32:26 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns92216256EA82Abuckle64attbicom@216.148.227.77>
Source record: 29293

I have the opportunity to buy either a 800xl or a 1200xl I can only buy one of them and they are both the exact same price, which should I get? Reasons? I will do some quick research on the differences by searching the web, but I figured I would search the great source of this newsgroup.

Thanks guys!

2973. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 17:19:43 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <PssK8.103091$Oa1.9948711@bin8.nnrp.aus1.giganews.com>
Source record: 29294

You should probably save up and buy a PC or a MAC, but if you must own an Atari I would go for the 800XL. It's my favorite 8-bit even if I own a 130XE right now. The 800XL is probably the most compatible for gaming (aside from the 800) and has a great keyboard.

Dominik

"buckle64" <email@home.com> wrote in message
news:Xns92216256EA82Abuckle64attbicom@216.148.227.77...
> I have the opportunity to buy either a 800xl or a 1200xl I can only buy
one
> of them and they are both the exact same price, which should I get?
> Reasons? I will do some quick research on the differences by searching
the
> web, but I figured I would search the great source of this newsgroup.
>
> Thanks guys!

2974. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 17:54:17 UTC
From: "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl>
Message-ID: <addm0g$d5t$1@news.nivel5.cl>
Source record: 29295

Ok, you can make your own format configurations for Happy. My questions are:

- How did you do that?
- Secondly, do you know how to use that feature as a copy protection?

I'm asking you because I'm planning to make phantom sectors, and I don't know how to detect the different format configurations.

And yes, I knew that that the Happy can use enhanced and true double density (I'm one of the lucky owners who has one of them), but I just could use the total features just for single density. If you have an application that can help, I would be very grateful. Thanks.

Guillermo.

"Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje news:o4rJ8.1568409$Lj7.53140196@Flipper...
>
> I've once succesfully made a 30-sectors 40 track enhanced density disk with
> my Happy 1050. This would result in 150KB storage instead of the usual
> 130KB.
>
> Freddy.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Y7dJ8.219$Ji7.25@newsread1.prod.itd.earthlink.net...
> > All of the Happy 1050s I have seen will gladly do single, enhanced 2.5 and
> > true double densities.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> >
> > "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> > news:ad1anv$d32$1@news.nivel5.cl...
> > > Nope, cause Happy drives only works with single density, and I'm
> planning
> > to
> > > use an enhanced density disk.
> > >
> > > Guillermo.
> > >

> > > "Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje
> > > news:aOKI8.1498883$Lj7.50902214@Flipper...
> > > >
> > > > Maybe you can achieve what you want with Happy/Speedy?
> > > >
> > > > Freddy.
> >
> >
> >
>
>

2975. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 17:58:24 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <41tK8.822$Qy4.682@newsread2.prod.itd.earthlink.net>
Source record: 29296

"buckle64" <email@home.com> wrote in message
news:Xns92216256EA82Abuckle64attbicom@216.148.227.77...
> I have the opportunity to buy either a 800xl or a 1200xl I can only buy
one
> of them and they are both the exact same price, which should I get?
> Reasons? I will do some quick research on the differences by searching
the
> web, but I figured I would search the great source of this newsgroup.

The 1200xl would be a better choice if you want something to hack or as a collector item. The 1200xl also has a slightly better keyboard so a lot of people prefer them for programming or word processing.

The main difference between the two machines other then layout is built in BASIC on the 800xl and the parallel bus. Since a lot of programs were written in BASIC you may want to go that route rather then buy a BASIC cart.

2976. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 19:05:05 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns92217C398E2FBbuckle64attbicom@216.148.227.77>
Source record: 29197

> The 1200xl would be a better choice if you want something to hack or
> as a collector item. The 1200xl also has a slightly better keyboard so
> a lot of people prefer them for programming or word processing.
>
> The main difference between the two machines other then layout is
> built in BASIC on the 800xl and the parallel bus. Since a lot of
> programs were written in BASIC you may want to go that route rather
> then buy a BASIC cart.
>

Yeah, that's just what I thought, a tough decision indeed.

2977. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 19:48:56 UTC
From: atari@arcor.de
Message-ID: <3cfa7664.6101082@news.arcor.de>
Source record: 29198

Hello

I would buy the 1200 XL, it is a rare model from Atari
Some guys pay lot of bucks for it.....

Greetings
Dieter Popp

>
>> The 1200xl would be a better choice if you want something to hack or
>> as a collector item. The 1200xl also has a slightly better keyboard so
>> a lot of people prefer them for programming or word processing.
>>
>> The main difference between the two machines other then layout is
>> built in BASIC on the 800xl and the parallel bus. Since a lot of
>> programs were written in BASIC you may want to go that route rather
>> then buy a BASIC cart.
>>
>

2978. Emulator and game request

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-02 22:41:09 UTC
From: Andy <andy@lyalla.freeserve.co.uk>
Message-ID: <ade6ui$n6s$1@newsg3.svr.pol.co.uk>
Source record: 29199

Hi,

Is there a decent Atari (800/800xl) emulator anywhere for the PC?

Also, I once saw a game reviewed where a blimp/zeppelin was flying through
these caverns. Anyone know what it was called?

TIA

Andy

2979. Re: Emulator and game request

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 02:17:20 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <egllfu8o3659oqcnl9jqd6ttouevnp3ham@4ax.com>
Source record: 29200

Great emulator - Atari800Win Plus
http://atariarea.nostalgia.pl/PLus/index_us.htm

Game is most likely "Zeppelin"
Try Holmes.
http://homepages.paradise.net.nz/atari/

Rob

On Sun, 2 Jun 2002 23:41:09 +0100, "Andy"
<andy@lyalla.freeserve.co.uk> wrote:

>Hi,
>
>Is there a decent Atari (800/800xl) emulator anywhere for the PC?
>
>Also, I once saw a game reviewed where a blimp/zeppelin was flying through
>these caverns. Anyone know what it was called?
>
>TIA
>
>Andy
>

2980. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 03:17:00 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <McBK8.2530$iZ5.745928898@newssvr11.news.prodigy.com>
Source record: 29201

It's not that rare, you might be thinking of the 1450XLD which is very rare!
Mo

Dieter wrote in message <3cfa7664.6101082@news.arcor.de>...
>Hello
>
>I would buy the 1200 XL, it is a rare model from Atari
>Some guys pay lot of bucks for it.......
>
>Greetings
>Dieter Popp
>
>
>
>>
>>> The 1200xl would be a better choice if you want something to hack or
>>> as a collector item. The 1200xl also has a slightly better keyboard so
>>> a lot of people prefer them for programming or word processing.
>>>
>>> The main difference between the two machines other then layout is
>>> built in BASIC on the 800xl and the parallel bus. Since a lot of
>>> programs were written in BASIC you may want to go that route rather
>>> then buy a BASIC cart.
>>>
>>
>

2981. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 04:13:12 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <s1CK8.21869$m9.6566@nwrddc02.gnilink.net>
Source record: 29202

I have to agree with Richard. For all around good feel and use, the 1200XL
is the better choice. 800XL is also good, don't get me wrong (my first
Atari was an 800XL).

But if you're handy with a soldering iron, the 1200XL has many more choices
of hardware hacks. You can add a parallel bus to it, put an
internal IDE hard drive, upgrade the video, and some others. The keyboard
has the best tactile feel than any other Atari machine made!

Only draw back is that Basic is not built in. But this is good if you have
Basic Rev C on cart. Rev B is built into most 800XL's and has some
bugs in it.

And the power supply for the computer is the same as that for the 1050 disk
drive. More easy to find and repairable compaired to the
power supply used for the 800XL. The sealed 800XL power supplies are not
fixable when they burn out. The disk drive power supply
has a fuse that can be replaced if you carefully crack open the case (gentle
raps with a hammer on concrete to loosen the gluing inside).

Glenn

"richard cortese" <ricortes@earthlink.net> wrote in message
news:41tK8.822$Qy4.682@newsread2.prod.itd.earthlink.net...
> "buckle64" <email@home.com> wrote in message
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> written in BASIC you may want to go that route rather then buy a BASIC
cart.
>
>

2982. Re: Emulator and game request

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 13:33:42 UTC
From: Andy <andy@lyalla.freeserve.co.uk>
Message-ID: <adfr86$oe9$1@newsg3.svr.pol.co.uk>
Source record: 29203

Thanks Rob, that's excellent!

Andy

2983. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 14:04:44 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <0IKK8.1706048$Lj7.56998131@Flipper>
Source record: 29204

1) I've used a program called "Formator" which was published in the German "Atari Magazin" (2/87).

2) Yes, I've used it to create a simple protection for the "Mega Magazines". If you need help, contact me.

I like to add here that I've been working on a new protected disk image format. Unlike the PRO format I want it to be an open format and it should be discussed by some more people who have knowledge about disk formats and copy protections. The goal is not to pirate software, but to preserve those originals in line with the Atari Preservation Project. Any help is welcome.

Freddy.

"Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message news:addm0g$d5t$1@news.nivel5.cl...
> Ok, you can make your own format configurations for Happy. My questions are:
>
> - How did you do that?
> - Secondly, do you know how to use that feature as a copy protection?
>
> I'm asking you because I'm planning to make phantom sectors, and I don't
> know how to detect the different format configurations.
>
> And yes, I knew that that the Happy can use enhanced and true double
> density (I'm one of the lucky owners who has one of them), but I just could
> use the total features just for single density. If you have an application
> that can help, I would be very grateful. Thanks.
>
> Guillermo.

2984. HELP, for new Atari 130XE owner

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 19:22:20 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <EIPK8.1431$u5.115375@news8-gui.server.ntli.net>
Source record: 29205

Hi,

I've just purchased an Atari 130XE with 2 1050 hard disk units and literally hundreds of disks at a car boot sale (flea market) and I'm stuck and in need of some knowleable advice.

Basically, lots of the disks are copies and when I boot them in either 1050 drive they either:

1) Display a black screen, with the following white text "Double Density Sectors Free: <nl>US - ALPHA LOAD"
or
2) A multicoloured Atari Logo with lots of corrupted characters beneath it

I'm presuming that these disks use some sort of boot loader perhaps associated with a specific boot disk application or even a hardware adaptation of the 1050 disk unit. Any help on this gratefully received?

I also have a disk with "The Super Archiver" written on it, does anybody have any ideas what this disk contains?

Thanks in advance

John

2985. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-03 23:00:37 UTC
From: <>
Message-ID: <pySK8.3291$7V1.152581231@newssvr15.news.prodigy.com>
Source record: 29206

What's the best USA source for an SIO2PC cable? I saw a source once that had the cable and a CD-ROM full of software, but I didn't save the info. If one is not available, I'll build one, but I thought I would ask first.

```
|Joseph D. Place |
|/|\ ATARI Falcon030 |
|1040STe, Stacy4 |
|Portfolio, 400, 130XE|
```

2986. OSS Super Cart Problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 02:19:50 UTC
From: llpwhite@cs.com
Message-ID: <20020603221950.16049.00000128@mb-mo.news.cs.com>
Source record: 29207

This must be my "turn in the barrel" for hardware problems. My Basic XE cart just took a dive. Over the years, I have had several SuperCarts (SC) that just stopped functioning. This cart worked fine a couple of weeks ago. My other OSS/ICD carts presently work fine.

Cleaning the "usual suspects" of dirt/oxide on the cart edge connector and eprom contacts makes no difference. The eprom also check good (my burner can read it). Are there any "weak links" in the cart? I hate to just blindly start desoldering IC's and components and replacing them.
Thanks,
Larry

2987. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 02:39:19 UTC
From: llpwhite@cs.com
Message-ID: <20020603223919.16049.00000130@mb-mo.news.cs.com>
Source record: 29208

> I have the opportunity to buy either a 800xl or a 1200xl I can only buy one of them and they are both the exact same price, which should I get? <

If you are technically proficient and have a desire to hack (read: desolder and solder), the 1200 XL is not a bad choice. If it is something that you want to work pretty much as-is, go for the 800 XL. The big advantage of the 800 XL is that it has the PBI (Parallel Bus Interface) which provides a fairly simple way to add a hard drive. Built-in Basic in the 800 XL is perhaps an advantage, but since Turbo Basic (disk) is so much better, it is not a really big deal.
Out-of-the-box, the 130 XE is the best deal, although some folks don't like the keyboards.
Larry

2988. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 09:10:44 UTC
From: j131@inetia.pl
Message-ID: <adi06k$2q6$1@korweta.task.gda.pl>
Source record: 29209

In article <pySK8.3291$7V1.152581231@newssvr15.news.prodigy.com>,
jdplace@<nospam>prodigy.net (Joseph D. Place) wrote:
>What's the best USA source for an SIO2PC cable? I saw a source once that
>had the cable and a CD-ROM full of software, but I didn't save the info.
>If one is not available, I'll build one, but I thought I would ask first.
>

Hmm... although I am certainly not IN the US there are a lot of people in the
US using my cables... Check out my Ebay auction or contact me directly if
interested. CD full of software can be arranged too - but my bet would be
that it is cheaper for you to download software directly from the net.

j131

2989. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 09:14:12 UTC
From: Alastair Brown <ally@georgemae.fsnet.co.uk>
Message-ID: <adi0b4$491$1@news8.svr.pol.co.uk>
Source record: 29210

Needed Atari win plus 3 and thanks to all who mailed me the location of the
bin files.

AL
"Alastair Brown" <ally@georgemae.fsnet.co.uk> wrote in message
news:ad64nh$et1$1@newsg4.svr.pol.co.uk...
> Does anybody have action in a cartridge format that can be loaded into an
> emulator. e.g. a .CRt fromat for Atari800 win plus ???
>
> thanks
>
>
>

2990. Re: HELP, for new Atari 130XE owner

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 12:24:11 UTC
From: dunxuk@aol.com
Message-ID: <20020604082411.19339.00002234@mb-bj.aol.com>
Source record: 29211

>
>I've just purchased an Atari 130XE with 2 1050 hard disk units and literally
>hundreds of disks at a car boot sale (flea market) and I'm stuck and in need
>of some knowleable advice.
>
>Basically, lots of the disks are copies and when I boot them in either 1050
>drive they either:
>
>1) Display a black screen, with the following white text "Double Density
>Sectors Free: <nl>US - ALPHA LOAD"
>or
>2) A multicoloured Atari Logo with lots of corrupted characters beneath it

Make sure you hold down OPTION when you switch on the Atari, or else the
multiboot disks won't load properly. They should display a list of games under
the logo. Type the letter associated with the game (A,B,C etc) to load and run
it.

2991. Re: HELP, for new Atari 130XE owner

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 16:04:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2y5L8.780$C91.568@newsread1.prod.itd.earthlink.net>
Source record: 29212

The garbled characters are most likely due to BASIC being enabled on the
130XE in the display RAM area; boot while pressing Option key.

I have not used the Alpha Loader, but the 'Double Density' prompt seems to
indicate that the 1050 has been upgraded from stock condition.

"The Super Archiver" is a drive upgrade giving capabilities to create or
duplicate some disk protection schemes.

--
Ron

http://www.atariland.com/members/oldatarian

"John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message
news:ElPK8.1431$u5.115375@news8-gui.server.ntli.net...
> Hi,
>
> I've just purchased an Atari 130XE with 2 1050 hard disk units and
literally
> hundreds of disks at a car boot sale (flea market) and I'm stuck and in
need
> of some knowleable advice.
>
> Basically, lots of the disks are copies and when I boot them in either
1050
> drive they either:
>
> 1) Display a black screen, with the following white text "Double Density
> Sectors Free: <nl>US - ALPHA LOAD"
> or
> 2) A multicoloured Atari Logo with lots of corrupted characters beneath it
>
> I'm presuming that these disks use some sort of boot loader perhaps
> associated with a specific boot disk application or even a hardware
> adaptation of the 1050 disk unit. Any help on this gratefully received?
>
> I also have a disk with "The Super Archiver" written on it, does anybody
> have any ideas what this disk contains?
>
> Thanks in advance
> John

2992. Atari Computing Museum at Midwest Classic

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 16:32:52 UTC
From: wgungfu@alpha2.csd.uwm.edu
Message-ID: <adiq3kjvo1@uwm.edu>
Source record: 29213

June 4th, 2002 - Midwest Classic Host Large Display of Vintage Computers

Let the Midwest Classic take you back to the glory days of personal computers, when people had choices beyond a Windows or Macintosh based computer. Sponsored in conjunction with the Classic Gaming Museum, the Classic Computing Museum features a large display of 8 bit and 16 bit computers from the industry's beginnings in 1975 through to the last days of the 16 bit computers in the early 90's.

Of special note this year is a large section devoted entirely to Atari computers, and will include many hard to find Atari peripherals in their pristine condition. Visitors will also have the opportunity to leave their mark on this historical event by stopping by at the Atari 400 Guest Station, where they can enter their name and a personal saying for other visitors to read.

The Classic Computing Museum will have a large selection of items on display for visitors to see, learn about and play. Each display will contain a small description and history of the items in the display. Not all items on display will be playable. Classic computing expert and ClassicGaming.Com editor Marty Goldberg will be on hand to answer visitors questions and guide them down memory lane.

"I look forward to exposing people to a rich and vibrant history they may not be aware of." said Marty. "Likewise," he continued, "those who are old hats to the subject will be pleasantly surprised as well by the extent of the display. Definitely something for everyone."

More information about the Midwest Classic may be found at the Official Midwest Classic Web site at the GOAT Store, LLC (http://www.goatstore.com). Dan Loosen can be reached at loosen@goatstore.com and Gary Heil can be reached at heil@goatstore.com for more information on the event.

2993. Re: HELP, for new Atari 130XE owner

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-04 22:25:53 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <G7bL8.1439$Z67.147911@news8-gui.server.ntli.net>
Source record: 29214

Hi,

That did the trick. Thanks for the advice. Now for a bit of sorting :)

Cheers
John

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:2y5L8.780$C91.568@newsread1.prod.itd.earthlink.net...
> The garbled characters are most likely due to BASIC being enabled on the
> 130XE in the display RAM area; boot while pressing Option key.
>
> I have not used the Alpha Loader, but the 'Double Density' prompt seems to
> indicate that the 1050 has been upgraded from stock condition.
>
> "The Super Archiver" is a drive upgrade giving capabilities to create or
> duplicate some disk protection schemes.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message
> news:ElPK8.1431$u5.115375@news8-gui.server.ntli.net...
> > Hi,
> >
> > I've just purchased an Atari 130XE with 2 1050 hard disk units and
> literally
> > hundreds of disks at a car boot sale (flea market) and I'm stuck and in
> need
> > of some knowleable advice.
> >
> > Basically, lots of the disks are copies and when I boot them in either
> 1050
> > drive they either:
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> > 1) Display a black screen, with the following white text "Double Density
> > Sectors Free: <nl>US - ALPHA LOAD"
> > or
> > 2) A multicoloured Atari Logo with lots of corrupted characters beneath
it
> >
> > I'm presuming that these disks use some sort of boot loader perhaps
> > associated with a specific boot disk application or even a hardware

> > adaptation of the 1050 disk unit. Any help on this gratefully received?
> >
> > I also have a disk with "The Super Archiver" written on it, does anybody
> > have any ideas what this disk contains?
> >
> > Thanks in advance
> > John
>
>
>

2994. DIGIT-BALL by Interfirm Systems, San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 10:07:23 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <vplL8.21068$bI6.669763679@newssvr21.news.prodigy.com>
Source record: 29215

came across a very bizarre trackball with Atari style case finish and DB9
but cannot dig up any info..am I missing something?

2995. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 11:15:12 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1023275681@rtfm.mit.edu>
Source record: 29216
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: June 1, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.06.01: update Dan Vernon - URL, email, Atari810 1.3b
2002.05.25: removed Computer STudio (Sheldon Winick) based on his
newsgroup posting on 5/25/02
2002.05.18: added Alltronics (vendor)
2002.05.18: added Zdenik Burian entry - FLOP disk magazine
2002.05.03: Bravo Sierra update again, added atari.org address variants
2002.04.27: Bravo Sierra updated (new isp)
2002.04.13: Christian Groessler's Atari800 For SEGA Dreamcast 0.6
2002.04.12: Atari800Win Plus 3.0
2002.04.06: Introduction: copyright lecture cut, IRC info updated
2002.04.06: update B.G. Micro, source for disk drive chips
2002.04.06: update Steven Tucker entry

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Subject: Introduction
```

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Major" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
----
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730

Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
mailto:ejohnson@alltronics.com
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/

Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com
Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-
only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123

mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.1 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)

FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/

Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon, USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
mailto:atari@benjamin.net or mailto:atari@aracnet.com
or mailto:BenSells@atari.org
http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/
or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg

Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
mailto:burian@infos.cz
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,

Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068

USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for 68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator, Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator, for Windows 95/98)

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU

England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW

England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Christian Groessler
mailto:chris@groessler.org
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/
Developer: Atari800 for SEGA Dreamcast 0.6 (emulator)

Subject: H

Norbert HALEY
Poste Restante
P.O.Wellesley St.
Auckland
New Zealand
mailto:norb@kcbbs.gen.nz
http://members.tripod.com/~apd2/catweasl.htm
Developer: Catweasel Advanced Floppy Controller (8-bit ISA card for PC)

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)

ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800, 800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net

Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush) (1/02)
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 1/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 2

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)

more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive

Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of a large number of systems, including the 8-bit Atari computers, which can run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone... he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon, Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo), G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Marek Mikolajewski 3/02
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices such as hard drives and CD-ROM drives to the Atari 8-bit. Latest version 3.0

MiKRO
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikrosoft.miesto.sk/
Developer: Sprite Editor 1.1

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM

mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego

8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware;
Power Per Post products and ATARImagazin rights
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.

Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom

tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT) 4/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92 (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic 2/02
Lubo ROBA
Poste restante
Posta 1
04001 Kosice
SLOVAKIA
mailto:xi@napri.sk (-XI-)
http://www.napri.sk/web/satantronic/
Developer: Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY, LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92, Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Darren Schebek
mailto:dschebek@telus.net
http://www3.telus.net/dschebek/envision.html
Developer: Envision (character editor & screen editor), Solitaire Game, Yahtzee Game

Sijmen Schouten
The Netherlands
mailto:MyIDE@ATARI.MYWEB.NL
http://www.atari.myweb.nl/hardware.htm
Developer: MyIDE--IDE interface project for the Atari

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR), XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik
Czech Republic
mailto:pstehlik@sophics.cz
http://joy.sophics.cz/a800.htm or http://atari800.atari.org/
Developer: Atari800 1.0.6 emulator source code, plus binaries:
Atari800 for TOS compatible machines (Falcon030, TT030, clones),
Atari800 for MS-DOS (Windows 9x, OS/2) v1.0.5,
Atari800 for Linux (both SVGAlib and X11) v1.0.4

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect 8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles type game for 8 players, Multris-Tetris like game for 4 players. also: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2, CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street

Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 3.0

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 4/02
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.00 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+

OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon 6/02
mailto:dan@retrobits.net
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers, Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders, Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles, Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire, Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II, Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire, Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II, Translator (800 OS), Twin Pack(Battleship/Jump the Pegs), Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C, Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 6.0 beta

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/

Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

==========
End of atari-8-bit/vendev
==========

2996. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 11:16:05 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1023275681@rtfm.mit.edu>
Source record: 29217
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

2997. Re: DIGIT-BALL by Interfirm Systems, San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 14:46:00 UTC
From: dunxuk@aol.com
Message-ID: <20020605104600.11649.00000347@mb-mu.aol.com>
Source record: 29218

>came across a very bizarre trackball with Atari style case finish and DB9
>but cannot dig up any info..am I missing something?

Name rings a bell. Try plugging it into a PC!

2998. Re: Atari Computing Museum at Midwest Classic

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 17:22:02 UTC
From: natty@cosmicbreaks.com
Message-ID: <e5098e1.0206050922.7c19b7c2@posting.google.com>
Source record: 29219

i will be in the house, i have a couple of atari 800xls for sale as well as a bunch of perifs and a lot of software so anyone interested come on out, my stuff is priced to move!

i am also doing a special edition midwest classic atari 8bit games floppy for those that are interested, i will have playable atari 8bit games and a my old apple IIe hooked up as well.

hope to see a ton of people out there 8)

2999. Re: DIGIT-BALL by Interfirm Systems, San Jose

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 20:24:02 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CruL8.738$Wm6.104@newsread2.prod.itd.earthlink.net>
Source record: 29220

There were at least two track ball input devices made for the classic Atari series. Wico marketed a red and white model and a grey model was available from possibly Atari Corp. I never encountered that one by Interfirm Systems; does it have any dates on it?

--
Ron

http://www.atariland.com/members/oldatarian

"bradford kraft" <kraft@cassette-interface.net> wrote in message
> came across a very bizarre trackball with Atari style case finish and DB9
> but cannot dig up any info..am I missing something?

3000. Atari 8-bit Computer hardware, software, documentation

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-05 21:39:55 UTC
From: rsmeusel@netzero.net
Message-ID: <df49bb92.0206051339.7df3f896@posting.google.com>
Source record: 29221

Hello,
I have not been using the Atari for a number of years and would like to sell this stuff. Hardware - I have a 400, 800, 850, 810, 1050, SX212, 410 cassette, 1020 & 1027 printers. Also a box of spare 400/800 circuit pwbs.
Software - All kinds of games, service disks, translators, editor cartridge,etc.
Doc - 400/800 technical & modification info., variety of manuals and books on these systems, games & programs instructions, Antic/Analog mags.
I would like to get rid of everything at once. I live in Baton Rouge La.

3001. Re: "Find Duplicate" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 02:07:14 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3cfec3c4$0$3573$1dc6e903@news.corecomm.net>
Source record: 29222

I can't quite follow Mo's TUGED idea, what it does, maybe it is what
you're looking for.
I have a program that will calculate a crc16 of files on a disk.
You can specify *.* or *.BAS, or just do a whole disk. You can
have the program make a text file of the crc16s on a disk. I don't remember
if you could specify a filename for the text file, or if it will only make
a 'CRC16.DAT' file. I use it to make sure two files are the same, like
for transfers using SIO2PC.
It gives the file size and CRC16. If those are the same, it is pretty
likely
the two files are the same.
Just rambling.
E-mail me if you want a copy of my CRC16 for the Atari.
Russg

3002. Re: "Find Duplicate" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 03:40:55 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <bRAL8.16270$6c6.1663091769@newssvr12.news.prodigy.com>
Source record: 29223

Could you send me a copy of that, I'd like to try it out. TUGED is part pf
the 'The Old School Emulation Center'. Here's their link,
http://tosec.org/
It's a very fast renamer, organizer that will catch dupes based on a number
of criteria, don't ask me what they are though. It's database dependent
though, so you need to stay up to date on the database. It'll even rename
files within ZIP files! I like it!
Mo

Russ Gilbert wrote in message
<3cfec3c4$0$3573$1dc6e903@news.corecomm.net>...
>I can't quite follow Mo's TUGED idea, what it does, maybe it is what
>you're looking for.
>I have a program that will calculate a crc16 of files on a disk.
>You can specify *.* or *.BAS, or just do a whole disk. You can
>have the program make a text file of the crc16s on a disk. I don't
remember
>if you could specify a filename for the text file, or if it will only make
>a 'CRC16.DAT' file. I use it to make sure two files are the same, like
>for transfers using SIO2PC.
>It gives the file size and CRC16. If those are the same, it is pretty
>likely
>the two files are the same.
>Just rambling.
>E-mail me if you want a copy of my CRC16 for the Atari.
>Russg
>
>

3003. MYSTERIOUS DIGIT-BALL

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 10:29:54 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <CQGL8.21839$Nw2.714437736@newssvr21.news.prodigy.com>
Source record: 29224

i came across a bizarre Atariesque trackball called a DIGIT-BALL by Interfirm Systems of San Jose. The connector seems to be atari joystick but the net has no info. Anything would be appreciated.

bk

http://www.cassette-interface.net

3004. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 15:38:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CFF81FD.DCF48AD7@students.uni-mainz.de>
Source record: 29225

```
Well,
think the XF551 can do 32 sectors per track (SD/ED/DD) quite easily -
the OS has a bug, thus when formatting medium/enhanced density it
already does 31 sectors per track. Maybe 36 sectors per DD-track is also
possible with an XF551 - but what`s it good for ?!? -Andreas.

Freddy Offenga schrieb:
>
> I've once succesfully made a 30-sectors 40 track enhanced density disk with
> my Happy 1050. This would result in 150KB storage instead of the usual
> 130KB.
>
> Freddy.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Y7dJ8.219$Ji7.25@newsread1.prod.itd.earthlink.net...
> > All of the Happy 1050s I have seen will gladly do single, enhanced 2.5 and
> > true double densities.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> >
> > "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> > news:ad1anv$d32$1@news.nivel5.cl...
> > > Nope, cause Happy drives only works with single density, and I'm
> planning
> > to
> > > use an enhanced density disk.
> > >
> > > Guillermo.
> > >
> > > "Freddy Offenga" <taf.offenga@chello.nl> escribió en el mensaje
> > > news:aOKI8.1498883$Lj7.50902214@Flipper...
> > > >
> > > > Maybe you can achieve what you want with Happy/Speedy?
> > > >
> > > > Freddy.
> >
> >
> >
```

3005. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 15:41:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CFF82C5.B8B731D@students.uni-mainz.de>
Source record: 29226

Well,
there once was a program for Happy and Speedy drives to create almost
any copy protection these 1050 drives could do. Even copy protections
that could not be copied with a Happy or Speedy... think its name was
"Disk Master" or something like that. Of course the german turbo 1050
enhancement (by bernhard engl) also had some built-in tool for that
case... -Andreas.

Freddy Offenga schrieb:
>
> 1) I've used a program called "Formator" which was published in the German
> "Atari Magazin" (2/87).
>
> 2) Yes, I've used it to create a simple protection for the "Mega Magazines".
> If you need help, contact me.
>
> I like to add here that I've been working on a new protected disk image
> format. Unlike the PRO format I want it to be an open format and it should
> be discussed by some more people who have knowledge about disk formats and
> copy protections. The goal is not to pirate software, but to preserve those
> originals in line with the Atari Preservation Project. Any help is welcome.
>
> Freddy.
>
> "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> news:addm0g$d5t$1@news.nivel5.cl...
> > Ok, you can make your own format configurations for Happy. My questions
> are:
> > >
> > > - How did you do that?
> > > - Secondly, do you know how to use that feature as a copy protection?
> > >
> > > I'm asking you because I'm planning to make phantom sectors, and I
> don't
> > > know how to detect the different format configurations.
> > >
> > > And yes, I knew that that the Happy can use enhanced and true double
> > > density (I'm one of the lucky owners who has one of them), but I just
> could
> > > use the total features just for single density. If you have an application
> > > that can help, I would be very grateful. Thanks.
> > >
> > > Guillermo.

3006. Re: Pokey Gumby Bypass switch info request

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 15:43:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3CFF832D.8AAE51A9@students.uni-mainz.de>
Source record: 29227

Well,
I have it - err at home. Send you a copy next week... -andreas.

Guy Ferrante schrieb:
>
> Hi,
> Im looking for any info on the Pokey Gumby bypass switch, Please send info
> or link.
>
> Thanks
>
> -Atari8man-

3007. New Woolley 1200XL mods

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 20:36:01 UTC
From: Dan Vernon <dan@retrobits.nospam.net>
Message-ID: <adogsm$41b$1@news.chatlink.com>
Source record: 29228

I just posted some new mods for 1200XL owners on http://retrobits.net.
"ClearPic 2002" and the "Keyboard Tune-up", both fully illustrated and
explained in detail. Many thanks go to Bob Woolley for developing and
sharing these. Much more is coming soon in the mod's department, so stay
tuned!

enjoy!
-Dan

3008. Re: New files on Holmes Website; Game Archive Overhaul

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-06 22:15:02 UTC
From: Aaron <holmesatari@hotmail.com>
Message-ID: <3aRL8.6619$7N.1083363@news02.tsnz.net>
Source record: 29229

Just to let everyone know, all the games that were on my 'have' list have been uploaded and put online, all 4000+ images, sorry for the 'seperate' disks, just alot easier for me to get them up to share. This is the first MAJOR update of the games on my site for over a year. :-) All older dumps have been replaced with either new dumps, or better versions. Heaps of new cheat versions of games too. Anyway, go grab some games...

http://www.atariworld.com
or
http://homepages.paradise.net.nz/atari

Keep those 8bit's humming!

Holmes...

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020530105134.26692.00002046@mb-mv.aol.com...
> Very welcome stuff from Holmes;
>
> http://homepages.paradise.net.nz/atari/

3009. Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 03:33:02 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206062025390.6424-100000@shell1.aracnet.com>
Source record: 29230
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used & New
Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems!
Buying from Ben can be BENeficial, a BENevolent supporter of the Atari
Community! My Customers are living examples of why you should buy Atari
from me. So if you're looking for Atari Hardware, Games/Software, Books/
Reference and Accessories, I'm your Man. If your unsure, Post a message
here in this Message Base and my Customers will vouch and even refer me!

I've added many boxes of new ST Games & HardWare. Check it out! Get my
Newest Catalogs while inventory Lasts! Got Atari Questions? E-Mail Ben
Today at atari@aracnet.com or Call Ben 24Hrs, anytime at (503)256-9974!!!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/freestuff.htm
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3010. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 04:20:53 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D0034A5.1BEB617A@cswebmail.com>
Source record: 29231

JD wrote:

> Not sure if this is the right place to ask this question but... I bought an
> Atari XE Game System off ebay a year or so ago just for the heck of it..
> (damn ebay). Anyways I just read that it had a built-in ROM that would fire
> up Atari BASIC if there was no cartridge inserted, and Missile Command if
> there was no cartridge + keyboard unplugged. However all I get on mine is a
> blank black screen in both scenarios when I power it on with no
> cart/keyboard. Am I doing something obviously wrong or do I have a
> defective system?

Actually, just turning it on should bring up internal BASIC, holding OPTION to disable it should bring up diagnostic. Holding Select should bring up Missle command(maybe with option). Holding down start causes cassette boot.

A blank screen can mean many things such as a bad cpu chip.

Rick D.

3011. Re: Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 04:30:22 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D0036DE.5BA58E4C@cswebmail.com>
Source record: 29232

ronfucci@bellsouth.net wrote:

> Is there a utility that runs under Windows similiar to AtrUtil that
> will format a new ATR, but using Atari Dos format ? When I use
> AtrUtil to format a new ATR as MyDos format and insert .bas files into
> the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.
> Tks
>
> ron

Theoretically, if you format is as single density and single sided, it
will look just like a DOS 2.0 disk and should work. You may need to use
an earlier version of Mydos(ATR). Not something I have played with.

Rick D.

3012. 8 Bit Power supply mixups please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 10:05:56 UTC
From: Nigel Turton <npt@dickinsondoncaster.fsworld.co.uk>
Message-ID: <adq0h0$c3v$1@news7.svr.pol.co.uk>
Source record: 29233

Im taking my 8 bit out of retirement and have managed to mix up the power supplies over the years as they are all in a great big box.

Can any one tell me how i can recognise the PSU's for 130XE, 800Xl, 410, 1010, 850, 1050's??

--
Nigel P Turton
800/800XL/65XE/130XE(switchable OS's), 6 x 1050 + Happy/Lazer
4MB STE/1MB STFM, 540MB HD, 4 x CDROM
Falcon 14MB, FPU, 2 x 340HD,CDROM,VGA
Lynx handheld (New aquisition :oP)
Jaguar 64 + CD (What a machine)
2600 (New aquisition :oP)
(ATARI LIVES)

3013. Re: Format ATR for Atari Dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 11:02:51 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0206070302.399aa09d@posting.google.com>
Source record: 29234

Thanks Rick. You are right, formating at SSSD works fine.

ron

"Rick D." <webrickd@cswebmail.com> wrote in message
news:<3D0036DE.5BA58E4C@cswebmail.com>...
> ronfucci@bellsouth.net wrote:
>
> > Is there a utility that runs under Windows similiar to AtrUtil that
> > will format a new ATR, but using Atari Dos format ? When I use
> > AtrUtil to format a new ATR as MyDos format and insert .bas files into
> > the ATR for execution using Atari800WinPlus 3.0, I get 164 errors.
> > Tks
> >
> > ron
>
> Theoretically, if you format is as single density and single sided, it
> will look just like a DOS 2.0 disk and should work. You may need to use
> an earlier version of Mydos(ATR). Not something I have played with.
>
> Rick D.

3014. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 11:45:57 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <U11M8.18424$Qg.1612027@bin6.nnrp.aus1.giganews.com>
Source record: 29235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206062025390.6424-100000@shell1.aracnet.com...
> Buying from Ben can be BENeficial, a BENevolent supporter of the Atari
> Community!

Perhaps you should look up benevolent...

Hey, why do auctions suck? "Do you buy Junk, Draining your Savings into
some Jerks account. Who Pulls up Stakes like a Garage Sale at Sunset!"
(from http://www.aracnet.com/~atari/auctions.htm)

Gee thanks. As someone who sells at auctions, I think I'll take my business
to www.myatari.com

3015. Re: Spardados external commands

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 12:12:30 UTC
From: Fox-1
Message-ID: <2QbM8.113$48.10409@zwoll1.home.nl>
Source record: 29240

"Thomas Havemeister" wrote

> but I could not find a PATH enviromnet set, something where I can tell
> spardados where it can find it's external commands.
>
> Could it be done? Putting external commands in a subdirectory called
> "SDOS" ? Or must external commands always be placed in the main
> directory?

Standard config of Sparta-Dos hasn't got anything of a PATH feature. All commands has to be in the main dir. There is however a
util to add PATH support to some versions of Sparta-Dos. I tried it once and it didn't work, probably cause I was running it with
a Sparta-Dos version not supported by the util. I can't remember the name of it, but it was written by Tom Hunt. I have it
somewhere on my disks but should search for it...

b.t.w. BeWe-Dos has the external DOSDRIVE command, which does pretty much the same you want, but I don't think it'll work with
Sparta-Dos...

--
Grtx, Sysop Fox-1
http://www7.brinkster.com/atari/

3016. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 12:43:42 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <2U1M8.1805848$Lj7.60628928@Flipper>
Source record: 29236

That sounds very strange. When it is possible to create a certain copy protection, I don't see why the same hardware can not create the same copy protection again.
Andreas, do you have knowledge about copy protections? What kind of protections do you think are not possible to re-create with Happy / Speedy? I know there is a limit to the disk-drive cash memory which can be a problem, but then it would still be possible to copy with a larger cash memory, or?

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3CFF82C5.B8B731D@students.uni-mainz.de...
> Well,
> there once was a program for Happy and Speedy drives to create almost
> any copy protection these 1050 drives could do. Even copy protections
> that could not be copied with a Happy or Speedy... think its name was
> "Disk Master" or something like that. Of course the german turbo 1050
> enhancement (by bernhard engl) also had some built-in tool for that
> case... -Andreas.
>
>
> Freddy Offenga schrieb:
> >
> > 1) I've used a program called "Formator" which was published in the German
> > "Atari Magazin" (2/87).
> >
> > 2) Yes, I've used it to create a simple protection for the "Mega Magazines".
> > If you need help, contact me.
> >
> > I like to add here that I've been working on a new protected disk image
> > format. Unlike the PRO format I want it to be an open format and it should
> > be discussed by some more people who have knowledge about disk formats and
> > copy protections. The goal is not to pirate software, but to preserve those
> > originals in line with the Atari Preservation Project. Any help is welcome.
> >
> > Freddy.
> >
> > "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message

> > news:addm0g$d5t$1@news.nivel5.cl...
> > > Ok, you can make your own format configurations for Happy. My
questions
> > are:
> > >
> > > - How did you do that?
> > > - Secondly, do you know how to use that feature as a copy
protection?
> > >
> > > I'm asking you because I'm planning to make phantom sectors, and I
> > don't
> > > know how to detect the different format configurations.
> > >
> > > And yes, I knew that that the Happy can use enhanced and true
double
> > > density (I'm one of the lucky owners who has one of them), but I just
> > could
> > > use the total features just for single density. If you have an
application
> > > that can help, I would be very grateful. Thanks.
> > >
> > > Guillermo.

3017. Re: 8 Bit Power supply mixups please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 14:08:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d00be4c$0$3340$1dc6e903@news.corecomm.net>
Source record: 29237

The xl/xe machines use a 5 volt 7 pin DIN (round with a dimple).
Just about everything else (1010, 1050, 850, 800, 1200XL) use
a 9V AC smaller brick. The 1010 can use a smaller amp brick.
But all the 9V AC have the round +/- plug-in. The only thing
I can think to watch is if you have a power supply for an Indus drive.
It uses the same plug but is like 9V DC, or maybe 12V DC. Don't
use that on the 9V AC devices, or vice-versa.
There's a really good list of power supplies in the FAQ for this group,
see the 'Welcome to comp.sys.atari.8bit' message somewhere in this
newsgroup.
Russg

3018. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 22:44:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023539941.4174.2@demeter.uk.clara.net>
Source record: 29155
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

Hi Asshole

> Hi, I'm Ben Smith of Bravo Sierra Computers.

You are a brain damaged spam merchant!.

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

3019. 1489 chip SIO2PC help

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-07 23:01:16 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <0XaM8.22395$MT7.829802690@newssvr21.news.prodigy.com>
Source record: 29242

greetings..another kid on the sio2pc geekout mission.

could anyone run through the proper voltages at each pin of the 1489 chip
for a working interface. im getting rather frustrated with it as the
circuit is so
simple.

thanks

brad kraft

3020. Trade a XF551 vs. 1050?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 00:09:09 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <vki2gusgb2671edl71q01nnd8j965l1dfl@4ax.com>
Source record: 29238

Howdy *.*!

I'm looking for a ATARI XF551 diskdrive unit. I'm ready to swap my
second 1050 drive for it. Is somebody (perhaps europeans/germans)
interested in such a deal?

Would be nice, if somebody could help me.

3021. 800XL with 256KXLE Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 00:15:47 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <R0cM8.1988$iK5.146407@news8-gui.server.ntli.net>
Source record: 29241

Hi

I've just been given a box of Atari stuff by a friend. Included was an 800XL which was very dirty and in need of a little TLC. I stripped the board from the case as usual to clean the plastics and decided to strip the RF shield also.

I discovered that the machine has been upgraded with what looks to be a 256K RAM upgrade. The only clue to it's identity is "256KXLE" which is printed on the PCB on the lower lefthand corner. (Hence my guess that it's a 256K memor mod)

There are connections from the upgrade board to the following on the XL motherboard :

PINS 12 to 16 on the PIA IC
PIN 9 on U30
Resistor R32
PIN 9 on ANTIC
U27 has been replaced with a socked and a ribbon cable to the upgrade board.

Does anyone have any info on this board. Is there any particular software which was shipped with it ?

Any info would be welcome.

It's a good job I took the RF Shield off as this machine was destined for my Sale / Trade list but I think I may hang onto it now !

Cheers

Paul

3022. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 02:12:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <%JdM8.20359$dD5.1951430710@newssvr12.news.prodigy.com>
Source record: 29243

I know for a fact that the Happy cannot do 'fuzzy' sectors. These were
usually sectors formatted on another make of computer that the atari
couldn't read. I dunno about the superarchiver, never had one.
Mo

Freddy Offenga wrote in message <2U1M8.1805848$Lj7.60628928@Flipper>...
>
>That sounds very strange. When it is possible to create a certain copy
>protection, I don't see why the same hardware can not create the same copy
>protection again.
>Andreas, do you have knowledge about copy protections? What kind of
>protections do you think are not possible to re-create with Happy / Speedy?
>I know there is a limit to the disk-drive cash memory which can be a
>problem, but then it would still be possible to copy with a larger cash
>memory, or?
>
>Freddy.
>
>"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
>news:3CFF82C5.B8B731D@students.uni-mainz.de...
>> Well,
>> there once was a program for Happy and Speedy drives to create almost
>> any copy protection these 1050 drives could do. Even copy protections
>> that could not be copied with a Happy or Speedy... think its name was
>> "Disk Master" or something like that. Of course the german turbo 1050
>> enhancement (by bernhard engl) also had some built-in tool for that
>> case... -Andreas.
>>
>>
>> Freddy Offenga schrieb:
>> >
>> > 1) I've used a program called "Formator" which was published in the
>German
>> > "Atari Magazin" (2/87).
>> >
>> > 2) Yes, I've used it to create a simple protection for the "Mega
>Magazines".
>> > If you need help, contact me.
>> >
>> > I like to add here that I've been working on a new protected disk image
>> > format. Unlike the PRO format I want it to be an open format and it
>should
>> > be discussed by some more people who have knowledge about disk formats
>and

>> > copy protections. The goal is not to pirate software, but to preserve
>those
>> > originals in line with the Atari Preservation Project. Any help is
>welcome.
>> >
>> > Freddy.
>> >
>> > "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
>> > news:addm0g$d5t$1@news.nivel5.cl...
>> > > Ok, you can make your own format configurations for Happy. My
>questions
>> > are:
>> > >
>> > > - How did you do that?
>> > > - Secondly, do you know how to use that feature as a copy
>protection?
>> > >
>> > > I'm asking you because I'm planning to make phantom sectors, and
I
>> > don't
>> > > know how to detect the different format configurations.
>> > >
>> > > And yes, I knew that that the Happy can use enhanced and true
>double
>> > > density (I'm one of the lucky owners who has one of them), but I just
>> > could
>> > > use the total features just for single density. If you have an
>application
>> > > that can help, I would be very grateful. Thanks.
>> > >
>> > > Guillermo.
>
>

3023. Re: 1489 chip SIO2PC help

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 03:07:58 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d017501$0$1407$1dc6e903@news.corecomm.net>
Source record: 29245

(seeks 1489 voltages of sio2pc cable.)
Uhm. Are you sure there's a problem with the cable? I'm thinking
you did it right but may not have the pc software (APE or SIO2PC)
configured for either the RING or the DSR line. I think APE for
windows APE98 or something like that, defaults to DSR, and if
you made the standard sio2pc, you have the RING.
Russg

3024. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 03:24:11 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d0178cb$0$89555$1dc6e903@news.corecomm.net>
Source record: 29246

The 1200xl was made before the 800xl, in between the 800 and 800xl.
Lack of BASIC isn't a big deal, as you can get a binary load BASIC
in either A, B or C.
The 1200xl doesn't have power at the SIO to run a PRC connection.
I don't remember how, but it is easy to put power to the SIO.
Adding a PBI is not easy, I'm pretty sure.
The 1200xl is a bigger computer, takes up more footprint.
Being bigger, it also has more room to put stuff in it.
Somebody said the power supply is easier to get for the 1200xl.
I think just about all 1200xl have socketed chips and later 800xl
had fewer socketed chips, in case you need to repair it, or add
modifications. The keyboard may be more reliable, I don't know
if the 1200xl has the same mylar as the later 800xl. My very
early 800xl has actual copper contacts for the keyboard keys, and
is all socketed.
It's a tough choice, and probably the 1200xl has a greater re-sale value,
neither one should cost very much in good working order.
I definitely think the XLs are more robust than the XE series.
Russg

3025. to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 03:37:32 UTC
From: Vaune <vaundy56@earthlink.net>
Message-ID: <3D00D20D.AFCC0B39@earthlink.net>
Source record: 29147

I would like to unscribe to your emails you sent me 98 emails so far and I can't get them off my computer. thank you I really don't ever remembering you to send them to me. And I don't like that you can't delete them. I am just learning on my computer so I only know how to delete them off of file. so thank you very much but no thank you.
Vaundy56 netscape

3026. Re: 1489 chip SIO2PC help

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 03:50:01 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <J9fM8.22422$Xm.831437118@newssvr21.news.prodigy.com>
Source record: 29148

acvtually just got it figured out..thanks though. it was an issue with my
wiring but ive got it covered.

Russ Gilbert <russg@en.com> wrote in message
news:3d017501$0$1407$1dc6e903@news.corecomm.net...
> (seeks 1489 voltages of sio2pc cable.)
> Uhm. Are you sure there's a problem with the cable? I'm thinking
> you did it right but may not have the pc software (APE or SIO2PC)
> configured for either the RING or the DSR line. I think APE for
> windows APE98 or something like that, defaults to DSR, and if
> you made the standard sio2pc, you have the RING.
> Russg
>
>

3027. bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 03:52:08 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <IbfM8.22423$Df.830978064@newssvr21.news.prodigy.com>
Source record: 29149

is there an 8bit group in the sf bay area at all?

3028. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 04:34:21 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020608013305.2204B-100000@halifax.chebucto.ns.ca>
Source record: 29150

```
Yes, it's called ABACUS.

-------------------------

On Sat, 8 Jun 2002, bradford kraft wrote:

> is there an 8bit group in the sf bay area at all?
>
>
>
>
>
```

3029. Re: to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 04:37:04 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <QRfM8.159859$Kp.15186798@bin7.nnrp.aus1.giganews.com>
Source record: 29151

Just say no to drugs and alcohol.

"Vaune" <vaundy56@earthlink.net> wrote in message
news:3D00D20D.AFCC0B39@earthlink.net...
> I would like to unscribe to your emails you sent me 98 emails so far and
> I can't get them off my computer. thank you I really don't ever
> remembering you to send them to me. And I don't like that you can't
> delete them. I am just learning on my computer so I only know how to
> delete them off of file. so thank you very much but no thank you.
> Vaundy56 netscape
>

3030. Re: Spardados external commands

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 04:48:20 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1023486988-724354AEicMi@williams-net.com>
Source record: 29244

Fox-1 and Thomas,
BeWee Dos and Spartados are compatible with each other. You should not have any problem with that at all. Matter of fact I use Spartados 3.2d and sometimes 3.3c and use BeWee Dos util Menu program and have NEVER had my system lock up at all!!!! I am not sure about the PATH ENVIRONMENT SETTINGS. Seems like I have always been able to type in commands at the D: prompt and had NO problems. What type of commands are you looking to access without having them on the root directory????? Possibly the COPY command????
Hope this helps.

Thanks,
Carey Christenson

III
III The High Flying FALCON 030
/I\ "Soon to be CT60!!!"
/ I \
/\ /\
I

3031. New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 05:05:48 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-3B573A.22074507062002@news.west.cox.net>
Source record: 29152

There's now a small Software Library at www.atariarchives.org - it
consists of a few Atari 8-bit applications that we've received
permission to share:

- Simax Video Signmaker
- SCREENS
- Slime
- Fort Apocalypse
- Dimension X
- Shark

http://www.atariarchives.org/swlibrary/

--Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

3032. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 05:32:11 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <vFgM8.22432$Dm.831416660@newssvr21.news.prodigy.com>
Source record: 29153

for the record, Dimension X fucking rules!!!

> There's now a small Software Library at www.atariarchives.org - it
> consists of a few Atari 8-bit applications that we've received
> permission to share:
>
> - Simax Video Signmaker
> - SCREENS
> - Slime
> - Fort Apocalypse
> - Dimension X
> - Shark
>
> http://www.atariarchives.org/swlibrary/
>
> --Kevin Savetz
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

3033. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 05:55:48 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <E%gM8.28140$Qg.2320879@bin6.nnrp.aus1.giganews.com>
Source record: 29154

Thanks for the link...very cool. A suggestion: make your background much wider. I run my monitor at 1152 pixels wide and your background wraps, obscuring text. At work my monitor is 2480 wide (dual monitors simulating 1 wide monitor), so if you can make your background at least 2481 wide I'd appreciate it :)

Paul

"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-3B573A.22074507062002@news.west.cox.net...
> There's now a small Software Library at www.atariarchives.org - it
> consists of a few Atari 8-bit applications that we've received
> permission to share:
>
> - Simax Video Signmaker
> - SCREENS
> - Slime
> - Fort Apocalypse
> - Dimension X
> - Shark
>
> http://www.atariarchives.org/swlibrary/
>
> --Kevin Savetz
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

3034. Spardados external commands

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 07:25:46 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <m4c3gucur0l428iepc9526hg7kfuj6pkfh@4ax.com>
Source record: 29239

Howdy *.*!

Currently I'm playing with Spardados FTE /x32g. I want to build a sparda-dos based mega-image, containg several tools, compilers and so on. In doing this I thought of some nice directory-structure, just like with msdos.

but I could not find a PATH enviromnet set, something where I can tell spardados where it can find it's external commands.

Could it be done? Putting external commands in a subdirectory called "SDOS" ? Or must external commands always be placed in the main directory?

3035. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 10:23:57 UTC
From: Fox-1
Message-ID: <pkvM8.3957$48.557872@zwoll1.home.nl>
Source record: 29160

"Thomas Havemeister" wrote

> Can somebody give me a hint for a very capable and nice Text-editor?
> It should be compatible with spartados and support sub-directories of
> it.

You may try TextPro. AFAIK it runs with Sparta, but am not sure about subdirs. (it does work with the MyDos subdirs).

Panther will run with Sparta, but leaving the program causes trouble (have to reset to restore screen). I patched my version to
let it exit properly, but it does not support subdirs. I use it by CWD-ing to the right directory and then run Panther from the
main-dir.

I have info somewhere about a way to make Atari Writer compatible with Sparta. They just changed the "mailmerge" feature to
execute a small binary to be able to CWD. Never used it myself...

--
Grtx, Sysop Fox-1
http://www7.brinkster.com/atari/

3036. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 16:05:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <pja4guceql5qaan7f7jv99hr4p1b87lm86@4ax.com>
Source record: 29156
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

On Fri, 7 Jun 2002 23:44:48 +0100, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Asshole
>
>
>> Hi, I'm Ben Smith of Bravo Sierra Computers.
>
>You are a brain damaged spam merchant!.

I was just about to jump to Ben's defence and then I saw 6 groups..

Ben, sort that out.

His latest advert which I normally only see in the Atari8bit group has
offended by being X-posted AND annoys people who buy from auctions
(something of a norm for retro people).

Not your best work this month Ben !
--
Paul

3037. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 16:25:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d022fdc$0$3567$1dc6e903@news.corecomm.net>
Source record: 29157

Steve Tucker sells the sio2pc/ape cable and the Pool CD for $50
I think. Then you'd also need to register the APE software for
another $40, I think.
Steve's cables look short in the pictures, but a PC serial cable could
be added to it, maybe requiring an adapter.
Other than that, it isn't hard to build.
Russg

3038. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-08 23:11:33 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d028f17$0$3575$1dc6e903@news.corecomm.net>
Source record: 29161

I never used it, but Text Pro is a favorite of many.
There is a separate directory for it and it's associated files at
ftp.spudster.org under the wordprocessing/textpro directory.
I don't know if it supports SpDOS directories.
I use Speedscript. It is too simple for your purposes and probably
can't specify directories for saves/loads.

3039. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 00:42:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZvxM8.3874$k85.2810@newsread1.prod.itd.earthlink.net>
Source record: 29162

TextPro 4.5 and above supports Sparta and MyDos with subdirectories.

--
Ron

http://www.atariland.com/members/oldatarian

"Russ Gilbert" <russg@en.com> wrote in message
news:3d028f17$0$3575$1dc6e903@news.corecomm.net...
> I never used it, but Text Pro is a favorite of many.
> There is a separate directory for it and it's associated files at
> ftp.spudster.org under the wordprocessing/textpro directory.
> I don't know if it supports SpDOS directories.
> I use Speedscript. It is too simple for your purposes and probably
> can't specify directories for saves/loads.
>
>
>
>

3040. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 03:07:20 UTC
From: Shangrila <shangrila@removethis.subdimension.com>
Message-ID: <IDzM8.208718$xS2.15762439@news1.calgary.shaw.ca>
Source record: 29163

There was an editor that I was fond of but it was more like using EDIT
within messy dos.

TEDIT was the name IIRC and I always used it for bbs files and anything else
not requiring
much for ATASCII graphics. Just a very good and small editor which I think
was
published in Analog Magazine.

If you need simple and easy then I'd suggest that. If you require it to do
more than
I think you'll have to use TextPro.

Shangrila

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:upl5guo2ibmcqdv451m8ktt3qdq2s9etlj@4ax.com...
> Howdy *.*!
>
> Can somebody give me a hint for a very capable and nice Text-editor?
> It should be compatible with spartados and support sub-directories of
> it.
>
> I have here "EDIT" from Compy Shop, which is very good at all, but not
> that much compatible as I would like.
>
> any hints?

3041. Re: Spardados external commands

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 04:19:03 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2dl5gukbf2ei2v6kl1pq3ebbsspgk0i5o5@4ax.com>
Source record: 29158

On Fri, 07 Jun 2002 22:48:20 -0600, carey christenson
<firest@williams-net.com> wrote:

>Fox-1 and Thomas,
> BeWee Dos and Spartados are compatible with each
>other. You should not have any problem with that at
>all. Matter of fact I use Spartados 3.2d and
>sometimes 3.3c and use BeWee Dos util Menu program and
> have NEVER had my system lock up at all!!!! I am not
> sure about the PATH ENVIRONMENT SETTINGS. Seems like
> I have always been able to type in commands at the D:
> prompt and had NO problems. What type of commands
>are you looking to access without having them on the
>root directory????? Possibly the COPY command????
>Hope this helps.

thx for your mail! I did have a look on bewe dos and it support
somethin like a path command. it's called DOSDRIVE.

Bewedos is not bad at all, but is strange incompatible when using it
with APE. Currently I'm building a huge mega-configured atari
Spartados images, which contains as much functionality as I can find
on net. Combined with the powerfull Bewedos tools in the spartados
environment, I was able to find my own solution for it.

So I'm using the "autocwd" command. I created a subdirectory "home" ,
where autocwd points after each reset or reboot, so the dos-utilities
in the root directory wont interfere my own dir-structure.

3042. A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 04:21:12 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <upl5guo2ibmcqdv451m8ktt3qdq2s9etlj@4ax.com>
Source record: 29159

Howdy *.*!

Can somebody give me a hint for a very capable and nice Text-editor?
It should be compatible with spartados and support sub-directories of
it.

I have here "EDIT" from Compy Shop, which is very good at all, but not
that much compatible as I would like.

any hints?

3043. Re: Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 09:14:56 UTC
From: Fox-1
Message-ID: <CpPM8.6958$48.1127216@zwoll1.home.nl>
Source record: 29167

"Bernd Emmrich" wrote

> Hi,
>
> is it possible to program the XE Lightgun with Atari Basic?

No, not directly. You need to write a routine in machine-code which runs in an interrupt (usually VBI). When the routine is
running, you can use the lightgun in BASIC as long as you don't press RESET or so...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3044. Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 11:31:19 UTC
From: Bernd Emmrich <bernd.emmrich@t-online.de>
Message-ID: <advea0ihe05$1@news.t-online.com>
Source record: 29165

Hi,

is it possible to program the XE Lightgun with Atari Basic?

Which commands are needed?

THX

Bernd

3045. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 18:16:19 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <do67guk4el4n61k5kdptd5d73b4eptd9q5@4ax.com>
Source record: 29164

On Sun, 09 Jun 2002 00:42:33 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>TextPro 4.5 and above supports Sparta and MyDos with subdirectories.

yes. it's a great tool!

But I have some problems in configuring it. When I start TextPro it
searches automatically on D1: for it's extensions. Well, that's not
the point for my spartados directory structure.

is it possible to reconfigure spartados and set an own path for it's
macro / addon files?

3046. FS: Some Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-09 22:22:02 UTC
From: tonyR <Arudzki@yahoo.com>
Message-ID: <eyQM8.5300$gs4.3351@nwrddc02.gnilink.net>
Source record: 29168

Getting rid of a few books clogging my shelves:

Compute's first book of Atari Graphics:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2030196849

Compute's second book of Atari Graphics:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2030198037

Compute's machine language for beginners:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2030192851

Compute's second book of machine language:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2030195416

And for those of you who are the professional hobbiest, I have a tray of 60 processors:

Motorola Dragonball processors MC68VZ328PV33V

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2030209832

Thanks

Tony

3047. Re: A capable Text Editor on A8?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 03:04:20 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <hj58gusj8hmdi867kgo9oldsr39qd7n48s@4ax.com>
Source record: 29166

On Sun, 09 Jun 2002 11:16:19 -0700, Thomas Havemeister <twh1@gmx.de>
wrote:

>But I have some problems in configuring it. When I start TextPro it
>searches automatically on D1: for it's extensions. Well, that's not
>the point for my spartados directory structure.
>
>is it possible to reconfigure spartados and set an own path for it's
>macro / addon files?

okay I find out myself. I always tried to run TextPro from a disk
mounted on D2: ... now I'm booting from my os-disk as D1: and TextPro
starts in it's own directory!!

Hell, what a powerfull tool it is.... :-)

3048. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 11:35:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206100433150.32044-100000@shell1.aracnet.com>
Source record: 29169
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

I'm sorry you feel that way. But that's the same as using one issue as a
litmus test to determine who you vote for in an election. Don't be caught
up in such a narrow-minded way of thinking. Step back and look at the
bigger picture. If you've bought from me before, maybe you have something
to say? About how I did on your order?

==Thanx==
===Ben===

On Sat, 8 Jun 2002, Paul Irvine wrote:

> On Fri, 7 Jun 2002 23:44:48 +0100, "Steve Sweet"
> <stevesweet@freeuk.com> wrote:
>
> >Hi Asshole
> >
> >
> >> Hi, I'm Ben Smith of Bravo Sierra Computers.
> >
> >You are a brain damaged spam merchant!.
>
> I was just about to jump to Ben's defence and then I saw 6 groups..
>
> Ben, sort that out.
>
> His latest advert which I normally only see in the Atari8bit group has
> offended by being X-posted AND annoys people who buy from auctions
> (something of a norm for retro people).
>
> Not your best work this month Ben !
> --
> Paul
>

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3049. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 18:02:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D04E9A9.4ECD425E@students.uni-mainz.de>
Source record: 29170

Hello Freddy,
unfortunately I must tell you that 1) I am not a programmer (not at all!) and 2) I do not know anything about copy protections. The program "disk Master" was once in my collection, but since I could not use it in any way I gave it 1996/97 to Stefan Dorndorf to further develop his QMEG-OS and Hyper-XF-OS. He "included" all the disk master`s copy protection techniques into his QMEG-OS or better he updated the QMEG-OS Freezer to properly freeze any of such copy protected programs. He also updated his Hyper-XF-Os in such a way, that the XF could read and write all those copy protections created by Disk Master. Therefore he wanted to write a special Backup Program (for the Hyper-XF-OS) that could duplicate all known copy protections (even Synapse, EA and others) but he never wrote this Backup program or simply never published it. After almost 2 years of absence, my friend torsten Schall now has e-mail contact again with Stefan. Maybe we are lucky then...

Concerning the statement, that Disk Master could create copy protections with a Happy or Speedy, that could not be copied with a Happy or Speedy is just something I read in the manual. Think the author used some copy protections that none of the Happy or Speedy Backup programs supported. in other words: it was not a problem for the Happy or Speedy enhancements, but for their Backup programs and probably also a problem for the track/cache buffer size. Compyshop once had drives that a) could create & duplicate any copy protection that was possible on Atari drives and b) other drives that were of industry standard and could create & duplicate any copy protection of 5,25" drives (Atari, Apple, commodore, etc.). Don`t know where these floppy drives have gone after the disappearance of Compyshop... -Andreas.

P.S.: You can of course ask Stefan dorndorf some questions about copy protections in the ABBUC forum (www.abbuc.de - in german or english). He has the knowledge about that and about many other things...

Freddy Offenga schrieb:
>
> That sounds very strange. When it is possible to create a certain copy
> protection, I don't see why the same hardware can not create the same copy
> protection again.
> Andreas, do you have knowledge about copy protections? What kind of
> protections do you think are not possible to re-create with Happy / Speedy?
> I know there is a limit to the disk-drive cash memory which can be a
> problem, but then it would still be possible to copy with a larger cash
> memory, or?
>
> Freddy.

>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3CFF82C5.B8B731D@students.uni-mainz.de...
> > Well,
> > there once was a program for Happy and Speedy drives to create almost
> > any copy protection these 1050 drives could do. Even copy protections
> > that could not be copied with a Happy or Speedy... think its name was
> > "Disk Master" or something like that. Of course the german turbo 1050
> > enhancement (by bernhard engl) also had some built-in tool for that
> > case... -Andreas.
> >
> >
> > Freddy Offenga schrieb:
> > >
> > > 1) I've used a program called "Formator" which was published in the
> German
> > > "Atari Magazin" (2/87).
> > >
> > > 2) Yes, I've used it to create a simple protection for the "Mega
> Magazines".
> > > If you need help, contact me.
> > >
> > > I like to add here that I've been working on a new protected disk image
> > > format. Unlike the PRO format I want it to be an open format and it
> should
> > > be discussed by some more people who have knowledge about disk formats
> and
> > > copy protections. The goal is not to pirate software, but to preserve
> those
> > > originals in line with the Atari Preservation Project. Any help is
> welcome.
> > >
> > > Freddy.
> > >
> > > "Guillermo Fuenzalida M." <gfuenzal@cec.uchile.cl> wrote in message
> > > news:addm0g$d5t$1@news.nivel5.cl...
> > > > Ok, you can make your own format configurations for Happy. My
> questions
> > > are:
> > > >
> > > > - How did you do that?
> > > > - Secondly, do you know how to use that feature as a copy
> protection?
> > > >
> > > > I'm asking you because I'm planning to make phantom sectors, and I
> > > don't
> > > > know how to detect the different format configurations.
> > > >
> > > > And yes, I knew that that the Happy can use enhanced and true
> double

> > > > density (I'm one of the lucky owners who has one of them), but I just
> > > could
> > > > use the total features just for single density. If you have an
> application
> > > > that can help, I would be very grateful. Thanks.
> > > >
> > > > Guillermo.

3050. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 18:08:10 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D04EB0A.B8D0A4FD@students.uni-mainz.de>
Source record: 29171

Well,
my MASTER FAVOURITE is Fort Apocalypse !! Would like to see it on a
16k cartridge - one that runs fine on XL/XE/XEGS computers... (already
have the 800 cartridge, but I merely have XL`s and XE`s). -Andreas.

bradford kraft schrieb:
>
> for the record, Dimension X fucking rules!!!
>
> > There's now a small Software Library at www.atariarchives.org - it
> > consists of a few Atari 8-bit applications that we've received
> > permission to share:
> >
> > - Simax Video Signmaker
> > - SCREENS
> > - Slime
> > - Fort Apocalypse
> > - Dimension X
> > - Shark
> >
> > http://www.atariarchives.org/swlibrary/
> >
> > --Kevin Savetz
> > --
> > Kevin Savetz <savetz@northcoast.com>
> > Curator of the Digital Antic Project -- http://www.atarimagazines.com
> > & Atariarchives.org -- http://www.atariarchives.org
> > Moderator of news:comp.sys.atari.announce -- Atari computer news

3051. Re: Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 18:17:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D04ED33.9EAC28AA@students.uni-mainz.de>
Source record: 29172

Well,
but you can use the Lightgun as a lightpen (and vice versa). Thus all
Lightpen games and utilities can be used with a Lightgun and all
Lightgun games and tools can be used with a lightpen. Already tested
this - but of course the lightpen is not as accurate as the Lightgun...
Afaik a lightpen driver is already integrated in the OS, so it should
not be a problem to use it under Basic... -Andreas.

P.S.: Think the fire button of a lightgun and lightpen are inverted to
each other (play OP. Blood the lightgun version with a lightpen and you
have auto-fire, the same is true for Crossbow and Crime Buster; very
funny !!!)

Fox-1 schrieb:
>
> "Bernd Emmrich" wrote
>
> > Hi,
> >
> > is it possible to program the XE Lightgun with Atari Basic?
>
> No, not directly. You need to write a routine in machine-code which runs in an interrupt
(usually VBI). When the routine is
> running, you can use the lightgun in BASIC as long as you don't press RESET or so...
>
> --
>
> Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
>
> Remember what the dormouse said...

3052. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 19:09:38 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <SP6N8.7480$k85.562@newsread1.prod.itd.earthlink.net>
Source record: 29173

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d04e4e5$1_8@nopics.sjc...
> I don't think so - if you find one, let me know..... want to start one??

SLCC is no more?

3053. Re: Why Buy Atari from Bravo Sierra?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-10 19:19:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1023741796.97435.3@demeter.uk.clara.net>
Source record: 29174
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

You are posting commercial advertising in a non-commerce base. This is a
breach of the rules, what other rules are you wiling to bend, not so squeaky
in appearance now eh!!.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206100433150.32044-100000@shell1.aracnet.com...
> I'm sorry you feel that way. But that's the same as using one issue as a
> litmus test to determine who you vote for in an election. Don't be caught
> up in such a narrow-minded way of thinking. Step back and look at the
> bigger picture. If you've bought from me before, maybe you have something
> to say? About how I did on your order?

--
Regards, Steve S.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.370 / Virus Database: 205 - Release Date: 05/06/2002

3054. how do I transfer files from my PC to my Atari ST?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 05:26:56 UTC
From: lalala@poohpooh.com
Message-ID: <3d0589ef.9906945@news.earthlink.net>
Source record: 29175

i want to download programs from the internet for use on my ST, but I cant figure out how to get them there. are there any 3.5" disk utilities for the PC that can be used?

tia,
c

3055. Music Composer software

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 12:57:52 UTC
From: atari@mkeates.force9.co.uk
Message-ID: <ktmN8.4755$xU5.468053@wards>
Source record: 29176

Has a Windows/Linux based port of
something like CMC been done by someone?

3056. Re: how do I transfer files from my PC to my Atari ST?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 14:24:03 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <dn05ea.tel.ln@speaker.rodsbooks.com>
Source record: 29178

In article <3d0589ef.9906945@news.earthlink.net>,
lalala@poohpooh.com (Jah Jah) writes:
> i want to download programs from the internet for use on my ST, but I
> cant figure out how to get them there. are there any 3.5" disk
> utilities for the PC that can be used?

The ST should be able to read a standard 3.5-inch PC (DOS/Windows --
FAT format) disk, provided the ST supports the capacity (for instance,
most STs have just 720KB floppies, so they can't read 1.44MB floppies).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3057. Re: Atari XE built-in ROM q. . . .

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 17:12:30 UTC
From: Lenard Spencer <lspenc13@bellsouth.net>
Message-ID: <3D062F7E.AE98AA6E@bellsouth.net>
Source record: 29177

"Rick D." wrote:
>
> JD wrote:
>
> > Not sure if this is the right place to ask this question but... I bought an
> > Atari XE Game System off ebay a year or so ago just for the heck of it..
> > (damn ebay). Anyways I just read that it had a built-in ROM that would fire
> > up Atari BASIC if there was no cartridge inserted, and Missile Command if
> > there was no cartridge + keyboard unplugged. However all I get on mine is a
> > blank black screen in both scenarios when I power it on with no
> > cart/keyboard. Am I doing something obviously wrong or do I have a
> > defective system?
>
> Actually, just turning it on should bring up internal BASIC, holding OPTION to
> disable it should bring up diagnostic. Holding Select should bring up Missle
> command(maybe with option). Holding down start causes cassette boot.
>
> A blank screen can mean many things such as a bad cpu chip.
>
> Rick D.

It could also mean a bad power supply. Before you even try powering up
the XEGS again (it may be too late anyway), check the voltage coming out
of the supply. Lots of times the failure mode means over 8 volts coming
out of that sucker. That is exactly how my son's system died.

3058. Old Atari Game Help Please

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 17:26:51 UTC
From: mike <mike@codcon.demon.co.uk>
Message-ID: <3D0632DB.6DCE481B@codcon.demon.co.uk>
Source record: 29179

Hi,

I don't know if anyone's able to help but years ago I had a 3.5 floppy
of
three Atari games for an Atari 520ST computer - yup going back a bit.
All I can remember is the first one was about a spaceship which had
hundreds of coffins (hibernation boxes) with rooms and levels made up of

different colour references (although the game was black & white). I
can't remember the name at all I'm afraid but this is the one I'm trying

to find in possibly PC format. (The 2nd game was about a magic
garden...and I can't remember the 3rd!). Does anyone know
this old game? If so - I'd be grateful for any information
or re-direction you may be able to give,

Ta! Mike

3059. Re: Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 18:28:06 UTC
From: Bernd Emmrich <bernd.emmrich@t-online.de>
Message-ID: <ae5ffa$314$06$1@news.t-online.com>
Source record: 29180

Hello Andreas,

ok, i can use the lightgun as lightpen with peek(564) and peek(565) for the x and y position and with stick = 15 for the fire button, but this only work well very near to the tv set.
With games like barnyard blaster the lightgun also works 3m far from the tv set.
Is there anywhere a description about programming the lightgun (also in assembler) ?

THX

Bernd

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im Newsbeitrag news:3D04ED33.9EAC28AA@students.uni-mainz.de...
> Well,
> but you can use the Lightgun as a lightpen (and vice versa). Thus all
> Lightpen games and utilities can be used with a Lightgun and all
> Lightgun games and tools can be used with a lightpen. Already tested
> this - but of course the lightpen is not as accurate as the Lightgun...
> Afaik a lightpen driver is already integrated in the OS, so it should
> not be a problem to use it under Basic... -Andreas.
>
> P.S.: Think the fire button of a lightgun and lightpen are inverted to
> each other (play OP. Blood the lightgun version with a lightpen and you
> have auto-fire, the same is true for Crossbow and Crime Buster; very
> funny !!!)
>
>
>
> Fox-1 schrieb:
> >
> > "Bernd Emmrich" wrote
> >
> > > Hi,
> > >
> > > is it possible to program the XE Lightgun with Atari Basic?
> >
> > No, not directly. You need to write a routine in machine-code which runs in an interrupt (usually VBI). When the routine is
> > running, you can use the lightgun in BASIC as long as you don't press RESET or so...
> >
> > --

> >
> > Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
> >
> > Remember what the dormouse said...

3060. Re: how do I transfer files from my PC to m

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-11 22:17:38 UTC
From: ebaiz@skyenet.net
Message-ID: <6GuN8.187$%V2.85350@newsfeed.slurp.net>
Source record: 29181

On 11 Jun 2002 05:26:56 , Jah Jah wrote:
>i want to download programs from the internet for use on my ST, but I
>cant figure out how to get them there. are there any 3.5" disk
>utilities for the PC that can be used?
>
>tia,

Hello,

What TOS is on the ST? If it is 1.4 (RainBow TOS) or above, just format
the disk in the Atari ST and then put it in your PC and copy files to
it. Then put it back into the ST and you should be able to copy the
files.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3061. Re: Old Atari Game Help Please

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-12 02:34:04 UTC
From: Netguy <netguy@netguy.net>
Message-ID: <MPG.17707d25d2d80cab9896c0@News.CIS.DFN.DE>
Source record: 29182

In article <3D0632DB.6DCE481B@codcon.demon.co.uk>,
mike@codcon.demon.co.uk says...
> Hi,
>
> I don't know if anyone's able to help but years ago I had a 3.5 floppy
> of
> three Atari games for an Atari 520ST computer - yup going back a bit.
> All I can remember is the first one was about a spaceship which had
> hundreds of coffins (hibernation boxes) with rooms and levels made up of
>
> different colour references (although the game was black & white). I
> can't remember the name at all I'm afraid but this is the one I'm trying
>
> to find in possibly PC format. (The 2nd game was about a magic
> garden...and I can't remember the 3rd!). Does anyone know
> this old game? If so - I'd be grateful for any information
> or re-direction you may be able to give,
>
> Ta! Mike
>
>
>
You might have better luck in the atari st newsgroup

3062. Re: Bravo Sierra Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-12 03:05:19 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <dgedgus3vtia1svkfl2gf3eonlsnquiget@4ax.com>
Source record: 29183

On 06 May 2002 05:45:48 GMT, solarinflux@aol.com (Solar Influx) wrote:

>FOR THOSE WHO ARE NOT IN
>SYNC WITH THE STYLE OF A COMPANY SEEK OTHER OPTIONS BUT DO NOT BAG A PLACE
>BECAUSE IT DOES NOT SUIT YOU.

Nobody bags Bravo Sierra because it does not suit them. They bag them
because Bravo Sierra bags others first, unfairly and unjustly.

Perhaps when they stop that practice, I might - just *might* -
consider someday doing business with them. Until then, not a chance.

Mike

3063. Re: An unusual 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-12 14:32:15 UTC
From: llpwhite@cs.com
Message-ID: <20020612103215.18789.00000414@mb-ci.news.cs.com>
Source record: 29184

For the folks that offered suggestions, thanks very much. I decided to tackle this drive again today (the last repair session lasted until around midnight a couiple of weeks ago.)

In the clear light of a new day, I found the problem (he sheepishly reported). One end of the new 2793 was not completely seated in its socket. I re-seated it and then powered up the drive, and it now works perfectly. So it was only the 2793 that was the original problem (other than the repairman!)
Larry

3064. Sound probs w/Atari800 under Linux

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-12 15:29:00 UTC
From: Herb Schaltegger <herb-SpAm-TrAp-schaltegger@thomashendersonpate.com>
Message-ID: <ae7pc602rnq@enews2.newsguy.com>
Source record: 29185

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

Well, I've compiled version 1.2.2 from the tarball at sourceforge.net using
gcc 3.1.1 under Linux (kernel 2.4.18-6mdk) and it seems to work just as
advertised, but I have no sound. For now I've just run the XL rom
audio/visual self tests but I would think 8-bit Atari sound is generic
enough that there's no need to try running a bunch of apps or games to see
if the problem persists.

Anyone have any ideas or possible solutiins?
- --
This fortune intentionally says nothing.

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)

iD8DBQE9B2jBx6F1aIxXmoARAvMPAJ9cG8Ozjf9hKsAwkZx3vV/4hGYX/QCdHmvV
aMrWROH6K8eaOjiiVPGMDDM=
=YqFa
-----END PGP SIGNATURE-----
```

3065. Re: Old Atari Game Help Please

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-12 22:23:59 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <2WPN8.5001$xU5.493074@wards>
Source record: 29186

"Netguy" <netguy@netguy.net> wrote in message
news:MPG.17707d25d2d80cab9896c0@News.CIS.DFN.DE...
> You might have better luck in the atari st newsgroup

Not necessarily, didn't you recognize the Level 9 'Silicon Dreams' trilogy?
I spent many an hour gambling on the Worm In Paradise's slot machine!

Regards,

Mark

3066. Re: Bravo Sierra's Death, Taxes & Moving Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-13 08:48:18 UTC
From: G Swaine <g.swaine@the.gluepot.com>
Message-ID: <ae9ncd$18um$1@news.comnet.co.nz>
Source record: 29187
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,rec.games.video.marketplace

"Bravo Sierra Computers" <atari@aracnet.com> om...
> Andreas Magenheimer wrote:
> > Hmm,
> > "Bravo Sierra`s Death..." does not sound very good in my eyes...
Someone
> > might think that he has died. -Andreas.
>
> Hello Andreas,
>
> Don't worry, I'm not dead yet. There is a saying, I don't remember
how it
> goes but It says something like their is nothing surer than Death &
Taxes.
> In my case, I added Moving, because no matter how hard I tried to
stay
> with my old Internet Service Provider, it wouldn't work. This after
I
> spent over 360 Dollars over 2 Months Calling a Long Distance number
that
> was still compatible with my Atari. Over that 2 Months I was trying
to Get
> Cab and get it set up so I could still use my old ISP. I was about
to get
> CAB up and working so I could call Pacifier locally again, but then
> Pacifier finally told me about a Protocol that My Atari and CAB
doesn't
> support. In other words, I wasted 360 Dollars and 2 Month's when
what I
> should of done is move to another Internet Service Provider. In
other
> words, nothing's surer than Death, Taxes and Moving sale. By the
way,
> Andreas. I haven't heard from you in a while. I hope everythings
going
> well.

Perhaps it would have been better to title the thread

Bravo Sierra's "Death, Taxes & Moving" Sale!

That would have avoided the (unintentional) misinterpretation

--

Quote for the month

"I sure hope I shot the right one of me"
(Maxwell Smart, "Get Smart", 1967)

--

g.swaine@the.gluepot is a bogus address. I can be contacted via an
intermediary: gem at gem win co nz. I apologise to the genuine
respondents that this may inconvenience.

3067. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-13 10:44:08 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1023964999@rtfm.mit.edu>
Source record: 29188
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3068. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-13 20:25:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D08FEEF.4B22C4C3@rogers.com>
Source record: 29189

Hi Kevin,

Its too bad fort apocolypse is in ATR format only, I wanted to run it on a
real 8bit that I have sitting here.

Kevin Savetz wrote:

> There's now a small Software Library at www.atariarchives.org - it
> consists of a few Atari 8-bit applications that we've received
> permission to share:
>
> - Simax Video Signmaker
> - SCREENS
> - Slime
> - Fort Apocalypse
> - Dimension X
> - Shark
>
> http://www.atariarchives.org/swlibrary/
>
> --Kevin Savetz
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of the Digital Antic Project -- http://www.atarimagazines.com
> & Atariarchives.org -- http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce -- Atari computer news

3069. SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 05:44:57 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <u$2#Pa2ECHA.1920@cpimsnntpa03>
Source record: 29190

The SPACE (St. Paul Atari Computer Enthusiasts) BBS is now online via telnet at spacebbs.no-ip.com. The BBS is run on a REAL Atari 8-Bit Computer! Nothing fancy available yet, however there are some games and such that might be of interest. I have received several HUGE ATR's filled with all sorts of games, utilities, etc. a while back (Over 6 MB!) that I am constantly going through and picking out all the games, utilities and such. Any questions, problems or comments may be left to me via Feedback on the BBS, via regular Internet email or here. See you there!

--
Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at http://space.atari.org/

Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/

3070. Re: SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 09:03:44 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <u6#aHJ4ECHA.1868@cpimsnntpa03>
Source record: 29191

I forgot to mention that you'll need to hit return/enter 4 or 5 times until the BBS responds. After that just follow the prompts.

3071. Re: Super Archiver II.

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 11:10:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aecjjq$c7n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29193

Howdy folks

Andreas: "Well, think the XF551 can do 32 sectors per track (SD/ED/DD) quite easily - the OS has a bug, thus when formatting medium/enhanced density it already does 31 sectors per track. Maybe 36 sectors per DD-track is also possible with an XF551 - but what`s it good for ?!?"

What would interest me is how far they got with the development of Speedy XF. I found an article in ABBUC Magazin (around number 40 somewhere) in which Klaus Peters talked about it as if it was finished. I know ABBUC now has the rights to everything Klaus Peters ever made for the Atari. I also know Rene de Bie bought some of the Speedy XF's but I seem to remember he told us they weren't finished.

CU Mathy van Nisselroy

3072. Re: SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 11:21:10 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aecjjq$c7n$2@nets3.rz.RWTH-Aachen.DE>
Source record: 29192

"Ilmarinen" <friednw@tcfreenet.org> schrieb im Newsbeitrag
news:u$2#Pa2ECHA.1920@cpimsnntpa03...
> The SPACE (St. Paul Atari Computer Enthusiasts) BBS is now online via
telnet
> at spacebbs.no-ip.com. The BBS is run on a REAL Atari 8-Bit Computer!
> Nothing fancy available yet, however there are some games and such that
> might be of interest. I have received several HUGE ATR's filled with all
> sorts of games, utilities, etc. a while back (Over 6 MB!) that I am
> constantly going through and picking out all the games, utilities and
such.
> Any questions, problems or comments may be left to me via Feedback on the
> BBS, via regular Internet email or here. See you there!
>
>
> --
> Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at
> http://space.atari.org/
>
> Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/
>
>
>
>
>
>

3073. Re: SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 11:26:59 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aecjufcfm1@nets3.rz.RWTH-Aachen.DE>
Source record: 29194

Howdy folks

Sorry for the previous email that only contained what Ilmarinen wrote. A new problem has come up here at the computer pool at the university and when I asked the assistent to the SysAdmin, she tried sending a message. So the previous message came out. Sorry.

(Silly thing. Even though OE is set to automatically and instantly send out alll my postings to newsgroups, it will not do so. Today we (well actually the assistent mentioned above) discovered that my postings are send to the newsgroup if I go to send and receive and press send all.)

CU Mathy van Nisselroy

3074. Re: Lightgun

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 11:31:30 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aeck7q$cv1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29195

Howdy Bernd, folks

> Is there anywhere a description about programming the lightgun (also in
> assembler) ?

There is a site where you can download all the software ever published in
ANALOG Computing and ANTIC. Unfortunately I forgot where.

But IIRC ANTIC once had some routines for the lightgun.

CU Mathy van Nisselroy

3075. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 17:23:16 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-9CFE10.10252414062002@news.west.cox.net>
Source record: 29196

> Its too bad fort apocolypse is in ATR format only, I wanted to run it on a
> real 8bit that I have sitting here.

I'll put that on my to-do list.

And to the guy who uses ultra-wide browser windows and had a problem
with the left margin graphic repeating: fixed.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

3076. FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 20:12:06 UTC
From: anonymous <anon@nowhere.com>
Message-ID: <Xns922DA4D4FFB7Canonnowherecom@167.206.3.2>
Source record: 29097

URL: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173

3077. FA: Atari 830 Acoustic Modem

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 20:17:56 UTC
From: anonymous <anon@nowhere.com>
Message-ID: <Xns922DA5D27BAB5anonnowherecom@167.206.3.2>
Source record: 29098

URL: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360190785

3078. Re: SPACE BBS now online via telnet!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-14 20:34:04 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <0rsO8.1873$TP4.146712@newsread2.prod.itd.earthlink.net>
Source record: 29099

Is any material from the other SPACE (Seattle Puget Sound Atari Computeer Enthusiasts) available anywhere? Their PSAN (Puget Sound Atari News) newsletter was loaded with great tips, projects, modifications, articles and reviews.

--
Ron

http://www.atariland.com/members/oldatarian

"Ilmarinen" <friednw@tcfreenet.org> wrote in message news:u$2#Pa2ECHA.1920@cpimsnntpa03...
> The SPACE (St. Paul Atari Computer Enthusiasts) BBS is now online via telnet
> at spacebbs.no-ip.com. The BBS is run on a REAL Atari 8-Bit Computer!
> Nothing fancy available yet, however there are some games and such that
> might be of interest. I have received several HUGE ATR's filled with all
> sorts of games, utilities, etc. a while back (Over 6 MB!) that I am
> constantly going through and picking out all the games, utilities and such.
> Any questions, problems or comments may be left to me via Feedback on the
> BBS, via regular Internet email or here. See you there!
>
>
> --
> Visit the SPACE (St. Paul Atari Computer Enthusiasts) web page at
> http://space.atari.org/
>
> Telnet to the SPACE BBS at telnet://spacebbs.no-ip.com/
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>

3079. Atari 8 bit computer stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 01:13:19 UTC
From: tom6co@aol.com
Message-ID: <20020614211319.16579.00000929@mb-fw.aol.com>
Source record: 29100

Hello
I have a bunch of Atari computer stuff I would like to sell. Is there some kind of classified listing where I could advertise? I have hardware, software, and books.
Thanks
www.tom6co@aol.com

3080. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 04:18:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d0ac020$0$3567$272ea4a1@news.execpc.com>
Source record: 29101

(wants to run an .ATR on a real Atari.)
If you can get the .atr file, you must have a Mac or PC.
If a PC, there are utilities to convert an .atr to a .dcm.
(imagic.exe from www.atarimax.com)
There are also strait .atr to disk converters, assuming you can
get the .atr to the 8-bit, Tom Hunt has one for single density .atrs
called atr2disk I think. That utility can be found in the cth archive
at ftp.spudster.org (get the all.txt file and search the archive.)
With a .dcm file, you use Bob Puff's Disk Communicator 3.2.
also can find at spudster, to write the actual disk. Since you're
getting stuff on the PC, you need some way to get it to the 8-bit.
For that a sio2pc/ape cable is used, but then you could just use
the ATR and APE/SIO2PC on the PC and the cable.
But I ramble.
Russg

3081. Re: Atari 8 bit computer stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 11:15:39 UTC
From: gwestndrf@aol.com
Message-ID: <20020615071539.17461.00000273@mb-me.aol.com>
Source record: 29102

eBay

3082. help with XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 18:56:11 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns922E7B126B13Fbuckle64attbicom@216.148.227.77>
Source record: 29103

Hello, I just purchased an 800XL and an XF551 disk drive, and I had a few questions. FIrst off, do the self tests on the 1200 ever end and report? Or do they just keep cycling.

Also, when I turn the disk drive on it spins breifly and stops. THat is all I can get it to do, is it supposed to spin upon disk insertion? How do I check the directory of the disk or load a program? I am trying to find some manuals but haven't as of yet, so any help pointing me in the right direction is appreciated.

Thanks

3083. Re: help with XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 19:47:06 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns922E83B51FF8Ebuckle64attbicom@216.148.227.77>
Source record: 29104

buckle64 <email@home.com> wrote in
news:Xns922E7B126B13Fbuckle64attbicom@216.148.227.77:

> Hello, I just purchased an 800XL and an XF551 disk drive, and I had a
> few questions. FIrst off, do the self tests on the 1200 ever end and
> report? Or do they just keep cycling.

This is strange... when I boot up the 800XL and type 'dos' I get the
diagnostic screen. I thought that the 800xl didn't come with built in
diagnostics?!

>
> Also, when I turn the disk drive on it spins breifly and stops. THat
> is all I can get it to do, is it supposed to spin upon disk insertion?
> How do I check the directory of the disk or load a program? I am
> trying to find some manuals but haven't as of yet, so any help
> pointing me in the right direction is appreciated.

I got the drive to work by turning it on first and then the computer (go
figure)... but, can I get into dos mode with the disk drive on? How do I
tell which version of dos is installed?

>
> Thanks
>

3084. Re: Old Atari Game Help Please

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 21:33:29 UTC
From: Ian Davey <unapersson_uk@yahoo.co.uk>
Message-ID: <pan.2002.06.15.21.33.18.204401.5124@yahoo.co.uk>
Source record: 29105

On Tue, 11 Jun 2002 18:26:51 +0100, mike wrote:

> Hi,
>
> I don't know if anyone's able to help but years ago I had a 3.5 floppy
> of
> three Atari games for an Atari 520ST computer - yup going back a bit.
> All I can remember is the first one was about a spaceship which had
> hundreds of coffins (hibernation boxes) with rooms and levels made up of
>
> different colour references (although the game was black & white). I
> can't remember the name at all I'm afraid but this is the one I'm trying
>
> to find in possibly PC format. (The 2nd game was about a magic
> garden...and I can't remember the 3rd!). Does anyone know
> this old game? If so - I'd be grateful for any information
> or re-direction you may be able to give,

I'd assume the second game was called Feud, it's about two warring
magicians who have to collect herbs in a garden to make spells. An
excellent game (it was released on the 8bit as well).

ian.

3085. Re: help with XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 22:58:42 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <CEPO8.31124$up3.3069069466@newssvr11.news.prodigy.com>
Source record: 29106

Okay here we go, the 800XL does have built in diagnostics. If you plan on
using the disk drive you must have either a bootable disk or a DOS disk.
Turn drive on first, wait for spin to stop. Insert DOS disk, wait for spin
to stop. Turn computer on and either hold down the option key while powering
on or type DOS at the BASIC ready prompt. It's not a commodore, there is no
DOS built in! You need a DOS disk.
Mo

buckle64 wrote in message ...
>buckle64 <email@home.com> wrote in
>news:Xns922E7B126B13Fbuckle64attbicom@216.148.227.77:
>
>> Hello, I just purchased an 800XL and an XF551 disk drive, and I had a
>> few questions. FIrst off, do the self tests on the 1200 ever end and
>> report? Or do they just keep cycling.
>
>This is strange... when I boot up the 800XL and type 'dos' I get the
>diagnostic screen. I thought that the 800xl didn't come with built in
>diagnostics?!
>
>>
>> Also, when I turn the disk drive on it spins breifly and stops. THat
>> is all I can get it to do, is it supposed to spin upon disk insertion?
>> How do I check the directory of the disk or load a program? I am
>> trying to find some manuals but haven't as of yet, so any help
>> pointing me in the right direction is appreciated.
>
>I got the drive to work by turning it on first and then the computer (go
>figure)... but, can I get into dos mode with the disk drive on? How do I
>tell which version of dos is installed?
>
>>
>> Thanks
>>
>

3086. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-15 23:53:10 UTC
From: Tim Irvin <ziggy29@svpal.org>
Message-ID: <150620021653104227%ziggy29@svpal.org>
Source record: 29107

In article <3d04e4e5$1_8@nopics.sjc>, Bob Woolley
<ataribob@directvinternet.com> wrote:

> I don't think so - if you find one, let me know..... want to start one??

> > is there an 8bit group in the sf bay area at all?

I'd like to hear of one if there is one, preferably in the South Bay.
Just finished playing a good game a M.U.L.E. on the trusty old 800 a
couple hours ago...

--
Tim Irvin, ziggy29@svpal.org

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

----------== Posted via Newsfeed.Com - Uncensored Usenet News ==----------
http://www.newsfeed.com The #1 Newsgroup Service in the World!
-----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers =-----

3087. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 01:07:26 UTC
From: Rich Jackson <rj5jackson@mindspring.com>
Message-ID: <aegvl7$hp2$1@slb4.atl.mindspring.net>
Source record: 29108

"Tim Irvin" <ziggy29@svpal.org> wrote in message
news:150620021653104227%ziggy29@svpal.org...
> In article <3d04e4e5$1_8@nopics.sjc>, Bob Woolley
> <ataribob@directvinternet.com> wrote:
>
> > I don't think so - if you find one, let me know..... want to start one??
>
> > > is there an 8bit group in the sf bay area at all?
>
> I'd like to hear of one if there is one, preferably in the South Bay.
> Just finished playing a good game a M.U.L.E. on the trusty old 800 a
> couple hours ago...
>
> --
> Tim Irvin, ziggy29@svpal.org
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman
>
>
> ------------== Posted via Newsfeed.Com - Uncensored Usenet News
==----------
> http://www.newsfeed.com The #1 Newsgroup Service in the World!
> -----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers
=-----

I would love a local users group. I would attend meetings etc.
Rich Jackson
Fremont, California

3088. where to buy 800 in uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 03:26:46 UTC
From: tolkien <tolkien800@btopenworld.com>
Message-ID: <aeh0hm$5uh$1@knossos.btinternet.com>
Source record: 29109

[No readable article body recovered]

3089. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 06:59:14 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <6HWO8.17820$uX3.8011@nwrddc01.gnilink.net>
Source record: 29110

I would to. Can't guarantee I can be at every meeting, but once in a while
I could try and make it.

I live about 4 hour drive south at Vandenberg AFB. 8bit (800XL, 130XE,
1400XL, and 1450XLD), ST/TT, and Jaguar owner.

By the way, any one in this discussion attending CGE?

Glenn
glenn.bruner@verizon.net

"Rich Jackson" <rj5jackson@mindspring.com> wrote in message
news:aegvl7$hp2$1@slb4.atl.mindspring.net...
>
> "Tim Irvin" <ziggy29@svpal.org> wrote in message
> news:150620021653104227%ziggy29@svpal.org...
> > In article <3d04e4e5$1_8@nopics.sjc>, Bob Woolley
> > <ataribob@directvinternet.com> wrote:
> >
> > > I don't think so - if you find one, let me know..... want to start
one??
> >
> > > > is there an 8bit group in the sf bay area at all?
> >
> > I'd like to hear of one if there is one, preferably in the South Bay.
> > Just finished playing a good game a M.U.L.E. on the trusty old 800 a
> > couple hours ago...
> >
> > --
> > Tim Irvin, ziggy29@svpal.org
> >
> > "Trouble no one about their religion; respect others in their view, and
> > demand that they respect yours...Abuse no one and nothing, for abuse
> > turns the wise ones to fools and robs the spirit of its vision."
> > -- Tecumseh (1768-1813), Shawnee chief and statesman
> >
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> > http://www.newsfeed.com The #1 Newsgroup Service in the World!
> > -----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers
> =-----
>
> I would love a local users group. I would attend meetings etc.
> Rich Jackson

> Fremont, California
>
>

3090. Re: PAL/NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 07:11:12 UTC
From: Fox-1
Message-ID: <Cf5P8.16107$28.1850168@zwoll1.home.nl>
Source record: 29115

"Wef Dinaini" wrote

> I'm looking for a signal converter from NTSC to PAL; my television won't
> display anything more than a snowy black and white image.

If the computer has a monitor output, and the TV has a SCART or video input, it'll probably work too. I don't know of any
NTSC-2-PAL converters. They probably exist, but I think they won't be cheap. Maybe another TV (multi-standard) is a better
choice?

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3091. PAL/NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 09:43:29 UTC
From: Wef Dinaini <gvan.bavel.snipthis@hccnet.nl>
Message-ID: <aehmi4$94l$1@news.hccnet.nl>
Source record: 29111

Hi all,

I'm looking for a signal converter from NTSC to PAL; my television won't display anything more than a snowy black and white image. I'd prefer a dutch address (Mathy or Fox-1 ???), but any online site will do if that's not possible.

Thanks in advance,
Gertjan

3092. Re: where to buy 800 in uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 11:02:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <e9pogu4keppk4mrr1e17sttobqgjhcv052@4ax.com>
Source record: 29112

On Sun, 16 Jun 2002 03:26:46 +0000 (UTC), "tolkien"
<tolkien800@btopenworld.com> wrote:

>
>
An 800 or an 800XL?

XL's are fairly common in Computer Exchange who have branches in most
big cities but be warned, their pricing is expensive!

Other than that then it's boot sales and alike but don't expect to
find an old 800 easily, they are VERY VERY rare at boot sales.
--
Paul

3093. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 12:14:54 UTC
From: Tony Cianfaglione <ab616@chebucto.ns.ca>
Message-ID: <Pine.GSO.3.95.iB1.0.1020616091348.7018B-100000@halifax.chebucto.ns.ca>
Source record: 29113

There is one called ABACUS, the Atari Bay Area Computers Users Society.
Our club gets newsletters from them monthly.

On Sat, 15 Jun 2002, Tim Irvin wrote:

> In article <3d04e4e5$1_8@nopics.sjc>, Bob Woolley
> <ataribob@directvinternet.com> wrote:
>
> > I don't think so - if you find one, let me know..... want to start one??
>
> > > is there an 8bit group in the sf bay area at all?
>
> I'd like to hear of one if there is one, preferably in the South Bay.
> Just finished playing a good game a M.U.L.E. on the trusty old 800 a
> couple hours ago...
>
> --
> Tim Irvin, ziggy29@svpal.org
>
> "Trouble no one about their religion; respect others in their view, and
> demand that they respect yours...Abuse no one and nothing, for abuse
> turns the wise ones to fools and robs the spirit of its vision."
> -- Tecumseh (1768-1813), Shawnee chief and statesman
>
>
> ----------== Posted via Newsfeed.Com - Uncensored Usenet News ==----------
> http://www.newsfeed.com The #1 Newsgroup Service in the World!
> -----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers =-----
>
>

3094. Looking for "Motor Off" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-16 15:35:10 UTC
From: llpwhite@cs.com
Message-ID: <20020616113510.10640.00000367@mb-de.news.cs.com>
Source record: 29114

Does anyone have an older version of the Happy (810) software that contains a program called MOTOROF.BAS (might not be spelled this way). Had it -- can't find it. It allows the timing of the drive motor shut-off to be varied. I am looking for this specific program, although I know that similar utilities exist.
Thanks,
Larry

3095. Trading and selling retrogames website

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 07:49:03 UTC
From: Sauron <radiax@libero.it>
Message-ID: <PvgP8.25622$Kt3.638744@twister2.libero.it>
Source record: 29116

Hi, I am a retrogames collector who has set up a site where I trade and sell old retrogames for old computers, among which there is obviously some Atari games (but also C64, Spectrum, Amstrad, Amiga, PC and others).
Please take a look at it at this URL:

http://web.tiscali.it/retrogaming/

Thanks for your attention

Sauron
Please visit my Retrogames trade and selling site: http://web.tiscali.it/retrogaming
Webmaster of Italian Interactive Fiction/Text adventures >Lazarus Project< :
http://www.progettolazzaro.org

3096. Re: where to buy 800 in uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 08:29:41 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <aek6ll$nh9$1@thorium.cix.co.uk>
Source record: 29117

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:e9pogu4keppk4mrr1e17sttobqgjhcv052@4ax.com...
> On Sun, 16 Jun 2002 03:26:46 +0000 (UTC), "tolkien"
> <tolkien800@btopenworld.com> wrote:
>
> >
> >
> An 800 or an 800XL?
>
> XL's are fairly common in Computer Exchange who have branches in most
> big cities but be warned, their pricing is expensive!
>
> Other than that then it's boot sales and alike but don't expect to
> find an old 800 easily, they are VERY VERY rare at boot sales.
> --
> Paul

I was up to the main shops in london 2-3 weeks ago

Retro X is gone (nice flower shop in its place, shame i'm allergic to
pollen!)
Notting Hill and the CEX retro shop seem to have dropped all older computer
stuff in favour of Sega's, Neo-Geos etc (all rather slack if you ask me).
I tried to get some CD 32 games they had in CEX, they were not on the
computer system so they would not sell them to me!

This leaves the auction sites (yahoo or Ebay, yahoo is much less crazy) or
getting lucky. Most charity shops will not touch electrical equipment, many
that do will not touch computers!

3097. Re: where to buy 800 in uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 10:16:43 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <fGiP8.137625$4w2.21453@news.easynews.com>
Source record: 29118

"tolkien" <tolkien800@btopenworld.com> wrote in message
news:aeh0hm$5uh$1@knossos.btinternet.com...
>
>
>

You need either alot of luck, or alot of money these days. You might stumble across one at a car boot - if you are there early enough. However the only other place is Ebay, and youll end up paying ?100 or more. I placed a "wanted" ad on an Atari ST hackers messageboard, and as luck would have it someone was giving away a load of unwanted 8bit stuff which included an 800.

3098. Re: GOGOMEME ￼dzŸ~￼￼￼W￼￼

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 11:47:30 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <52jrgusncgbe2gsfribs6cv2652m6fkoad@4ax.com>
Source record: 29119

On Mon, 17 Jun 2002 09:50:03 +0800, "fork" <fork@yahoo.corn> wrote:

Fork off...
--
Paul

3099. Re: where to buy 800 in uk

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 11:52:09 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <j3jrgugkv67m6hlf4d1ah8ti6rd7p6ai9h@4ax.com>
Source record: 29120

On Mon, 17 Jun 2002 09:29:41 +0100, "Pockets" <pockets@cix.co.uk>
wrote:

>I was up to the main shops in london 2-3 weeks ago

>Notting Hill and the CEX retro shop seem to have dropped all older computer
>stuff in favour of Sega's, Neo-Geos etc (all rather slack if you ask me).
>I tried to get some CD 32 games they had in CEX, they were not on the
>computer system so they would not sell them to me!
>
CEX is run by idiots, staffed by idiots (a quote from their own area
manager). You could not trust those pillocks to find their way out of
a paper bag without help.

>This leaves the auction sites (yahoo or Ebay, yahoo is much less crazy) or
>getting lucky. Most charity shops will not touch electrical equipment, many
>that do will not touch computers!
>
Be warned re Ebay, most Atari's go for WAY OTT prices on there..
--
Paul

3100. Value of large 130XE collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 16:43:54 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <HkoP8.2297$cj4.148603@newsfep1-win.server.ntli.net>
Source record: 29121

Hi,

I managed to pickup a large Atari 130 XE collection recently and need to sell it on to raise some holiday funds and because I simply don't have the space or the time to sort all the disks. The collection includes the following:

Atari 130XE (reasonable condition - small burn mark on keyboard)
2x1050 disk drives (one of which has definitely been modded to support Alpha loads)
Analogue joystick which looks like it is used for flight sims
Around 7-800 disks which contain god only knows how many games. Many are only categorised using either a numbering or alpha-numeric system. I have managed to find one catalogue disk that lists around 800 titles.
Lots of disks boxes!

My guess would be that this collection once belonging to someone who was seriously into Atari and probably had some very good pirate connections.

Anyway does anybody have any opinion on what a fair price for this collection would be?

Thanks
John

3101. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 18:07:57 UTC
From: bradford kraft <kraft@cassette-interface.net>
Message-ID: <1ApP8.4917$Ky3.244597870@newssvr21.news.prodigy.com>
Source record: 29122

anyone interested in starting a san francisco area 8bit user group..email
here

mailto:atari2004@cassette-interface.net

bk

3102. Re: Value of large 130XE collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 18:34:07 UTC
From: Herb Schaltegger <herb-SpAm-TrAp-schaltegger@thomashendersonpate.com>
Message-ID: <aela3h01a2q@enews3.newsguy.com>
Source record: 29123

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

John Stringer wrote:

> Hi,
>
> I managed to pickup a large Atari 130 XE collection recently . . . (SNIP!)
>
> Anyway does anybody have any opinion on what a fair price for this
> collection would be?

Take a look at some of the few Atari retailers out on the net (Video 61,
Best, Bravo Sierra . . .) and see what they're charging for reconditioned
hardware. Alternately, peruse the listings on eBay. There are new listings
for used XL/XE stuff there every week. The prices of items near the end of
bidding ought to give you an idea of the going rate. For intance, last
week I bought a 130XE and 1025 printer (no disk drive, though, and no real
software to speak of) for $28.50 or so, plus shipping.

- --
Q: Why is Poland just like the United States?
A: In the United States you can't buy anything for zlotys and in
Poland you can't either, while in the U.S. you can get whatever
you want for dollars, just as you can in Poland.
-- being told in Poland, 1987

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)

iD8DBQE9Diujx6F1aIxXmoARAiNQAJ4g7xcyAbhWGZPD1Tfioy0KuOSmVQCfWLqG
klP5JFId5trAGyTkLRbYgz0=
=g76P
-----END PGP SIGNATURE-----
```

3103. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 19:28:08 UTC
From: swmoretp@aol.com
Message-ID: <20020617152808.19366.00001650@mb-fr.aol.com>
Source record: 29124

ABACUS homepage:
http://www.sinasohn.com/abacus/home.htm

3104. Re: Old Atari Game Help Please

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-17 21:08:47 UTC
From: Gav
Message-ID: <3d0e4f43.4038086@news.swissonline.ch>
Source record: 29125

On Tue, 11 Jun 2002 18:26:51 +0100, mike <mike@codcon.demon.co.uk>
wrote:

>Hi,
>
>I don't know if anyone's able to help but years ago I had a 3.5 floppy
>of
>three Atari games for an Atari 520ST computer - yup going back a bit.
>All I can remember is the first one was about a spaceship which had
>hundreds of coffins (hibernation boxes) with rooms and levels made up of
>
>different colour references (although the game was black & white). I
>can't remember the name at all I'm afraid but this is the one I'm trying

Was it a text adventure - sounds like Level 9 game called
'Snowball'. I think they made it into a 'graphic adventure' for the
ST (ie. text with crude graphics).

>
>to find in possibly PC format. (The 2nd game was about a magic
>garden...and I can't remember the 3rd!). Does anyone know
>this old game? If so - I'd be grateful for any information
>or re-direction you may be able to give,
>
>Ta! Mike

Could be the 'Silicon Dreams Trilogy' - 'Snowball', 'Worm in
Paradise' and 'Return to Eden'.

Gav
--
Real email: gavs(underscore)usenet(at)swissonline(dot)ch

3105. RAM upgrade for a 1200XL, any suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 06:47:30 UTC
From: JG <Technomancer@mechpilot.com>
Message-ID: <6IAP8.3429$207.112976019@newssvr17.news.prodigy.com>
Source record: 29126

I finally got ahold of a 1200XL! ^^

What RAM upgrades are there for 1200XL's that are
compatible with 130XE software?

Thanks ahead of time for the help

-JG-
Technomancer@no-spam-it's-bad-for-one's-health.mechpilot.com

3106. MultiLink/GameLink2 and MultiJoy

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 09:34:32 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aemurr$3c1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29127

Howdy folks

I've added some info about and some games for the MultiLink/GameLinkII and MultiJoy interface to my site. Check out http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#multijoy8

CU Mathy van Nisselroy

PS MultiLink/GameLinkII will let you hook up to 8 Atari 8 bit computers together. Multijoy will let you connect up to 8 joystick to one computer (using external hardware only).

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3107. Re: help with XF551 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 10:28:08 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aen2b3$6rs$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29129

Howdy folks

> Okay here we go, the 800XL does have built in diagnostics. If you plan on
> using the disk drive you must have either a bootable disk or a DOS disk.
> Turn drive on first, wait for spin to stop. Insert DOS disk, wait for spin
> to stop. Turn computer on and either hold down the option key while
powering
> on or type DOS at the BASIC ready prompt. It's not a commodore, there is
no
> DOS built in! You need a DOS disk.

The XF551 only spins very briefly if you turn it on, not when you close the door. Unless it is upgraded somehow, then it might behave more like a 1050. Maybe there is a CSS XF551 enhancer in there.

CU Mathy van Nisselroy

3108. Re: PAL/NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 10:32:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aen2b3$6rs$2@nets3.rz.RWTH-Aachen.DE>
Source record: 29128

Howdy GertJan

> > I'm looking for a signal converter from NTSC to PAL; my television won't
> > display anything more than a snowy black and white image.
>
> If the computer has a monitor output, and the TV has a SCART or video
> input, it'll probably work too. I don't know of any NTSC-2-PAL
converters.
> They probably exist, but I think they won't be cheap. Maybe another TV
> (multi-standard) is a better choice?

Didn't Rene de Bie find one of these NTSC2PAL converters a while ago? For
something like 100 Euro's or so? BTW, the ABBUC (http://www.abbuc.de click
on SHOP) sells Atari to SCART cables.

CU Mathy van Nisselroy

3109. Re: Looking for "Motor Off" Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 15:01:33 UTC
From: llpwhite@cs.com
Message-ID: <20020618110133.16138.00001367@mb-bd.news.cs.com>
Source record: 29130

> Does anyone have an older version of the Happy (810) software that contains a

program called MOTOROF.BAS... <

Still looking, but I was able to pin this down a little better. It is on the
Happy Backup 5.2 disk, and it is listed as MOTOROFF.BAS. I'm pretty sure that
it was on earlier disks, also, but is not on the 6.0 1050 disk.
Thanks,
Larry

Larry

3110. Re: Value of large 130XE collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 16:24:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <tqmnea.ppn.ln@speaker.rodsbooks.com>
Source record: 29131

In article <aela3h01a2q@enews3.newsguy.com>,
Herb Schaltegger <herb-SpAm-TrAp-schaltegger@thomashendersonpate.com> writes:
>
> John Stringer wrote:
>
>> I managed to pickup a large Atari 130 XE collection recently . . . (SNIP!)
>>
>> Anyway does anybody have any opinion on what a fair price for this
>> collection would be?
>
> Alternately, peruse the listings on eBay. There are new listings
> for used XL/XE stuff there every week. The prices of items near the end of
> bidding ought to give you an idea of the going rate.

Better yet, do a search on eBay (say, for "Atari 130XE"), then click
the "Completed Items" link in the "Show Only" area on the left edge of
the page. This will show you the final selling prices for all the
auctions that match your search criteria that have completed in the
past couple of weeks.

Of course, the tricky thing is finding a match to your specific
package. A 130XE alone isn't hard to find, and 1050 drives are fairly
common, but judging how much your disk collection adds to the value is
harder to judge.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3111. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 18:16:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D0F770D.48B3F1A6@rogers.com>
Source record: 29132

Kevin Savetz wrote:

> > Its too bad fort apocolypse is in ATR format only, I wanted to run it on a
> > real 8bit that I have sitting here.
>
> I'll put that on my to-do list.
>
> And to the guy who uses ultra-wide browser windows and had a problem
> with the left margin graphic repeating: fixed.

Hi Kevin,

Thanks. I hope there are a few more developers out there who are willing to re release their 8bit programs as well. Pd, or shareware, either way would be fantabulous.

3112. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 18:19:30 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D0F7743.904DF9D@rogers.com>
Source record: 29133

Hi Russ,

Russ Gilbert wrote:

> (wants to run an .ATR on a real Atari.)
> If you can get the .atr file, you must have a Mac or PC.
> If a PC, there are utilities to convert an .atr to a .dcm.
> (imagic.exe from www.atarimax.com)
> There are also strait .atr to disk converters, assuming you can
> get the .atr to the 8-bit, Tom Hunt has one for single density .atrs
> called atr2disk I think. That utility can be found in the cth archive
> at ftp.spudster.org (get the all.txt file and search the archive.)
> With a .dcm file, you use Bob Puff's Disk Communicator 3.2.
> also can find at spudster, to write the actual disk. Since you're
> getting stuff on the PC, you need some way to get it to the 8-bit.
> For that a sio2pc/ape cable is used, but then you could just use
> the ATR and APE/SIO2PC on the PC and the cable.
> But I ramble.
> Russg

It's better for us who dont need emulators (probly most 8bittters) to run the programs not be forced to use an emulator to convert it into a useable format. it eliminates a time consuming stup in the process. Just download, dump it to the 8bit and extrasct with discomm. Heres a hint to emulator developers, instead of re inventing the wheel with new disk formats taht arent 8bit compatible, how bout including diskcomm support directly!

3113. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-18 21:18:11 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <nsNP8.3268$uH2.2563@newsread1.prod.itd.earthlink.net>
Source record: 29134

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3D0F7743.904DF9D@rogers.com...
> Hi Russ,
>
> Russ Gilbert wrote:
>
> > (wants to run an .ATR on a real Atari.)
> > If you can get the .atr file, you must have a Mac or PC.
> > If a PC, there are utilities to convert an .atr to a .dcm.
> > (imagic.exe from www.atarimax.com)
> > There are also strait .atr to disk converters, assuming you can
> > get the .atr to the 8-bit, Tom Hunt has one for single density .atrs
> > called atr2disk I think. That utility can be found in the cth archive
> > at ftp.spudster.org (get the all.txt file and search the archive.)
> > With a .dcm file, you use Bob Puff's Disk Communicator 3.2.
> > also can find at spudster, to write the actual disk. Since you're
> > getting stuff on the PC, you need some way to get it to the 8-bit.
> > For that a sio2pc/ape cable is used, but then you could just use
> > the ATR and APE/SIO2PC on the PC and the cable.
> > But I ramble.
> > Russg
>
> It's better for us who dont need emulators (probly most 8bittters) to run
the
> programs not be forced to use an emulator to convert it into a useable
format.
> it eliminates a time consuming stup in the process. Just download, dump
it to
> the 8bit and extrasct with discomm. Heres a hint to emulator developers,
> instead of re inventing the wheel with new disk formats taht arent 8bit
> compatible, how bout including diskcomm support directly!

Are you downloading directly to your 8 bit then? Even when I had everything
set up for that I still found it better to download to an IBM at 56k and
transfer from there.

3114. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 01:59:15 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d0fe575$0$1424$272ea4a1@news.execpc.com>
Source record: 29135

I get all fuzzy trying to understand.
I don't think James is downloading directly to the 8-bit.
He says (pardon not actual quote) 'download and dump to 8-bit'.
How's he dumping it to 8-bit?
Uhm. James, I don't think you need an emulator to change a .atr
to a .dcm. Actually I don't think any emulator does that.
My apologies if you are a Mac user, it answers you getting the file,
then maybe null-modeming to A8, but no converter for the .atr AFAIK.
Finaly I'll add that files should be .zipped or .arced. This saves many
corrupted files from getting around. If it gets corrupted it will show
up when it is unzip/unarced. Then there's Steve Tucker's authentication
of .atrs, but I think that will only be detected with APE.
Adding .dcm support to emulators would be a little inconvenient, essentially
the emulator would have to convert the file to a .atr to be of use.
But I ramble.

3115. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 04:08:31 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D100386.23DD863@rogers.com>
Source record: 29136

Hi Russ,

Yes I do use a null modem adaptor (have a pr connection on 8bit). I think for running stuff on the 8bit using discomm on whole disks and then using arc would work. I've done that during my bbs days and it does cut down the transfter time and disk space on the server.

Russ Gilbert wrote:

> I get all fuzzy trying to understand.
> I don't think James is downloading directly to the 8-bit.
> He says (pardon not actual quote) 'download and dump to 8-bit'.
> How's he dumping it to 8-bit?
> Uhm. James, I don't think you need an emulator to change a .atr
> to a .dcm. Actually I don't think any emulator does that.
> My apologies if you are a Mac user, it answers you getting the file,
> then maybe null-modeming to A8, but no converter for the .atr AFAIK.
> Finaly I'll add that files should be .zipped or .arced. This saves many
> corrupted files from getting around. If it gets corrupted it will show
> up when it is unzip/unarced. Then there's Steve Tucker's authentication
> of .atrs, but I think that will only be detected with APE.
> Adding .dcm support to emulators would be a little inconvenient, essentially
> the emulator would have to convert the file to a .atr to be of use.
> But I ramble.

3116. 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 07:13:41 UTC
From: Simon J Wells <simon.wells@gemair.com>
Message-ID: <xbWP8.2389$ru.1871@rip>
Source record: 29137

Iv'e seen several people here and on the web reference to 8bit output to a regular svga computer monitor. Can anyone point me in the right direction>

Simon J Wells

3117. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 08:36:07 UTC
From: Fox-1
Message-ID: <bN5Q8.15311$38.1814552@zwoll1.home.nl>
Source record: 29141

"Bob Woolley" wrote

> I am not so sure that 8-bitters are not using their 5 1/4 (and 3.5) drives.

Me neither.

> It is a heck of a lot easier to pop a disk in your XF551 or 1050 than it is
> to run over to your PC, find the file and set it up.

Indeed. Besides using real floppies for most of my games (original, so many with copyprotection on the disk) I have 2 systems
set-up, both with a BlackBox with 676Mb SCSI harddisk. Guess what's faster: booting the Atari directly from parallel-bus harddisk,
or turn on the PC, wait untill it has started up, search for the right ATR image, load it into A.P.E, to start it up using SIO
speeds...

> I expect that many of
> us have many hundreds of 8-bit disks that already have data on them - why
> send them to a PC just so we can read them back into our 8-bits?

Right again. Not all Atari 8-bit users are searching the whole internet for weeks on their $xxxx PC system to find a copy of an
Atari-image of a game they owned years ago to run it on an emulator, making the game an illegal copy (you don't own the original
anymore), while they can buy used Atari equipment for a few bucks.
Of course I have PC systems too, and I even am a registered user of A.P.E. to make filetransfers between Atari and PC a lot easier,
but many emulator users don't even realize that the real hardware still exists and believe the whole scene exists of spreading as
much ATR's on the net as possible...

> That said, was there a procedure that we can agree on to get files onto an
> 8-bit disk? What is the best way to do this - sector copy?

"DiskComm" if you ask me. Some emu's allready have support for it...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3118. Re: Value of large 130XE collection

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 08:53:06 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <aepgpi$f7r$1@thorium.cix.co.uk>
Source record: 29138

Hmm, UK prices

This is what i'm prepared to pay and condition etc:-

130XE, about 30-50p Commonish, that should include power supply, tv lead and a joystick.

1050 drive, 40-50p Good ones are worth getting hold off. That should include power supply, SIO cable and at least a dos 2.5 disk (a copy will do, as long as it works).

'not original disks' 10-25p each, remember selling copies are a dodgy propersition, label them as 'consider as blank disks' or e-bay may refuse to take your advert (piracy issues still apply to 8bits!), your 700-800 disks should go for 70-80p

If bundled together set reserve at about 150p, start with a low starting price, may be worth selling the enhanced 1050 seperately bundled with a couple of hundred disks in addition to that.

Original games with packaging, sometimes as high as 30p for complete or even more if mint. I won't pay more than 15p myself.

Ebay want payment for you to use you them but the prices are the best there for selling (and sometimes gets very silly).

Yahoo auctions is more sensible for the buyer.

"John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message news:HkoP8.2297$cj4.148603@newsfep1-win.server.ntli.net...
> Hi,
>
> I managed to pickup a large Atari 130 XE collection recently and need to
> sell it on to raise some holiday funds and because I simply don't have the
> space or the time to sort all the disks. The collection includes the
> following:
>
> Atari 130XE (reasonable condition - small burn mark on keyboard)
> 2x1050 disk drives (one of which has definitely been modded to support
Alpha
> loads)
> Analogue joystick which looks like it is used for flight sims
> Around 7-800 disks which contain god only knows how many games. Many are
> only categorised using either a numbering or alpha-numeric system. I have
> managed to find one catalogue disk that lists around 800 titles.
> Lots of disks boxes!
>

> My guess would be that this collection once belonging to someone who was
> seriously into Atari and probably had some very good pirate connections.
>
> Anyway does anybody have any opinion on what a fair price for this
> collection would be?
>
> Thanks
> John
>
>

3119. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 15:52:06 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0206190752.c6ba049@posting.google.com>
Source record: 29139

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3D0F7743.904DF9D@rogers.com>...
> Hi Russ,
>
> Russ Gilbert wrote:
>
> It's better for us who dont need emulators (probly most 8bittters) to run the
> programs not be forced to use an emulator to convert it into a useable format.
> it eliminates a time consuming stup in the process. Just download, dump it to
> the 8bit and extrasct with discomm. Heres a hint to emulator developers,
> instead of re inventing the wheel with new disk formats taht arent 8bit
> compatible, how bout including diskcomm support directly!

Actually, I think it's safe to say that most 8bitters still using
their machines use something like APE rather than dealing with clunky
and fairly delicate 5.25" floppies. (Also often unreliable, as most of
the disks are getting close to 20 years old now!) In such a case, an
.atr file is the best for both people using an emulator as well as
people using a real Atari.

It's certainly not fair to claim that emulator authors are coming up
with new formats, at least they haven't been for years - PC Xformer
came up .xfd, and somebody not long after came up with .atr, and
that's been it. I think the rational is that an .atr is uncompressed,
so that's one less bit of code that needs to be worried about.

If you're really anxious to put it on a real Atari, check the size of
the ATR - if it's less than 90k, it was probably created with the
'MakeATR" program (a giveaway is a "K" on the screen when booting), in
which case it can be easily converted back to a .exe file. If I ever
get some more time to work (along with another volunteer) on the next
TOSEC release of the Atari 8bit DAT, it will identify .atrs that can
are converted from an .exe file.

3120. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 16:14:18 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d10aee5_1@nopics.sjc>
Source record: 29140

I am not so sure that 8-bitters are not using their 5 1/4 (and 3.5) drives. It is a heck of a lot easier to pop a disk in your XF551 or 1050 than it is to run over to your PC, find the file and set it up. I expect that many of us have many hundreds of 8-bit disks that already have data on them - why send them to a PC just so we can read them back into our 8-bits?

That said, was there a procedure that we can agree on to get files onto an 8-bit disk? What is the best way to do this - sector copy?

Bob

"Damfino" <damfino@rochester.rr.com> wrote in message news:ef53b03c.0206190752.c6ba049@posting.google.com...
> James Alexander <james-m-alexander@rogers.com> wrote in message news:<3D0F7743.904DF9D@rogers.com>...
> > Hi Russ,
> >
> > Russ Gilbert wrote:
> >
> > It's better for us who dont need emulators (probly most 8bittters) to run the
> > programs not be forced to use an emulator to convert it into a useable format.
> > it eliminates a time consuming stup in the process. Just download, dump it to
> > the 8bit and extrasct with discomm. Heres a hint to emulator developers,
> > instead of re inventing the wheel with new disk formats taht arent 8bit
> > compatible, how bout including diskcomm support directly!
>
> Actually, I think it's safe to say that most 8bitters still using
> their machines use something like APE rather than dealing with clunky
> and fairly delicate 5.25" floppies. (Also often unreliable, as most of
> the disks are getting close to 20 years old now!) In such a case, an
> .atr file is the best for both people using an emulator as well as
> people using a real Atari.
>
> It's certainly not fair to claim that emulator authors are coming up
> with new formats, at least they haven't been for years - PC Xformer
> came up .xfd, and somebody not long after came up with .atr, and
> that's been it. I think the rational is that an .atr is uncompressed,
> so that's one less bit of code that needs to be worried about.
>
> If you're really anxious to put it on a real Atari, check the size of
> the ATR - if it's less than 90k, it was probably created with the

> 'MakeATR" program (a giveaway is a "K" on the screen when booting), in
> which case it can be easily converted back to a .exe file. If I ever
> get some more time to work (along with another volunteer) on the next
> TOSEC release of the Atari 8bit DAT, it will identify .atrs that can
> are converted from an .exe file.

3121. Re: 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-19 21:35:44 UTC
From: ebaiz@skyenet.net
Message-ID: <QO6Q8.163$FK2.157892@newsfeed.slurp.net>
Source record: 29142

On 19 Jun 2002 03:13:41 , "Simon J Wells" wrote:
>Iv'e seen several people here and on the web reference to 8bit output to a
>regular svga computer monitor. Can anyone point me in the right direction>
>
>Simon J Wells
>

Hello,

I have been running my 130XE on a SVGA monitor for sometime. You need
to have three things: a 130XE or 800XL computer, a commodore monitor
cable and a video converter.

For the video converter try: http://www.mat-co.com

For the monitor cable try: http://www.myatari.com

Good luck

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3122. What I did today (typed in advance)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 01:14:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d112c7a$0$1408$272ea4a1@news.execpc.com>
Source record: 29143

6/19/02
A little story about my A8s.

I made a BASIC program to load 62 sngl. dens. sector GR9 pictures into extended memory that Antic can see, the PORTB $C1 16K bank that the 130XE and the 256K Newell use.

My first problem was finding the correct place to do a Load Memory Scan in the Display list at bytes 100 and 101 of the DL. I eventually dumped a GR9 DL to a file and found that the first LMS at bytes 4 and 5 is at $x150 (eg. $8150) and the second LMS is at a 4K boundary (eg. $9000). Mine had to start at $4150 and $6150, so that the second LMS was at a 4K boundary ($5000 and $7000), looking at banked RAM of course.
I learned the hard way you can't try to have Antic display correctly if screen memory crosses a 4K boundary, if you do the memory is off, the picture is broken up in the bottom half of the screen.
Then I noticed that my 5th and 6th pictures had short streaks that flickered. Uh Oh, my 256k Newell is messed up. The program didn't have this indication of memory fault with my 130XE. The Newell can omit the wires 4, 5, and 6, CAS refresh, if you have a 21697 Antic instead of the 12296 Antic. I opened my 256K and it had the 21697 Antic. I noticed part of my connections may have been touching something on the mother board, so I wrapped tape around it. This seems to have solved the problem as my bank 3 no longer gives streaky flickers. My program just loads .GR9 pics off a disk until it runs out of files, 8 pics at a time, next batch of 8 hit a key. I have a collection of 40 .GR9 pics on a large .ATR image.

Rambling Russg

3123. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 01:21:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d112e19$0$1414$272ea4a1@news.execpc.com>
Source record: 29144

I haven't written a A8 floppy for a long time.
I have put everything I have on a single Zip disk on my pc.
If I wanted to write a floppy, I'd probably use Disk Communicator 3.2.
I do have some double dens. floppies, but probably would only use
then to give someone something for a real A8.
The floppies are getting scarce, and my several boxes of floppies
are getting very old. I poke into them sometimes and sometimes find
they have bit the dust, won't read, and it isn't my disk drive.
I spent about a month working on my real drives to try to give them
a cleaning a check-up.
I put a USB mouse on my 486 (ok, so that's my high end computer)
so I could leave the APE cable plugged into a serial port. If I set
APE to 'Stupid' I don't have to boot to DOS, it will work in a DOS
from Windows. I set Stupid because when APE tries to up the speed,
it crashes Win98SE.
What was I talking about?
Sorry.
Russg

3124. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 02:59:06 UTC
From: Damfino <damfino@rochester.rr.com>
Message-ID: <3D1144FC.8040109@rochester.rr.com>
Source record: 29145

Bob Woolley wrote:
> I am not so sure that 8-bitters are not using their 5 1/4 (and 3.5) drives.
> It is a heck of a lot easier to pop a disk in your XF551 or 1050 than it is
> to run over to your PC, find the file and set it up. I expect that many of
> us have many hundreds of 8-bit disks that already have data on them - why
> send them to a PC just so we can read them back into our 8-bits?

Because, as I said, most of those disks are nearly two decades old.
That's a long time for a fairly delicate storage media like the 5.25"
floppy to survive. I've spent a bunch of time trying to copy my old
5.25"ers to my PC, and many (most? quite possibly) of them had bad
sectors here and there - even if they did eventually read OK, it took a
few re-reads to get it. Anything that you have your only copy of on a
5.25" is in danger of being lost, it's that simple.

Anyways, it's easy enough find an old 486 laptop and put a pretty huge
collection of software on it, and run APE, and you'll never have to
worry about a 5.25" going bad ever again, nor will you have to worry
about boxes full of disks that are probably poorly labeled, half of them
are bad, your multiboots are probably full of duplicates, etc, etc...
and, you can store your 1050 in the closet and only worry about your
8bit and a laptop. You can use an old desktop PC but then you need an
external monitor... a tired old laptop is ideal. I use a Dell 233mHz
with a slightly screwy screen (no surprise - Latitude CPs are probably
the worst laptops ever), it's overkill. Regardless, a dedicated PC of
some sort allows you to have it always ready to run APE, and you leave
it permanently connected to your 8bit.

I'm sure there's no way to find out for sure which more people use, but
it seems to me that using a PC as a virtual drive is far faster, more
reliable, and far easier than screwing around with real floppies... and
I'm pretty sure that I'm not the only one who feels that way.

3125. JYBOLAC Telnet BBS - Carina

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 03:18:41 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <jQbQ8.85009$nZ3.37276@rwcrnsc53>
Source record: 29146

All,

The JYBOLAC:TNG BBS (Just Your Basic On Line Atari Computer :
The Next Generation) is now open! Well, okay, so it has been online for
several months now, but.....

Anyway, telnet on over to
telnet://jybolac.homelinux.com:800 and log into my XEGS running
Carina II via APE.

There is not much there at the moment, but I am adding features all
the time.

Let me know if you have any questions or problems,
Chris (aka - Cybernoid)

3126. Re: New software library at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 03:33:42 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <q2cQ8.345$Sy6.134219838@newssvr30.news.prodigy.com>
Source record: 29047

I have to agree with Bob on this one. I'm totally all for a dedicated PC running APE, but when I want to use my 1025 printer I have troubles. If the printers on I get error after error when using the SIO2PC cable. It's a simple fix, don't use both at the same time. If I want to print a disk file I transfer it from APE to disk and then power up the printer. I've got quite a few 20+ year old disks that still work great, but I don't trust them so I've made .ATR's out of my favorites.
Really rambling...
Mo

Damfino wrote in message <3D1144FC.8040109@rochester.rr.com>...
>Bob Woolley wrote:
>> I am not so sure that 8-bitters are not using their 5 1/4 (and 3.5) drives.
>> It is a heck of a lot easier to pop a disk in your XF551 or 1050 than it is
>> to run over to your PC, find the file and set it up.

3127. Is there a market for Atari 8-bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 04:36:39 UTC
From: Oogie@boogie.com
Message-ID: <3d115b01.66462593@nntp.ix.netcom.com>
Source record: 29048

I have a bunch of Atari computer stuff including an 800 and a 1200xl. Disk drive, Atari printers, everything with Atari power supplies (I've seen them alone on Ebay). IMO Ebay is not terribly feasible owing to the shipping cost (this stuff has significant weight), so I'm looking for a South Florida Atari club. Anyone have any thoughts on the true value of these items?

3128. Re: Is there a market for Atari 8-bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 07:39:29 UTC
From: daclmi@netscape.net
Message-ID: <3d1185db.1348487@news.CIS.DFN.DE>
Source record: 29049

On Thu, 20 Jun 2002 04:36:39 GMT, Oogie@boogie.com (George "Kingfish" Stevens) wrote:

>I have a bunch of Atari computer stuff including an 800 and a 1200xl. >Disk drive, Atari printers, everything with Atari power supplies (I've >seen them alone on Ebay). IMO Ebay is not terribly feasible owing to >the shipping cost (this stuff has significant weight), so I'm looking >for a South Florida Atari club. Anyone have any thoughts on the true >value of these items?

Ship that stuff parcel post with the Postal Service or UPS Ground. It is very feasible. Just charge the correct shipping amounts and list it in your auction.

Last time I trafficked in Atari stuff on an online auction service there was definitely a market for it. It can be up and down though. You should be able to sell the computers and the disk drives with ease. Bundle the software into like groups of three or four (games, apps, whatever). Shine everything up to the best of your ability and upload a picture.

You won't make big money but you should do okay.

3129. Re: JYBOLAC Telnet BBS - Carina

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 11:49:19 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <cijQ8.25640$Na1.860230@news4.srv.hcvlny.cv.net>
Source record: 29050

Tried to log on this morning, Chris.

The BBS seems to lock up after the first line or two ...

Just thought I'd let you know.

Alan

"Chris Martin" <vlastaar@yahoo.com> wrote in message
news:jQbQ8.85009$nZ3.37276@rwcrnsc53...
> All,
>
> The JYBOLAC:TNG BBS (Just Your Basic On Line Atari Computer :
> The Next Generation) is now open! Well, okay, so it has been online for
> several months now, but.....
>
> Anyway, telnet on over to
> telnet://jybolac.homelinux.com:800 and log into my XEGS running
> Carina II via APE.
>
> There is not much there at the moment, but I am adding features all
> the time.
>
> Let me know if you have any questions or problems,
> Chris (aka - Cybernoid)
>
>
>

3130. Re: Is there a market for Atari 8-bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 13:29:05 UTC
From: Herb Schaltegger <herb-SpAm-TrAp-schaltegger@thomashendersonpate.com>
Message-ID: <aesldp0cuf@enews1.newsguy.com>
Source record: 29051

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

There's definitely a market. In the last week I've purchased a 400, a
600XL, an 800XL and a 130XE, a 1050 drive and a 410 Program Recorder, all
off ebay. Sellers quote a price, then request an email with your shipping
address. Typically, the next day they tell you their actual shipping costs
to your destination and you just add that to the price.

And as it happens, I am in the market, currently, for an 800 and a 1200XL,
both! :-) Send me an email (address is spam-trapped but you can figure it
out) with your price and we can negotiate if you're interested . . .

~Herb
- --
Bart: Dad, you killed the Zombie Flanders!

Homer: He was a zombie?

Treehouse of Horror III

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.7 (GNU/Linux)

iD4DBQE9Edimx6F1aIxXmoARAkZMAJ0UQihrHYlukD8m/yxvlsKjxTIVrACVE7Wh
z9dzjMMK/7NVRdIZ2uKX1w==
=z9OD
-----END PGP SIGNATURE-----
```

3131. Re: JYBOLAC Telnet BBS - Carina

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 14:02:49 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <dglQ8.260038$352.22104@sccrnsc02>
Source record: 29052

It should be fixed now. Hmm, maybe the load of more people is causing a problem....

Thanks for the info.

--Chris

"Alan Sharkis" <asharkis@optonline.net> wrote in message news:cijQ8.25640$Na1.860230@news4.srv.hcvlny.cv.net...
> Tried to log on this morning, Chris.
>
> The BBS seems to lock up after the first line or two ...
>

3132. Re: Is there a market for Atari 8-bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 14:17:05 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0206200617.29414c33@posting.google.com>
Source record: 29053

george,

is a real email address for you available ?

tks

ron

Oogie@boogie.com (George "Kingfish" Stevens) wrote in message
news:<3d115b01.66462593@nntp.ix.netcom.com>...
> I have a bunch of Atari computer stuff including an 800 and a 1200xl.
> Disk drive, Atari printers, everything with Atari power supplies (I've
> seen them alone on Ebay). IMO Ebay is not terribly feasible owing to
> the shipping cost (this stuff has significant weight), so I'm looking
> for a South Florida Atari club. Anyone have any thoughts on the true
> value of these items?

3133. MyIDE help!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 17:14:54 UTC
From: ralphxpn@aol.com
Message-ID: <20020620131454.23252.00001568@mb-ms.aol.com>
Source record: 29054

Hi everybody,
I sucsefully build the MyIDE interface. I still get a big kick out of seeing it work. I used a 2 color LED in place of the stock power indicator on my 800XL which changes color on disk activity...ANYWAYS...I wanted to use a laptop harddisk to build it into the case, but they don't work. I tried 2 diffrent models. They partition and test fine, but when i go to format they lock up. My Point-Has anyone used a laptod hardrive on this interface sucsesfully?? and if so what model did you use??? I tried IBM 344MB and a Quantum 250MB

Thanks
Ralph

3134. Re: JYBOLAC Telnet BBS - Carina

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 17:43:09 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <9s54husf02jvtt72g6i5tar27tuv9rn8mt@4ax.com>
Source record: 29055

Awesome. Talk about your flashbacks! I think the last time I was on
an Atari BBS was 1989. My 1050 bit the dust, and I was computerless
for several years. Next machine after my 130XE was an AMD 486DX4-100.
Been progressing ever since, but I still use my Atari. I got a
working 1050 a while back, and have been planning on building a cable
to hook up to the PC, but haven't gotten around to doing so yet.

Stephen Anderson

On Thu, 20 Jun 2002 03:18:41 GMT, "Chris Martin" <vlastaar@yahoo.com>
wrote:

>All,
>
>The JYBOLAC:TNG BBS (Just Your Basic On Line Atari Computer :
>The Next Generation) is now open! Well, okay, so it has been online for
>several months now, but.....
>
>Anyway, telnet on over to
>telnet://jybolac.homelinux.com:800 and log into my XEGS running
>Carina II via APE.
>
>There is not much there at the moment, but I am adding features all
>the time.
>
>Let me know if you have any questions or problems,
>Chris (aka - Cybernoid)
>
>

3135. OSS Super Cart Problem - Solved!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 18:07:32 UTC
From: llpwhite@cs.com
Message-ID: <20020620140732.27408.00000031@mb-mt.news.cs.com>
Source record: 29056

> Over the years, I have had several SuperCarts (SC) that just stopped functioning. This cart worked fine a couple of weeks ago.
Cleaning the "usual suspects" of dirt/oxide on the cart edge connector and eprom contacts makes no difference. <

Got it fixed! I didn't go far enough with the cleaning. Got out the strong work light and magnifying glass, and found lots of crud down in the (cheap) socket. Went after it with contact cleaner and a very small (jeweler's) screwdriver and got it reasonably crud-free. Popped the eprom back in and it came right up. I sure would like to replace that socket with a machined-pin, gold plated socket, but for now, "if it ain't broke... "
Larry

3136. Which Demo is it....

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-20 21:47:39 UTC
From: ralphxpn@aol.com
Message-ID: <20020620174739.16234.00000003@mb-mh.aol.com>
Source record: 29057

Hey Fellas,

Which demo has the song "the great commandment" by Camaflouge???

Thanks
Ralph

3137. NONE

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 01:24:28 UTC
From: Olivier LE BIHAN <olivier.lebihan@free.fr>
Message-ID: <1105_1024622668@olivier>
Source record: 29058

```
test
Olivier LE BIHAN

olivier.lebihan@free.fr
```

3138. WAV2CAS

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 01:43:07 UTC
From: mok683 <mok683@free.fr>
Message-ID: <1107_1024623787@olivier>
Source record: 29059

test2

3139. test3

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 01:56:06 UTC
From: Olivier LE BIHAN <olivier.lebihan@free.fr>
Message-ID: <1109_1024624566@olivier>
Source record: 29060

Olivier LE BIHAN

olivier.lebihan@free.fr

3140. Re: OSS Super Cart Problem - Solved!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 02:12:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d128b71$0$1432$272ea4a1@news.execpc.com>
Source record: 29061

Great experience. Very helpful hint on how to find cart problems
and correct them.

3141. CAS2BAS : a tool for the WAV2CAS, ATRUTIL , XFORMER suite

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 02:19:00 UTC
From: Olivier LE BIHAN <olivier.lebihan@free.fr>
Message-ID: <1110_1024625940@olivier>
Source record: 29062

Hi there !

Here is a tool I made to help in atari xl tape recovery and

make it E A S Y !

Here are the tools I used you make my BASIC stuff work on my pc

- Save atari prog as ASCII (LIST "C:)

- Record it in a wav file on the pc

- Use WAV2CAS to generate a CAS file

- Use CAS2BAS to generate a BAS file

- Import the BAS file into a disk image with ATRUTIL

- Load the atari prog with XFORMER , using ENTER "Dn:...."

I included the source also , if anyone wants to continue it

http://perso.wanadoo.fr/olivier.lebihan/tool/

Enjoy !

Olivier

Olivier LE BIHAN

olivier.lebihan@free.fr

3142. copying ATR images to floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 05:24:24 UTC
From: Steve Chamberlin <foo@bar.com>
Message-ID: <cMyQ8.3312$yA3.134486057@newssvr13.news.prodigy.com>
Source record: 29063

Hello everyone,

I'm trying to copy an ATR image of the game MULE to a regular 5.25 inch floppy disk. Using an sio2pc cable, the only way I can see to do this is to run some kind of disk copying program on the Atari itself. The regular DOS duplicate disk command doesn't work, however (it complains that drive types are incompatible).

Using a 3rd-party disk copy program, I was able to successfully copy the MULE image to the floppy (or so I thought), but the game doesn't run correctly. I'm able to boot the game on my 130XE and setup the options, but whenever I try to actually launch the game, it just returns to the main menu. When I play the ATR image using an Atari emulator program instead, it works just fine.

Is this because the ATR image is copy protected in some way? Is there any easy way around this? Ironically, I work for Electronic Arts (publishers of MULE), but I can't exactly go pick up a copy at the company store-- I think they stopped stocking 8-bit software a while ago. :-)

3143. Re: copying ATR images to floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 06:13:36 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <aeug6h$180m$1@news.nextra.cz>
Source record: 29064

Use Sector copy, destination must be in single density, format disk first to single.

After Your options program try to load a second part of game from disk.

"Steve Chamberlin" <foo@bar.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku news:cMyQ8.3312$yA3.134486057@newssvr13.news.prodigy.com...
> Hello everyone,
>
> I'm trying to copy an ATR image of the game MULE to a regular 5.25 inch
> floppy disk. Using an sio2pc cable, the only way I can see to do this is to
> run some kind of disk copying program on the Atari itself. The regular DOS
> duplicate disk command doesn't work, however (it complains that drive types
> are incompatible).
>
> Using a 3rd-party disk copy program, I was able to successfully copy the
> MULE image to the floppy (or so I thought), but the game doesn't run
> correctly. I'm able to boot the game on my 130XE and setup the options, but
> whenever I try to actually launch the game, it just returns to the main
> menu. When I play the ATR image using an Atari emulator program instead, it
> works just fine.
>
> Is this because the ATR image is copy protected in some way? Is there any
> easy way around this? Ironically, I work for Electronic Arts (publishers of
> MULE), but I can't exactly go pick up a copy at the company store-- I think
> they stopped stocking 8-bit software a while ago. :-)
>
>
>
>
>
>

3144. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 09:21:52 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1024651249@rtfm.mit.edu>
Source record: 29065
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3145. Hardware and Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 10:46:59 UTC
From: FBI <sintech@online.de>
Message-ID: <aeuva0$5uq$3@news.online.de>
Source record: 29066
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,maus.computer.atari.hardware

http://www.sintech-shop.de

3146. Re: test3

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 11:59:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <d656hukdp81e5vf6ujhvhsr18b6j9lqkmv@4ax.com>
Source record: 29067

On Fri, 21 Jun 2002 01:56:06 GMT, Olivier LE BIHAN
<olivier.lebihan@free.fr> wrote:

>
>Olivier LE BIHAN
>
>olivier.lebihan@free.fr
>

Please use alt.test for messages like this..This isn't a test group.

Just trying to keep the group as free flowing as possible.
--
Paul

3147. Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 12:31:33 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <YQEQ8.6078$HT1.1089531@e3500-atl1.usenetserver.com>
Source record: 29068

I'm sorry if this has been asked before or if I'm repeating myself. I was thinking, shouldn't I be able to send my 8-bit files to my PC using a modem? Isn't this how they got to a BBS?

I've got a modem (can't remember the model #) for my 8-bit. Can I use a null modem cable to transfer my files to the PC?

3148. Re: Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 13:34:15 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <rXFQ8.3431$5k6.2065@nwrddc01.gnilink.net>
Source record: 29069

If you want to use a null modem cable, all you need is a serial port on the atari and pc. You don't need the atari modem. if you don't have a serial port on your atari and you want to use the modem, you'll need a modem on the pc and phone line between the two.

I suggest an SIO2PC cable and Ape software.

"Dennis Debro" <dnsdebro@netzero.net> wrote in message news:YQEQ8.6078$HT1.1089531@e3500-atl1.usenetserver.com...
> I'm sorry if this has been asked before or if I'm repeating myself. I was
> thinking, shouldn't I be able to send my 8-bit files to my PC using a modem?
> Isn't this how they got to a BBS?
>
> I've got a modem (can't remember the model #) for my 8-bit. Can I use a null
> modem cable to transfer my files to the PC?
>
>
>

3149. Re: Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 14:24:52 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <UGGQ8.541$_63.265296010@newssvr30.news.prodigy.com>
Source record: 29070

If you want to use the modem you'll need either two seperate phone lines or use a telephone line simulator like the Skutch AS-26 to connect the modems. Also, the PC's modem must be set to the same speed as the ataris probably 300baud, 8bit,no parity. You'll also need terminal software on both computers, I think Hyperterm would work on the PC. Really this is just a fancy way to do a null-modem, a cable would do the same thing and be much simpler for the newbie.
Mo

CBClarke wrote in message ...
>If you want to use a null modem cable, all you need is a serial port on the
>atari and pc. You don't need the atari modem. if you don't have a serial
>port on your atari and you want to use the modem, you'll need a modem on
the
>pc and phone line between the two.
>
>I suggest an SIO2PC cable and Ape software.
>
>
>"Dennis Debro" <dnsdebro@netzero.net> wrote in message
>news:YQEQ8.6078$HT1.1089531@e3500-atl1.usenetserver.com...
>> I'm sorry if this has been asked before or if I'm repeating myself. I was
>> thinking, shouldn't I be able to send my 8-bit files to my PC using a
>modem?
>> Isn't this how they got to a BBS?
>>
>> I've got a modem (can't remember the model #) for my 8-bit. Can I use a
>null
>> modem cable to transfer my files to the PC?
>>
>>
>>
>
>

3150. Re: copying ATR images to floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 15:36:06 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d1347e5$0$1425$272ea4a1@news.execpc.com>
Source record: 29071

You say DOS dup disk says drive types are incompatible.
Perhaps you are trying to copy a sngle dens .atr to a enhanced
or dble dens disk? Format the disk single, then use the sector
copy, I'm not sure if dup disk is sector copy, I think it is on
DOS 2/2.5 or MyDOS. It shouldn't be copy protection as
it is an .atr.
Someone says you select options, then it loads a second part.
I suspect your 3rd party copier didn't do something correctly.
Slow APE or SIO2PC down to 'Stupid' or the slowest rate, it
may be making errors during the sector copy. SmartDOS has
a sector copy, or Disk Wizard II is a good sector copier, or
SpartaDOS scopy is fair (it just quits if it encounters some error,
Disk Wizard will try again if it encounters a problem.) Your
floppy should be a dbl density floppy, don't try to use a high
density 5.25", generally the dbl/sngl dens has a hub ring, the
high dens doesn't.
Atari 8-bit drives will not work with high dens 5.25" disks.
Russg

3151. ATARI XE carts available again

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 22:46:15 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0206211446.71faf1d0@posting.google.com>
Source record: 29072

Hi,

I now have got some of the ATARI XE carts (again) :

the games are : Archon,Ballblazer,Crime Buster,Hardball,Lode
Runner,Rescue on Fractalus,Tennis,Joust,Moon Patrol,Eastern Front
1941,Crossbow,Millipede,Thunderfox, One on One,Final
Legacy,Airball,Star Raiders 2,Gato,Davidï¿½s Midnight Magic,Pole
Position,RS Football

and Microsoft BASIC /Disk ,Mickey in the Great Outdoors/Disk ,
Scram/Tape.

Also lots of ATARI 2600 and a few ATARI 7800 games.

All games new.

If youï¿½re interested,please contact me :

Thimo Graef
Im Osterfeld 13
56462 Hoehn
Germany

www.classic-videogames.com (down)

Thimo

3152. ATARI XE carts available again

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-21 22:46:34 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0206211446.46f4d4e6@posting.google.com>
Source record: 29073

Hi,

I now have got some of the ATARI XE carts (again) :

the games are : Archon,Ballblazer,Crime Buster,Hardball,Lode
Runner,Rescue on Fractalus,Tennis,Joust,Moon Patrol,Eastern Front
1941,Crossbow,Millipede,Thunderfox, One on One,Final
Legacy,Airball,Star Raiders 2,Gato,Davidï¿½s Midnight Magic,Pole
Position,RS Football

and Microsoft BASIC /Disk ,Mickey in the Great Outdoors/Disk ,
Scram/Tape.

Also lots of ATARI 2600 and a few ATARI 7800 games.

All games new.

If youï¿½re interested,please contact me :

Thimo Graef
Im Osterfeld 13
56462 Hoehn
Germany

www.classic-videogames.com (down)

Thimo

3153. The $1 Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 04:37:19 UTC
From: The Collectaholic <mkusz@att.net>
Message-ID: <3aTQ8.54702$UT.3717919@bgtnsc05-news.ops.worldnet.att.net>
Source record: 29074

Shipping is extra. PayPal, money orders and personal checks (must clear first) are acceptable.

VINTAGE ATARI 8-BIT PUBLICATIONS - $1/ea (unless noted)
Antic Vol.3, No. 3,4,5
Antic Vol.4, No. 7,8,8
Antic Vol.6, No. 4,6
Antic Vol.7, No. 3,4,5,6,8
Antic Vol.8, No. 2,6,7
Antic Vol.9, No. 1,2
Activision River Raid Cart. Manual
Atari Astroids Cart. Manual
Atari AtariWriter Cart. Manual & Quick Reference Card
Atari Basic Quick Reference Guide by John Wiley & Sons
Atari DOS 3 Intro & Ref. Manuals - FREE w/purchase
Atari Pac-Man Cart. Manual
Computer Gaming World Vol. 5.3
M.A.C.E. Journal Vol.2, No.11
M.A.C.E. Journal Vol.3, No. 4
M.A.C.E. Journal Vol.5, No. 8
M.A.C.E. Journal Vol.6, No. 6

VINTAGE ATARI 8-BIT SOFTWARE - $1/ea (unless noted)
Analog Movie Themes Cassette (req. Music Composer/no manual)
Atari BASIC Cart. (2 available)
Atari Bug Hunt Cart.
Atari Bug Hunt Cart. (w/o case) - FREE w/purchase
Atari E.T. Phone Home Cart. - Unopened (9 available) - $4
Atari Eastern Front (1941) Cart. (19 available)
Atari Eastern Front (1941) XE Cart.
Atari Graph It Cassettes
Atari Joust Cart. - $3
Atari Music Composer Cart.
Atari Star Raiders Cart. (2 available)
Atari Super Breakout Cart. (24 available)
Atari Writing Programs One/Two Cassette
Avalon Hill Bomber Attack Cassette
EA One On One Disk (w/instructions) - $3
Softside Issue #35 Cassette w/Hopper & Saucer Formation
Softside Issue #40 Cassette w/Mini-Golf, Volcano Island & more
Softside Issue #41 Cassette w/Poker Squares, Atlantis & more
Softside Issue #42 Cassette w/Microtext 2.0, Arabian Nights & more
Sublogic Flight Simulator II Disk (w/instructions & box) - $5

3154. Re: FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 10:38:07 UTC
From: Ed <digitaldatafactory@earthlink.net>
Message-ID: <3D14400F.EE45574A@earthlink.net>
Source record: 29075

can't be too rare I have 25 of them......

anonymous wrote:

> URL: http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1360189173

3155. The Cleaning of the keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 18:22:03 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns9235755148251buckle64attbicom@216.148.227.77>
Source record: 29076

Well I just got done prying off all of the keys on my 800XL. It was terrible, to type you had to press each key hard and straight down with quite a rough resistance. I

I put the keys in a soapy warm water solution and am going to clean them with a soft towel and let them air dry. Took the keyboard board outside and blew it out with a can of air. Still the key switches feel rough. If you've taken one apart before you know what I am talking about its plastic on plastic.
Anyone have a good solution for the plastic lubricating? I was thinking lithium grease...

thanks!

3156. Re: FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 21:06:38 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <90q8hu8gircssoqrit1e2n26t9chu1emij@4ax.com>
Source record: 29077

```
On Sat, 22 Jun 2002 10:38:07 GMT, Ed
<digitaldatafactory@earthlink.net> wrote:

>can't be too rare I have 25 of them......
>

Ah, maybe that's why they are R@RE ;-)
--
Paul
```

3157. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 22:24:25 UTC
From: mathu@indigo.ie
Message-ID: <ffaf2fa5.0206221424.43b1611c@posting.google.com>
Source record: 29078

Hi All,
Is there any site on the net about Page 6?.
I got my hands on 100 Page 6 disks and was thinking about putting them on the net!.
The disk numbers are from 2 to 201.
Does anybody know how many disks did Page 6 do??(up to what number).
If i do put them on the net i will need the numbers that i am missing.

Thanks for your time.

Regards Atari Nut.

3158. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-22 23:04:38 UTC
From: "page6.org" <paul@removespam-page6.org>
Message-ID: <mn7R8.2401$qm1.178305@newsfep1-win.server.ntli.net>
Source record: 29079

Yes, page6.org is in development .... with the permission of Les Ellingham, the original publisher and copyright holder. I will shortly be moving the site to a professional host although it will be a while before all the issues are on-line.
The intention is to include all the issue disks and PD library disks in due course.
Have you already converted the disks you have them to .ATR format? If so it would be enormously helpful if you could help me speed up this part of the site. Email me privately if poss.
Thanks,
Paul Rixon

www.page6.org

"mathu8559" <mathu@indigo.ie> wrote in message
news:ffaf2fa5.0206221424.43b1611c@posting.google.com...
> Hi All,
> Is there any site on the net about Page 6?.
> I got my hands on 100 Page 6 disks and was thinking about putting them on the net!.
> The disk numbers are from 2 to 201.
> Does anybody know how many disks did Page 6 do??(up to what number).
> If i do put them on the net i will need the numbers that i am missing.
>
> Thanks for your time.
>
> Regards Atari Nut.

3159. I decided not to sell after all!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 01:21:01 UTC
From: Jason234@bigfoot.com
Message-ID: <f1e7d019.0206221721.1dce450b@posting.google.com>
Source record: 29080

Back in the late 1970's I got interested in getting a home computer. I had several over the years but finally settled in with the Atari 8 bit. Over the years I got rid of all my other computers but I just couldn't part with my various Atari's. I still crank them up once in awhile and they all work (800 XL, 800 XL with memory upgrade (256K), 130 XE, 1050 Disk Drive with US Doubler (2), 1050 Disk Drive with Happy Enhancement (2), ICD PR: Connection (2), and a bunch of Trackballs and joysticks (some still in the box). I also have over 1,000 orignial program disks and true double density backup disks with most every piece of software that was ever made for the Atari. I also have most of the old Antic and Analog magazines and documentation for all my software. I am sure I have other stuff about which I have forgotten. I never really use this stuff anymore, so I decided I would sell it. I started to look around on the Internet for "Atari Enthusiasts" that might be interested in buying my gear. However, as began to read several Atari message boards, all the old Atari feelings came back! Zork and all the other adventure games (I have them all) and Montezuma's Revenge, Atari Writer & Atari Writer +, PaperClip (with the key) and PaperClip, MS Atari DOS (and all the other various DOS versions), Lotus 123, SynCalc, all the great BBS and Terminal programs, and all of the many, many utilities that came out for the Atari. Those were the days! So now I have decided to keep it all. Lord only knows what I will do with it but I'm keeping it just the same.

3160. Re: The Cleaning of the keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 02:04:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d152ca0$0$3574$272ea4a1@news.execpc.com>
Source record: 29081

Not lithium grease. It is sticky and dries hard.
How about a silicon spray? It leaves little residue.
Russg

3161. A message from Dean Garraghty (DGS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 15:52:21 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1024847646.40672.0@dyke.uk.clara.net>
Source record: 29082

Hello All,

It's been a long long time since I wrote anything on this newsgroup, but I'm still here and still supporting the Atari 8-bit as and when anybody asks me to at http://www.dgs.clara.net

It has always been a problem supplying software outside of the UK because I've never had any way of accepting payments by credit cards, and the software has generally been expensive when converted into US$. I have been looking at what I have licences to sell, and ways of reducing the prices. It is my intention to reduce the costs of the commercial software products down to more sensible prices by ditching the printed manuals and supplying them by e-mail as PDF files. In addition to this I will also make the products available on Amazon zShops so that you can pay by credit cards. I need to know if there are enough people still out there and wanting to buy such things as the QUICK programming language and the SAM desktop system for around $7.50 (5 UK pounds) who would want to buy via zShops by credit card. If you would be interested, please e-mail me: dgs@clara.net

Dean Garraghty

3162. Digital Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 16:31:55 UTC
From: Helge Sj&#65533;str&#65533;m <helgesjoestroem@ki.tng.de>
Message-ID: <af4svi$4e7$1@ulric.tng.de>
Source record: 29083

Does anybody know, where (in Germany ?) I can find a digital Joystick (e.g. Competition Pro) for PC ?

Greetings
Helge

3163. Re: PAL/NTSC

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 19:18:43 UTC
From: Wef Dinaini <gvan.bavel.snipthis@hccnet.nl>
Message-ID: <af56sgpak1@news.hccnet.nl>
Source record: 29084

Hi all,

Mathy, Fox-1, both many thanks for your speedy answers. I'm not sure if I'll try to make the cable myself (I'm lethal to my peers when wielding tools ;)), but I'll let you know.

I've mailed you both privately on this, but I'll ask the group too: anyone have a 1050 for sale ?

Regards,
Gertjan

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in bericht news:aen2b3$6rs$2@nets3.rz.RWTH-Aachen.DE...
> Howdy GertJan
>
> > > I'm looking for a signal converter from NTSC to PAL; my television won't
> > > display anything more than a snowy black and white image.
> >
> > If the computer has a monitor output, and the TV has a SCART or video
> > input, it'll probably work too. I don't know of any NTSC-2-PAL
> converters.
> > They probably exist, but I think they won't be cheap. Maybe another TV
> > (multi-standard) is a better choice?
>
> Didn't Rene de Bie find one of these NTSC2PAL converters a while ago? For
> something like 100 Euro's or so? BTW, the ABBUC (http://www.abbuc.de click
> on SHOP) sells Atari to SCART cables.
>
> CU Mathy van Nisselroy
>
>
>

3164. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 20:22:10 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <i4bchuc7coek7fju3m7jiitdmtn5kl4l1d@4ax.com>
Source record: 29085

On 23 Jun 2002 06:43:16 -0700, zothen@my-deja.com (Zothen Runecaster) wrote:

>Hi,
>
>I want to convert AMIGA pictures to ATARI XL and the problem is that
>AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
>
>I donï¿½t know how to convert the palette to the ATARI.
>
>Is there a formula or a colour-table available ?
>
>I want to use normal ATARI XL graphics,no 256 colour graphics.
>
>So there are only 128 colours on the XL,but this is still good because
>most AMIGA pics donï¿½t use more than 64 colours and some even only a
>512 colour palette (because theyï¿½ve been converted from ATARI ST).
>
>ZR

Well, actually, without further "tricks" there are only 16 available
colors available at the same time on the Atari screen. If you're going to
use 128, why not 256? The code is very similar.

But there's a program called ColorView that cleverly manages to display
4096 colors, by using three separate 16-shade screens (one for R, one for
G and one for B) and flipping/interlacing them very quickly. There's
some flickering, but the results are good overall. You can also have a
higher resolution by using three 4-shade screens for a total of 64 colors.
Having separate screens for R, G and B makes it far easier for your
purposes.

Otherwise, let me look among my papers for my drafts and calculations trying
to find an equivalent between RBG and the standard Atari palette of 256 colors.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3165. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 21:16:02 UTC
From: lp <gfa@basic.net>
Message-ID: <B93BB2D2.76F8%gfa@basic.net>
Source record: 29086

in article fcd76a9e.0206230543.2d41f793@posting.google.com, Zothen
Runecaster at zothen@my-deja.com wrote on 6/23/02 9:43 AM:

> Hi,
>
> I want to convert AMIGA pictures to ATARI XL and the problem is that
> AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
>
> I donï¿½t know how to convert the palette to the ATARI.
>
> Is there a formula or a colour-table available ?
>
> I want to use normal ATARI XL graphics,no 256 colour graphics.
>
> So there are only 128 colours on the XL,but this is still good because
> most AMIGA pics donï¿½t use more than 64 colours and some even only a
> 512 colour palette (because theyï¿½ve been converted from ATARI ST).

I have converted such images before, but not to the 8-bit so I am not
sure if a calculation can be used to compute the correct color on the
8-bit or not. However, I have used fixed lookup tables on RGB values.
It's quite easy. Just take the hex value of the red, green, and blue
component in that order and generate a larger hex value. Example:
r=1, g=2, b=3 would be $123, then use this as an index into an array
of replacement colors. You will have to sit down and come up with a nice
fixed palette, and it might end up using more ram than a calculation.
It's an idea anyway. ;-)

Lonny Pursell

3166. Re: RAM upgrade for a 1200XL, any suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 21:57:51 UTC
From: JG <Technomancer@mechpilot.com>
Message-ID: <zvrR8.2046$oN5.52843636@newssvr16.news.prodigy.com>
Source record: 29087

Bob Woolley <ataribob@directvinternet.com> wrote in message
news:3d10b058$1_9@nopics.sjc...
> I have been working on a 512K upgrade for the 1200XL that is compatible
with
> both RAMBO and 130XE (ANTIC) banking - selectable at powerup. It also has
a
> battery to retain the data between power downs. When I get the docs
> finished, I'll try to post it on www.retrobits.net .
>
> Retrobits now has some nice hardware hacks for the 1200XL with more in the
> works.
>
> Bob
>
Looks to be exactly what I'm looking for, hope the info gets posted.
BTW, the Clearpic is sweet, thanks for putting that mod out there.

-JG-
Technomancer@no-spam-it's-bad-for-one's-health.mechpilot.com

3167. Re: I decided not to sell after all!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-23 23:21:02 UTC
From: Maria Ines Martinez <mimartinez80@hotmail.com>
Message-ID: <af5kdruvt1@news.nivel5.cl>
Source record: 29088

To be honest, I think you made a good decision.

Guillermo.

"Jason" <Jason234@bigfoot.com> escribi&#65533; en el mensaje
news:f1e7d019.0206221721.1dce450b@posting.google.com...
> Back in the late 1970's I got interested in getting a home computer.
> I had several over the years but finally settled in with the Atari 8
> bit. Over the years I got rid of all my other computers but I just
> couldn't part with my various Atari's. I still crank them up once in
> awhile and they all work (800 XL, 800 XL with memory upgrade (256K),
> 130 XE, 1050 Disk Drive with US Doubler (2), 1050 Disk Drive with
> Happy Enhancement (2), ICD PR: Connection (2), and a bunch of
> Trackballs and joysticks (some still in the box). I also have over
> 1,000 orignial program disks and true double density backup disks with
> most every piece of software that was ever made for the Atari. I also
> have most of the old Antic and Analog magazines and documentation for
> all my software. I am sure I have other stuff about which I have
> forgotten. I never really use this stuff anymore, so I decided I
> would sell it. I started to look around on the Internet for "Atari
> Enthusiasts" that might be interested in buying my gear. However, as
> began to read several Atari message boards, all the old Atari feelings
> came back! Zork and all the other adventure games (I have them all)
> and Montezuma's Revenge, Atari Writer & Atari Writer +, PaperClip
> (with the key) and PaperClip, MS Atari DOS (and all the other various
> DOS versions), Lotus 123, SynCalc, all the great BBS and Terminal
> programs, and all of the many, many utilities that came out for the
> Atari. Those were the days! So now I have decided to keep it all.
> Lord only knows what I will do with it but I'm keeping it just the
> same.

3168. Re: FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-24 05:20:01 UTC
From: Jason234@bigfoot.com
Message-ID: <f1e7d019.0206232120.f576218@posting.google.com>
Source record: 29089

Aside from wanting a piece of "history" (I was nice) why would anyone want an 850 interface? As an example, who really wants a 1030 modem except for the sake of history. Let's face it, the Atari 8 bits were good machines, but the printers, modems and other stuff were junk. Much better interfaces were made!

3169. Re: MyIDE help!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-24 11:18:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <af6v67$ov6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29090

Howdy Ralph

> I sucsefully build the MyIDE interface. I still get a big kick out of seeing it
> work. I used a 2 color LED in place of the stock power indicator on my 800XL
> which changes color on disk activity...ANYWAYS...I wanted to use a laptop
> harddisk to build it into the case, but they don't work. I tried 2 diffrent
> models. They partition and test fine, but when i go to format they lock up. My
> Point-Has anyone used a laptod hardrive on this interface sucsesfully?? and if
> so what model did you use??? I tried IBM 344MB and a Quantum 250MB

Most harddisks nowadays don't need to be formatted. Or better yet, you shouldn't. There is important data on that disk that the computer will not find but that the harddisk needs. Wipe it out and the disk will become unusable.

Have you tried partitioning them?

CU Mathy van Nisselroy

3170. Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-24 13:18:15 UTC
From: chris <ASK@me.for.my.EMAIL.address.com>
Message-ID: <r_ER8.352360$o66.916910@news-server.bigpond.net.au>
Source record: 29091

Are these good Atari's? I have an opportunity to purchase one for $68
Australian (so around $34 American) is this a good deal?

Thanks heaps

3171. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-24 20:34:19 UTC
From: rusty <sirdan-nospam@alpha.net.pl>
Message-ID: <9ivehuc0ju1k9c4jmpnna9ucsmqtim1fgv@4ax.com>
Source record: 29092

On Mon, 24 Jun 2002 13:18:15 GMT, "chris"
<ASK@me.for.my.EMAIL.address.com> wrote:

>Are these good Atari's? I have an opportunity to purchase one for $68
>Australian (so around $34 American) is this a good deal?
>
Definetly yes! :)

rusty

--
Serwis Usenet w portalu Gazeta.pl -> http://www.gazeta.pl/usenet/

3172. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 00:20:28 UTC
From: chris <ASK@me.for.my.EMAIL.address.com>
Message-ID: <gHOR8.353893$o66.919625@news-server.bigpond.net.au>
Source record: 29093

ok cool im defintly going to buy :)
im heaps excited lol. BEcause ive never had an atari computer but i kinda
collect the atari game systems, heard so many good things about the
computers :)

"rusty" <sirdan-nospam@alpha.net.pl> wrote in message
news:9ivehuc0ju1k9c4jmpnna9ucsmqtim1fgv@4ax.com...
> On Mon, 24 Jun 2002 13:18:15 GMT, "chris"
> <ASK@me.for.my.EMAIL.address.com> wrote:
>
> >Are these good Atari's? I have an opportunity to purchase one for $68
> >Australian (so around $34 American) is this a good deal?
> >
> Definetly yes! :)
>
> rusty
>
> --
> Serwis Usenet w portalu Gazeta.pl -> http://www.gazeta.pl/usenet/

3173. Re: MyIDE help!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 00:57:37 UTC
From: ralphxpn@aol.com
Message-ID: <20020624205737.02620.00000630@mb-mp.aol.com>
Source record: 29094

Hi

sorry I wasn't very clear OOOPS! i meant to say INITITLIZE the partitions. I'm able to set the partitions. but when i inititize the drive locks up. I'm only talking about the laptop drives. I have other drives...they work fine, so my interface is ok. Im using mydos...any ideas??

Ralph

3174. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 01:09:03 UTC
From: JJ <jj@nospam.com>
Message-ID: <PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com>
Source record: 29095

Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
Motorola 68000-based system.

"chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
> Are these good Atari's? I have an opportunity to purchase one for $68
> Australian (so around $34 American) is this a good deal?
>
> Thanks heaps
>
>
>
>

3175. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 01:49:12 UTC
From: ebaiz@skyenet.net
Message-ID: <s_PR8.341$Kc5.266988@newsfeed.slurp.net>
Source record: 29096

On 24 Jun 2002 13:18:15 , "chris" wrote:
>Are these good Atari's? I have an opportunity to purchase one for $68
>Australian (so around $34 American) is this a good deal?

Yes, it is a great deal....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, 56k US Robotics Modem, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, STiK2, aFTP,
Calamus SL2000, Newsie, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint, Magic, N.AES, Geneva

3176. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 02:24:13 UTC
From: chris <ASK@me.for.my.EMAIL.address.com>
Message-ID: <hvQR8.354315$o66.921151@news-server.bigpond.net.au>
Source record: 28947

really? i didnt know that i thought it was 8bit
thanks

Ill have to look into it.

"JJ" <jj@nospam.com> wrote in message
news:PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com...
> Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
> Motorola 68000-based system.
>
> "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
> news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
> > Are these good Atari's? I have an opportunity to purchase one for $68
> > Australian (so around $34 American) is this a good deal?
> >
> > Thanks heaps
> >
> >
> >
> >
>
>

3177. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 02:37:37 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3D17D777.8060802@cfl.rr.com>
Source record: 28948

If the pictures are in ILBM format, look for an old program I wrote
called ILBMVIEW. I forget what graphics mode(s) it convert them to. It
won't convert very large images (the Atari only had a tiny screen space
compare to the Amiga).

Jeff Potter

Zothen Runecaster wrote:

>lp <gfa@basic.net> wrote in message news:<B93BB2D2.76F8%gfa@basic.net>...
>
>
>>in article fcd76a9e.0206230543.2d41f793@posting.google.com, Zothen
>>Runecaster at zothen@my-deja.com wrote on 6/23/02 9:43 AM:
>>
>>
>>
>>>Hi,
>>>
>>>I want to convert AMIGA pictures to ATARI XL and the problem is that
>>>AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
>>>
>>>I doni¿½t know how to convert the palette to the ATARI.
>>>
>>>Is there a formula or a colour-table available ?
>>>
>>>I want to use normal ATARI XL graphics,no 256 colour graphics.
>>>
>>>So there are only 128 colours on the XL,but this is still good because
>>>most AMIGA pics doni¿½t use more than 64 colours and some even only a
>>>512 colour palette (because theyi¿½ve been converted from ATARI ST).
>>>
>>>
>>I have converted such images before, but not to the 8-bit so I am not
>>sure if a calculation can be used to compute the correct color on the
>>8-bit or not. However, I have used fixed lookup tables on RGB values.
>>It's quite easy. Just take the hex value of the red, green, and blue
>>component in that order and generate a larger hex value. Example:
>>r=1, g=2, b=3 would be $123, then use this as an index into an array
>>of replacement colors. You will have to sit down and come up with a nice
>>fixed palette, and it might end up using more ram than a calculation.
>>It's an idea anyway. ;-)
>>
>>-------------
>>Lonny Pursell

>>
>>
>
>Ok,I did only convert greyscale pics before.But they donï¿½t look good
>enough for ATARI XL ,because a C64 can do greyscale pics,too.
>
>256 color pics (graphics 9/11 DLI) look quite good,but the resolution
>is too low.I have a GIF viewer which uses some sort of palette
>table,but thereï¿½s no source.
>
>So the best way would be to try to find the colors myself by looking
>at the pics ? Should be easier with ATARI ST pics,because 512 colors
>isnï¿½t much more than ATARI XLï¿½s 128/256.
>
>ZR
>
>

3178. Re: FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 02:46:09 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3D17D971.6926478B@silcom.com>
Source record: 28949

If you want to see a "rare" 850, this is mine
http://www.silcom.com/~patchell/atari/atari850.jpg

This is the one in the aluminum box. I have no idea how many were
made. I bought this one in 1979.

The 850 printer interface actually worked pretty nice. The RS232
interface was pretty clunky in my opinion. After I got my ATR8000, the
850 spent most of it's time on the shelf, however.

Jason wrote:

> Aside from wanting a piece of "history" (I was nice) why would anyone
> want an 850 interface? As an example, who really wants a 1030 modem
> except for the sake of history. Let's face it, the Atari 8 bits were
> good machines, but the printers, modems and other stuff were junk.
> Much better interfaces were made!

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*---
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

3179. Re: FA: Atari 850 Interface module. ** RARE **

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 02:59:51 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <H0RR8.1487$Ei7.654173368@newssvr30.news.prodigy.com>
Source record: 28950

It's all about having now what you couldn't afford back in the eighties!
Besides it looks real good with all of the other beige stuff stacked up next
to my 800.
8-)
Mo

Jason wrote in message ...
>Aside from wanting a piece of "history" (I was nice) why would anyone
>want an 850 interface? As an example, who really wants a 1030 modem
>except for the sake of history. Let's face it, the Atari 8 bits were
>good machines, but the printers, modems and other stuff were junk.
>Much better interfaces were made!

3180. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 03:01:17 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <12RR8.1488$qf7.654038151@newssvr30.news.prodigy.com>
Source record: 28951

And being from Australia probably makes it 240 volt based as well.
Mo

JJ wrote in message ...
>Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
>Motorola 68000-based system.
>
>"chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
>news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
>> Are these good Atari's? I have an opportunity to purchase one for $68
>> Australian (so around $34 American) is this a good deal?
>>
>> Thanks heaps
>>
>>
>>
>>
>
>

3181. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 03:03:15 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <T3RR8.1489$3w7.654693547@newssvr30.news.prodigy.com>
Source record: 28952

Yeah they're kind of MSDOS'y - if you want a real Atari experience get an
800!
Mo

chris wrote in message ...
>really? i didnt know that i thought it was 8bit
>thanks
>
>Ill have to look into it.
>
>"JJ" <jj@nospam.com> wrote in message
>news:PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com...
>> Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
>> Motorola 68000-based system.
>>
>> "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
>> news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
>> > Are these good Atari's? I have an opportunity to purchase one for $68
>> > Australian (so around $34 American) is this a good deal?
>> >
>> > Thanks heaps
>> >
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3182. Looking for Ghost game (bas?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 03:48:03 UTC
From: Jim Klein <jimklein814@msn.com>
Message-ID: <u45RBs$GCHA.1204@cpimsnntpa03>
Source record: 28953

I used to play a game, I think it was called ghost.bas. I thought it was a type-in game that had up to 4 players & you were a ghost in a 2D maze & could shoot at each other.

I can't find it anywhere.

Anyone remenber this game & where I can D/L it?

-thanx-

3183. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 05:29:28 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <e8vfhu8t2f7hpu0atdk6v48hd5e7ksbsu8@4ax.com>
Source record: 28954

On 24 Jun 2002 14:46:55 -0700, zothen@my-deja.com (Zothen Runecaster) wrote:

>
>The resolution is too bad.Only 80*100 in this 256 colour mode.
>
>Many AMIGA pics are interlaced,320*400 (512) , 640*400 (512) ; AGA
>pictures may be even larger (1280*400 or more).
>
<snip>
>
>I know it,but these pictures need too much memory.
>
>I want to use Graphics 15 screens (=4 colours) with DLIs.

Well, that other ColrView mode (the one showing 64 colours) uses, in fact,
3 GR.15 screens, using 4 shades of R, G and B on each screen respectively
and very clever DLIs... Better resolution, but less colours. Maybe that
would suit you?

Or do you have something else in mind? Like setting the 4 colours in each
row independently from the others? In theory, you could get 128 simultaneous
colors that way, but would need an additional 192*4 bytes to store the palettes
for all 192 lines... 8192+768=8960 bytes total for the image, the routine
to handle the DLIs would be pretty simple (and image-independant)...

On a somewhat related note, I was looking at a Pantone colour chart the other
day... has anybody ever found any relationship between those and the Atari
palette? Given that both seem to progress more or less in the same order through
the different colours...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3184. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 09:12:58 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <af9bme$ab3$1@innferno.news.tiscali.de>
Source record: 28955

I converted some Windows-Bitmaps (256 and 16.7) into the 256-9/11 Mode, but I had to prepare the resolution (80x96) on the PC. But the color-converting did a self-written Turbo-BASIC-routine. May be, that routine could be usefull...

Mirko

www.atarixle.de

"Zothen Runecaster" <zothen@my-deja.com> schrieb im Newsbeitrag news:fcd76a9e.0206230543.2d41f793@posting.google.com...
> Hi,
>
> I want to convert AMIGA pictures to ATARI XL and the problem is that
> AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
>
> I don't know how to convert the palette to the ATARI.
>
> Is there a formula or a colour-table available ?
>
> I want to use normal ATARI XL graphics,no 256 colour graphics.
>
> So there are only 128 colours on the XL,but this is still good because
> most AMIGA pics don't use more than 64 colours and some even only a
> 512 colour palette (because they've been converted from ATARI ST).
>
> ZR

3185. atari 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 13:29:44 UTC
From: CoLLeCtOr
Message-ID: <Kf_R8.900$_I1.78150@newsfep1-win.server.ntli.net>
Source record: 28956

atari 800xl plus disk drive for sale. location nr manchester, 50 quid or nearest offer + post.

CoLLeCtoR

3186. Re: atari 800xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 14:02:25 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d1877ef$0$228$4d4ebb8e@news.nl.uu.net>
Source record: 28957

Hi,

a few questions: are both the 800XL and diskdrive fully functional ?
What's more: can you ship to the Netherlands, and if so, how much for the whole caboodle plus P&P ? Do you accept UKP only, or Euro's ? What kinds of payment do you accept ?
Needless to say: I'm very much interested !
Kind regards,
Wef

"CoLLeCtOr" <spamcollector@sux.org.....uk> schreef in bericht news:Kf_R8.900$_I1.78150@newsfep1-win.server.ntli.net...
> atari 800xl plus disk drive for sale. location nr manchester, 50 quid or
> nearest offer + post.
>
> CoLLeCtoR
>
>

3187. Re: Looking for Ghost game (bas?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 15:07:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d188740$0$1424$272ea4a1@news.execpc.com>
Source record: 28958

There's a GHOST.BAS, two of them at ftp.spudster.org

One is in the GAMES/BAS directory and is different from
the one in Antic/87 which has the bas file and a fnt file I think.
I would guess you're talking about the one from Antic.
Get the ALL.TXT file from spudster and search for GHOST.
Spudster seems to have a fair amount of busted files.
Russg

3188. Price list

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 23:08:08 UTC
From: FBI <sintech@online.de>
Message-ID: <afarcv$lm3$1@news.online.de>
Source record: 28959

We just have finished our brand new price list from Sintech for various Software offers.It is a Excel-File but we cannot post it to this newsgroup. So if you want to see it now, just write us an e-mail. The list will get published at www.sintech-shop.de but as some titles are rare and we have only low quantities, it might be better to check the list now before it is sold.

As for hardware, we are low of Atari-things, but if you are searching for anything, just ask us.

Bye

Thomas

3189. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-25 23:47:13 UTC
From: JJ <jj@nospam.com>
Message-ID: <5i7S8.401532$%y.29393347@bin4.nnrp.aus1.giganews.com>
Source record: 28960

ST = SixTeen

"chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
news:hvQR8.354315$o66.921151@news-server.bigpond.net.au...
> really? i didnt know that i thought it was 8bit
> thanks
>
> Ill have to look into it.
>
> "JJ" <jj@nospam.com> wrote in message
> news:PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com...
> > Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
> > Motorola 68000-based system.
> >
> > "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
> > news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
> > > Are these good Atari's? I have an opportunity to purchase one for $68
> > > Australian (so around $34 American) is this a good deal?
> > >
> > > Thanks heaps
> > >
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3190. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 02:22:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Dz9S8.5517$DQ5.369187@newsread2.prod.itd.earthlink.net>
Source record: 28961

ST was *actually* short for Sixteen/Thirtytwo... and, yes, if you want the
real Atari experience, get an 800/800XL.

--
Ron

http://www.atariland.com/members/oldatarian

"JJ" <jj@nospam.com> wrote in message
news:5i7S8.401532$%y.29393347@bin4.nnrp.aus1.giganews.com...
> ST = SixTeen
>
> "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
> news:hvQR8.354315$o66.921151@news-server.bigpond.net.au...
> > really? i didnt know that i thought it was 8bit
> > thanks
> >
> > Ill have to look into it.
> >
> > "JJ" <jj@nospam.com> wrote in message
> > news:PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com...
> > > Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
> > > Motorola 68000-based system.
> > >
> > > "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
> > > news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
> > > > Are these good Atari's? I have an opportunity to purchase one for
$68
> > > > Australian (so around $34 American) is this a good deal?
> > > >
> > > > Thanks heaps

3191. Re: 800XL with 256KXLE Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 03:35:40 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D19368C.34DDD98A@cswebmail.com>
Source record: 28962

Paul Barker wrote:

> I discovered that the machine has been upgraded with what looks to be a 256K
> RAM upgrade. The only clue to it's identity is "256KXLE" which is printed on
> the PCB on the lower lefthand corner. (Hence my guess that it's a 256K memor
> mod)
>
> There are connections from the upgrade board to the following on the XL
> motherboard :
>

Can't say which manufacturer it was. Looks to be a standard upgrade. The only software to be shipped was probably MYDOS. Just configure for a 192K ramdisk and format.

Otherwise, it looks to be compatible with anything that uses up to 192K banked ram that is XE compatible.

Rick D.

3192. FA: Four 400/800 Books

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 03:49:34 UTC
From: Richard Polivka <polivka_NO_SPAM@adelphia.net>
Message-ID: <iRaS8.201$uf3.150140@news2.news.adelphia.net>
Source record: 28963

For Auction:

Four Atari 400/800 Books

-Your Atari Computer- A Guide to Atari 400/800 Personal Computers
-Basic Atari Basic- for the 400, 800, and XL computers
-Atari Basic- 400/800
-Computer Tutor- 400/800, 600XL, 800XL, 1200XL, 1400XL, 1450XLD, and VCS 2600/5200

Starting price is 5.00

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2034777804

TI-99/4A Home Computer Page http://www.99er.net/
Get a free 99er web site and email at 99er.net!
Subscribe to the TI-99/4A HCP newsletter at
http://www.99er.net/cgi-bin/mojo/mojo.cgi?list=99er_HCP_Newsletter

3193. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 03:54:06 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D193ADE.CD441F05@cswebmail.com>
Source record: 28964

buckle64 wrote:

> I have the opportunity to buy either a 800xl or a 1200xl I can only buy one
> of them and they are both the exact same price, which should I get?
> Reasons? I will do some quick research on the differences by searching the
> web, but I figured I would search the great source of this newsgroup.
>
> Thanks guys!

I have preferred the 800XL. Its easy to upgrade if everything is socketed.
But the 1200 has more room for these upgrades, but PBI devices won't.

A difference to be aware of is that the OS is more 800 like than 800XL like.
Some XL/XE games (and/or carts) won't work.

Rick D.

3194. Re: 800XL with 256KXLE Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 11:51:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <afc9slobv1@nets3.rz.RWTH-Aachen.DE>
Source record: 28965

Howdy folks

> > The only clue to it's identity is "256KXLE" which is printed on
> > the PCB on the lower lefthand corner. (Hence my guess that it's a 256K
memor
> > mod)

Isn't that the way Wes Newell describes his memory upgrades, that 'KXLE'
ending?

CU Mathy van Nisselroy

PS Wes has a site http://4.33.97.43/ It worked when I tried it a week ago,
it didn't just now.

3195. Re: Which system should I buy 800XL or 1200XL? HeLP!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 14:11:49 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns92394AFF088B5buckle64attbicom@216.148.227.77>
Source record: 28966

"Rick D." <webrickd@cswebmail.com> wrote in
news:3D193ADE.CD441F05@cswebmail.com:

>
>
> buckle64 wrote:
>
>> I have the opportunity to buy either a 800xl or a 1200xl I can only
>> buy one of them and they are both the exact same price, which should
>> I get? Reasons? I will do some quick research on the differences by
>> searching the web, but I figured I would search the great source of
>> this newsgroup.
>>
>> Thanks guys!
>
> I have preferred the 800XL. Its easy to upgrade if everything is
> socketed. But the 1200 has more room for these upgrades, but PBI
> devices won't.
>
> A difference to be aware of is that the OS is more 800 like than 800XL
> like. Some XL/XE games (and/or carts) won't work.
>
> Rick D.
>
>
>

I ended up buying both :) .. also a XF551 and a bunch of carts. The keyboard on the 800XL is terrible. Every key must be pressed individually and very hard, any angle at all and the key won't depress. The 1200XL's keyboard is a bit better, but my old 600XL is still the easiest to type on. I love how the joysticks plug in at an angle on the 1200XL, and how the cartridges sink in as well.

Now I just need a place to put this stuff up!!

3196. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 15:54:03 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <79ncfa.6si.ln@speaker.rodsbooks.com>
Source record: 28967

In article <5i7S8.401532$%y.29393347@bin4.nnrp.aus1.giganews.com>,
"JJ" <jj@nospam.com> writes:
> ST = SixTeen

Actually, it's Sixteen/Thirty-two, referring to the 16-bit external bus width and 32-bit internal bus width of the 68000 CPU. (There was also some speculation at the time that it also referred to Sam Tramiel, who owned Atari at the time of the ST's debut.) Atari subsequently released the TT030 computers, which had full 32-bit 68030 CPUs.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3197. Atari Sound effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 16:35:33 UTC
From: externalproducer@hotmail.com
Message-ID: <9959a0b4.0206260835.24507173@posting.google.com>
Source record: 28968

Hi .. can anyone help me source original sound effects for Asteroids Deluxe, Millipede... i have the rites to develop these games for mobile phones but need to find the Sound files ASAP?

Thanks

P.

3198. It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 16:53:12 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14eleuoubr.fsf@panini.cling.gu.se>
Source record: 28969
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

The 2002 MiniGame 8-bit coding competition is now officially open, and ready for your entries. For those of you who didn't participate last year, the aim is to write a game in 1024 bytes of code, for one of the classic 8-bit home computers. The deadline this year is 16th of September, 12.00 GMT.

You'll find the rules for submission at http://www.ffd2.com/minigame/ Questions and submissions can be sent to minigame@cling.gu.se.

Co-organizers are needed! I'm somewhat clueless when it comes to Spectrums, Ataris, and Amstrad computers. Let me know if you're interested in helping out.

--
```
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3199. eddt - Extended DDT

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 17:23:27 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <jMmS8.410768$%y.30020206@bin4.nnrp.aus1.giganews.com>
Source record: 28970

Hi

I downloaded the freely available disk version of mac/65 4.2...but I still need a debugger...I was hoping to find EDDT somewhere but just can't find it...did web searches, google groups searches etc etc. If someone could email me a copy or point me in the right direction, I would appreciate it. TIA.

3200. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-26 21:46:53 UTC
From: tommy pereira <mrbruto@earthlink.net>
Message-ID: <hDqS8.717$Ha3.66730@newsread2.prod.itd.earthlink.net>
Source record: 28971
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14eleuoubr.fsf@panini.cling.gu.se...
> The 2002 MiniGame 8-bit coding competition is now officially open, and
> ready for your entries. For those of you who didn't participate last
> year, the aim is to write a game in 1024 bytes of code, for one of the
> classic 8-bit home computers. The deadline this year is 16th of
> September, 12.00 GMT.
>
> You'll find the rules for submission at http://www.ffd2.com/minigame/
> Questions and submissions can be sent to minigame@cling.gu.se.
>
> Co-organizers are needed! I'm somewhat clueless when it comes to
> Spectrums, Ataris, and Amstrad computers. Let me know if you're
> interested in helping out.
>
> --
> ___ . . . . . + . . o
> _|___|_ + . + . + . Per Olofsson, arkadspelare
> o-o . . . o + MagerValp@cling.gu.se
> - + + . http://www.cling.gu.se/~cl3polof/
>

here come more pong clones.

sorry, couldnt see it at the site, but, are games in BASIC allowed?

3201. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 01:03:26 UTC
From: JJ <jj@nospam.com>
Message-ID: <yvtS8.456563$Oa1.31844911@bin8.nnrp.aus1.giganews.com>
Source record: 28972

OK - now I remember.

I cut my teeth on an Atari 400 (I have the flat fingertips to prove it). I remember as a teenager taking the bus to the mall with my life's savings (about $700) intent on buying a 1040ST at Electronics Boutique. I got there and I couldn't pull the trigger.

"Rod Smith" <rodsmith@speaker.rodsbooks.com> wrote in message news:79ncfa.6si.ln@speaker.rodsbooks.com...
> In article <5i7S8.401532$%y.29393347@bin4.nnrp.aus1.giganews.com>,
> "JJ" <jj@nospam.com> writes:
> > ST = SixTeen
>
> Actually, it's Sixteen/Thirty-two, referring to the 16-bit external bus
> width and 32-bit internal bus width of the 68000 CPU. (There was also
> some speculation at the time that it also referred to Sam Tramiel, who
> owned Atari at the time of the ST's debut.) Atari subsequently released
> the TT030 computers, which had full 32-bit 68030 CPUs.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux & multi-OS configuration

3202. MIO Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 02:27:09 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <1KuS8.6265$t7.3124@nwrddc03.gnilink.net>
Source record: 28973

I have heard that the ICD MIO's were produced with two different power supplies (9VDC and ?AC). Is this true?

I have 1 working MIO which has the DC power supply, and another with no power supply. The second MIO will not work with the power supply from the first MIO. I am wondering if I have the wrong power supply for the second one or it's just broken.

Any ideas? (preferably knowledge and facts :^)

3203. Trade / FS - laptops for 8bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 07:23:11 UTC
From: NoNeed@forSpam.com
Message-ID: <3d1dbc18.18962626@news.earthlink.net>
Source record: 28974

I have several laptops that have minor problems (broken battery clip,
missing hard drive) that i would also like to offer for trade for
smaller items.

atari lightpen, touch tablet, 1200xl, 130xe, 1400xl, 1400xld, etc...

I have 5 Gateway solo laptops 2500 series

Spec:
Celeron 300 up to pII 400
6gb hard drive
up to 96mb ram
cd rom
floppy
2 type 2 pc card slots
composite video out
800x600 active tft color screen
power supply
docking station w/3com 10/100 nic

Looking to trade for Stacey, Falcon, TT, Mega STE and 1040 STE

If someone has a Jaguar catbox they would let go, I will trade all 5.

email me @ rdf0013@earthlink.net or leave message in group.

3204. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 09:00:30 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <vvklhuonkhntcraqjmgf0g4bp21vdd95nn@4ax.com>
Source record: 28975

On Tue, 25 Jun 2002 11:12:58 +0200, "Mirko Sobe" <atarixle@12move.de>
wrote:

>I converted some Windows-Bitmaps (256 and 16.7) into the 256-9/11 Mode, but
>I had to prepare the resolution (80x96) on the PC. But the color-converting
>did a self-written Turbo-BASIC-routine. May be, that routine could be
>usefull...

well I'm interested in your tool. Where can I download this?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3205. Re: Digital Joystick

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 13:45:12 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aff4uc$64u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28976

Howdy Helge

> Does anybody know, where (in Germany ?) I can find a digital Joystick
(e.g.
> Competition Pro) for PC ?

Recycling center, Second hand store, shops that are specialised in video game consoles. There was one in Aachen (in the same street as the 'Volkshochschule', but I'm not sure if it still exists. BTW Atari, Commodore and the early SEGA machines used the same kind of joysticks. But be carefull with the extra funktions on Sega sticks/pads, some shortcircuit power and ground. The SEGA is build to handle that, other computers are not.

CU Mathy van Nisselroy

3206. Re: Atari Sound effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 14:52:45 UTC
From: dunxuk@aol.com
Message-ID: <20020627105245.14699.00000453@mb-dh.aol.com>
Source record: 28977

>Hi .. can anyone help me source original sound effects for Asteroids
>Deluxe, Millipede... i have the rites to develop these games for
>mobile phones but need to find the Sound files ASAP?
>
>Thanks

You can get the samples, search the internet for Dith's mame samples.

3207. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 20:17:51 UTC
From: Herb Schaltegger <herb-SpAm-TrAp-schaltegger@thomashendersonpate.com>
Message-ID: <affrtf01lap@enews2.newsguy.com>
Source record: 28978

Rod Smith wrote:

> Actually, it's Sixteen/Thirty-two, referring to the 16-bit external bus
>)There was also
> some speculation at the time that it also referred to Sam Tramiel, who
> owned Atari at the time of the ST's debut.) Atari subsequently released
> the TT030 computers, which had full 32-bit 68030 CPUs.
>

Actually, JACK Tramiel owned Atari; Sam was his son (and a senior
executive).

--
Please stand for the National Anthem:

Oh, say can you see by dawn's early light
What so proudly we hailed at the twilight's last gleaming?
Whose broad stripes and bright stars through the perilous fight
O'er the ramparts we watched were so gallantly streaming?
And the rockets' red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there.
Oh, say does that star-spangled banner yet wave
O'er the land of the free and the home of the brave?

Thank you. You may resume your seat.

3208. 256 Color Pics?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 21:21:11 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <370nhusbm5ift8svvtjmjp5bc2fia6aakd@4ax.com>
Source record: 28979

Howdy *.*!

How can I produce and view interlaced and non interlaced Gr9/Gr11 256 Color pics? What is the best way to convert them and pre-converting them with pc windows?

What tools are you using for doing gfx on a8?

Well I had a look on ColorView and ApacView, but both program have some problems with rgb colors (where black areas are suddenly blue and so on)...

Are there some ml/assembler sources availble for that Gr9/11 interlaced/non-interlaced graphics mode?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3209. The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 22:11:10 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <d7a9eddc94a046daf96c8c3eedb0cfac.8044@mygate.mailgate.org>
Source record: 28980

Hi folks,

I'm looking for a copy of "The Complete and Essential Map", by Andrew C.
Thompson.
But I can't find it on the web nor does anybody from the TWAUG replied
to my emails or the email addresses I got are outdated.
Does anybody have a copy or know where to buy one.

Your help is highly appreciated

Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3210. The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 22:15:50 UTC
From: Frank Schuster <f-schuster@gmx.net>
Message-ID: <d5b8a7ace1c3fa6e872445bd81c5abb9.8044@mygate.mailgate.org>
Source record: 28981

Hi folks,

I'm looking for "The Complete and Essential Map", by Andrew C. Thompson.
But I can't find it on the web. I emailed to TWAUG but nobody answered
or the email addresses I got are outdated.

Does anybody have a copy or know where to buy one?

Your help is highly appreciated.

Frank

--
Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3211. APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 22:29:19 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <0c4nhusa9j591uk6u46kr34r8eg7oo4e5j@4ax.com>
Source record: 28982

Howdy *.*!

I have the registered version of APE1.18 Dos. I've trouble in writing
files to the pc mirror drive. I'm using SpartaDos.

How can I enable file writing for pc mirror?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3212. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 23:48:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com>
Source record: 28984
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3213. Lots of software

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-27 23:48:37 UTC
From: FBI <sintech@online.de>
Message-ID: <afg73rllc3@news.online.de>
Source record: 28983

```
--
SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de
```

3214. Re: The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 00:32:51 UTC
From: nach4321@aol.com
Message-ID: <20020627203251.25504.00000415@mb-mi.aol.com>
Source record: 28985

Frank,
What is this book about? Is it an Atari book (8-bit/ST)? Just curious.

Allan

3215. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 02:04:55 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <avPS8.419047$Gs.31220527@bin5.nnrp.aus1.giganews.com>
Source record: 28986
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
Atari community just to make a buck. As everyone knows, I should be the
only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
the people that run them are criminals? I didn't? Here's a link to my page
on that subject: http://www.aracnet.com/~atari/auctions.htm

http://www.myatari.com

3216. Re: MIO Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 02:09:28 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d1bc550$0$3577$272ea4a1@news.execpc.com>
Source record: 28987

I have a 1 meg MIO that came with a 9.3VDC ps.
My 256k one works on a standard 9VAC.
It is my understanding all MIOs have a rectifier that converts
the 9VAC to some DC voltage, and that a 9VDC supply just
isn't using the rectifier. I've never tried plugging the 9VAC
into the 1 meg MIO, just not that much risk taking for just curiositie's
sake.
I would guess if you tried your 9VDC on the MIO that doesn't work,
the MIO is the problem, not the ps. I don't think it would hurt to
plug a 9VAC into it, but just the thought makes me nervous, AC
and DC can burn up units if the wrong supply is used, eg. I've blown
the fuse on a 9VAC Atari brick plugging it into an Indus, and feel lucky
I haven't made the reverse, plugging the 12VDC, or whatever the Indus
takes, into a 1050.
Russg

3217. What I did today (A8)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 02:16:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d1bc6f4$0$3573$272ea4a1@news.execpc.com>
Source record: 28988

I gave a kid a 800XL, two Indus drives and cables and power supplies,
except the monitor cable, told him he could get one at Radio Shack.
Him and his Dad couldn't find one, so I went with him to RS.
Nope, no 5 pin DIN to RCA.
We bought a midi cable and some RCA plugs.
It worked! I got lucky because the bottom pin (#3 counting clockwise,
the bottom one) is ground on both the Atari and the midi. The
composite and audio were easy enough, but if the ground hadn't
been that bottom pin, I can't figure how I coulda made it work.
The moral, you can use a MIDI cable to make a monitor cable.
(The MIDI cable, at least this one, has all four wires and a ground, so
it could be used to make a S-Video on A8s that have separate
lumina and chroma.)
Rambling Russg

3218. Multiboot (?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 03:48:43 UTC
From: llpwhite@cs.com
Message-ID: <20020627234843.07105.00000553@mb-fk.news.cs.com>
Source record: 28989

Hi-
I've seen a couple of references to this program. What does it do?
Thanks,
Larry

3219. Re: Multiboot (?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 04:34:47 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <afgp17$2tf0$1@news.nextra.cz>
Source record: 28990

See http://ourworld.compuserve.com/homepages/ansawdd/
Fanny.

"LLpwhite" <llpwhite@cs.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:20020627234843.07105.00000553@mb-fk.news.cs.com...
> Hi-
> I've seen a couple of references to this program. What does it do?
> Thanks,
> Larry

3220. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 05:24:11 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1025241851.251654@pikachu>
Source record: 28991
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
> atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
> Hardware/Accessories & References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari or at Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by and Received Through
> E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari
> 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

I'm sorry. This is just a little too self-serving for my tastes. Between
this and the auction page, my respect dwindles rapidly.

Mark
http://atari-source.com

3221. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 06:05:12 UTC
From: just little ole me <not@home.com>
Message-ID: <3D1BFC98.B913063D@home.com>
Source record: 28992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
> Atari community just to make a buck. As everyone knows, I should be the
> only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
> the people that run them are criminals? I didn't? Here's a link to my page
> on that subject: http://www.aracnet.com/~atari/auctions.htm
>

Hey Ben, I took the bait and visited your web page. Doesn't that Atari have a grammer and spell checker on it? It would certainly look a lot more professional if you used it.

3222. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 08:02:46 UTC
From: sweet sub <sweet_sub@aaahawk.com>
Message-ID: <afh40mktf1@news.chatlink.com>
Source record: 28993

ATTN : all of you posters, when you add comments to him, you make him stand out. just ignore him. it adds less attention to his already lame post.

"Mark Duckworth" <mduckworth@anti-spam.atari-source.com> wrote in message news:1025241851.251654@pikachu...
> Bravo Sierra Computers wrote:
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> > Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems!
I'm
> > announcing a Contest! Whoever can write the best Submission for the "Why
> > you should buy Atari from Bravo Sierra Contest!" My Customers are living
> > examples of why to buy from Bravo Sierra! More satisfied Customers & the
> > number keeps growing! Submissions judged on persuasiveness. Originality
> > would be nice but not required. Personal testimonials preferred! Please
> > include your real name (No aliases without your real name!) and where
your
> > from. Please submit your entry by Thursday, August 15th. Contest will
last
> > 6 weeks, but could last longer should I deem necessary. Prize for the
most
> > persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries
can
> > come from any Country! All entries become the property of Bravo Sierra
> > Computers! Please E-Mail all entries to atari@aracnet.com plus results
> > will be shown at the HotLink Below!
> >
> > http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage
> >
> > Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> > atari@aracnet.com. If you can't reach me at benjamin.net see my
> > E-Mail/Web/Phone info in my Signature at the Bottom!
> >
> > Bravo Sierra Computers has moved to a new Internet Provider
> > atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
> > Hardware/Accessories & References/ Books. FREE Catalogs on the web at
> > http://www.aracnet.com/~atari or at Ben's SubDomain at
> > http://www.atari.benjamin.net Catalogs Requested by and Received Through
> > E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify
Atari
> > 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>
> I'm sorry. This is just a little too self-serving for my tastes. Between

> this and the auction page, my respect dwindles rapidly.
>
> Mark
> http://atari-source.com

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 6/21/2002

3223. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 10:25:05 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1025259869@rtfm.mit.edu>
Source record: 28994
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3224. Re: Multiboot (?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 12:12:28 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <MoYS8.473$N42.278656097@newssvr11.news.prodigy.com>
Source record: 28995

It lets you put more than one bootable disk program on one disk. It also has a boot menu along with utilities to add or remove programs. Good for conserving disk space with alot of little bootable programs.
Mo

Semecky wrote in message ...
>See http://ourworld.compuserve.com/homepages/ansawdd/
>Fanny.
>
>"LLpwhite" <llpwhite@cs.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
>news:20020627234843.07105.00000553@mb-fk.news.cs.com...
>> Hi-
>> I've seen a couple of references to this program. What does it do?
>> Thanks,
>> Larry
>
>

3225. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 12:39:36 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uhom8ameutf741@corp.supernews.com>
Source record: 28996
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben didn't write the message you quoted.

The message you responded to was cowardly attempt to dump on Ben. Maybe my comment is a bit harsh, lets just say the individual was having a monthly pms attack.

Don
Vancouver, USA

"just little ole me" <not@home.com> wrote in message news:3D1BFC98.B913063D@home.com...
>
>
>
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people in the
> > Atari community just to make a buck. As everyone knows, I should be the
> > only Atari reseller because I'm Ben Smith. Did I mention auctions suck and
> > the people that run them are criminals? I didn't? Here's a link to my page
> > on that subject: http://www.aracnet.com/~atari/auctions.htm
> >
>
> Hey Ben, I took the bait and visited your web page. Doesn't that Atari have a
> grammer and spell checker on it? It would certainly look a lot more
> professional if you used it.
>
>

3226. Re: The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 13:40:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <iHZS8.93708$yP6.3404932@Flipper>
Source record: 28997

IMO you should look for 'Mapping The Atari' which is the original source of information. Some additional info, like undocumented opcodes can be found on the net (e.g. http://members.chello.nl/taf.offenga/atari.htm).

Freddy.

"Frank Schuster" <f-schuster@gmx.net> wrote in message news:d5b8a7ace1c3fa6e872445bd81c5abb9.8044@mygate.mailgate.org...
> Hi folks,
>
> I'm looking for "The Complete and Essential Map", by Andrew C. Thompson.
> But I can't find it on the web. I emailed to TWAUG but nobody answered
> or the email addresses I got are outdated.
>
> Does anybody have a copy or know where to buy one?
>
> Your help is highly appreciated.
>
> Frank
>
>
> --
> Posted via Mailgate.ORG Server - http://www.Mailgate.ORG

3227. Re: What I did today (A8)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 17:44:39 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <bg1T8.492749$Oa1.33145403@bin8.nnrp.aus1.giganews.com>
Source record: 28998

You found the same thing I did. RS no longer makes the old skool monitor cables for c64 and atari. Instead, I bought one off ebay from some guy who has a truckload of these left. A search on ebay will turn him up...for me, it was easier to buy one of those instead of chopping and reassembling. Could go either way.

"Russ Gilbert" <russg@en.com> wrote in message news:3d1bc6f4$0$3573$272ea4a1@news.execpc.com...
> I gave a kid a 800XL, two Indus drives and cables and power supplies,
> except the monitor cable, told him he could get one at Radio Shack.
> Him and his Dad couldn't find one, so I went with him to RS.
> Nope, no 5 pin DIN to RCA.
> We bought a midi cable and some RCA plugs.
> It worked! I got lucky because the bottom pin (#3 counting clockwise,
> the bottom one) is ground on both the Atari and the midi. The
> composite and audio were easy enough, but if the ground hadn't
> been that bottom pin, I can't figure how I coulda made it work.
> The moral, you can use a MIDI cable to make a monitor cable.
> (The MIDI cable, at least this one, has all four wires and a ground, so
> it could be used to make a S-Video on A8s that have separate
> lumina and chroma.)
> Rambling Russg
>
>

3228. Re: Which Demo is it....

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:17:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CA824.A3A1BC17@students.uni-mainz.de>
Source record: 28999

Well,
there are quite many demos and intros, that have this song.
there is 1) Hobbytronic demo (1989, 1990, 1991 or 1992), 2) Compyshop
magazine (one mag features this song as an intro!), 3) dozens of polish
demos I do not remember right now... -Andreas.

RalphXPN schrieb:
>
> Hey Fellas,
>
> Which demo has the song "the great commandment" by Camaflouge???
>
> Thanks
> Ralph

3229. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:19:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CA8B9.9B248B76@students.uni-mainz.de>
Source record: 29000

heya,
put them on the net - and let everybody know where !!
-Andreas.

mathu8559 schrieb:
>
> Hi All,
> Is there any site on the net about Page 6?.
> I got my hands on 100 Page 6 disks and was thinking about putting them on the net!.
> The disk numbers are from 2 to 201.
> Does anybody know how many disks did Page 6 do??(up to what number).
> If i do put them on the net i will need the numbers that i am missing.
>
> Thanks for your time.
>
> Regards Atari Nut.

3230. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:24:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CA9E4.22C1A47C@students.uni-mainz.de>
Source record: 29001

Well,
if they are GIF pics, try Apacview or Jview from jeff Potter. if they are IFF/LBM then try ILBMread from jeff Potter. if they are JPEG, then try A8jdpeg from Raphael Espino (monochrome or greyscale only). If you need these converters and cannot find them anywhere - email me to get them 1-2 weeks later. if the pics are degas or Degas elite, then try Degasread from jeff Potter or the Degas viewers from Antic and analog (antic and analog viewers are monochrome only). -Andreas.

Zothen Runecaster schrieb:
>
> Hi,
>
> I want to convert AMIGA pictures to ATARI XL and the problem is that
> AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
>
> I don´t know how to convert the palette to the ATARI.
>
> Is there a formula or a colour-table available ?
>
> I want to use normal ATARI XL graphics,no 256 colour graphics.
>
> So there are only 128 colours on the XL,but this is still good because
> most AMIGA pics don´t use more than 64 colours and some even only a
> 512 colour palette (because they´ve been converted from ATARI ST).
>
> ZR

3231. Re: A message from Dean Garraghty (DGS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:34:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CAC19.CEDA483E@students.uni-mainz.de>
Source record: 29002

Hello Dean,
maybe you did not know, but Power per Post also had a magazine in the late 80s called "Atari magazin". there you could find the quick language and sam desktop as so-called type-in-listings. this software also appeared on the lazy finger disks (AM reader disks). the software that has been published in these magazines was version 1.0 - the comercial versions were 1.1, 2.0 and 2.1 (updated versions). Now, all Lazy finger disks have been made PD, thus the older Quick and SAM versions are avaiable as PD stuff now. Maybe you want to give these PD versions as try-out versions to customers who do not want to buy the whole thing at once. If they are satisfied with this PD stuff, maybe they want to purchase the full+updated commercial releases then. I can send you the two PD disks if you are interested, just email me.

By the way, are you accepting Euros right now ?!? And when does the UK join the rest of the EU and use Euros ?? What about euro-cheques - they are very common here in Germany, but I have notseen them in many other european countries...
-Andreas.

P.S.: Power per Post is out of business now, all their rights went to Sascha Roeber, PD-World Versand, Bruch 101, 49635 Badbergen, Germany; KE-soft is also out of business and Sascha has most of these rights too !!

Dean Garraghty schrieb:
>
> Hello All,
>
> It's been a long long time since I wrote anything on this newsgroup, but I'm
> still here and still supporting the Atari 8-bit as and when anybody asks me
> to at http://www.dgs.clara.net
>
> It has always been a problem supplying software outside of the UK because
> I've never had any way of accepting payments by credit cards, and the
> software has generally been expensive when converted into US$. I have been
> looking at what I have licences to sell, and ways of reducing the prices. It
> is my intention to reduce the costs of the commercial software products down
> to more sensible prices by ditching the printed manuals and supplying them
> by e-mail as PDF files. In addition to this I will also make the products
> available on Amazon zShops so that you can pay by credit cards. I need to
> know if there are enough people still out there and wanting to buy such
> things as the QUICK programming language and the SAM desktop system for
> around $7.50 (5 UK pounds) who would want to buy via zShops by credit card.
> If you would be interested, please e-mail me: dgs@clara.net

>
> Dean Garraghty

3232. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:42:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CAE2B.1D05BE39@students.uni-mainz.de>
Source record: 29003

Read the comments in the text...

Zothen Runecaster schrieb:
>
> machf <no_me_j.machf@terra.com.pe> wrote in message
news:<i4bchuc7coek7fju3m7jiitdmtn5kl4l1d@4ax.com>...
> > On 23 Jun 2002 06:43:16 -0700, zothen@my-deja.com (Zothen Runecaster) wrote:
> > >
> > > >Hi,
> > > >
> > > > >I want to convert AMIGA pictures to ATARI XL and the problem is that
> > > > >AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
> > > > >
> > > > >I don´t know how to convert the palette to the ATARI.
> > > > >
> > > > >Is there a formula or a colour-table available ?
> > > > >
> > > > >I want to use normal ATARI XL graphics,no 256 colour graphics.
> > > > >
> > > > >So there are only 128 colours on the XL,but this is still good because
> > > > >most AMIGA pics don´t use more than 64 colours and some even only a
> > > > >512 colour palette (because they´ve been converted from ATARI ST).
> > > > >
> > > > >ZR
> > >
> > > Well, actually, without further "tricks" there are only 16 available
> > > colors available at the same time on the Atari screen. If you're going to
> > > use 128, why not 256? The code is very similar.
> >
> > The resolution is too bad.Only 80*100 in this 256 colour mode.

- using interlaced gr. 9+11 mode you will receive 160x100 or 80x200
pixels 8plus some flicker!!)

>
> Many AMIGA pics are interlaced,320*400 (512) , 640*400 (512) ; AGA
> pictures may be even larger (1280*400 or more).
>
> >
> > But there's a program called ColorView that cleverly manages to display
> > 4096 colors, by using three separate 16-shade screens (one for R, one for
> > G and one for B) and flipping/interlacing them very quickly. There's
> > some flickering, but the results are good overall. You can also have a
> > higher resolution by using three 4-shade screens for a total of 64 colors.
> > Having separate screens for R, G and B makes it far easier for your

> > purposes.
>
> I know it,but these pictures need too much memory.

- use compressed RGB pictures (called Colorviewsquash - it uses
koala/micro illustrator compression and you have only 1 file instead of
3 !!); there is also a viewer available: colorsqashview - both programs
by Clay Halliwell; Jview supports compressed (colorsquash) pics...

>
> I want to use Graphics 15 screens (=4 colours) with DLIs.

- use Jview (GIF), A8jdpeg (JPG) or other programs to create Gr. 15
pictures; then use a good painter or a color tuner to tune in the 4
basic colors; next use a color enhancer like Fun with Arts or similar
programs to enhance the colors with DLIs.

> >
> > Otherwise, let me look among my papers for my drafts and calculations trying
> > to find an equivalent between RBG and the standard Atari palette of 256 colors.
>
> ZR

greetings, Andreas.

3233. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:45:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CAEDC.46AC77DA@students.uni-mainz.de>
Source record: 29004

Alas,
it is called ILBMview or as I interpret it: ILBMread, meaning it reads
and shows the pics, but it does not save (thus convert) them. thats very
sad... -Andreas.

P.S.: It supports Gr. 8, 9 and 15;

Jeff Potter schrieb:
>
> If the pictures are in ILBM format, look for an old program I wrote
> called ILBMVIEW. I forget what graphics mode(s) it convert them to. It
> won't convert very large images (the Atari only had a tiny screen space
> compare to the Amiga).
>
> Jeff Potter
>
> Zothen Runecaster wrote:
>
> >lp <gfa@basic.net> wrote in message news:<B93BB2D2.76F8%gfa@basic.net>...
> > >
> > >
> > >>in article fcd76a9e.0206230543.2d41f793@posting.google.com, Zothen
> > >>Runecaster at zothen@my-deja.com wrote on 6/23/02 9:43 AM:
> > >>
> > >>
> > >>
> > >>>Hi,
> > >>>
> > >>>I want to convert AMIGA pictures to ATARI XL and the problem is that
> > >>>AMIGAs use an RGB palette ($0-$F for red,blue,green = 4096 colours).
> > >>>
> > >>>I don´t know how to convert the palette to the ATARI.
> > >>>
> > >>>Is there a formula or a colour-table available ?
> > >>>
> > >>>I want to use normal ATARI XL graphics,no 256 colour graphics.
> > >>>
> > >>>So there are only 128 colours on the XL,but this is still good because
> > >>>most AMIGA pics don´t use more than 64 colours and some even only a
> > >>>512 colour palette (because they´ve been converted from ATARI ST).
> > >>>
> > >>>
> > >>I have converted such images before, but not to the 8-bit so I am not
> > >>sure if a calculation can be used to compute the correct color on the
> > >>8-bit or not. However, I have used fixed lookup tables on RGB values.

> >>It's quite easy. Just take the hex value of the red, green, and blue
> >>component in that order and generate a larger hex value. Example:
> >>r=1, g=2, b=3 would be $123, then use this as an index into an array
> >>of replacement colors. You will have to sit down and come up with a nice
> >>fixed palette, and it might end up using more ram than a calculation.
> >>It's an idea anyway. ;-)
> >>
> >>-------------
> >>Lonny Pursell
> >>
> >>
> >
> >Ok,I did only convert greyscale pics before.But they don´t look good
> >enough for ATARI XL ,because a C64 can do greyscale pics,too.
> >
> >256 color pics (graphics 9/11 DLI) look quite good,but the resolution
> >is too low.I have a GIF viewer which uses some sort of palette
> >table,but there´s no source.
> >
> >So the best way would be to try to find the colors myself by looking
> >at the pics ? Should be easier with ATARI ST pics,because 512 colors
> >isn´t much more than ATARI XL´s 128/256.
> >
> >ZR
> >
> >

3234. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 18:51:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CB01B.4B194F63@students.uni-mainz.de>
Source record: 29005

Well,
what about some strange polish picture formats, like:
INT, INP, XLP, RIP and such ?!? I have some sources for RIP and some
tools and viewers to convert Gr. 15 to INT, INP, XLP (same res., 8-32
colors - interlace!) and to convert BMP and IFF to RIP (gr. 9 + Gr. 10
interlace thats 160x238 pixels with 16x9 colors!). Think thats it so far
- Andreas.

machf schrieb:
>
> On 24 Jun 2002 14:46:55 -0700, zothen@my-deja.com (Zothen Runecaster) wrote:
>
> >
> >The resolution is too bad.Only 80*100 in this 256 colour mode.
> >
> >Many AMIGA pics are interlaced,320*400 (512) , 640*400 (512) ; AGA
> >pictures may be even larger (1280*400 or more).
> >
> <snip>
> >
> >I know it,but these pictures need too much memory.
> >
> >I want to use Graphics 15 screens (=4 colours) with DLIs.
>
> Well, that other ColrView mode (the one showing 64 colours) uses, in fact,
> 3 GR.15 screens, using 4 shades of R, G and B on each screen respectively
> and very clever DLIs... Better resolution, but less colours. Maybe that
> would suit you?
>
> Or do you have something else in mind? Like setting the 4 colours in each
> row independently from the others? In theory, you could get 128 simultaneous
> colors that way, but would need an additional 192*4 bytes to store the palettes
> for all 192 lines... 8192+768=8960 bytes total for the image, the routine
> to handle the DLIs would be pretty simple (and image-independant)...
>
> On a somewhat related note, I was looking at a Pantone colour chart the other
> day... has anybody ever found any relationship between those and the Atari
> palette? Given that both seem to progress more or less in the same order through
> the different colours...
>
> --
> _________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com

> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

3235. Re: 256 Color Pics?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 19:16:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D1CB60C.A9800626@students.uni-mainz.de>
Source record: 29006

Hello Thomas !! (talking to you in german language would be easier)

Well, one can produce non-interlaced gr9/gr11 pics with apacview (converts gif to apac). very useful is also the colorizer and/or paint 256 (to convert apac into apac-2 format which is equal to paint 256 format); to produce interlaced gr9/gr11 pics, I do not know of a tool that can convert PC/ST/AMI/etc. pics to XL, but there are a couple of XL programs (painting programs) like digipaint and Pryzm that support interlaced gr9/gr11 pics. to me non-interlaced means no flicker, just 62 sectors in length and 80x96 pixels resolution; whereas interlaced means some flicker, 123-124 sectors in length and 160x96 or 80x192 pixels resolution;
most programs are however written on NTSC machines and have some color bugs on PAL machines...

What programs I use for making graphics on the A8?? Actually I never paint or draw anything on the A8 - I am just converting pictures. I love converting things to the A8 (sounds, texts, gfx) just to show what can be done. for converting I use quite many programs - on the PC I use Micrografix Picture Publisher to set the resolution and to tune in the colors; just two examples:

1) A8jdpeg needs very dark greyscale JPG pics to convert them properly to the XL - only with dark pics you get a black background which is best for HIP. Thus when converting to HIP I have to convert JPG into 320x200 and very dark greyscale on the PC;
2) when converting to RGB I have to "pop" up the colors on the PC and make them bright as neon colors, so you can see them on the PAL XL in RGB mode (gr. 15 or gr.9). If I don`t do this, most colors just disappear or fade away, but when I "pop" them up to their extremes (which makes them look very strange on the PC) the colors look very good on the little XL...

On the A8 I use quite many converter programs to convert sounds, grafix and texts, to many to name them here. I have collected them on a few medium/enhanced density disks, if you are interested I can email them to you, as well as some good sample picture disks.

Hmm, sources. since I am not a programmer I almost never have any sources available. think I have some TB programs which show how to load or to convert into gr.9/gr.11 thats all for now. -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>

> How can I produce and view interlaced and non interlaced Gr9/Gr11 256
> Color pics? What is the best way to convert them and pre-converting
> them with pc windows?
>
> What tools are you using for doing gfx on a8?
>
> Well I had a look on ColorView and ApacView, but both program have
> some problems with rgb colors (where black areas are suddenly blue and
> so on)...
>
> Are there some ml/assembler sources availble for that Gr9/11
> interlaced/non-interlaced graphics mode?
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

3236. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-28 19:24:18 UTC
From: orc@pell.portland.or.us
Message-ID: <afid52$l5e@pell.pell.portland.or.us>
Source record: 29007
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

In article <uhom8ameutf741@corp.supernews.com>,
Don Schmidt <dschmidt@pacifier.com> wrote:
>Ben didn't write the message you quoted.

But the webpage, which is what jlom was actually commenting on, is
actually one of atari@aracnet's pages. And it's kind of painful
to read (as, distressingly, are all of his other pages.)

---
david parsons \bi/ It would be fun to get another mega, but I've still
\/ got the carcass of the first lying around somewhere
in Chicago.

3237. Re: Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 01:26:37 UTC
From: jimbo@radiks.net
Message-ID: <3d1d0b42.4674270@news.earthlink.net>
Source record: 29010

On Fri, 21 Jun 2002 08:31:33 -0400, "Dennis Debro"
<dnsdebro@netzero.net> wrote:

>I'm sorry if this has been asked before or if I'm repeating myself. I was
>thinking, shouldn't I be able to send my 8-bit files to my PC using a modem?
>Isn't this how they got to a BBS?

I've done this before with a C64 and a PC with no problems. I had to
type in ATA on the PC side (to force it to answer). I didn't need
any special simulators or gear between the modems other than the phone
cable.

>I've got a modem (can't remember the model #) for my 8-bit. Can I use a null
>modem cable to transfer my files to the PC?

If you have a standard serial port on the PC, yes. If not, it's
likely that you might have a "WinModem" which is a modem that doesn't
necessarily expose a serial port.

Jim Lawless * jimbo@radiks.net * http://www.radiks.net/~jimbo
http://www.mailsend-online.com * Command-line e-mail tools,
tiny scheduler, DUN hangup, batch script language

3238. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 01:48:13 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p141yaqq2hu.fsf@panini.cling.gu.se>
Source record: 29011
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
>>>>> "tp" == tommy pereira <mrbruto@earthlink.net> writes:

tp> sorry, couldnt see it at the site, but, are games in BASIC
tp> allowed?

BASIC, Forth, C, Assembler -- anything you want, as long as the
executable is no more than 1024 bytes.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3239. Re: APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 02:16:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <RL8T8.750$uT4.280@newsread1.prod.itd.earthlink.net>
Source record: 29012

Does APE not use standard ATR files? The boot sectors are usually numbers 1, 2 & 3 and would normally be present. What format does the PC-Mirror option utilize?

--
Ron

http://www.atariland.com/members/oldatarian

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:OO5T8.56437$38.7830634@zwoll1.home.nl...
>
> "Thomas Havemeister" wrote
>
>
> > I have the registered version of APE1.18 Dos.
>
> Me too
>
> > I've trouble in writing
> > files to the pc mirror drive. I'm using SpartaDos.
>
> Me too
>
>
> > How can I enable file writing for pc mirror?
>
> Not. Sparta-Dos updates something in the bootsectors everytime it writes to a disk. When using the PC-mirror feature, there are
> no bootsectors. I think there is a solution for this, like emulating the bootsectors in PC-memory. I talked about with Steven
> Tucker a long while ago, but he doesn't know that much about the Sparta-Dos disk-structure as he told me...
>
>
> --
>
> Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
>
> Remember what the dormouse said...
>
>
>

3240. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 04:43:10 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <yVaT8.455596$%y.32156376@bin4.nnrp.aus1.giganews.com>
Source record: 29013
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Cowardly? Hardly, as I don't post under an alias. I was making a point
through sarcasm.

Paul

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:uhom8ameutf741@corp.supernews.com...
> Ben didn't write the message you quoted.
>
> The message you responded to was cowardly attempt to dump on Ben. Maybe
my
> comment is a bit harsh, lets just say the individual was having a monthly
> pms attack.
>
> Don
> Vancouver, USA
>
>
> "just little ole me" <not@home.com> wrote in message
> news:3D1BFC98.B913063D@home.com...
> >
> >
> >
> > > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > > news:Pine.LNX.4.33.0206271644140.8100-100000@shell1.aracnet.com...
> > > > Hi, I'm Ben Smith of Bravo Sierra Computers. I'll put down people
in
> the
> > > > Atari community just to make a buck. As everyone knows, I should be
the
> > > > only Atari reseller because I'm Ben Smith. Did I mention auctions
suck
> and
> > > > the people that run them are criminals? I didn't? Here's a link to
my
> page
> > > > on that subject: http://www.aracnet.com/~atari/auctions.htm
> > > >
> >
> > Hey Ben, I took the bait and visited your web page. Doesn't that Atari
> have a
> > grammer and spell checker on it? It would certainly look a lot more
> > professional if you used it.
> >

> >
>
>

3241. Re: Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 04:59:27 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <P8bT8.2609$sM5.1128258674@newssvr30.news.prodigy.com>
Source record: 29014

No I guess you wouldn't need any simulators or other gear if you weren't
using an Atari 830 acoustic coupler and a rotary telephone!
I strive for the genuine Atari experience....
8-)
Mo

Jim Lawless wrote in message <3d1d0b42.4674270@news.earthlink.net>...
>On Fri, 21 Jun 2002 08:31:33 -0400, "Dennis Debro"
><dnsdebro@netzero.net> wrote:
>
>>I'm sorry if this has been asked before or if I'm repeating myself. I was
>>thinking, shouldn't I be able to send my 8-bit files to my PC using a
modem?
>>Isn't this how they got to a BBS?
>
>I've done this before with a C64 and a PC with no problems. I had to
>type in ATA on the PC side (to force it to answer). I didn't need
>any special simulators or gear between the modems other than the phone
>cable.

3242. Re: MIO Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 05:02:57 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <5cbT8.2611$TU5.1128479884@newssvr30.news.prodigy.com>
Source record: 29015

That wouldn't happen to be the Atari Hearse would it? I'm still looking for the right wagon for myself, when I find it- I'll know it!
Mo

Fox-1 wrote in message ...

> I tried it in my car,
>and when the engine is running (voltage goes to 13,8VDC) I could even boot-up my 600XL with the 1050...
>
>
>--
>
>Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
>
> Remember what the dormouse said...
> >

3243. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 05:24:31 UTC
From: tommy pereira <mrbruto@FSPAM.earthlink.net>
Message-ID: <jwbT8.1378$FG5.114921@newsread2.prod.itd.earthlink.net>
Source record: 29016
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

groovy :-)

--

---

http://mondodizzy.members.easyspace.com

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p141yaqq2hu.fsf@panini.cling.gu.se...
> >>>>> "tp" == tommy pereira <mrbruto@earthlink.net> writes:
>
> tp> sorry, couldnt see it at the site, but, are games in BASIC
> tp> allowed?
>
> BASIC, Forth, C, Assembler -- anything you want, as long as the
> executable is no more than 1024 bytes.
>
> --
> ___ . . . . . + . . o
> _|___|_ + . + . + . Per Olofsson, arkadspelare
> o-o . . . o + MagerValp@cling.gu.se
> - + + . http://www.cling.gu.se/~cl3polof/
>

3244. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 10:41:36 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1025350921.6901.0@demeter.uk.clara.net>
Source record: 29019
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi you brain damaged spamming mong!.

> Hi, I'm Ben Smith of Bravo Sierra Computers.

And your brain damaged.

> A SCAM MERCHANT of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!"

> My Customers are living examples of why to buy from Bravo Sierra!

The dead one's aren't living examples asshole.

>All entries become the property of Bravo Sierra Computers!

No they do not asshole, they remain the property of the author, who may
licence the same to you if they wished.

--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.372 / Virus Database: 207 - Release Date: 20/06/2002

3245. Re: APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 11:05:01 UTC
From: Fox-1
Message-ID: <OO5T8.56437$38.7830634@zwoll1.home.nl>
Source record: 29008

"Thomas Havemeister" wrote

> I have the registered version of APE1.18 Dos.

Me too

> I've trouble in writing
> files to the pc mirror drive. I'm using SpartaDos.

Me too

> How can I enable file writing for pc mirror?

Not. Sparta-Dos updates something in the bootsectors everytime it writes to a disk. When using the PC-mirror feature, there are
no bootsectors. I think there is a solution for this, like emulating the bootsectors in PC-memory. I talked about with Steven
Tucker a long while ago, but he doesn't know that much about the Sparta-Dos disk-structure as he told me...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3246. Re: A message from Dean Garraghty (DGS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 11:13:12 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1025349422.5711.0@demeter.uk.clara.net>
Source record: 29018

I would like to point out that I have a license agreement dating back to February 1993 to distribute the English language versions of all the Power Per Post products outside of any German-speaking countries. Initially, the license covered just the UK, but was later extended to any non-German speaking countries, notably Germany and Austria. The deal was organised directly with one of the original authors, namely Harald Shoenfeld. Power Per Post were aware of this, and received royalties. Although Power Per Post are no longer trading, my agreement was never revoked, and in 1999 I made a final block payment to allow me to carry on selling these products without need to pay further royalties. Again, this has not been revoked. I would suspect that the rights transferred to Sascha Roeber are the German language versions. I would also like to point out that I re-wrote the manuals into English, with Harald Schoenfeld translating from German, which was no easy task. I would claim joint copyright on these English versions, because most of the text was written by me in order to create a usable document.

In light of my comments above, I would like to make it clear that as far as I am concerned I have valid licenses to sell these products outside of any German-speaking countries, and I am NOT attempting to break any copyright laws for personal gain. If anybody can provide any documentary evidence to the contrary, then I would like to see that with a view to clearing up any misunderstandings. I would appreciate if this information were sent to me only, and not the whole group.

Dean Garraghty

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3D1CAC19.CEDA483E@students.uni-mainz.de...
> Hello Dean,
> maybe you did not know, but Power per Post also had a magazine in the
> late 80s called "Atari magazin". there you could find the quick language
> and sam desktop as so-called type-in-listings. this software also
> appeared on the lazy finger disks (AM reader disks). the software that
> has been published in these magazines was version 1.0 - the comercial
> versions were 1.1, 2.0 and 2.1 (updated versions). Now, all Lazy finger
> disks have been made PD, thus the older Quick and SAM versions are
> avaiable as PD stuff now. Maybe you want to give these PD versions as
> try-out versions to customers who do not want to buy the whole thing at
> once. If they are satisfied with this PD stuff, maybe they want to
> purchase the full+updated commercial releases then. I can send you the
> two PD disks if you are interested, just email me.
>
> By the way, are you accepting Euros right now ?!? And when does the UK
> join the rest of the EU and use Euros ?? What about euro-cheques - they
> are very common here in Germany, but I have notseen them in many other

> european countries...
> -Andreas.
>
> P.S.: Power per Post is out of business now, all their rights went to
> Sascha Roeber, PD-World Versand, Bruch 101, 49635 Badbergen, Germany;
> KE-soft is also out of business and Sascha has most of these rights too
> !!
>
>
>
>

3247. Re: MIO Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 11:15:39 UTC
From: Fox-1
Message-ID: <NZ5T8.56564$38.7838700@zwoll1.home.nl>
Source record: 29009

"Russ Gilbert" wrote

> I haven't made the reverse, plugging the 12VDC, or whatever the Indus
> takes, into a 1050.

It doesn't hurt the 1050, and if you're lucky, and your 1050 is not very picky, it may even run on 12VDC. I tried it in my car,
and when the engine is running (voltage goes to 13,8VDC) I could even boot-up my 600XL with the 1050...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3248. Site for trading and selling of retrogames

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 16:41:26 UTC
From: Sauron <radiax@libero.it>
Message-ID: <WqlT8.83553$Kt3.2037341@twister2.libero.it>
Source record: 29020

My personal website, Sauron's corner, has been completed and it is fully operative in english.
Here I trade and sell old retrogames: please take a look.
Thanks in advance.

http://web.tiscali.it/retrogaming/

Sauron

3249. Re: APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 16:44:59 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <tsorhuc1fj591v7bsd0efmh696kktlnqee@4ax.com>
Source record: 29017

On Sat, 29 Jun 2002 13:05:01 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>> How can I enable file writing for pc mirror?
>
>Not. Sparta-Dos updates something in the bootsectors everytime it writes to a disk. When using the PC-mirror feature, there are
>no bootsectors. I think there is a solution for this, like emulating the bootsectors in PC-memory. I talked about with Steven
>Tucker a long while ago, but he doesn't know that much about the Sparta-Dos disk-structure as he told me...

well. But it should work with non-spartadosk environments? dos 2.5 for
eg.?? well I can't try it these days, but it was really great using my
3 1/2" HDD Drive on my Notebook directly with my Spartados :-) .. but
without writing it's only a one-way direction.

3250. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 19:03:37 UTC
From: arcade@ofir.dk
Message-ID: <b7965cc5.0206291103.11bf7b5c@posting.google.com>
Source record: 29021
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
"tommy pereira" <mrbruto@FSPAM.earthlink.net> wrote in message
news:<jwbT8.1378$FG5.114921@newsread2.prod.itd.earthlink.net>...
> groovy :-)
>
> --
>
> ------------------------------------------------------------------------
> http://mondodizzy.members.easyspace.com
>
>
> "MagerValp" <MagerValp@cling.gu.se> wrote in message
> news:p141yaqq2hu.fsf@panini.cling.gu.se...
> > >>>>> "tp" == tommy pereira <mrbruto@earthlink.net> writes:
> >
> > tp> sorry, couldnt see it at the site, but, are games in BASIC
> > tp> allowed?
> >
> > BASIC, Forth, C, Assembler -- anything you want, as long as the
> > executable is no more than 1024 bytes.
> >
> > --
> > ___ . . . . . + . . o
> > _|___|_ + . + . + . Per Olofsson, arkadspelare
> > o-o . . . o + MagerValp@cling.gu.se
> > - + + . http://www.cling.gu.se/~cl3polof/
> >
Hi there!

Crap... i almost completed a 2048 byte entry for the compo last year,
but this year its a 1024 byte compo!

Will there be a 2048 byte compo soon?

Greetings

Hans
```

3251. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 21:03:47 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <afl6nj$2b52$1@barad-dur.nas.com>
Source record: 29025
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"H. Hansen" <arcade@ofir.dk> wrote in message
news:b7965cc5.0206291103.11bf7b5c@posting.google.com...
> Crap... i almost completed a 2048 byte entry for the compo last year,
> but this year its a 1024 byte compo!
>
> Will there be a 2048 byte compo soon?

Ditto here! Though I do have an idea for a 1024 byte entry that might
work...

--
White Flame (aka David Holz)
http://www.white-flame.com/

3252. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-29 23:00:40 UTC
From: Matthew Montchalin <mmontcha@OregonVOS.net>
Message-ID: <Pine.LNX.4.44.0206291558410.10413-100000@lab.oregonvos.net>
Source record: 29026
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Sat, 29 Jun 2002, White Flame (aka David Holz) wrote:

|"H. Hansen" <arcade@ofir.dk> wrote in message
|news:b7965cc5.0206291103.11bf7b5c@posting.google.com...
|> Crap... i almost completed a 2048 byte entry for the compo last year,
|> but this year its a 1024 byte compo!
|>
|> Will there be a 2048 byte compo soon?
|
|Ditto here! Though I do have an idea for a 1024 byte entry that might
|work...

Well, geeeze, if there IS a 2048 byte compo, then I might actually
attempt it this time! For miniature stuff, you guys really kick!
I might even have a chance at 2048 bytes...

What about a halfway compromise, at 3072 bytes?!

3253. Re: A message from Dean Garraghty (DGS)

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 02:14:00 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d1e6962$0$1421$272ea4a1@news.execpc.com>
Source record: 29027

Verrry intellesting!
Uhm. I guess Quick is a programing language, and I'm sure this
SAM being referred to isn't the SAM I know (Software Automatic Mouth).
Then there was another product....lazy finger (AM) disks?
There have been a few days, Mr. Garraghty did say Quick programming
language and SAM desktop manager, I forgot.
Good luck to both of you (Andreas and Dean.)
I wonder if this SAM is like the Diamond desktop, which I have
seen a little of, not the commercial Diamond cart.
One person, Mr. Garraghty, but I haven't bought any 8-bit software
for some time, unless you would include APE and Imagic registration.
I did buy a Sparta X cart from an individual a few years back.
I'm sure there are some titles Mr. Garraghty has that I'm not familiar
with, specifically some UK commercial games.
I'm pretty satiated, but still enjoy doing things with my Ataris, as
I've shared in some recent posts.
My grandson heard me say I wanted a Bob Woolley 1200XL with
256K memory, clear pic, IDE hard drive and Woolley OS to support
it (built in IDE hard drive). I think I could live without the PBI and
BASIC. Also maybe a Omnimon OS in there or some ml monitor.
My most recent A8 related purchase was a kid's actually paid for
midi cable and RCA plugs to make a composite cable.
Oh, my grandson, he is now bugging me to make this 1200XL and
IF I make two, I can have one.
Rambling Russg

3254. FA: SIO2PC on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 06:22:48 UTC
From: j131@inetia.pl
Message-ID: <9857-1025418129@as1-51.starogard.dialup.inetia.pl>
Source record: 29028

If you still do not have one and are thinking about PC-Atari data transfers - check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2034136828

j131

3255. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 07:19:28 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d1eb14d$0$31826$afc38c87@news.optusnet.com.au>
Source record: 29029
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"White Flame (aka David Holz)" wrote in message...

> > Crap... i almost completed a 2048 byte entry for the compo last
year,
> > but this year its a 1024 byte compo!
> >
> > Will there be a 2048 byte compo soon?
>
> Ditto here! Though I do have an idea for a 1024 byte entry that
might
> work...

Naturally I had the same views of writing a small game for the Amstrad, but I'm pretty sure I won't be able to get a sprite routine & a couple of sprites crammed into 1024 bytes. It would have to look more like a man avoiding a bouncing star ('*') if I were to write one.

Would other machines such as the C64 or perhaps Atari have an advantage in that field?

From what I know the Atari 8bit computer are supposed to have access to 256 colours (don't know if they are accessable in BASIC) which if that statement were true would leave the other machines for dead! ;-)

Then that leaves the Spectrum which could pull of anything (& catch everyone off guard)!

Regards,
Ross.

3256. Re: APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 08:21:19 UTC
From: Fox-1
Message-ID: <IvoT8.62331$38.8431751@zwoll1.home.nl>
Source record: 29022

"Ron Hamilton" wrote

> Does APE not use standard ATR files?

Yes, APE is compatible with the native (SIO2PC) ATR images, but besides of that, you can enable a PC-mirror drive withing APE.
With PC-Mirror you can read files directly from your PC harddisk. It has some limitations, like only the first 64 files will be
listed (127 on Sparta, 1023 with SDX) when asking for a directory. You can change directories by just "loading" the directory.
Since this is a zero-byte file, a standard SIO-error will be generated, and APE takes advantage of this generated error-number by
changing to the directory.

Note: you can also write to the PC-Mirror with about any DOS 2.x compatible DOS, including MyDos, but not Sparta...

> The boot sectors are usually numbers 1,
> 2 & 3 and would normally be present. What format does the PC-Mirror option
> utilize?

Close to the DOS 2.5 like structure.

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3257. Re: APE Error 106

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 08:24:11 UTC
From: Fox-1
Message-ID: <2yoT8.62360$38.8433230@zwoll1.home.nl>
Source record: 29023

"Thomas Havemeister" wrote

> >> How can I enable file writing for pc mirror?

> >Not. Sparta-Dos updates something in the bootsectors everytime it writes to a disk.

> well. But it should work with non-spartadosk environments? dos 2.5 for
> eg.??

Yes. About any DOS will do, just not Sparta (and probably BeWe-Dos too).

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3258. Re: MIO Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 08:32:53 UTC
From: Fox-1
Message-ID: <bGoT8.62407$38.8438560@zwoll1.home.nl>
Source record: 29024

"Mo" wrote

> > I tried it in my car,
> >and when the engine is running (voltage goes to 13,8VDC) I could even
> boot-up my 600XL with the 1050...

> That wouldn't happen to be the Atari Hearse would it?

No, but it's the same 600XL that will be build into the hearse. b.t.w. I finally made some pics of the car.

> I'm still looking for
> the right wagon for myself, when I find it- I'll know it!

A hearse has plenty of space and is way more fun then just a van. It has some disadvantages, like parking problems (the average
car over here is about 4 meter in lenght, while the hearse is 6,45 meters) and with our prices of gas, driving it is very
expensive, but what the heck...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3259. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 09:57:37 UTC
From: doctorslash <doctorslash@ntlworld.com>
Message-ID: <jvAT8.560$DP5.45908@newsfep1-win.server.ntli.net>
Source record: 29030
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Ross Simpson wrote :

> Naturally I had the same views of writing a small game for the
> Amstrad, but I'm pretty sure I won't be able to get a sprite routine &
> a couple of sprites crammed into 1024 bytes. It would have to look
> more like a man avoiding a bouncing star ('*') if I were to write one.

Err, a mode 0 character-sized sprite is 4 by 8 bytes = 32 bytes, under 50
bytes for a sprite routine (XOR sprite, so you just print it again to delete
it).... no big deal :-)

--
Simon Matthews - ratz@doctorslash.com - www.doctorslash.com

Guys like us don't just fall out of the sky, ya know! <whump>
Naked women with big titties don't just fall out of the sky, ya know!

3260. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 10:10:42 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d1ed970$0$31827$afc38c87@news.optusnet.com.au>
Source record: 29031
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"doctorslash" <doctorslash@ntlworld.com> wrote in message...
>
> > Naturally I had the same views of writing a small game for the
> > Amstrad, but I'm pretty sure I won't be able to get a sprite
routine &
> > a couple of sprites crammed into 1024 bytes. It would have to look
> > more like a man avoiding a bouncing star ('*') if I were to write
one.
>
> Err, a mode 0 character-sized sprite is 4 by 8 bytes = 32 bytes,
under 50
> bytes for a sprite routine (XOR sprite, so you just print it again
to delete
> it).... no big deal :-)

I'll have to dig up some AA's to have a look at this. My only concern is I want a good guy & a nasty character sprite. I'll have to also write something which checks where the goodie is & where the badie is. I thought that maybe easier to do if I used the basic 20x25 grid to establish where the characters are.

David Hall also wrote a program which was in ACU (as a 10-liner) called 'Axiom Sprites' for memory, which I used for an extremely basic shoot-em-up. Only trouble with that was the restriction on the size of the sprite (I think, but not totally sure about) apart from that the supported colour in the sprite was as good as an ordinary sprite.

Regards,
Ross.

3261. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 10:57:25 UTC
From: Michael Smith <michaelsmith@hotmail.com>
Message-ID: <puBT8.13192$ry2.2608@nwrddc02.gnilink.net>
Source record: 29032
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

> From what I know the Atari 8bit computer are supposed to have access
> to 256 colours (don't know if they are accessable in BASIC) which if
> that statement were true would leave the other machines for dead! ;-)

I don't remember much about Atari programming, but on my Atari XE I used to frequently use a graphics mode in BASIC which allowed me either 64 or 128 shades of a single color - red, green, or blue - or as many shades of grayscale. It was very useful for my experiments with fractals and raytracing. (Yes, raytracing. I was actually producing lighted, texture-mapped objects with reflection and refraction on an 8-bit Atari in BASIC! I wrote a great fractal zoomer too, with tons of optimizations to make the render time bearable.)

Cheers,
Michael

3262. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 11:19:41 UTC
From: David Cantrell <usenet@barnyard.co.uk>
Message-ID: <99qthu8o2a2rmknussdcc6c07jujdeuvqk@4ax.com>
Source record: 29034
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 26 Jun 2002 18:53:12 +0200, MagerValp <MagerValp@cling.gu.se> said:

>The 2002 MiniGame 8-bit coding competition is now officially open, and
>ready for your entries. For those of you who didn't participate last
>year, the aim is to write a game in 1024 bytes of code, for one of the
>classic 8-bit home computers. The deadline this year is 16th of
>September, 12.00 GMT.

If only 1K 32-bit entries were allowed - I'm working on a nice
implementation of blackjack for the Parrot virtual machine.

--
David Cantrell | http://www.cantrell.org.uk/david

3263. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 13:48:22 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <N_DT8.922$DP5.81084@newsfep1-win.server.ntli.net>
Source record: 29033
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote:

> >>>>> "tp" == tommy pereira <mrbruto@earthlink.net> writes:
>
> tp> sorry, couldnt see it at the site, but, are games in BASIC
> tp> allowed?
>
> BASIC, Forth, C, Assembler -- anything you want, as long as the
> executable is no more than 1024 bytes.

This isn't strictly true, as you require the game to "start with RUN
from the basic prompt." So you could have exactly 1k of Z80 as your
executable, but still not be conforming to the rules.

-Rus.

3264. Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 20:55:36 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns923D8F85B22F0buckle64attbicom@216.148.227.77>
Source record: 29035

I have an Atari Basic Cartridge....and was wondering how I could tell what version of Basic it has, or what Revision it was (a,b,c). Anyone know how to do it?

THanks

3265. Check out this shop

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 21:39:34 UTC
From: FBI <sintech@online.de>
Message-ID: <afnsfogad4@news.online.de>
Source record: 29036

```
SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de
```

3266. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-06-30 21:54:06 UTC
From: Cameron Kaiser <ckaiser@stockholm.ptloma.edu>
Message-ID: <3d1f7d72$0$2757$45beb828@newscene.com>
Source record: 29037
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

David Cantrell <usenet@barnyard.co.uk> writes:

>>The 2002 MiniGame 8-bit coding competition is now officially open, and
>>ready for your entries. For those of you who didn't participate last
>>year, the aim is to write a game in 1024 bytes of code, for one of the
>>classic 8-bit home computers. The deadline this year is 16th of
>>September, 12.00 GMT.

>If only 1K 32-bit entries were allowed - I'm working on a nice
>implementation of blackjack for the Parrot virtual machine.

This reminds me. What's going on with www.parrotcode.org? It redirects
me to a non-existent www2.parrotcode.org and I can't look at anything.

--
Cameron Kaiser * ckaiser@stockholm.ptloma.edu * posting with a Commodore 128
personal page: http://www.armory.com/%7Espectre/
** Computer Workshops: games, productivity software and more for C64/128! **
** http://www.armory.com/%7Espectre/cwi/ **

3267. Re: What I did today (A8)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 06:26:42 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <afosn2$a4u$1@thorium.cix.co.uk>
Source record: 29038

Got mine from the audio section of maplins.

works just fine.

"Russ Gilbert" <russg@en.com> wrote in message
news:3d1bc6f4$0$3573$272ea4a1@news.execpc.com...
> I gave a kid a 800XL, two Indus drives and cables and power supplies,
> except the monitor cable, told him he could get one at Radio Shack.
> Him and his Dad couldn't find one, so I went with him to RS.
> Nope, no 5 pin DIN to RCA.
> We bought a midi cable and some RCA plugs.
> It worked! I got lucky because the bottom pin (#3 counting clockwise,
> the bottom one) is ground on both the Atari and the midi. The
> composite and audio were easy enough, but if the ground hadn't
> been that bottom pin, I can't figure how I coulda made it work.
> The moral, you can use a MIDI cable to make a monitor cable.
> (The MIDI cable, at least this one, has all four wires and a ground, so
> it could be used to make a S-Video on A8s that have separate
> lumina and chroma.)
> Rambling Russg
>
>

3268. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 09:35:23 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d202314$0$28009$afc38c87@news.optusnet.com.au>
Source record: 29039
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Michael Smith" <michaelsmith@hotmail.com> wrote in message...

> > From what I know the Atari 8bit computer are supposed to have
access
> > to 256 colours (don't know if they are accessible in BASIC) which
if
> > that statement were true would leave the other machines for dead!
;-)
>
> I don't remember much about Atari programming, but on my Atari XE I
used to
> frequently use a graphics mode in BASIC which allowed me either 64
or 128
> shades of a single color - red, green, or blue - or as many shades
of
> grayscale. It was very useful for my experiments with fractals and
> raytracing. (Yes, raytracing. I was actually producing lighted,
> texture-mapped objects with reflection and refraction on an 8-bit
Atari in
> BASIC! I wrote a great fractal zoomer too, with tons of
optimizations to
> make the render time bearable.)

I did some research into this (by digging up some of my old computer catalogues) & found one program which was written for an Atari (unfortunately it doesn't go into which model micro, but it sounds like something for the 400 or 800 series machines) which demonstrates the ability of having 256 colours on the screen at one (as opposed to having 16 colours on the screen at once @ 320x192).

Unfortunately, the only pitfall about that program is the screen resolution is dropped down to 80x96 & requires consumes a bit of space if anyone did want it as well as the copy I have in this magazine seems to look incomplete! Bad Show fellas :-(

Still, 16 colours on screen out of a possible 256 selections is pretty good considering my machine can manage max 16 colours out of 27! (But I've lived with it happily like that!)

Incidentally I'm not too sure about the full capabilities of the Atari XE (I'll check out oldcomputers.com museum which will refresh me of course), however I do believe that my Atari 7800 is the console equivalent of the Atari XE & from what I have to go by, there are some pretty serious graphics/colour capabilities which it can accomplish.

Regards,
Ross.

3269. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 11:57:36 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10207011256030.4304-100000@zen.sys.uea.ac.uk>
Source record: 29040
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Sun, 30 Jun 2002, Ross Simpson wrote:

> Naturally I had the same views of writing a small game for the
> Amstrad, but I'm pretty sure I won't be able to get a sprite routine &
> a couple of sprites crammed into 1024 bytes. It would have to look
> more like a man avoiding a bouncing star ('*') if I were to write one.

Hint: Use XOR mode sprites. Or a Plus machine.

> From what I know the Atari 8bit computer are supposed to have access
> to 256 colours (don't know if they are accessable in BASIC) which if
> that statement were true would leave the other machines for dead! ;-)

Nah, the CPC+ can run rings round it. So can the SAM Coupe, probably.

AndyC

3270. Re: Sending 8-bit files to the PC using a modem?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 13:31:34 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <afpm3b$2eo$1@nets3.rz.RWTH-Aachen.DE>
Source record: 29041

Howdy Mo, folks

> Also, the PC's modem must be set to the same speed as the ataris probably
> 300baud, 8bit,no parity.

If your gonna use modems, check the fastest speed the one on the Atari side
will go using the hardware you have on the Atari side. (850's will do 19.2
kbs, but without hardware handshake. Try it out. The lines are short.)
No need to restrict yourself to 300 baud if your modem can go way faster.

If your using a null-modem cable (no modems), handshaking is often not
needed. (or so I've heard)

CU Mathy van Nisselroy

3271. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 14:28:19 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14k7ofo73w.fsf@panini.cling.gu.se>
Source record: 29042
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
>>>>> "RM" == Russell Marks <russell.marks@ntlworld.com> writes:

tp> sorry, couldnt see it at the site, but, are games in BASIC
tp> allowed?

MV> BASIC, Forth, C, Assembler -- anything you want, as long as the
MV> executable is no more than 1024 bytes.

RM> This isn't strictly true, as you require the game to "start with
RM> RUN from the basic prompt." So you could have exactly 1k of Z80 as
RM> your executable, but still not be conforming to the rules.

I don't see how that contradicts the above statement. You're allowed
to use any language you want, the only restriction is the size of the
executable (including all headers, data, etc). To keep things simple
the requirement is that the executable should start in the standard
way on the platform, usually RUN from the basic prompt. On a CP/M
machine the requirement would be that the executable would start from
the command line, in GEOS by clicking on its icon, etc.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3272. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 19:22:22 UTC
From: David Cantrell <usenet@barnyard.co.uk>
Message-ID: <2va1iucjcka1njbhgo1245jpitdo93uu5u@4ax.com>
Source record: 29043
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 30 Jun 2002 16:54:06 -0500, Cameron Kaiser
<ckaiser@stockholm.ptloma.edu> said:

>David Cantrell <usenet@barnyard.co.uk> writes:
>>If only 1K 32-bit entries were allowed - I'm working on a nice
>>implementation of blackjack for the Parrot virtual machine.
>This reminds me. What's going on with www.parrotcode.org? It redirects
>me to a non-existent www2.parrotcode.org and I can't look at anything.

Seems to work now.

--
David Cantrell | http://www.cantrell.org.uk/david

3273. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 20:48:52 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <afqf7m$ggp8h$1@ID-97241.news.dfncis.de>
Source record: 29044
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message
news:Pine.GSO.4.10.10207011256030.4304-100000@zen.sys.uea.ac.uk...
> > From what I know the Atari 8bit computer are supposed to have access
> > to 256 colours (don't know if they are accessable in BASIC) which if
> > that statement were true would leave the other machines for dead! ;-)
>
> Nah, the CPC+ can run rings round it. So can the SAM Coupe, probably.

They probably can, but you're not really comparing like with like...

The Atari 8-bit line was released in 1979, compared to 1990 for the CPC+ and
1992 for the SAM. Considering it's at least 10 years older it can certainly
give some of the newer 8-bit machines a run or their money.

MikeW

3274. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 21:44:52 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <zDHtriAU1MI9Ewqv@dmc12.demon.co.uk>
Source record: 29045
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

In article <afqf7m$ggp8h$1@ID-97241.news.dfncis.de>, Mike Wynne
<mikeywyn@hotmail.com> writes
>
>The Atari 8-bit line was released in 1979, compared to 1990 for the CPC+ and
>1992 for the SAM. Considering it's at least 10 years older it can certainly
>give some of the newer 8-bit machines a run or their money.

Actually, the SAM predates the CPC+ and was release in 1989. I had one
of the first.

The Enterprise kicks both of their asses, anyway - the CPC thoroughly,
and the SAM by way of being four years older (actually, five, but the
time taken to get the design finalised...).

Richard
--
Classic Consoles: Atari Jaguar, NES, Atari Lynx II |\ _,,,---,,_
Philips NMS8250/MSX-Audio/2 x 720k, 256k /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

3275. Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 22:01:22 UTC
From: Steve Thornton <steve@micromiser.com>
Message-ID: <3d20d080$0$38743$45beb828@newscene.com>
Source record: 29046

To: Everyone
From: Steve Thornton, Pres.
Micromiser Software

In 1993 - 1994, Ben Poehland posted several messages to this group trashing me personally, though still saying some nice things about our software. Since it looks like these messages will come up forever, I need to post my side of this story.

I first became aware of these messages a few years ago. I attempted a search for a way to contact Ben so that possibly we could straighten this out between us, now that we are older and wiser. I did not find a way, though I didn't spend a lot of time.

Long after the 8-bit Atari market was dead, long after having sold or receiving any support requests for 8-bit software, and long after I had forgotten about these 8-bit products, I received a call from Ben. He informed me that one program, Turbofile, was a great program and that a lot of loyal 8-bit Atari users would still like to use it. This was news to me, but of course I was flattered.

Ben wondered if he could acquire the rights, etc. to the program and distribute it, including as I recall, the source files. Well the "rights" were worth zero to anyone at that time. But I wanted to be compensated for my time to dust off one of the 8-bits to see if it would still work, find the disks in the garage, find the disks with the latest source files, and see if I could put something together that would still work as intended. Even fixing the one bug ever found in that program (but for which there was a work-around).

I estimated the hours this would take and gave Ben a figure based on these hours X my support rate at that time. That amounted to $600 or $800 as I recall, but could have been half or double that. In any case, that was fine with him. I don't know if Ben said at that point that he would like me to sign a contract, but if he did I would have said Ok.

I then spent a few hours dusting of the Ataris, etc., and finding all the resources for this program and verifying that I had something that would work. I think part the time I had estimated included commenting source files. I assume so because it wouldn't be worth much without those. These 8-bit programs were all cryptic as hell trying to jam everything into 32K, and comments gobbled too much room to be included in the source code. Of course the code read like English to me at the time I was still supporting it. I would need to create a separate file for this. Well, so far, considering my time I was a few hundred

dollars in the hole already. But I saw in my files that Ben was a customer years before that, and he sounded pretty dedicated and legit to me, so no problem.

As I recall, I next received a contract that no software developer in their right mind would sign. Ben had spent days writing this, according to him, and I'm sure everything sounded perfectly reasonable to him. But Micromiser would have legal liabilities. I don't recall anything like the limits of liability you see all the time in software, like limiting incidental and consequential damages, etc. I think there were one or two other problems, i.e. some sort of liability for Micromiser, which I would have addressed, but can't remember. In any case, our deal did not compensate Micromiser for any liability, or any time beyond the activities I've described. After the exchange of resources, that was supposed to be the end of it. If there were no contract, it wouldn't have been an issue. But Ben wanted a contract, and that made it an issue.

Well, the part about the contract was fine with me, though I had never had a contract for anything this minor before. I could understand how Ben would worry about this or that, as it seemed the first time for him. By that time I had run a home building business, a Nightclub, and a software company. I had lots of experience with contracts. In any original contract for one particular deal, it is routine and expected for it to go back and forth a number of times, as any lawyer or experienced business operator will tell you. (It was apparent to me that Ben was neither, though I can't know for sure). So I made a few changes or added provisions (I think Ben said three or so), and sent it back. It may have gone back and forth one more time, I can't remember. Now by this time, I'm more hours in the hole on this deal, but that's ok, everything's going along nicely in my mind.

Then, as I recall, I received a letter (or whatever) that amounted to a tirade from Ben about how great his contract was, how much time he spent on it, and how (pick any nasty word you like) I was to question it or want to change it. And if it did go back and forth a second time, he wanted to revert to the original and have me sign it with no changes whatsoever -- that part I will never forget.

Well, I don't know if I got steamed at this point, but I don't think I did. But one thing was for sure: I wasn't going to sign that original contract and then worry about lawsuits (or whatever other liability) from then on - with no compensation for same. Well, that was it for Ben too, because he evidently wasn't going to do business unless I signed his contract, in his words, without making any changes. Fat chance of me, or any business owner anywhere, of ever doing that. Ask any lawyer. This is just not how you do business.

Ok, at that point or shortly thereafter I was steamed. I had spent a lot of time, and had considerable enthusiasm, only to find out I had to sign this contract written by an amateur without being able to revise anything or add any provisions of my own. That was the end of

the matter for me. I wouldn't communicate with Ben on any subject after that, just more wasted time in my mind. Whether words were said, I can't remember. I don't think I said anything to make the situation (and I'm sure Ben would have mentioned it if I did).

Ben has also posted that Micromiser had an agreement with ICD. What I had was a phone conversation with Tom Harker where he said, Ok go ahead and send one of those SpartDOS files out, no big deal. It was very casual and I trusted Tom to remember it and not to go back on it. Well, there was no reason for him too. I explained that to Ben. This is one thing I remember. It was clear that if he needed that file, and if he needed assurance about it, he would have to contact Tom himself. Now that I think about it, this may have been one of the provisions that I couldn't accept, i.e. obligating ICD to something.

I'm recalling this as best I can. That was many years ago. But the substance of it is correct, and if you read Ben's own posts carefully, you'll see I had no motive to act as he says, but quite to the contrary. He says himself that he worked for a week on a contract that I would not sign. That alone should be enough for anyone with business experience to see the problem originating at his end.

I would like to point out that all messages from all posters were generally complimentary to both our software, support, and myself, including reviews (as I recall) specifically praising our support, which is and always has been our hallmark. Thank you!

I would also like to thank every 8-bit Atari user everywhere for using our products, and for so long! It is a great feeling! Believe me when I say I had no idea whatever that so many people still had an interest☐ in our products as late as 1994. I would have taken a lot better care of those disks. But I had no such feedback, and was not reading newsgroups at the time.

Also, if there is any Atari user anywhere still using one of our Atari products, copy them freely and do whatever you like with them! They make great frisbees too! I would have said this in 1994 as well if I had known about the persistent interest. Though I still would have charged for support time if that was required.

Thanks for reading my piece. Ben, if you're out there, I sincerely apologize for anything I said that offended you. Believe me it was not my intention. I would like to make up with you if that is possible.

Steve Thornton, Pres.
Micromiser Software

Keywords: turbobase, turboword, turbofile, XP80, XP-80

3276. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 22:17:53 UTC
From: Mike Wynne <mikeywyn@hotmail.com>
Message-ID: <afqkea$gkij5$1@ID-97241.news.dfncis.de>
Source record: 28847
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Richard Kilpatrick" <richard@dmc12.demon.co.uk> wrote in message
news:zDHtriAU1MI9Ewqv@dmc12.demon.co.uk...
> Actually, the SAM predates the CPC+ and was release in 1989. I had one
> of the first.

I stand corrected. Blame http://www.8bit.computingmuseum.com/ as I took the
dates from them without thinking about it. Still, even in 1989 the Atari 8
bit machines had been out for a decade.

> The Enterprise kicks both of their asses, anyway - the CPC thoroughly,
> and the SAM by way of being four years older (actually, five, but the
> time taken to get the design finalised...).

Ahhh, I always wanted an Enterprise if only for the natty little joystick.

MikeW

3277. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 22:29:09 UTC
From: Graham Briggs <graham@aledrinker.co.uk>
Message-ID: <vQ4U8.947$ri2.141081@newsfep2-win.server.ntli.net>
Source record: 28848
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Mike Wynne wrote:

> Ahhh, I always wanted an Enterprise if only for the natty little joystick.

Yep, I liked the keyboard design, and the hardware appeared to be pretty damn good as well. Shame that it was delayed and released late otherwise it would have had some success I am sure.

The CPC+ was a cost-reduced CPC with extra features. It might have been made in 1990 or whenever, but the featureset could have been done many years earlier if Amstrad hadn't been messing around with the Spectrum and had invested some time in making a computer to compete with the Atari and Amiga in the late 80's and early 90's.

Graham

3278. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 22:29:09 UTC
From: Graham Briggs <graham@aledrinker.co.uk>
Message-ID: <nM4U8.3460$Y_.124160@newsfep1-win.server.ntli.net>
Source record: 28850
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Mike Wynne wrote:

> Ahhh, I always wanted an Enterprise if only for the natty little joystick.

Yep, I liked the keyboard design, and the hardware appeared to be pretty damn good as well. Shame that it was delayed and released late otherwise it would have had some success I am sure.

The CPC+ was a cost-reduced CPC with extra features. It might have been made in 1990 or whenever, but the featureset could have been done many years earlier if Amstrad hadn't been messing around with the Spectrum and had invested some time in making a computer to compete with the Atari and Amiga in the late 80's and early 90's.

Graham

3279. Re: Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-01 22:45:56 UTC
From: oes <oesii@deja.com>
Message-ID: <EY4U8.104619$0g1.2232838@twister.tampabay.rr.com>
Source record: 28849

from: http://www.geocities.com/SiliconValley/Vista/3015/memopad.html

Which Version of BASIC do you have?
There are three versions of Atari BASIC for the 8-Bit computers. The 400 and 800 used either Version A or B on cartridge, the 800XL had basic built-in (usually Version B), and the 130XE had Version C built-in. Version C was also available on cartridge for the earlier models. You might be wondering how to tell which version you have, especially if it's on a cartridge. Here is some simple code to help, and of course, (don't forget to plug your BASIC cartridge into the left slot)...

```
PRINT PEEK(43234)
```

If the result is 162 then you have Version A
If the result is 96 then you have Version B
If the result is 234, you have Version C

"buckle64" <email@home.com> wrote in message
news:Xns923D8F85B22F0buckle64attbicom@216.148.227.77...
> I have an Atari Basic Cartridge....and was wondering how I could tell what
> version of Basic it has, or what Revision it was (a,b,c). Anyone know how
> to do it?
>
> THanks
>

3280. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 00:13:00 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d20f348$0$28009$afc38c87@news.optusnet.com.au>
Source record: 28851
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message...
>
> > Naturally I had the same views of writing a small game for the
> > Amstrad, but I'm pretty sure I won't be able to get a sprite
routine &
> > a couple of sprites crammed into 1024 bytes. It would have to look
> > more like a man avoiding a bouncing star ('*') if I were to write
one.
>
> Hint: Use XOR mode sprites. Or a Plus machine.

Yes, I think I've got the sprites thing worked out. As to doing it on
a Plus, we don't have 'real' Plus machines here in Aust. (the original
should work just fine though).

> > From what I know the Atari 8bit computer are supposed to have
access
> > to 256 colours (don't know if they are accessable in BASIC) which
if
> > that statement were true would leave the other machines for dead!
;-)
>
> Nah, the CPC+ can run rings round it. So can the SAM Coupe,
probably.

Ah yes, I've seen what everyone else has to say & agree with them in
some shape or form. I don't know much about the SAM Coupe (except for
what others have mentioned about it from this thread), but the Atari
sure well pre-dates those. Anyway I was merely saying that in it's day
the Atari was a very serious machine in terms of graphics & colour.

The only pitfall the CPC+ has (in terms of producing the 4096 colours)
is extra routines need to be written to access it. I think the Atari
could easily display 16 of any of the 256 colours in one go (via basic
commands!).

And because this is a competition for producing an 1k game the less
code is probably the better (as the Plus requires more code to access
the extra colours).

Anyway for what I'm doing maybe tricky to do, but the good thing I can
see about this program is the final product should have a common set
of instructions for running the game (in which various variables will
be changed to make it harder).

3281. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 00:24:22 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d20f34a$0$28009$afc38c87@news.optusnet.com.au>
Source record: 28852
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Russell Marks" <russell.marks@ntlworld.com> wrote in message...
>
> > >>>>> "tp" == tommy pereira <mrbruto@earthlink.net> writes:
> >
> > tp> sorry, couldnt see it at the site, but, are games in BASIC
> > tp> allowed?
> >
> > BASIC, Forth, C, Assembler -- anything you want, as long as the
> > executable is no more than 1024 bytes.
>
> This isn't strictly true, as you require the game to "start with RUN
> from the basic prompt." So you could have exactly 1k of Z80 as your
> executable, but still not be conforming to the rules.

Also too, if anyone here had a computer like the Jupiter Ace & wished
to write a game for the competition should be perfectly welcomed to
(there's even an emulator for it too which is reasonably easy to use
once one has read the small manual!).

The Jupiter Ace is just another 8bit (it probably has no advantages)
except that it's one of the few computer systems (if not the only)
which uses Forth (instead of BASIC!) as standard.

However it maybe interesting to see how they work out the size of the
program! (probably by working out the size of the file which the
emulator uses).

Regards,
Ross.

3282. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 03:14:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d211aa5$0$1431$272ea4a1@news.execpc.com>
Source record: 28853

That's great news that Micromiser Software for the A8 is now
freely distributable.
Ben hasn't been seen or heard of in this group for years. He could
be lurking, but I think he just lost interest.
Russg

3283. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 07:44:32 UTC
From: Nathan <tkoyah@yahoo.co.nz>
Message-ID: <3D2159E0.40904@yahoo.co.nz>
Source record: 28854
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Mike Wynne wrote:

> Ahhh, I always wanted an Enterprise if only for the natty little joystick.

It had a natty joystick? Ms. Mayer! Were you aware of this?
Or, indeed, did you give permission? :)

So what were these mythical beasties like? I never ever saw
one, or even any screenshots from one. And I thought I knew
most retro machines pretty well. (I heard of it, but never
before heard anything that made me sit up and take notice.)

Nathan.

3284. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 08:10:56 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <QZ2F96BQAWI9EwuF@dmc12.demon.co.uk>
Source record: 28855
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

In article <3D2159E0.40904@yahoo.co.nz>, Nathan <tkoyah@yahoo.co.nz>
writes
>So what were these mythical beasties like? I never ever saw
>one, or even any screenshots from one. And I thought I knew
>most retro machines pretty well. (I heard of it, but never
>before heard anything that made me sit up and take notice.)

The Enterprise is grey with a green/grey/blue keyboard - and in place of
cursor keys, a little joystick. Very good for text editing, as it
happens. Technically, it had very versatile graphics, decent sound,
excellent OS, 4Mb RAM capability, and grew to fit your desk as you
expanded it.

I've had two, but I can't remember the exact specs. The was an emulator
kicking about.

Richard
--
Classic Consoles: Atari Jaguar, NES, Atari Lynx II |\ _,,,---,,_
Philips NMS8250/MSX-Audio/2 x 720k, 256k /,`.-'`' -. ;-;;,
Apples? www.lovecraft.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

3285. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 08:58:56 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <bpq2ius6hi2m8fvci36sl2m07sibd17qe1@4ax.com>
Source record: 28856

On Mon, 1 Jul 2002 23:14:54 -0400, "Russ Gilbert" <russg@en.com>
wrote:

>That's great news that Micromiser Software for the A8 is now
>freely distributable.

Yep, nice one Steve...
--
Paul

3286. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 10:29:16 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10207021124030.19012-100000@zen.sys.uea.ac.uk>
Source record: 28857
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Tue, 2 Jul 2002, Ross Simpson wrote:

> "Andy Cadley" <ac@sys.uea.ac.uk> wrote in message...

> Yes, I think I've got the sprites thing worked out. As to doing it on
> a Plus, we don't have 'real' Plus machines here in Aust. (the original
> should work just fine though).

Cool. And of course the original should be up to the job, the CPC can more
than compete with those other pesky 8-bits...

> Ah yes, I've seen what everyone else has to say & agree with them in
> some shape or form. I don't know much about the SAM Coupe (except for
> what others have mentioned about it from this thread), but the Atari
> sure well pre-dates those. Anyway I was merely saying that in it's day
> the Atari was a very serious machine in terms of graphics & colour.

Oh well of course. I was just pointing out that there are a few other 8
bits that can do some really quite stunning stuff, even in 1024 bytes. I
should imagine the Gamboy Color could as well, though I've never
programmed for it.

> The only pitfall the CPC+ has (in terms of producing the 4096 colours)
> is extra routines need to be written to access it. I think the Atari
> could easily display 16 of any of the 256 colours in one go (via basic
> commands!).

You only need about 30 bytes of assembly. And the savings made from having
hardware sprites rather than needing assembly sprite routines should
easily make up for that.

> Anyway for what I'm doing maybe tricky to do, but the good thing I can
> see about this program is the final product should have a common set
> of instructions for running the game (in which various variables will
> be changed to make it harder).

Well good luck with it. I might have a bash at doing something myself this
year. Although I did keep saying that last time...

AndyC

3287. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 10:49:30 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d218586$0$21002$afc38c87@news.optusnet.com.au>
Source record: 28858
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Andy Cadley" <ac@sys.uea.ac.uk> wrote in message...
>
> > Yes, I think I've got the sprites thing worked out. As to doing it
on
> > a Plus, we don't have 'real' Plus machines here in Aust. (the
original
> > should work just fine though).
>
> Cool. And of course the original should be up to the job, the CPC
can more
> than compete with those other pesky 8-bits...

Well yeah, it's got a pretty reasonable BASIC to go with it.

> > Ah yes, I've seen what everyone else has to say & agree with them
in
> > some shape or form. I don't know much about the SAM Coupe (except
for
> > what others have mentioned about it from this thread), but the
Atari
> > sure well pre-dates those. Anyway I was merely saying that in it's
day
> > the Atari was a very serious machine in terms of graphics &
colour.
>
> Oh well of course. I was just pointing out that there are a few
other 8
> bits that can do some really quite stunning stuff, even in 1024
bytes. I
> should imagine the Gamboy Color could as well, though I've never
> programmed for it.

Ah, yeah. I suppose you could also say that each machine has it's
strengths & weaknesses (which counts for the time & the cirstances for
which they were introduced).

> > The only pitfall the CPC+ has (in terms of producing the 4096
colours)
> > is extra routines need to be written to access it. I think the
Atari
> > could easily display 16 of any of the 256 colours in one go (via
basic
> > commands!).
>

> You only need about 30 bytes of assembly. And the savings made from
having
> hardware sprites rather than needing assembly sprite routines should
> easily make up for that.

Ah okay. I wasn't too sure if Hardware sprite created more room or
less (now I know!) :-)

> > Anyway for what I'm doing maybe tricky to do, but the good thing I
can
> > see about this program is the final product should have a common
set
> > of instructions for running the game (in which various variables
will
> > be changed to make it harder).
>
>
> Well good luck with it. I might have a bash at doing something
myself this
> year. Although I did keep saying that last time...

I just hope it isn't something which is compared to Count Duckula 2!
:-)

In last years competition I thought Richard Wilson's efforts were
quite good (particularly the 2k Invaders), I should think the
programming team who wrote the original Space Invaders arcade game
back in '78 would marvel at something which just uses 2k! :-)

Regards,
Ross.

3288. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 11:06:52 UTC
From: uk_sean@yahoo.com
Message-ID: <b719969b.0207020306.17b39d4c@posting.google.com>
Source record: 28859
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

> > Naturally I had the same views of writing a small game for the
> > Amstrad, but I'm pretty sure I won't be able to get a sprite routine &
> > a couple of sprites crammed into 1024 bytes. It would have to look
> > more like a man avoiding a bouncing star ('*') if I were to write one.

I've put a sprite routine on my website which I think will do the job
for you. There's a sprite definer there as well (Easi-Sprite Definer
which appeared on an AA covertape). I created a cut-down version of
the sprite code for my book and that will do the job. I seem to
remember it being just a few lines of code, but I can't remember now
and can't easily check it. For more information, see:
http://www.sean.co.uk/a/amstrad/amstrad8.shtm
The software is available to download in dsk format.

You're welcome to use it. A credit and/or link would be appreciated.

Thanks,
Sean

See http://www.sean.co.uk/a/amstrad/index.shtm - Sean's Amstrad
programming tutorial

3289. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 11:28:58 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p1465zynzb9.fsf@panini.cling.gu.se>
Source record: 28860
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

>>>>> "RS" == Ross Simpson <rosssimpson@my_spammers_address(optusnet).com.au> writes:

RS> In last years competition I thought Richard Wilson's efforts were
RS> quite good (particularly the 2k Invaders), I should think the
RS> programming team who wrote the original Space Invaders arcade game
RS> back in '78 would marvel at something which just uses 2k! :-)

The original Space Invaders arcade uses a total of four 2K eproms, and
it even includes samples for the explosions.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3290. Re: The Complete and Essential Map

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 12:49:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <afs8ikfcl1@nets3.rz.RWTH-Aachen.DE>
Source record: 28862

Howdy Frank

> I'm looking for "The Complete and Essential Map", by Andrew C. Thompson.
> But I can't find it on the web. I emailed to TWAUG but nobody answered
> or the email addresses I got are outdated.

Check out older issues of ABBUC magazin (if you can read german, something tells me you do), they have parts of the book you are asking for translated into german. Old issues od the ABBUC magazin can be found on the net. (try http://www.google.com)

CU Mathy van Nisselroy

3291. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 13:07:17 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <afs8ikfcl2@nets3.rz.RWTH-Aachen.DE>
Source record: 28861

Howdy Steve

> Also, if there is any Atari user anywhere still using one of our Atari
> products, copy them freely and do whatever you like with them! They
> make great frisbees too!

Thanks for informing us. I guess Ben did have his share of problems back
when he ran Atari Classics on his own.

BTW this goes for both TurboWord and TurboFile? Do they need SpartaDOS?

CU Mathy van Nisselroy

3292. Ben Poehland -- just curious ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 13:32:28 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <KWhU8.3727$68.53285@news4.srv.hcvlny.cv.net>
Source record: 28863

The mention of Ben's name in this newsgroup got me curious.

Ben and I had a correspondence of sorts going during the AC days and for a short time thereafter. I reconnected with him briefly when I retired and started to volunteer for an agency that helps people with developmental disabilities. He was working for a company that produced talking devices for people with visual problems. But he kind of let it be known that he wanted to steer clear of the Atari community. Then he changed his ISP and we lost contact.

Has anyone been in contact with Ben in the past year?

Thanks.

Alan

3293. Re: Ben Poehland -- just curious ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 15:24:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <rAjU8.816$gR.64565@newsread2.prod.itd.earthlink.net>
Source record: 28864

Bob Woolley had a couple of years back and indicated that Ben was
uninterested in contact with me and most Atarians.

--
Ron

http://www.atariland.com/members/oldatarian

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:KWhU8.3727$68.53285@news4.srv.hcvlny.cv.net...
> The mention of Ben's name in this newsgroup got me curious.
>
> Ben and I had a correspondence of sorts going during the AC days and for a
> short time thereafter. I reconnected with him briefly when I retired and
> started to volunteer for an agency that helps people with developmental
> disabilities. He was working for a company that produced talking devices
> for people with visual problems. But he kind of let it be known that he
> wanted to steer clear of the Atari community. Then he changed his ISP and
> we lost contact.
>
> Has anyone been in contact with Ben in the past year?
>
> Thanks.
> Alan

3294. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 18:09:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <afsqm8$11l$1@news1.xs4all.nl>
Source record: 28865

Hi,

Can someone send me this software? I am looking for this for years!
Contact me so I can put it on my FTP server...

Thx.
TXG/MNX

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:afs8ikfcl2@nets3.rz.RWTH-Aachen.DE...
> Howdy Steve
>
> > Also, if there is any Atari user anywhere still using one of our Atari
> > products, copy them freely and do whatever you like with them! They
> > make great frisbees too!
>
> Thanks for informing us. I guess Ben did have his share of problems back
> when he ran Atari Classics on his own.
>
> BTW this goes for both TurboWord and TurboFile? Do they need SpartaDOS?
>
> CU Mathy van Nisselroy
>
>
>

3295. Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 18:37:08 UTC
From: Steve Thornton <steve@micromiser.com>
Message-ID: <3d21f289$0$92370$45beb828@newscene.com>
Source record: 28866

Hi Russ, Paul, Mathy,

I can't believe you guys are still using those 8-bits including these
Micromiser programs. But of course that's great!

Besides the 8-bit programs Turbobase, Turbofile, Turboword being
completely in the public domain, this also applies to a program
for the ST called Ultrabase. Do anything you want with these
programs, disks, etc.

By the way, from 1985 thru about 1997 (??) a company in Orlando,
Ace Rubber Stamp, used Turbobase on three
8-bit Ataris on a sneaker network, and were very happy with it
thoughout! One was a point-of-sale station, and customers would
marvel at this setup. They weren't hobbyists either - just saving
money and not upgrading while what they had worked fine. Invoicing,
receivables, billing statements, etc.

I can't remember if any programs require SpartaDOS. As best I recall
they don't. I think SpartDOS gave you more disk capacity like
a whopping 180k or something (see how vague I am on this).
I think that would only have been a big issue with Turbobase.
Then I recall something about a 256K ramdrive - yes that was
the big thing, from ICD.

That 32K was mostly used up with background stuff, so you had like
an 8K slice to move this big program through a piece at a time. So
the ramdrive would be the key. It was a programming nightmare but
also a great challenge and a lot of fun!

I'm sorry Ben Poehland is gone from the Atari community. For the record,
I think he was honest and well-intentioned with me, and didn't post any
facts that were untrue. I wouldn't want our little problem to take away
from his general contributions, which I think kept Atari going longer
that it would have otherwise. The more I think about it, I keep coming
back to that thing with ICD where I had verbal permission to send
some files, and couldn't transfer that to him in any legal
way, and I think at some point he decided that was crucial. The rest
was probably just a result of that frustration. But whatever file(s)
those were, they could be gotten off any SpartDOS disk.

Steve Thornton
Micromiser Software

3296. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 19:23:01 UTC
From: Clay Halliwell <clay.fakemeat.h@att.morefakemeat.net>
Message-ID: <p4nU8.72627$UT.5041131@bgtnsc05-news.ops.worldnet.att.net>
Source record: 28867

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3D1CAE2B.1D05BE39@students.uni-mainz.de...

>- use compressed RGB pictures (called Colorviewsquash - it uses
>koala/micro illustrator compression and you have only 1 file instead of
>3 !!); there is also a viewer available: colorsqashview - both programs
>by Clay Halliwell; Jview supports compressed (colorsquash) pics...

I don't know where this rumor got started. ColorViewSquash does not use the
the MicroIllustrator compression routine. It uses a relatively simple
RLE-style encoding of all three RGB layers simultaneously, scanning
vertically instead of horizontally (since there's more likely to be
repetition in that direction with a 80x192 image). I had planned to support
interlace encoding eventually (for better compression of dithered images),
but like so many other things it got pushed off the to-do list.

Anyway, the encoding format is described in some detail in the CVS
readme.txt.

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

3297. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 19:56:48 UTC
From: Richard Wilson <rich@bitwise-systems.com>
Message-ID: <3D220580.A5BCF308@bitwise-systems.com>
Source record: 28868
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Ross Simpson wrote:
> In last years competition I thought Richard Wilson's efforts were
> quite good (particularly the 2k Invaders), I should think the
> programming team who wrote the original Space Invaders arcade game
> back in '78 would marvel at something which just uses 2k! :-)

Thanks Ross,

The original can be downloaded from NVG. I think it's called Electro Invaders or CPC Invaders. It is somewhere around 6K including 2 player mode, mothership, intro screen and its own font. Had to chop out a lot of features to get it down to 2K.

I am planning on doing a couple of entries in the 1K compo. One horizontally scrolling Shoot-Em-Up in fact.

Richard

3298. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-02 23:54:50 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d223dea$0$25797$afc38c87@news.optusnet.com.au>
Source record: 28869
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Richard Wilson" <rich@bitwise-systems.com> wrote in message...
>
> > In last years competition I thought Richard Wilson's efforts were
> > quite good (particularly the 2k Invaders), I should think the
> > programming team who wrote the original Space Invaders arcade game
> > back in '78 would marvel at something which just uses 2k! :-)
>
> Thanks Ross,

No problems, I've just been finding myself going back to it with that
"One more go appeal".

> The original can be downloaded from NVG. I think it's called
Electro
> Invaders or CPC Invaders. It is somewhere around 6K including 2
player
> mode, mothership, intro screen and its own font. Had to chop out a
lot
> of features to get it down to 2K.

Ah, okay! Sounds like it's still smaller than the original arcade
game.

> I am planning on doing a couple of entries in the 1K compo. One
> horizontally scrolling Shoot-Em-Up in fact.

Yeah, I had a Shoot-Em-Up (which I wrote a while back too) which was
based on a 10-liner in ACU (except I changed the program to use
Sprites), but as Nich described the original program perfectly as
slowing down when more bullets are fired & a poor collision detection
system. If I were to send it in I would only be sending in another sad
sorry program based on a poor quality program.

In honest opinion, I think doing a shoot-em-up in assembly is the
proper way of writing one, BASIC has the sort of limitations which
could bog things down.

Anyway good luck with those efforts.

Regards,
Ross.

3299. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 11:52:27 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ebp5iusjs3aptthac4vdago4tbpna6o6rs@4ax.com>
Source record: 28870

On Tue, 2 Jul 2002 20:09:41 +0200, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Can someone send me this software? I am looking for this for years!
>Contact me so I can put it on my FTP server...

yap, this would be nice :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3300. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 13:04:40 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <QDCU8.5421$jN2.977572@news11-gui.server.ntli.net>
Source record: 28871
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote:

> >>>>> "RM" == Russell Marks <russell.marks@ntlworld.com> writes:
>
> tp> sorry, couldnt see it at the site, but, are games in BASIC
> tp> allowed?
>
> MV> BASIC, Forth, C, Assembler -- anything you want, as long as the
> MV> executable is no more than 1024 bytes.
>
> RM> This isn't strictly true, as you require the game to "start with
> RM> RUN from the basic prompt." So you could have exactly 1k of Z80 as
> RM> your executable, but still not be conforming to the rules.
>
> I don't see how that contradicts the above statement. You're allowed
> to use any language you want, the only restriction is the size of the
> executable (including all headers, data, etc). To keep things simple

I think you're missing the point. You have a restriction on the way
the executable is started which made "as long as the executable is no
more than 1024 bytes" false, and I pointed this out with my "exactly
1k of Z80 as your executable" example. But this is fairly pedantic I
s'pose.

What I think you need to define is what "headers, data, etc" really
means. For a speccy game, would it be the size of the TAP/TZX file?

> the requirement is that the executable should start in the standard
> way on the platform, usually RUN from the basic prompt. On a CP/M

That isn't really the standard approach on the Spectrum, usually you'd
have an auto-running Basic program (these don't need RUN, they run
directly after loading).

-Rus.

3301. Re: Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 14:14:48 UTC
From: "news.rdc1.wa.home.com" <email@home.com>
Message-ID: <Xns92404BA50EDA7buckle64attbicom@216.148.227.77>
Source record: 28872

"oes" <oesii@deja.com> wrote in
news:EY4U8.104619$0g1.2232838@twister.tampabay.rr.com:

> from: http://www.geocities.com/SiliconValley/Vista/3015/memopad.html
>
> Which Version of BASIC do you have?
> There are three versions of Atari BASIC for the 8-Bit computers. The
> 400
> and 800 used either Version A or B on cartridge, the 800XL had basic
> built-in (usually Version B), and the 130XE had Version C built-in.
> Version C was also available on cartridge for the earlier models. You
> might be wondering how to tell which version you have, especially if
> it's on a cartridge. Here is some simple code to help, and of course,
> (don't forget to plug your BASIC cartridge into the left slot)...
>
> PRINT PEEK(43234)
>
> If the result is 162 then you have Version A
> If the result is 96 then you have Version B
> If the result is 234, you have Version C
>
>
>
>
>
> "buckle64" <email@home.com> wrote in message
> news:Xns923D8F85B22F0buckle64attbicom@216.148.227.77...
>> I have an Atari Basic Cartridge....and was wondering how I could tell
>> what version of Basic it has, or what Revision it was (a,b,c).
>> Anyone know how to do it?
>>
>> THanks
>>
>
>
>

Yes, that worked! Both my 600XL and the 800XL have version B, the
cartridge I have is version A. I can't seem to find a prompt to try the
1200XL...does it not have built-in basic?

Thanks for the help,

3302. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 17:13:19 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <a4c6iu80vb60f7e6jfs5ie2bgs732b50es@4ax.com>
Source record: 28873

On Tue, 02 Jul 2002 19:23:01 GMT, "Clay Halliwell"
<clay.fakemeat.h@att.morefakemeat.net> wrote:

>but like so many other things it got pushed off the to-do list.
>
Hmmm... I wonder why those words sound so familiar to me?
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3303. Re: Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 17:50:41 UTC
From: oes <oesii@deja.com>
Message-ID: <RPGU8.149149$db.2169842@twister.tampabay.rr.com>
Source record: 28874

The 1200XL like the original 800 and 400's doesn't have Basic built in, you need a Basic cart for it.

"news.rdc1.wa.home.com" <email@home.com> wrote in message news:Xns92404BA50EDA7buckle64attbicom@216.148.227.77...
> "oes" <oesii@deja.com> wrote in
> news:EY4U8.104619$0g1.2232838@twister.tampabay.rr.com:
>
> > from: http://www.geocities.com/SiliconValley/Vista/3015/memopad.html
> >
> > Which Version of BASIC do you have?
> > There are three versions of Atari BASIC for the 8-Bit computers. The
> > 400
> > and 800 used either Version A or B on cartridge, the 800XL had basic
> > built-in (usually Version B), and the 130XE had Version C built-in.
> > Version C was also available on cartridge for the earlier models. You
> > might be wondering how to tell which version you have, especially if
> > it's on a cartridge. Here is some simple code to help, and of course,
> > (don't forget to plug your BASIC cartridge into the left slot)...
> >
> > PRINT PEEK(43234)
> >
> > If the result is 162 then you have Version A
> > If the result is 96 then you have Version B
> > If the result is 234, you have Version C
> >
> >
> >
> >
> >
> > "buckle64" <email@home.com> wrote in message
> > news:Xns923D8F85B22F0buckle64attbicom@216.148.227.77...
> >> I have an Atari Basic Cartridge....and was wondering how I could tell
> >> what version of Basic it has, or what Revision it was (a,b,c).
> >> Anyone know how to do it?
> >>
> >> THanks
> >>
> >
> >
> >
>
> Yes, that worked! Both my 600XL and the 800XL have version B, the
> cartridge I have is version A. I can't seem to find a prompt to try the

> 1200XL...does it not have built-in basic?
>
> Thanks for the help,
>

3304. Re: Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 18:14:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d233f70$0$1421$272ea4a1@news.execpc.com>
Source record: 28875

I've got an opinion on this, my opinion is wrong to 95% of Atari users.
(No, 1200XL doesn't have built in BASIC.)
B is a re-compile of A. C is a 12 byte patch to B.
I've used Atari BASIC for a millenium (?). B has less hangs and
ridiculous stuff like losing DIMs and stuff. C hangs like a lot.
I must admit I don't have very much experience with C as I go back
to B after using C for a short time.
I prefer B. I know it's foibles. Just LIST, NEW, ENTER, SAVE
every 5 or 6 SAVEs. Also, 0 REM will help with ENTERs that
aren't working (put a immediate 0 REM line before you ENTER.)
Finally, Jindroush Kubec and I have programs that will retrieve unLOADable
SAVEd files that crash upon trying to LOAD or RUN.
Russg

3305. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-03 21:50:26 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <afvquo$1ujs$1@barad-dur.nas.com>
Source record: 28876
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Russell Marks" <russell.marks@ntlworld.com> wrote in message
news:QDCU8.5421$jN2.977572@news11-gui.server.ntli.net...
> That isn't really the standard approach on the Spectrum, usually you'd
> have an auto-running Basic program (these don't need RUN, they run
> directly after loading).

On the C64, a BASIC bootstrap stub into ML takes about 12 bytes at the start of the program in order to make it RUNnable. How many bytes would the Spectrum loader take? As the rules stand right now, I'd think that any bootstrap code or program would be included in the 1024-byte limit. The whole point is to get the entire package in 1k. If somebody wanted to submit an entry written in BASIC, it wouldn't have that overhead on either platform.

--
White Flame (aka David Holz)
http://www.white-flame.com/

3306. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 00:17:17 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D2393EE.66C30EC@rogers.com>
Source record: 28877

Hi Chris

chris wrote:

> Are these good Atari's? I have an opportunity to purchase one for $68
> Australian (so around $34 American) is this a good deal?
>
> Thanks heaps

Yes I have them and I'd say they're pretty good, thats not a too bad
price either as long as its in good condition. Btw, that would fit
better in comp.sys.atari.st newsgroup

3307. Re: Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 00:18:27 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D239434.A4AF0DA4@rogers.com>
Source record: 28878

Mo wrote:

> Yeah they're kind of MSDOS'y - if you want a real Atari experience get an
> 800!
> Mo

You cant be serious!!! No ST runs dos (unless with an emulator bleh!!!)

3308. Re: Ben Poehland -- just curious ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 00:31:04 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D239729.A88D0B84@rogers.com>
Source record: 28879

Shawn Jefferson wrote:

> "Alan Sharkis" <asharkis@optonline.net>:
>
> >But he kind of let it be known that he
> >wanted to steer clear of the Atari community.
>
> That's too bad because it seems like he did a lot of good for the Atari
> community. I'd never heard of him or his hacks until I found csa8 and
> rekindled my interest in Atari 8bits. Now I have 1 800, 3 800XLs, 1
> 1200XL, 2 65XEs, 1 130XE, 3 1050s, 1 xf551, 1 1027 and several other odds
> and ends!
>
> I've performed his Supervideo mod on three of these units and have liked
> the results. I'm going to try Bob Woolley's new clearpic mod on the 1200XL
> when I get settled in my new house, as well as a bunch of other mods.
>
> I'm also working on a partition manager for Bob Woolley's SmartIDE
> interface with Nir Dairy and have almost got it complete. Then just needs
> testing in a live environment and it can be released.

I too did ben poehlands supervideo on a 600xl, mainly cause I needed to
connect it to a monitor at the time (was back in 1993). A friend also helped
me upgrade it to 64k internally as well. that machine served my dad well as
his first computer for several years

3309. Help! Unable to get "Decision in the Desert" to work.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 03:14:43 UTC
From: Mark Fisher <thefootballcoach@attbi.com>
Message-ID: <D4PU8.403722$cQ3.27715@sccrnsc01>
Source record: 28880

Hi all. I have various versions of Atari800Win, Atari800WinPro, and the OS ROMS, and cannot get this great game to work. I have the .atr files from two different sources. I have my old Atari instruction book with the op. codes and can unlock the game, but it freezes up at the start page, with a blinking curser. The other two games in the series, "Crusade in Europe", and "Conflict in Vietnam" both work great, but "Decision" was always my favorite!

I have a 400 Celeron and Win 98 1st Ed, 192 MB RAM. I also have the original Atari floppy of the game (not used in 13 years and kept in storage, so I don't know if it works). I have an old 486 with a 5 1/4" floppy drive too! But, the CD ROM drive is broken, and it is not detecting the sound card now (this has happened before). My old Atari system is in storage, but one of the 2 power sources is broken, and I'm not sure I can find the old part that goes on the back of the TV to connect to as a monitor, or even if these are still sold. I'd love to play this great game again - it's so much better than Panzer General II IMHO. Anyone have any ideas? Could I somehow make a new .atr file from the original? Is there a setting I am missing? A reliable source of the .atr file? A way to convert this file into something more workable? Thanks. Mark.

3310. BASIC XE and extended memory

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 11:03:22 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ag1a23nns1@nets3.rz.RWTH-Aachen.DE>
Source record: 28881

Howdy folks

I've heard this rumor that BASIC XE is not 100% compatible with memory upgrades. Is there any truth to this? Has there been an upgrade/update to BASIC XE to fix this?

CU Mathy van Nisselroy

3311. Re: Ben Poehland v. Micromiser Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 11:21:07 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ag1b6o$p5l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28882

Howdy Steve

> I can't believe you guys are still using those 8-bits including these
> Micromiser programs. But of course that's great!

I don't have your software, but I liked what the ads said.
How about this one, my XEGS has 1MB (I'm still working to get the kinks out of this. It's my own design. No loss of software control over anything Atari once stuffed in there and no funky addresses. For now, it only works on my XEGS). On my other XE's I'm using a BlackBox with FloppyBoard to access: 2 3.5" drives, 1 5.25" drive, 1 80MB harddisk, 1 ZIP drive and 1 CD-ROM. I can really read data CD's yet, but there is software that will play Audio CD's. Check out my site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy

> Besides the 8-bit programs Turbobase, Turbofile, Turboword being
> completely in the public domain, this also applies to a program
> for the ST called Ultrabase. Do anything you want with these
> programs, disks, etc.

Thanks!!!

> By the way, from 1985 thru about 1997 (??) a company in Orlando,
> Ace Rubber Stamp, used Turbobase on three
> 8-bit Ataris on a sneaker network, and were very happy with it
> thoughout! One was a point-of-sale station, and customers would
> marvel at this setup. They weren't hobbyists either - just saving
> money and not upgrading while what they had worked fine. Invoicing,
> receivables, billing statements, etc.

Sounds nice. But what's a sneaker network?

> I can't remember if any programs require SpartaDOS. As best I recall
> they don't. I think SpartDOS gave you more disk capacity like
> a whopping 180k or something (see how vague I am on this).
> I think that would only have been a big issue with Turbobase.
> Then I recall something about a 256K ramdrive - yes that was
> the big thing, from ICD.

Can it use any kind of RAMdisk? Does your software auto detect the size and bank sequence of the available RAM?
It's a good thing it doesn't need SpartaDOS, as I don't like it.

CU Mathy van Nisselroy

PS thanks again for releasing your software into the Public Domain. If you find source code or whatever, I'ld be happy to put it on my website.

3312. can somebody please turn this listing into a Jedec file

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 12:02:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ag1dh3rrm1@nets3.rz.RWTH-Aachen.DE>
Source record: 28883

Howdy folks

Could somebody please turn the file
http://www-users.rwth-aachen.de/mathy.van_nisselroy/co25953x.txt into a
JEDEC
file?

Thanks in advance!!!

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3313. Re: Atari Basic Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 15:22:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d246830$0$1428$272ea4a1@news.execpc.com>
Source record: 28884

(need BASIC cart for 800, 400, 1200XL.)
BASIC is a fairly easy binary load. I imagine it is available at
spudster. (No, I don't think so.) Long ago, I dumped BASICs
I have all there as binary load files. Just move the display list down
under $A000 and load BASIC to $A000-$BFFF and run at $A000.
If I recall.
I use a binary load BASIC in emulators as well, makes it easy
to boot without BASIC, but use BASIC if you want to.
Russg

3314. Re: can somebody please turn this listing into a Jedec file

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 19:59:22 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <ag29j6$rd3$1@goliath.news.is-europe.net>
Source record: 28885
Body handling: Binary attachment payload not displayed: c025953x.jed, c025953x.rpt

Mathy,

jedec file for a GAL 6002 as well as the description file attached.

cheers
Chris

Mathy van Nisselroy wrote:

> Howdy folks
>
> Could somebody please turn the file
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/co25953x.txt into a
> JEDEC
> file?
>
> Thanks in advance!!!
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

[One or more binary attachments are retained only in the source text.]

3315. Major update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 22:22:22 UTC
From: FBI <sintech@online.de>
Message-ID: <ag2g8b$en8$1@news.online.de>
Source record: 28886

Hundreds of new offers.

SINTECH-Shop
Your computer shop for retro
and actual computer and consoles.
http://www.sintech-shop.de

3316. Sneaker Network (was: Re: Ben Poehland v. Micromiser Software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-04 22:42:06 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D24CF3E.2644@gmx.net>
Source record: 28887

Mathy van Nisselroy wrote:

> But what's a sneaker network?

This means, that you put your Adidas shoes on and transport floppy disks
from one computer to the other.

Nowadays in the PC world better known in the form of sneaker
administration - you have a network, but the administrator has to run
around and do baby sitting for each and every PC. The horrible thing is,
that nobody seems to know how to do it better, at least in the windoze
world. OS/2 and unix administrators laugh about their M$ colleagues.

CU/2 eRGo

3317. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 03:46:50 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207042042230.29024-100000@shell1.aracnet.com>
Source record: 28888
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3318. Diskey DD/ED

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 04:55:11 UTC
From: llpwhite@cs.com
Message-ID: <20020705005511.27967.00002758@mb-cf.news.cs.com>
Source record: 28889

I recently ran across 2 ATR images -- one named Diskey DD and the other Diskey ED. These would seem to bear no relationship to the original A.I. program Diskey (other than the name and that they are disk editors.) The boot-up screen looks quite a bit like another disk editor, DiskIO. There are no included doc or help files. Does anyone know anything about these? Just curious...
Thanks,
Larry

3319. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 05:40:27 UTC
From: googlegroups1@sinasohn.com
Message-ID: <aeecf9ba.0207042140.11339e12@posting.google.com>
Source record: 28890

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote...
> Yes, it's called ABACUS.
>
> > is there an 8bit group in the sf bay area at all?

Actually, ABACUS does not have a 8-bit component at the moment, but it would be wonderful if we could get one going again! Is anyone interested in helping organize it? We meet once a month in San Francisco on the 1st Saturday of the month and would love to have more folks show up. Meetings are free and open to anyone. Drop me an e-mail at <president@abacusonline.org> if you'd like to join us.

btw, the current URL for ABACUS is <http://www.sinasohn.com/abacus/> but we'll be moving the website to <http://www.abacusonline.org/> over the next week or two.

3320. Need Schematics: Atari 800 RomOS board

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 13:44:02 UTC
From: drclu@swbell.net
Message-ID: <e042d038.0207050544.7244865d@posting.google.com>
Source record: 28891

Hey folks! I'm needing to know where the drawings for the 800 RomOS (Operating System) board can be found on the internet? (Scan of the schematics preferred!)

My dad is fairly fired up about helping me with a project and I am having difficulty finding my copy in the black hole that is my computer room. ;)

Thanks in advance, and if you know, please post it here AND send it to drclu@swbell.net.

Doctor Clu

PS: Sorry I've been gone so long. Been waiting since June 27th for my newsgroup server to come back. As it is I had to post this through Dejanews. :)

3321. Re: Atari 1040ST .. get a 800 ;)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 14:01:09 UTC
From: drclu@swbell.net
Message-ID: <e042d038.0207050601.2ee69a7e@posting.google.com>
Source record: 28892

I have to agree with this statement. I've tried a wide arrangement of
Atari computers... Most of the Atari 8-bits (with the exception of the
1200, 1400 and 1450), and I've tried a good lot of the ST world as
well (520ST - Falcon) And I have to say, the Atari 8-bit line was
great from the START!

To matter the fact, I think the 800 is the coolest computer ever.
;)

Doctor Clu

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:<T3RR8.1489$3w7.654693547@newssvr30.news.prodigy.com>...
> Yeah they're kind of MSDOS'y - if you want a real Atari experience get an
> 800!
> Mo
>
> chris wrote in message ...
> >really? i didnt know that i thought it was 8bit
> >thanks
> >
> >Ill have to look into it.
> >
> >"JJ" <jj@nospam.com> wrote in message
> >news:PoPR8.377279$%y.28634058@bin4.nnrp.aus1.giganews.com...
> >> Keep in mind that it is not an 8-bit 6502-based Atari. It's a 16-bit
> >> Motorola 68000-based system.
> >>
> >> "chris" <ASK@me.for.my.EMAIL.address.com> wrote in message
> >> news:r_ER8.352360$o66.916910@news-server.bigpond.net.au...
> >> > Are these good Atari's? I have an opportunity to purchase one for $68
> >> > Australian (so around $34 American) is this a good deal?
> >> >
> >> > Thanks heaps
> >> >
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> >> >
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> >

3322. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 14:51:56 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <roiV8.9527$MM5.1494000@newsfep2-win.server.ntli.net>
Source record: 28893
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"White Flame \(aka David Holz\)" <whiteflame52@y.a.h.o.o.com> wrote:

> "Russell Marks" <russell.marks@ntlworld.com> wrote in message
> news:QDCU8.5421$jN2.977572@news11-gui.server.ntli.net...
> > That isn't really the standard approach on the Spectrum, usually you'd
> > have an auto-running Basic program (these don't need RUN, they run
> > directly after loading).
>
> On the C64, a BASIC bootstrap stub into ML takes about 12 bytes at the start
> of the program in order to make it RUNnable. How many bytes would the
> Spectrum loader take? As the rules stand right now, I'd think that any

This has no obvious relevance to what I was saying there, unless I've missed something. Whether a Basic program happens to auto-run or not wouldn't seem to have anything to do with running machine code.

But FWIW, if you put the m/c in a REM statement and make an assumption about the value of PROG (so e.g. it wouldn't work if a Microdrive was connected), I think the overhead is 38 bytes. This is including the (in context) unavoidable 17-byte tape header.

-Rus.

3323. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 17:52:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D25DCC7.6E6513E@students.uni-mainz.de>
Source record: 28894

Hello Clay,
and still I believe I have the original docs which say something like
you used Koala / Micro Illustrator compression because you a) could not
do any better (concerning compression methods and programming
cababilities) and b) the Atari could uncompress this very fast and would
not need minutes or hours like with other compression methods. Ok, this
is not a quote, just what I remember I read in the docs. Will read them
asap at home.

Before I forget: Both colorview-squash and colorsquash-view are great
and very well done. in the last three days I have again converted some
manga pics into Gr. 15 RGB using Apacview and your programs. apacviews
does much better (color) results on a PAL machine than Jview (I do not
know why), thats why I use Apacview and then Colorview-squash to
compress the pictures. By the way, is it still possible to register
these programs (no updated needed - except if you program them in
Assembler!) ?!? Well, I wanted to register all programs from Jeff
Potter some years ago, but he told me there would be no need to do so,
because he no longer supports the atari scene (with updates) nor uses
his atari computer (if I recall this correctly).

You should know, even nowadays with internet, email and many other
things it still takes a while to get or use certain atari programs. when
I read "shareware - please register" the next step is to look for the
copyright notice and quite often I see that its 5 or more years ago, so
I can not be sure if the given adress is still valid or if the
programmer still supports the atari scene or if he still wants the
registration fee. so far I have paid quite some registration fees, but
in the last five years almost none, because most programmers already
disappeared or something like that. so, to cut a long story short, if
you still accept any registration fee, let me know. need your adress
then... -Andreas.

Clay Halliwell schrieb:
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3D1CAE2B.1D05BE39@students.uni-mainz.de...
>
> >- use compressed RGB pictures (called Colorviewsquash - it uses
> >koala/micro illustrator compression and you have only 1 file instead of
> >3 !!); there is also a viewer available: colorsqashview - both programs
> >by Clay Halliwell; Jview supports compressed (colorsquash) pics...
>
> I don't know where this rumor got started. ColorViewSquash does not use the
> the MicroIllustrator compression routine. It uses a relatively simple

> RLE-style encoding of all three RGB layers simultaneously, scanning
> vertically instead of horizontally (since there's more likely to be
> repetition in that direction with a 80x192 image). I had planned to support
> interlace encoding eventually (for better compression of dithered images),
> but like so many other things it got pushed off the to-do list.
>
> Anyway, the encoding format is described in some detail in the CVS
> readme.txt.
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> clay.FAKEMEAT.h@att.net | 8 - B I T S --------
> e.halliwell@genie.com | /////////// M A T H
> Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
> Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
> http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

3324. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-05 22:55:15 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <ntpV8.288454$_j6.14210089@bin3.nnrp.aus1.giganews.com>
Source record: 28895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I guess you didn't read the responses to your last spam. Perhaps someone
can read them to you...

www.myatari.com <- not me but I know them to be reputable

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0207042042230.29024-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers.

3325. Re: Atari 8 bit computer stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 06:00:46 UTC
From: Voitek Wojcik <voitek@austin.rr.com>
Message-ID: <ilvV8.47077$p85.1406555@twister.austin.rr.com>
Source record: 28896

www.ebay.com

"GWestndrf" <gwestndrf@aol.com> wrote in message
news:20020615071539.17461.00000273@mb-me.aol.com...
> eBay

3326. Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 06:13:27 UTC
From: Voitek Wojcik <voitek@austin.rr.com>
Message-ID: <bUvV8.47156$p85.1407146@twister.austin.rr.com>
Source record: 28897

I recently acquired a 800XL. It came with some old disks, and the majority no longer works. I was wondering if I could copy some of the (abundant) .atr images available all over the Internet onto SDDD or SSDD disks using my 1.2M floppy drive. I've searched for information and utilities to do this, but so far haven't been able to even read an Atari disk, or write anything using my floppy drive that my 1050 would recognize. Most preferably, what I want to do is to take an .atr image file and then write a bootable version of it using my 1.2M on either a SDDD or SSDD floppy--is this doable?

3327. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 07:23:07 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <vVwV8.1741$eA4.813733955@newssvr11.news.prodigy.com>
Source record: 28898

It's doable, but not the way you imagined. You need a 1050toPC cable also known as a PROSYS cable. You use it to connect an Atari 1050 drive to the serial port on your PC and along with some fabulous shareware from Steven Tucker, you'll be burnin floppies in no time. For the software and the cable do a search on APE cable or check Ebay. I lost the APE url maybe someone else can post it.
Mo

3328. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 09:24:06 UTC
From: Kevin Thacker <amstrad@aiind.upv.es>
Message-ID: <ag6d78cqi1@newsg3.svr.pol.co.uk>
Source record: 28899
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Ross Simpson" <rosssimpson@my_spammers_address(optusnet).com.au> wrote in
message news:3d1eb14d$0$31826$afc38c87@news.optusnet.com.au...
> Naturally I had the same views of writing a small game for the
> Amstrad, but I'm pretty sure I won't be able to get a sprite routine &
> a couple of sprites crammed into 1024 bytes. It would have to look
> more like a man avoiding a bouncing star ('*') if I were to write one.
I'm working on a one or two level Manic Miner game in 1k for the CPC.

I've got 4 uncompressed sprites, the sprite plotter and the level data
into 1K.

Unfortunatly, I've run out of space already. I can reduce some of the data
with
compression, and fit some of the information into the CPC file header, but
it will
be a close call. At the moment the sprites are 4 bytes wide and 16 lines
tall in mode 0.
I'm going to reduce them to 2 bytes wide and 8 lines tall and see how they
look.

The sprite plotter will be slow as I will not be able to unroll the loops,
and I have used
the Amstrad's firmware functions to calculate the screen address for
plotting

If I can't get the CPC version then I am sure I can do a 1k Manic Miner
clone
for the CPC+.

> Would other machines such as the C64 or perhaps Atari have an
> advantage in that field?
A little, but a lot of people already know the limitations of each machine,
so I hope, will look at the game taking that into account.

BTW, I wrote a 'Burnin Rubber' clone, in under 1k, for the CPC+, would it be
cheating
if I submitted it? The code?
10 |GAME

Seriously, I may dissassemble the built in cartridge game of the CPC+
(Burnin Rubber') and
see if I can use any of the routines in my own 1k game. I believe this is
within the rules?

> From what I know the Atari 8bit computer are supposed to have access
> to 256 colours (don't know if they are accessable in BASIC) which if

> that statement were true would leave the other machines for dead! ;-)
not really. The game could be very nice and colourful, but shit!

Maybe you should concentrate on making the 1k game, and seeing how good you can make it.
If you don't win this time, (and I don't expect to win BTW), then you can try next time.

As for ideas for 1k games, I was considering:
Puzznic, Tetris, some puzzle/card games.. there are a few.
BTW, the Amstrad CPC firmware is your friend, but only for 1K competitions! ;)

Regards,
Kev

3329. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 09:31:54 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1025947866@rtfm.mit.edu>
Source record: 28900
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3330. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 13:32:20 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d26f3a6$0$16290$afc38c87@news.optusnet.com.au>
Source record: 28901
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Kevin Thacker" <amstrad@aiind.upv.es> wrote in message...

> BTW, I wrote a 'Burnin Rubber' clone, in under 1k, for the CPC+,
would it be
> cheating
> if I submitted it? The code?
> 10 |GAME

Definitely! ;-)

> Seriously, I may dissassemble the built in cartridge game of the
CPC+
> (Burnin Rubber') and
> see if I can use any of the routines in my own 1k game. I believe
this is
> within the rules?

I suppose it's no different than accessing "the firmware" routines in
a normal CPC. But I'm not entirely sure.

But naturally the CPC+ has access to catridge technology as well does
the C64 & Atari, I not entirely sure if the Spectrum's have them or
not.

If it were that they had the same level of access through things on it
as the CPC+ does then it maybe within the rules, otherwise it unfair
towards the others.

> > From what I know the Atari 8bit computer are supposed to have
access
> > to 256 colours (don't know if they are accessable in BASIC) which
if
> > that statement were true would leave the other machines for dead!
;-)
> not really. The game could be very nice and colourful, but shit!

Still, with it's 'underdog' status it may take the honors! :-)

The way I see it the Atari XE which maybe comparable to the Amstrad
was the last 8 bitter before Atari shortly dumped it for the Atari ST
range of 16 Bitters & doesn't appear to have anything crappy looking
about it.

> Maybe you should concentrate on making the 1k game, and seeing how
good you
> can make it.

Yes!

> If you don't win this time, (and I don't expect to win BTW), then
you can
> try next time.

Well, it's just a matter of waiting and seeing.

> As for ideas for 1k games, I was considering:
> Puzznic, Tetris, some puzzle/card games.. there are a few.
> BTW, the Amstrad CPC firmware is your friend, but only for 1K
competitions!
> ;)

Just out of interest, I was curious about this information in the file header business (or is that something I shouldn't know about). Is there any information at any of the Amstrad sites (save the hassle of writing it all down) about this?

I thought I might be able to save some room by using a small assembly routine which sets up all of the colours & if there were a way to store the colour values in the header...

Regards,
Ross.

3331. "Mule" game and cable pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 17:32:51 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <7RFV8.300520$_j6.14752692@bin3.nnrp.aus1.giganews.com>
Source record: 28902

Hello everyone. I had an Atari 800XL computer years ago I felt like hooking up lately and it seems to have vanished from my attic. I'm looking around trying to find an 800XL, disk drive, monitor, etc. I remember a game called "Mule" I used to play on it a lot. Anybody have any idea where I can get a copy? There's a place I Googled called B&C Computervisions that doesn't have it.

Also, I designed and built a printer interface that would let me use any standard centronics parallel printer with the computer which I DID find. I was going to send it in to Antic or Analog magazines I remember from the time but they were both close to going out of business. Does anyone know ehere I can get one of those funny Atari serial cables and a pinout for it so I can see if my interface still works/

Regards,

Andy

3332. Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 20:13:10 UTC
From: Sly DC <sylvaindc@videotron.ca>
Message-ID: <nbIV8.23122$5k2.1155025@weber.videotron.net>
Source record: 28903

Hi there,

I have a question that's been burning my mind for quite a time.
How do you do take a file BIN, COM, ATR, etcc...to make
a cartridge ?

If i burn a BIN to an eprom, will it work ?

Need help here, thanks!

--- Sly DC ---

3333. TURBO BASIC HELP

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 20:51:23 UTC
From: IAN MCDOWELL <iainmacker@tiscali.co.uk>
Message-ID: <3d27573f$1_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 28904

Could someone please tell me how to run Turbo Basic ,ive downloaded the atr disks images ,but when i boot them it just loads a document display programme,ive read the readme file,and it says that autorun.sys is turbo basic progreamme but i cant seem to get it to load.

ive tried the following:

```
LOAD"D0:AUTORUN.SYS"
BLOAD"D0:AUTORUN.SYS"
LOAD"D1:AUTORUN.SYS"
ETC....
```

3334. Re: Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-06 21:29:42 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ajJV8.3921$A43.387592@newsread2.prod.itd.earthlink.net>
Source record: 28905

"Sly DC" <sylvaindc@videotron.ca> wrote in message
news:nbIV8.23122$5k2.1155025@weber.videotron.net...
> Hi there,
>
> I have a question that's been burning my mind for quite a time.
> How do you do take a file BIN, COM, ATR, etcc...to make
> a cartridge ?
>
> If i burn a BIN to an eprom, will it work ?

Not all binaries will work. The ones that were originally carts and converted to bin load files can be made to work if there isn't a lot of garbage on them.

You would have to strip off the init code, probably something 40 bytes or so, and just burn the actual cart data. On my EPROM burner, I would just load the entire file into memory and look at the code to see what was original and what was added. From there it was relatively easy to specify the memory location to program the EPROM from.

3335. Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 06:50:59 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <nxRV8.2497$Rg6.1142780050@newssvr12.news.prodigy.com>
Source record: 28906

Hello all,

I was just wondering if anyone knows the exact difference between DTE and DCE in terms of serial devices like modems. I have an old voice synth that uses the serial port and although it works as it sits, it has a switch for DCE and DTE. I was just wondering what that may be useful for. Also isn't one of the serial ports on the 850 interface different from the others? If so, can you tell me how different?
Thanks,
Mo

3336. Wanted - 1050 disk lead

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 16:44:10 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <Nw_V8.18608$xf3.2625793@news11-gui.server.ntli.net>
Source record: 28907

Hi

Does anybody know where I could purchase or locate a lead to connect an 1050 disk drive to an Atari 130XE?

Thanks
John

3337. Looking for Atari 1050 disk drive AC Adapter

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 17:23:37 UTC
From: Davide Guida <davide.guida@inwind.it>
Message-ID: <ag9tcgsgq1@newsreader.mailgate.org>
Source record: 28908

See subject.
The AC adapter should be european (220V) and possibly original.
I already send a lot of messages thru a lot of Atari 8 bit websites, so
please don't send any links to me!

Thanks in advance

Davide Guida (Responsabile tecnico Formamedia srl)
via Domenico Fontana 39 Napoli
Tel. 0815799803 - INTERNET: http://www.formamedia.it
E-mail davide.guida@formamedia.it

Casa: via Rodolfo Falvo 10, 80127 Napoli
Tel. 0815604578 - Cell. 3291148088

3338. Re: Wanted - 1050 disk lead

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 21:00:23 UTC
From: "richard.daley2@ntlworld.com" <RICHARD.DALEY2@ntlworld.com>
Message-ID: <dY1W8.351$mX4.38758@news11-gui.server.ntli.net>
Source record: 28909

"John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message
news:Nw_V8.18608$xf3.2625793@news11-gui.server.ntli.net...

I have several, mail me and we can sort it for you

Richard

richard.daley2@ntlworld.com

> Hi
>
> Does anybody know where I could purchase or locate a lead to connect an
1050
> disk drive to an Atari 130XE?
>
> Thanks
> John
>
>

3339. Re: Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 21:37:46 UTC
From: Sly DC <sylvaindc@videotron.ca>
Message-ID: <Jw2W8.4665$Qj4.445136@weber.videotron.net>
Source record: 28910

"richard cortese" <ricortes@earthlink.net> a crit dans le message de news:

> Not all binaries will work. The ones that were originally carts and
> converted to bin load files can be made to work if there isn't a lot of
> garbage on them.
>
> You would have to strip off the init code, probably something 40 bytes or
> so, and just burn the actual cart data. On my EPROM burner, I would just
> load the entire file into memory and look at the code to see what was
> original and what was added. From there it was relatively easy to specify
> the memory location to program the EPROM from.

Hum....so what is the first string? Is it something like:

$FF, $FF, $00, $A0, $BF, $FF,<?>, <?>.

Because i've been checking a lot of binaries files and many of them
starts only with the same first three bytes: $FF, $FF, $00.

I just can't wait to make my favorite game in cartridge format: Vanguard.
It's never been ported as a cartridge before.

Thanks for any help! =)

--- Sly DC ---

3340. Re: Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 22:00:05 UTC
From: James <jamesrfr@spammenot.cox.net>
Message-ID: <3D28B9FC.C985CBC3@spammenot.cox.net>
Source record: 28911

Sly DC wrote:
> Hum....so what is the first string? Is it something like:
>
> $FF, $FF, $00, $A0, $BF, $FF,<?>, <?>.
>
> Because i've been checking a lot of binaries files and many of them
> starts only with the same first three bytes: $FF, $FF, $00.

Ooh, a plug for my only web page. ;v)
The significant bytes of Atari load formats (culled years ago, before
there were carts with bank switching) are listed on:
http://members.cox.net/jamesrfr/atari6bb.html

Here's hoping it helps someone besides me. ;vD

> I just can't wait to make my favorite game in cartridge format: Vanguard.
> It's never been ported as a cartridge before.
>
> Thanks for any help! =)

Hope it does.

> --- Sly DC ---

3341. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-07 22:39:20 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <3D28C327.9050308@cfl.rr.com>
Source record: 28912

Hiya Andreas (and Clay):

I'm still around, and check into this forum every so often. But I haven't used an Atari in 6-8 years. Having fun on a Linux (Mandrake) computer, and on a conventional (MS Windows) PC.

Your 8-bit friend,

Jeff Potter

Andreas Magenheimer wrote:

>Hello Clay,
>and still I believe I have the original docs which say something like
>you used Koala / Micro Illustrator compression because you a) could not
>do any better (concerning compression methods and programming
>cababilities) and b) the Atari could uncompress this very fast and would
>not need minutes or hours like with other compression methods. Ok, this
>is not a quote, just what I remember I read in the docs. Will read them
>asap at home.
>
>Before I forget: Both colorview-squash and colorsquash-view are great
>and very well done. in the last three days I have again converted some
>manga pics into Gr. 15 RGB using Apacview and your programs. apacviews
>does much better (color) results on a PAL machine than Jview (I do not
>know why), thats why I use Apacview and then Colorview-squash to
>compress the pictures. By the way, is it still possible to register
>these programs (no updated needed - except if you program them in
>Assembler!) ?!? Well, I wanted to register all programs from Jeff
>Potter some years ago, but he told me there would be no need to do so,
>because he no longer supports the atari scene (with updates) nor uses
>his atari computer (if I recall this correctly).
>
>
>

3342. Re: Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 02:08:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Yu6W8.6377$A43.641929@newsread2.prod.itd.earthlink.net>
Source record: 28913

"Sly DC" <sylvaindc@videotron.ca> wrote in message
news:Jw2W8.4665$Qj4.445136@weber.videotron.net...
<snip>
> Hum....so what is the first string? Is it something like:
>
> $FF, $FF, $00, $A0, $BF, $FF,<?>, <?>.

What James said. $FF $FF is the DOS code for binary file. The next 2 bytes will be the memory area to start loading. The next two bytes will be the end address. Appended to the end of the file are the the start or init address, i.e. where DOS jumps to in memory to start running the file.

With a lot of files there are multiple initiate vectors to do things like lower screen RAM area in memory or maybe put up a graphic on the screen.
>
> Because i've been checking a lot of binaries files and many of them
> starts only with the same first three bytes: $FF, $FF, $00.
>
> I just can't wait to make my favorite game in cartridge format: Vanguard.
> It's never been ported as a cartridge before.

If it is bigger then 16k you will have have some problems putting it in the cartridge space.

3343. Re: Diskey DD/ED

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 02:31:44 UTC
From: ASI Industries <ASIIndustries@usa.net>
Message-ID: <01c22626$c9029e80$95801f3e@asi>
Source record: 28914

Hi Larry, Both Diskey DD + ED are based on a hackers disk sector editor, they have been around the UK Atari 8-bit pirate/cracking scene, since back in the mid 1980s, i suspect it came via Rob C, Ian K, Livingston Pirare Sqaud groups mainly on either rob c 90k/130k /multiboot 90k/130k /us-alpha-load 180k boot menu disks!

Diskey ED is also better known as Diskey II which originally supported 90k Single Density disks and was rewritten to support 130k Enhanced Density (stock 1050) boot disks.

Diskey DD is also better known as Diskey III, which supports 180k Double Density boot disks, same functionality as diskey II, but two pages per sector up/down cursor keys.

Diskey II + III allows you to edit sectors on unprotected disks,left/right cursor keys = back or next sector, copy sectors from one disk to another, copy sectors from one location to another say 1-50 to 201 - 250 on the same or another disk, extend sectors by adding in more data than the original so you could have `Cracked by you know who' in the program you were hacking, hex shift mask, it allows you to take the atacsii character set an shift it by the hex number entered, such as `ASI' in hs00 could be converted to `!3)' with hs20, find string or hex and etc.

I have used it myself for making cheats in games like more lifes, deactivating the pmgs and etc, if you need any more info let me know, although its about two years since i last used my real Atari 8-bit or emulated 8-bit.
--
Andrew Mcintosh
ASIIndustries(AT)usaDOTnet
No Attachments.
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3344. 800/400/850/810/1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 03:00:26 UTC
From: ronr <ronr@blarg.net>
Message-ID: <3D29007D.132FB1D4@blarg.net>
Source record: 28915

```
Atari 800 & 400 for sale with 410 Recorder, 1050 Dual Density & 810
Disks, 850 Interface, and Microconnection Modem (800 baud?).
Program Exchange Software: MathLib, Chameleon, and Deep Blue C.
Cartridges: Star Raiders, Assembler, and *Millipede.
3-rd Party Software: Disk Key, MAC65, Flight Simulator, and *Zaxon.
Atari Manuals for hardware PLUS "Operating System User's Manual"
800's video chip has failed.
Most hardware is in original box and all connectors exist.
Selling as a single unit to best cash offer (no resellers).
```

3345. Re: Bin to cartridge ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 03:10:50 UTC
From: Sly DC <sylvaindc@videotron.ca>
Message-ID: <Xo7W8.6909$Qj4.670900@weber.videotron.net>
Source record: 28916

Ooh, a plug for my only web page. ;v)
The significant bytes of Atari load formats (culled years ago, before
there were carts with bank switching) are listed on:
http://members.cox.net/jamesrfr/atari6bb.html

Here's hoping it helps someone besides me. ;vD

Thanks very much James!! This will come in handy! =D

> I just can't wait to make my favorite game in cartridge format: Vanguard.
> It's never been ported as a cartridge before.
>
> Thanks for any help! =)

Hope it does.

Onced i'll have a 27512 Eprom in my hands, i'll know if it does.
* crossing my fingers! *

> > Hum....so what is the first string? Is it something like:
> >
> > $FF, $FF, $00, $A0, $BF, $FF,<?>, <?>.
>
> What James said. $FF $FF is the DOS code for binary file. The next 2 bytes
> will be the memory area to start loading. The next two bytes will be the
end
> address. Appended to the end of the file are the the start or init
address,
> i.e. where DOS jumps to in memory to start running the file.
>
> With a lot of files there are multiple initiate vectors to do things like
> lower screen RAM area in memory or maybe put up a graphic on the screen.

# Thank you too Richard. Now i know where to llok and how to code the
binaries. =D

> > Because i've been checking a lot of binaries files and many of them
> > starts only with the same first three bytes: $FF, $FF, $00.
> >
> > I just can't wait to make my favorite game in cartridge format:
Vanguard.
> > It's never been ported as a cartridge before.
>
> If it is bigger then 16k you will have have some problems putting it in
the
> cartridge space.

I've read many articles about that, and there is a way to do 64K or even
128K games with a Atari Super Cartridge like Bug Hunt. Many informations
are on a web site called Atari Cartridge Dumping Project, and i've found a
schematic
# of Bug Hunt and saw that the ROM used in the cart is compatible with a
27512 Eprom
pin to pin. I know there is a way to do 128K games but since there's only
12 (aside the x3
Aprax carts), i won't bother to do a 128K cart.

Now only thing i'm missing is a 27512 Eprom. :)

Many thanks to both of you! =D

--- Sly DC ---

3346. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 05:13:36 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D291F67.3E6B39D5@rogers.com>
Source record: 28917

Hi Mo,

DTE is Data Terminal Equipment (ie, terminal or a computer)
DCE is Data Communication Equipment, like a modem for instance or something
that connects to the serial port on terminal or a computer.

Mo wrote:

> Hello all,
>
> I was just wondering if anyone knows the exact difference between DTE and
> DCE in terms of serial devices like modems. I have an old voice synth that
> uses the serial port and although it works as it sits, it has a switch for
> DCE and DTE. I was just wondering what that may be useful for. Also isn't
> one of the serial ports on the 850 interface different from the others? If
> so, can you tell me how different?
> Thanks,
> Mo

3347. Re: Wanted - 1050 disk lead

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 05:14:44 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D291FAC.58542C40@rogers.com>
Source record: 28918

Hi John,

I forgot their websites but Active surplus in toronto sells them and so does best electronics in california. you can use a search engine to find those. I'm sure there are a few other dealers with websites that may have some in stock.

John Stringer wrote:

> Hi
>
> Does anybody know where I could purchase or locate a lead to connect an 1050
> disk drive to an Atari 130XE?
>
> Thanks
> John

3348. Re: "Mule" game and cable pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 08:42:19 UTC
From: ASI Industries <ASIIndustries@usaDOTnet>
Message-ID: <01c2265a$68dfba40$95801f3e@asi>
Source record: 28919

Hi Andy, as for Mule you can try here you can even get it for your pc too.
http://www.eidolons-inn.de/mule/

SIO pinouts near bottom of page!
http://www.emulators.com/xformer.htm
--
Andrew Mcintosh
ASIIndustries@usaDOTnet
No Attachments, convert `DOT' to ` .' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3349. Re: TURBO BASIC HELP

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 10:43:24 UTC
From: Thomas Richter <thor@maxwell.math.TU-Berlin.DE>
Message-ID: <agbqcc$7io$3@mamenchi.zrz.TU-Berlin.DE>
Source record: 28920

Hi,

> Could someone please tell me how to run Turbo Basic ,ive downloaded the atr
> disks images ,but when i boot them it just loads a document display
> programme,ive read the readme file,and it says that autorun.sys is turbo
> basic progreamme but i cant seem to get it to load.

> ive tried the following:

> LOAD"D0:AUTORUN.SYS"
> BLOAD"D0:AUTORUN.SYS"
> LOAD"D1:AUTORUN.SYS"

You need to get a DOS for the Atari, i.e. check for an ATR containing
Dos 2.5 or something similar. This disk should contain a file named
"DOS.SYS", which contains the file system that will bootstrap the
Basic. Then copy the TurboBasic interpreter as "AUTORUN.SYS" onto the
disk containing the dos.

So long,
Thomas

3350. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 11:48:10 UTC
From: dunxuk@aol.com
Message-ID: <20020708074810.08853.00002352@mb-mk.aol.com>
Source record: 28921

>I was wondering if I could copy some of the =
>(abundant) .atr images available all over the Internet onto SDDD or SSDD =
>disks using my 1.2M floppy drive.

Yes, but you need to obtain a modification for your 1050 that enables it to use true double-density disks, I use US-Doubler.

That lets you directly transfer double-denisity files (like your disk images, in file form) from the pc to the Atari.

Then run a program on the Atari to convert the disk image file into a proper bootable disk.

I first convert the ATR image into a DCM image, then use ATARIDSK to transfer it to a 5.25" disk that the Atari can read, then use Diskcomm 3.2 on the Atari to convert the DCM image into a new bootable disk. It's a bit convoluted but it works!

Remember to use ordinary double density disks (not 1.2Mb ones) for the transfer and format them on the pc using ATARIDSK, don't format them on the Atari or else the PC won't be able to read them.

3351. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 13:41:31 UTC
From: ASI Industries <ASIIndustries@usaDOTnet>
Message-ID: <01c22684$3e7838c0$95801f3e@asi>
Source record: 28922

Hi DunxUK, I always found it impossible to transfer files from 180kss pc disk using the 1.2mb 5.25" drive, because it spins @ 360rpm and the Atari drives spin @ 288rpm.

Plus it formats the tracks in 80 track format even if the disk only has forty tracks, thus the tracks are closer together and are incompatible with the Ibmxfer util as it could not read the disk, also all the low density disks i formatted on the 1.2mb drive got knackered with over half the disk full of bad sectors and it could not be reformatted on the 360k drive, because of the 80 trk formula!

I had great number of successful file transfers using a 180kss pc disk in a low density 360k 5.25" pc drive as it spins @ 300rpm.

I used the Ibmxfer program on the backside of the Happy v7.10 utils disk in my Quad 1050 drive (Lazer(Happy 1050 clone), US Duplicator, US Doubler, and stock 1050 modes), but that program would only work with either Happy or Lazer 1050 mod.

What program did you use that works with the US Doubler?
--
Andrew Mcintosh
ASIIndustries@usaDOTnet
No Attachments, convert `DOT' to ` .' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3352. Site updated

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 13:48:59 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agc59e$494$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28923

Howdy folks

I just uploaded a text describing the internal 600XL to 64kB upgrade to my site (available via BlackBox page and Stuff page).

I also uploaded Self Demo, by Raster. After a while it looks like you've been returned to the self test. Be patient, that's when the fun starts. What a great idea for a demo.

CU Mathy van Nisselroy

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3353. Re: can somebody please turn this listing into a Jedec file

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 14:02:30 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agc683$5a7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28924

Howdy Chris

> jedec file for a GAL 6002 as well as the description file attached.

Thanks!!

CU Mathy van Nisselroy

3354. Re: can somebody please turn this listing into a Jedec file

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 14:22:07 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agc76p$6c0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28925

Howdy Chris

Please tell me if I'm asking too much, but could you send me the JEDEC file for the '130XE' version, so that I can replace the CO25953 with something that is totally pin compatible?

CU Mathy van Nisselroy

PS sorry if my previous posting wasn't clear on this one. I should have thought it through some more. Sorry.

3355. Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 14:49:35 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207080649.211bd49f@posting.google.com>
Source record: 28926

Does anyone know if a FAQ exists for this emulator? I'm having some problems getting it to work. Whenever I load the emulator, it says that a rom load error kept atari800win from booting properly. Any help would be appreciated.

John

3356. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 15:45:05 UTC
From: dunxuk@aol.com
Message-ID: <20020708114505.23767.00003846@mb-fi.aol.com>
Source record: 28927

>
>Hi DunxUK, I always found it impossible to transfer files from 180kss pc
>disk using the 1.2mb 5.25" drive, because it spins @ 360rpm and the Atari
>drives spin @ 288rpm.

Ok, forget about spin speeds as this has no effect on the sectors per track and bytes per sector. Just changes how long the drive takes to write each sector. Trust me it works fine as long as the disk is first formatted on the PC (as the PC needs to align the first sector with the index hole!). Also you can only write to one side of the disk unless your blank disks have two index holes in the jacket. (Little round holes near the middle, not the write-protect notch at the side).

The only thing you cannot do on a PC is make a single or enhanced density disk, it has to be double density, eg 180K per side.

Use ATARIDSK to format the disk on the PC and also to copy your .DCM file(s) to it, from that point on your Atari will have no problems at all reading it as long as;

* you have a double-density mod to the drive, eg US Doubler, Happy etc. *

* you are using software that understands DD disks, eg MyDos, DiskComm etc. *

* you didn't use an HD disk, these always seem to fail with me *

The Atari will read it slowly as the sectors are aligned differently but it /will/ read it.

Then use software on your Atari (I used DiskComm 3.2) to take your DD disk with your DCM file on it and expand it onto a new blank disk (don't worry, DiskComm automatically sorts out the densities).

I've never used IBMXFER so I cannot comment on that, but the setup above definitely works as I use it every week.

Best regards, Dunx

3357. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 17:07:05 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7ahjiuk3jkq6tgq24m75344avhgg4qkudm@4ax.com>
Source record: 28928

On 8 Jul 2002 07:49:35 -0700, hajjej@aol.com (just another john)
wrote:

>Does anyone know if a FAQ exists for this emulator? I'm having some
>problems getting it to work. Whenever I load the emulator, it says
>that a rom load error kept atari800win from booting properly. Any help
>would be appreciated.
>
>John

1st question

What version of Atari800win do you have?

2nd question

Have you told it where your roms are under the Atari tab, look in Rom
Images and browse to the roms (I presume you have the needed roms?)

If not then go to http://homepages.paradise.net.nz/atari/emu.html
and get the roms there.

If you are still having probs then let me know and I'll do my best to
get you going.

Btw, someone was asking about Decision in the Desert, I spent ages
trying to get it going with the images I have and I get the same
thing. I presume it's either a bad set of ATR's or it's a pretty rare
non compatible game.

I shall enquire...
--
Paul

3358. Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 17:39:37 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <S3kW8.65353$wj4.5668639@e3500-atl2.usenetserver.com>
Source record: 28929

I've thought about this and thought it was possible with a DLI.

Here is the Kernel I was playing with:

```
; Both display lists sit on page boundaries so there is no need to change
the DLISTL
Kernel
pha
tya
pha
ldy #$70
KernelLoop
sta WSYNC ; wait for next scanline
lda #>ANTIC6DisplayList
cpy VCOUNT ; are we at the end of the screen if so the
leave the kernel
bcc ExitKernel
sta DLISTH

lda #>ANTIC2DisplayList
nop ; here waste time before changing
the display list
nop ; I want to load the value at
cycle 36 so it should be
nop ; changed at cycle 38 (mid screen)
nop
nop
nop
nop
nop
nop
nop
nop
sta DLISTH
jmp KernelLoop
ExitKernel
lda #>ANTIC6DisplayList
sta DLISTH
pla
tay
pla
tax
pla
rti
```

Now doing this has no effect on my display. When I add text to the display (each display list has it's own screen RAM location) I get ANTIC6 text. I have all the interrupt values set. I even added break code to make sure it was getting in the routine. Is this even possible with the 8-bit? I guess I don't know exactly how ANTIC processes the display list and screen RAM. There was a case when I checked the DLISTL value it was set to another value other than #$00.

Any help here would be appreciated.

3359. Question?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 19:29:28 UTC
From: Dane Stegman <cf943@bfn.org>
Message-ID: <Gyy3G8.6I7@freenet.buffalo.edu>
Source record: 28930

Hi! I just picked up an Atari 410 recorder at my local fleamarket. I cannot seem to get it to work. The rewind button works, but not the fast-forward or the play button. Any ideas!!

Thanks!

Dane St.

3360. MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 23:21:30 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p143cut4xhh.fsf_-_@panini.cling.gu.se>
Source record: 28932
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
The 1K MiniGame Compo web page has been updated with an FAQ section,
and the first Spectrum entry. Check it out at

http://www.ffd2.com/minigame/

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3361. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-08 23:41:48 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0207081541.582047ab@posting.google.com>
Source record: 28933

"Dennis Debro" <dnsdebro@netzero.net> wrote in message
news:<S3kW8.65353$wj4.5668639@e3500-atl2.usenetserver.com>...
> I've thought about this and thought it was possible with a DLI.
[snip]
> Now doing this has no effect on my display.
[snip]
> Is this even possible with the 8-bit? I guess I
> don't know exactly how ANTIC processes the display list and screen RAM.
> There was a case when I checked the DLISTL value it was set to another value
> other than #$00.
>
> Any help here would be appreciated.

You've got an extra 'pla tax' at the end of the DLI, but I don't think
that's the problem. I don't think you can change DL modes half way
across a scan line that way (unfortunately).

My understanding is that ANTIC stops the 6502, reads the DL data it
needs, and then starts the 6502 again. Once the DL data has been read
for one (or more depending on graphics mode) scan lines, the DL data
is not read again until just before the next DL instruction is needed.
So changing the DLIST vector won't have an effect until the next line
is read.

The closest you can get is to switch GTIA modes on/off half way across
a scanline using PRIOR (53275, $D01B). So you can start off with a
GR.8 line at the left of the screen, then switch GTIA half way across
and have a GTIA mode along the right hand side of the screen.
Switching the GTIA mode off again before reaching the right edge of
the screen will give you something that looks a lot like GR.15.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and Atari JPEG
viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org
--
----------------- Join The Atari 8-bit Computer WebRing at:

-------------- http://www.geocities.com/rjespino/a8ring.html

3362. Re: Question?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 01:11:19 UTC
From: oes <oesii@deja.com>
Message-ID: <XKqW8.192484$0g1.3556340@twister.tampabay.rr.com>
Source record: 28934

The 410 I have doesn't work on its own (no playing) but it does work when it's connected to the computer and running/loading a program. I use it with my language tapes and it works great.

I'm not sure if my player is screwy or if they are all like that and does the 1010 recorder also act this way?

-O

"Dane Stegman" <cf943@bfn.org> wrote in message news:Gyy3G8.6I7@freenet.buffalo.edu...
>
> Hi! I just picked up an Atari 410 recorder at my local fleamarket. I
> cannot seem to get it to work. The rewind button works, but not the
> fast-forward or the play button. Any ideas!!
>
> Thanks!
>
> Dane St.
>
>
>
>

3363. Re: Atari 800 Comenco

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 02:02:42 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <6vrW8.21967$5f3.14183@nwrddc01.gnilink.net>
Source record: 28935

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:YooW8.111938$38.14388270@zwoll1.home.nl...
> On a website I noticed an Atari 800 with built-in "Comenco port". It's a
black box, not-so-very-nice built-in thingy in the left
> side of an Atari 800. There seem to be 2 serial (or joystick) ports on
it, and something which looks a bit like an internal-style
> SCSI connector, and a switch.
>
> Has anyone info about this "Comenco-port" ?
>

I think that is pictured in the Best Electronics catalog. If it is, it
allowed code to be written on a mini-computer/mainframe, and downloaded
directly into an 800 for testing.....at least, thats what Best said....

Tony

3364. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 02:28:11 UTC
From: Mark Fisher <thefootballcoach@attbi.com>
Message-ID: <%SrW8.455942$cQ3.36159@sccrnsc01>
Source record: 28936

Hi Paul. I heard back from Aaron Wheeler, who manages the Holmes Atari site. "decision" is a bad .atr file. I have the original floppy, and an old 486 with a 5 1/4" drive. Can I use Atari800Win or WinPro to create a new .atr or .exe with my disk? As I remember, these games were copy-protected against DOS (you needed 2nd or 3rd generation happy chip I think...)so I can't copy it to a 3 1/2" floppy, but if I can create a new file I will upload it to Holmes' site and anywhere else it is wanted, and we can all play this great game! Thanks. Mark.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message news:7ahjiuk3jkq6tgq24m75344avhgg4qkudm@4ax.com...
> On 8 Jul 2002 07:49:35 -0700, hajjej@aol.com (just another john)
> wrote:
>
> >Does anyone know if a FAQ exists for this emulator? I'm having some
> >problems getting it to work. Whenever I load the emulator, it says
> >that a rom load error kept atari800win from booting properly. Any help
> >would be appreciated.
> >
> >John
>
> 1st question
>
> What version of Atari800win do you have?
>
> 2nd question
>
> Have you told it where your roms are under the Atari tab, look in Rom
> Images and browse to the roms (I presume you have the needed roms?)
>
> If not then go to http://homepages.paradise.net.nz/atari/emu.html
> and get the roms there.
>
> If you are still having probs then let me know and I'll do my best to
> get you going.
>
> Btw, someone was asking about Decision in the Desert, I spent ages
> trying to get it going with the images I have and I get the same
> thing. I presume it's either a bad set of ATR's or it's a pretty rare
> non compatible game.
>
> I shall enquire...
> --
> Paul

3365. Re: Atari 800 Comenco

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 03:03:10 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <OnsW8.4698$MB3.2181579878@newssvr30.news.prodigy.com>
Source record: 28937

Maybe they mispelled it and it was supposed to be "Cromemco". I know they made alot of S-100 stuff in the 80's. Might be an S-100 interface!
Mo

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:YooW8.111938$38.14388270@zwoll1.home.nl...
> On a website I noticed an Atari 800 with built-in "Comenco port". It's a black box, not-so-very-nice built-in thingy in the left
> side of an Atari 800. There seem to be 2 serial (or joystick) ports on it, and something which looks a bit like an internal-style
> SCSI connector, and a switch.
>
> Has anyone info about this "Comenco-port" ?
>
>
> --
>
> Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/
>
> Remember what the dormouse said...
>
>

3366. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 03:49:17 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207081949.2b23222c@posting.google.com>
Source record: 28938

```
>
> 1st question
>
> What version of Atari800win do you have?

2.6c

> 2nd question
>
> Have you told it where your roms are under the Atari tab, look in Rom
> Images and browse to the roms (I presume you have the needed roms?)
>

The program locks up when I try and run it.

John
```

3367. atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 04:32:22 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <qHtW8.286172$R61.166802@rwcrnsc52.ops.asp.att.net>
Source record: 28939

are there any sites that list atari manuals available for download in pdf format ?

--
J.Wood
http://geocities.com/rtdos
http://groups.yahoo.com/group/rtdos

3368. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 04:56:03 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <p3rkiu81oue12as3518n5lhhfcjo2muri6@4ax.com>
Source record: 28940

On 8 Jul 2002 16:41:48 -0700, rjespino@hotmail.com (Raphael Espino) wrote:

>"Dennis Debro" <dnsdebro@netzero.net> wrote in message
news:<S3kW8.65353$wj4.5668639@e3500-atl2.usenetserver.com>...
>> I've thought about this and thought it was possible with a DLI.
>[snip]
>> Now doing this has no effect on my display.
>[snip]
>> Is this even possible with the 8-bit? I guess I
>> don't know exactly how ANTIC processes the display list and screen RAM.
>> There was a case when I checked the DLISTL value it was set to another value
>> other than #$00.
>>
>> Any help here would be appreciated.
>
>You've got an extra 'pla tax' at the end of the DLI, but I don't think
>that's the problem. I don't think you can change DL modes half way
>across a scan line that way (unfortunately).
>
>My understanding is that ANTIC stops the 6502, reads the DL data it
>needs, and then starts the 6502 again. Once the DL data has been read
>for one (or more depending on graphics mode) scan lines, the DL data
>is not read again until just before the next DL instruction is needed.
> So changing the DLIST vector won't have an effect until the next line
>is read.
>
>The closest you can get is to switch GTIA modes on/off half way across
>a scanline using PRIOR (53275, $D01B). So you can start off with a
>GR.8 line at the left of the screen, then switch GTIA half way across
>and have a GTIA mode along the right hand side of the screen.
>Switching the GTIA mode off again before reaching the right edge of
>the screen will give you something that looks a lot like GR.15.

Hmmm... that actually sounds like what I've been looking for for my TV
calibration enhanced version... (people may remember when I mentioned it
a couple of months ago). Any more details on this?

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3369. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 05:48:50 UTC
From: Voitek Wojcik <voitek.wojcik@motorola.com>
Message-ID: <agdtir$2ml$1@newshost.mot.com>
Source record: 28941

> >
> > 1st question
> >
> > What version of Atari800win do you have?
>
> 2.6c

There is a version 3.0 that I fished from the net recently. It works much better than the previous version does. There aren't any sound farts and overall, much smoother emulation and more features. I suggest you look for this version.

>
> > 2nd question
> >
> > Have you told it where your roms are under the Atari tab, look in Rom
> > Images and browse to the roms (I presume you have the needed roms?)
> >
>
> The program locks up when I try and run it.

This is probably due to a bad ROM. I've seen a few corrupted ROMs circulating around the net, specifically the XL ROM. Boot with OS-B for now, but do look for another XL rom from a different site. Post your email here, and I can send you my ROMs and the 3.0 version of the atari800win.

Take care!

3370. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 05:51:07 UTC
From: Voitek Wojcik <voitek.wojcik@motorola.com>
Message-ID: <agdtn4$2mo$1@newshost.mot.com>
Source record: 28942

Are you interested in text manuals? there are plenty of those. I have seen
something in pdf but forgot where. I can post links to text manuals if
you'd like.

"rtdos" <rtdos@juno.com> wrote in message
news:qHtW8.286172$R61.166802@rwcrnsc52.ops.asp.att.net...
> are there any sites that list atari manuals available for download in pdf
> format ?
>
> --
> J.Wood
> http://geocities.com/rtdos
> http://groups.yahoo.com/group/rtdos
>
>

3371. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 09:18:46 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ccaliuojs1skv4ha8dqfrdj2st4be8i209@4ax.com>
Source record: 28943

On Tue, 09 Jul 2002 02:28:11 GMT, "Mark Fisher"
<thefootballcoach@attbi.com> wrote:

>Hi Paul. I heard back from Aaron Wheeler, who manages the Holmes Atari
>site. "decision" is a bad .atr file. I have the original floppy, and an
>old 486 with a 5 1/4" drive. Can I use Atari800Win or WinPro to create a
>new .atr or .exe with my disk? As I remember, these games were
>copy-protected against DOS (you needed 2nd or 3rd generation happy chip I
>think...)so I can't copy it to a 3 1/2" floppy, but if I can create a new
>file I will upload it to Holmes' site and anywhere else it is wanted, and we
>can all play this great game! Thanks. Mark.

Ah, I thought Aaron might know re the ATR (you still resting Aaron ;-)
)

As for the real disk you have 2 options, get APE from Steve Tucker and
make a PRO image which as yet the emulators don't use (C'mon Steve,
pretty please!) or see if Chipmunk etc can deprotect it of the copy
protection and then make a straight ATR with APE which will be
supported by all the emulators.

The emulators themselves won't help in this process..
--
Paul

3372. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 09:24:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <6kaliukiujg4nio0uveclf01ic0iqof228@4ax.com>
Source record: 28944

On 8 Jul 2002 20:49:17 -0700, hajjej@aol.com (just another john)
wrote:

>>
>> 1st question
>>
>> What version of Atari800win do you have?
>
>2.6c
>
Righty, that is Rich's last version, there's been a new extension of
Rich's excellent work called Atari800win Plus which has been cleaned
up, added to and contains newer emulator cores so is much more
compatible.

See here for the file

http://atariarea.nostalgia.pl/PLus/index_pl.htm

>> 2nd question
>>
>> Have you told it where your roms are under the Atari tab, look in Rom
>> Images and browse to the roms (I presume you have the needed roms?)
>>
>
>The program locks up when I try and run it.

Could be many things so I'd make a brand new directory, copy the roms
for the emu into it and then unpack the Atari800win Plus in there and
see if that fixes that, Plus now has a setup wizard which helps locate
and config the emu much easier.

See how that goes and let me know..
--
Paul

3373. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 09:27:53 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8valiuo0es1gkmf39m2ihr36tfsc048u7p@4ax.com>
Source record: 28945

On Tue, 9 Jul 2002 00:48:50 -0500, "Voitek Wojcik"
<voitek.wojcik@motorola.com> wrote:

>> >
>> > 1st question
>> >
>> > What version of Atari800win do you have?
>>
>> 2.6c
>
>There is a version 3.0 that I fished from the net recently. It works much
>better than the previous version does. There aren't any sound farts and
>overall, much smoother emulation and more features. I suggest you look for
>this version.

URL provided in my message, as were the roms URL in a previous..

>This is probably due to a bad ROM. I've seen a few corrupted ROMs
>circulating around the net, specifically the XL ROM.

It's possible it's a bad rom, I would have hoped that would have been
confirmed when I posted the original reply.

Certainly an upgrade to 3.1 would be the best start off option as that
will check the roms for CRC as it stands..
--
Paul

3374. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 09:29:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <f6bliu0044gaijm4udr15711o3oan6um20@4ax.com>
Source record: 28946

On Tue, 09 Jul 2002 04:32:22 GMT, "rtdos" <rtdos@juno.com> wrote:

>are there any sites that list atari manuals available for download in pdf
>format ?

Any particular ones in mind or just 'in general' ?
--
Paul

3375. Atari 800 Comenco

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 10:41:37 UTC
From: Fox-1
Message-ID: <YooW8.111938$38.14388270@zwoll1.home.nl>
Source record: 28931

On a website I noticed an Atari 800 with built-in "Comenco port". It's a black box, not-so-very-nice built-in thingy in the left
side of an Atari 800. There seem to be 2 serial (or joystick) ports on it, and something which looks a bit like an internal-style
SCSI connector, and a switch.

Has anyone info about this "Comenco-port" ?

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3376. Atari 800xl for Dummies

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 13:32:05 UTC
From: curtishart@ev1.net
Message-ID: <fb109368.0207090532.41f33385@posting.google.com>
Source record: 28797

Well, I'm dusting off my Atari 800xl and want to start messing around with it (More than just loading games and playing them) but as I have no manuals, etc. I just don't know where to start. I've found http://www.atariarchives.org which is probably a good place to start, but are there resources (I'm sure there are) for a beginner such as myself to start 're-learning' how to use, program, etc on his 800xl?

I keep hearing about 'black boxes' and using the 8bit computers for more modern applications (reading e-mail, etc) but most of the pages I've found are written for people who already have an 'average user'-level knowledge and some of the stuff starts sounding greek to me :)

Resources of good places to start would be appreciated.

Thanks,

Curtis

3377. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 13:38:06 UTC
From: Dennis Debro <dnsdebro@netzero.net>
Message-ID: <9vBW8.81900$N8.88929804@e3500-atl1.usenetserver.com>
Source record: 28798

Thanks Raphael.

This is what I figured. So switching graphic modes is not possible. What about screen RAM? I would assume ANTIC would work the same way. But wouldn't at least the screen RAM switching have to be possible? If not how would you scroll the left half of the screen and leave the right half stationary?

I reread De Re Atari section on DLIs last night also. I forgot that ANTIC steals time from the 6502.

Again, thanks for the response.

Raphael Espino <rjespino@hotmail.com> wrote in message news:9ee50737.0207081541.582047ab@posting.google.com...
> "Dennis Debro" <dnsdebro@netzero.net> wrote in message news:<S3kW8.65353$wj4.5668639@e3500-atl2.usenetserver.com>...
> > I've thought about this and thought it was possible with a DLI.
> [snip]
> > Now doing this has no effect on my display.
> [snip]
> > Is this even possible with the 8-bit? I guess I
> > don't know exactly how ANTIC processes the display list and screen RAM.
> > There was a case when I checked the DLISTL value it was set to another value
> > other than #$00.
> >
> > Any help here would be appreciated.
>
> You've got an extra 'pla tax' at the end of the DLI, but I don't think
> that's the problem. I don't think you can change DL modes half way
> across a scan line that way (unfortunately).
>
> My understanding is that ANTIC stops the 6502, reads the DL data it
> needs, and then starts the 6502 again. Once the DL data has been read
> for one (or more depending on graphics mode) scan lines, the DL data
> is not read again until just before the next DL instruction is needed.
> So changing the DLIST vector won't have an effect until the next line
> is read.
>
> The closest you can get is to switch GTIA modes on/off half way across
> a scanline using PRIOR (53275, $D01B). So you can start off with a
> GR.8 line at the left of the screen, then switch GTIA half way across
> and have a GTIA mode along the right hand side of the screen.
> Switching the GTIA mode off again before reaching the right edge of
> the screen will give you something that looks a lot like GR.15.

```
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive and Atari JPEG
> viewers --
> -- http://rjespino.atari.org or http://rjespino.webhop.org
> --
> ----------------- Join The Atari 8-bit Computer WebRing at:
> -----------------
> -------------- http://www.geocities.com/rjespino/a8ring.html
> --------------
```

3378. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 13:47:21 UTC
From: ASI Industries <ASIIndustries@usaDOTnet>
Message-ID: <01c2274e$4bb9df00$95801f3e@asi>
Source record: 28799

Hi Dunx, thanks for the info, it appears that ATARIDSK is a PC program which read/writes Atari 8bit Mydos180kss disks, which is the exact opposite of IBMXFER as it read/writes PC 180kss disks on the Happy/Lazer 1050 on your Atari, but you could use it on any 8bit dos disk 90k/130k/180k including Spartados, dos 2, Dos2.5 and even Mydos, Never used HD 5.25" disks as i cant get them anyway, pc 180kss disks were formated on the pc in msdos/windows or whatever, i have used this method since 1989.

So maybe its the Happy 1050 IBMXFER that cant read 360k disks formatted 180k on 1.2mb 5.25" floppy and your method dos work on the pc!

Do i format the pc disks or A8 disks on ATARIDSK?
--
Andrew Mcintosh
ASIIndustries@usaDOTnet
No Attachments, convert `DOT' to ` .' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3379. Re: Writing .atr images to Atari format using PC drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 14:04:23 UTC
From: dunxuk@aol.com
Message-ID: <20020709100423.13041.00004554@mb-mu.aol.com>
Source record: 28800

>Do i format the pc disks or A8 disks on ATARIDSK?

Yes since the PC will not be able to read disks formatted on the Atari drive.
PCs use the alignment hole near the hub ring but Ataris (except the XF drive)
ignore them!

As you're in Scotland too email me with your address and I'll get all the
appropriate disks off to you.

Best regards,

Duncan

3380. humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 14:41:26 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <qCCW8.6747$Bt1.156565@bin5.nnrp.aus1.giganews.com>
Source record: 28801

i found an interesting pic on alt.binaries.webcam.pictures and posted it to alt.binaries.atari...for atari fans... :-)

3381. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 15:21:38 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2af9e1$1_14@news.teranews.com>
Source record: 28802

I don't have that group on my news server. What was it? :)
"SoftNGui" <softngui@earthlink.net> wrote in message
news:qCCW8.6747$Bt1.156565@bin5.nnrp.aus1.giganews.com...
> i found an interesting pic on alt.binaries.webcam.pictures and posted it
to
> alt.binaries.atari...for atari fans... :-)
>
>
>

3382. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 15:37:54 UTC
From: Thomas Richter <thor@tunix.math.tu-berlin.de>
Message-ID: <agf00i$6db$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 28803

Hi,

> This is what I figured. So switching graphic modes is not possible. What
> about screen RAM? I would assume ANTIC would work the same way. But wouldn't
> at least the screen RAM switching have to be possible? If not how would you
> scroll the left half of the screen and leave the right half stationary?

Sure, you can switch the RAM contents under the feet of the ANTIC, but
what would you gain from doing so? Images located left on the screen
are located in different memory areas than those on the right screen,
hence they are independent from each other in frist place...

Anyhow, there is *one* thing you could do: Adjust the HSCROLL register
mid-screen. IIRC, the effect of doing so was not quite as expected, i.e.
it doesn't scroll the screen only on one half; must be related to some of
the internal ANTIC buffering of the screen.

Greetings,
Thomas

3383. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 17:03:30 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <CHEW8.48002$lm2.1686433@bin2.nnrp.aus1.giganews.com>
Source record: 28804

I emailed the pic...

"Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
news:3d2af9e1$1_14@news.teranews.com...
> I don't have that group on my news server. What was it? :)
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:qCCW8.6747$Bt1.156565@bin5.nnrp.aus1.giganews.com...
> > i found an interesting pic on alt.binaries.webcam.pictures and posted it
> to
> > alt.binaries.atari...for atari fans... :-)
> >
> >
> >
>
>

3384. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 17:31:16 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <E5FW8.48367$Im2.1695821@bin2.nnrp.aus1.giganews.com>
Source record: 28805

unfortunately, alt.binaries.atari is moderated and whoever the op is hasn't approved it, or hasn't checked it...so its not available for download (yet)...

"SoftNGui" <softngui@earthlink.net> wrote in message news:qCCW8.6747$Bt1.156565@bin5.nnrp.aus1.giganews.com...
> i found an interesting pic on alt.binaries.webcam.pictures and posted it to
> alt.binaries.atari...for atari fans... :-)
>
>
>

3385. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 18:01:40 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2b1f61$1_17@news.teranews.com>
Source record: 28806

hehe!!

"SoftNGui" <softngui@earthlink.net> wrote in message
news:CHEW8.48002$Im2.1686433@bin2.nnrp.aus1.giganews.com...
> I emailed the pic...
>
> "Lannie Schafroth" <lannie_schafroth@hotmail.com> wrote in message
> news:3d2af9e1$1_14@news.teranews.com...
> > I don't have that group on my news server. What was it? :)
> > "SoftNGui" <softngui@earthlink.net> wrote in message
> > news:qCCW8.6747$Bt1.156565@bin5.nnrp.aus1.giganews.com...
> > > i found an interesting pic on alt.binaries.webcam.pictures and posted
it
> > to
> > > alt.binaries.atari...for atari fans... :-)
> > >
> > >
> > >
> >
> >
>
>

3386. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 19:51:02 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207091151.4d2535eb@posting.google.com>
Source record: 28808

> >The program locks up when I try and run it.
>
> Could be many things so I'd make a brand new directory, copy the roms
> for the emu into it and then unpack the Atari800win Plus in there and
> see if that fixes that, Plus now has a setup wizard which helps locate
> and config the emu much easier.
>
> See how that goes and let me know..

Alright, I downloaded Atari800Win Plus, and everything is working
well, except for the sound. It seems to be running at a much slower
speed than the games. I should probably change something on the sound
menu, but I don't know what.

John

3387. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 21:13:47 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0207091313.2aaca5af@posting.google.com>
Source record: 28809

"Mark Fisher" <thefootballcoach@attbi.com> wrote in message
news:<%SrW8.455942$cQ3.36159@sccrnsc01>...
> Hi Paul. I heard back from Aaron Wheeler, who manages the Holmes Atari
> site. "decision" is a bad .atr file. I have the original floppy, and an
> old 486 with a 5 1/4" drive. Can I use Atari800Win or WinPro to create a
> new .atr or .exe with my disk? As I remember, these games were
> copy-protected against DOS (you needed 2nd or 3rd generation happy chip I
> think...)so I can't copy it to a 3 1/2" floppy, but if I can create a new
> file I will upload it to Holmes' site and anywhere else it is wanted, and we
> can all play this great game! Thanks. Mark.
>

Mark, drive on over to Hiassoft home page (Ataridsk - WriteATR)
http://www.horus.com/~hias/atari
and give that Atari disk a read with WriteATR, it won't pay much attention
to Atari copy protection methods and then maybe those who know how can
alter the resulting ATR image to break the protection.

3388. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 22:24:59 UTC
From: curtishart@ev1.net
Message-ID: <fb109368.0207091424.91ff224@posting.google.com>
Source record: 28811

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:<f6bliu0044gaijm4udr15711o3oan6um20@4ax.com>...
> On Tue, 09 Jul 2002 04:32:22 GMT, "rtdos" <rtdos@juno.com> wrote:
>
> >are there any sites that list atari manuals available for download in pdf
> >format ?
>
> Any particular ones in mind or just 'in general' ?

Well, myself personally, I'd like to find a copy of the 800xl manual
for my (what else) 800xl

If anyone knows where there's a copy of this online, I'd appreciate it
if they can point me in the right direction.

Curtis

3389. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 22:29:57 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ltomiuogr2r3d8ohl48h0jac7kulhtjn4l@4ax.com>
Source record: 28812

On 9 Jul 2002 12:51:02 -0700, hajjej@aol.com (just another john)
wrote:

>> >The program locks up when I try and run it.
>>
>> Could be many things so I'd make a brand new directory, copy the roms
>> for the emu into it and then unpack the Atari800win Plus in there and
>> see if that fixes that, Plus now has a setup wizard which helps locate
>> and config the emu much easier.
>>
>> See how that goes and let me know..
>
>Alright, I downloaded Atari800Win Plus, and everything is working
>well, except for the sound. It seems to be running at a much slower
>speed than the games. I should probably change something on the sound
>menu, but I don't know what.
>
>John

What is the specs of the PC you using please..

And what DirectX have you installed (if XP then it's 8.1)
--
Paul

3390. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 22:54:56 UTC
From: richard@systemeD.not
Message-ID: <20020709225456627734@du-005-0231.claranet.co.uk>
Source record: 28810
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote:

> The 1K MiniGame Compo web page has been updated with an FAQ section,
> and the first Spectrum entry. Check it out at
>
> http://www.ffd2.com/minigame/

A question: Amstrad tape headers are smaller than disc headers (IIRC).
Will a game qualify if it's 1k on tape but larger on disc?

(Otherwise, I suppose I could make it bootable from CP/M 2.2. (-:)

--
| Richard Fairhurst, Charlbury, Oxfordshire www.systemeD.net
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

3391. Re: Site updated

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-09 23:02:59 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <JYJW8.8712$oZ4.946960@newsfep2-win.server.ntli.net>
Source record: 28813

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:agc59e$494$1@nets3.rz.RWTH-Aachen.DE...
> I also uploaded Self Demo, by Raster. After a while it looks like you've
> been returned to the self test. Be patient, that's when the fun starts.
> What a great idea for a demo.

Hi Mathy

Thanks for pointing out such a *great* demo. What a cool idea ! This has to
rate as one of the best demos I've seen in 20 years of Atari !

BTW - This might be a FAQ but is there anyway to transfer a .com (exe) on to
an ATR image. I'd love to run the demo on my real Atari instead of
Atari800Win. I just got through *finaly* building and SIO2PC cable and
bought a registered copy of APE. Now my 256K 800XL is right next to the PC.
I've spent hours playing Rescue on Fractalus (from my original ROM cart)
and my wife now complains about time speant on the Atari instead of the PC
;-)

Be seeing you

Paul

3392. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 00:03:45 UTC
From: Ross Simpson <rosssimpson@my_spammers_address.com.au>
Message-ID: <3d2b7a46$0$16290$afc38c87@news.optusnet.com.au>
Source record: 28814
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Richard Fairhurst" <richard@systemeD.not> wrote in message...
>
> > The 1K MiniGame Compo web page has been updated with an FAQ
section,
> > and the first Spectrum entry. Check it out at
> >
> > http://www.ffd2.com/minigame/
>
> A question: Amstrad tape headers are smaller than disc headers
(IIRC).
> Will a game qualify if it's 1k on tape but larger on disc?

Can someone please explain me this headers thing?

Is there anyway that the size of them can be measured?

I've just been using a standard Header reader to display the size of
them, will that be sufficant enough for working out the size of the
file for this game?

Or will the size of the program be worked out differently?

> (Otherwise, I suppose I could make it bootable from CP/M 2.2. (-:)

There's no reason why you can't use CP/M for this competition. To the
best of my knowledge CP/M '.COM' files don't have headers at all
because all '.com' files start at the same address in memory.

The only downside to CP/M I think is that if your writing any program
in anything else except Assembly it would be too large.

Don't think you can access the Amstrad's Firmware from CP/M either,
but a natural assembly programmer wouldn't need the Firmware (not that
there's anything wrong with the Firmware).

Regards,
Ross.

3393. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 00:17:10 UTC
From: nach4321@aol.com
Message-ID: <20020709201710.18310.00002748@mb-bg.aol.com>
Source record: 28815

>Well, myself personally, I'd like to find a copy of the 800xl manual
>for my (what else) 800xl
>
>If anyone knows where there's a copy of this online, I'd appreciate it
>if they can point me in the right direction.
>
>Curtis

Here it is. This is what comes with the 800XL as well as a 6-8 page manual that explains things like how to turn it on and how to run diagosis software.

http://212.82.234.115/~highland/bib/ataribasic/basic.html

Allan

3394. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 00:49:52 UTC
From: usenet@fall.org.uk
Message-ID: <3d2b8477.7421504@news.gioserve.com>
Source record: 28816
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Wed, 10 Jul 2002 10:03:45 +1000, "Ross Simpson"
<rosssimpson@my_spammers_address(optusnet).com.au> wrote:

>Don't think you can access the Amstrad's Firmware from CP/M either,
>but a natural assembly programmer wouldn't need the Firmware (not that
>there's anything wrong with the Firmware).

I think that any CPC assembler written game that fits into 1k is going
to rely pretty heavily on the firmware!

--
Benjamin Fall - usenet@fall.org.uk

-----= Posted via Newsfeeds.Com, Uncensored Usenet News =-----
http://www.newsfeeds.com - The #1 Newsgroup Service in the World!
------== Over 80,000 Newsgroups - 16 Different Servers! =-----

3395. Re: Question?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 01:35:43 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PbMW8.10788$A43.1123977@newsread2.prod.itd.earthlink.net>
Source record: 28817

It could be a belt or other mechanicals; that Fast Forward should work in
stand alone mode as it is not affected by the motor 'ON' pin.

--
Ron

http://www.atariland.com/members/oldatarian

"oes" <oesii@deja.com> wrote in message
news:XKqW8.192484$0g1.3556340@twister.tampabay.rr.com...
> The 410 I have doesn't work on its own (no playing) but it does work when
> it's connected to the computer and running/loading a program. I use it
with
> my language tapes and it works great.
>
> I'm not sure if my player is screwy or if they are all like that and does
> the 1010 recorder also act this way?
>
> -O
>
>
> "Dane Stegman" <cf943@bfn.org> wrote in message
> news:Gyy3G8.6I7@freenet.buffalo.edu...
> >
> > Hi! I just picked up an Atari 410 recorder at my local fleamarket. I
> > cannot seem to get it to work. The rewind button works, but not the
> > fast-forward or the play button. Any ideas!!
> >
> > Thanks!
> >
> > Dane St.
> >
> >
> >
> >
>
>
>

3396. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 02:06:44 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0207091806.5eb64689@posting.google.com>
Source record: 28818

machf <no_me_j.machf@terra.com.pe> wrote in message
news:<p3rkiu81oue12as3518n5lhhfcjo2muri6@4ax.com>...
> On 8 Jul 2002 16:41:48 -0700, rjespino@hotmail.com (Raphael Espino) wrote:
>
> >The closest you can get is to switch GTIA modes on/off half way across
> >a scanline using PRIOR (53275, $D01B). So you can start off with a
> >GR.8 line at the left of the screen, then switch GTIA half way across
> >and have a GTIA mode along the right hand side of the screen.
> >Switching the GTIA mode off again before reaching the right edge of
> >the screen will give you something that looks a lot like GR.15.
>
> Hmmm... that actually sounds like what I've been looking for for my TV
> calibration enhanced version... (people may remember when I mentioned it
> a couple of months ago). Any more details on this?

That sounds like a good application for it actually! There is a demo
written by Our5oft that shows the effect. The GR.8 section has to be
on the left hand side of the screen, if you want GR.8, otherwise you
can toggle GTIA during the horizontal blank to get just the
GR.9/GR.15(ish) effect. Can't remember if it works with GR.10/GR.11
instead of GR.9 or not now.

I do have some code that does it, but it is sat on a disk on the other
side of the world right now. You should be able to easily adapt the
code at the start of this thread to modify PRIOR instead of DLISTH
though.

On a side note, you can also switch ANTIC off and on half way across a
scan line, leaving a "hole" in the picture, can't think of a good use
for it though.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at:--------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

3397. 5200 Version of Wizard of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 02:46:36 UTC
From: llpwhite@cs.com
Message-ID: <20020709224636.01798.00000052@mb-fu.news.cs.com>
Source record: 28819

I've never owned a 5200, but have noticed that several of the 5200 carts were a little more refined (graphically) than the A8 computer versions. Was there a 5200 version of WOW? Presumably a Roklan release? And if so, did it look any different than the A8 cart? I've always thought that this is one of the most "playable" A8 games ever written, and one of a relatively few that could be 2-player cooperative.
Thanks,
Larry

3398. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 03:31:29 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <IUNW8.136521$Uu2.31261@sccrnsc03>
Source record: 28820

text or pdf would be fine.

"Voitek Wojcik" <voitek.wojcik@motorola.com> wrote in message
news:agdtn4$2mo$1@newshost.mot.com...
> Are you interested in text manuals? there are plenty of those. I have
seen
> something in pdf but forgot where. I can post links to text manuals if
> you'd like.
>
> "rtdos" <rtdos@juno.com> wrote in message
> news:qHtW8.286172$R61.166802@rwcrnsc52.ops.asp.att.net...
> > are there any sites that list atari manuals available for download in
pdf
> > format ?
> >
> > --
> > J.Wood
> > http://geocities.com/rtdos
> > http://groups.yahoo.com/group/rtdos
> >
> >
>
>

3399. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 03:32:08 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <YUNW8.468021$cQ3.39246@sccrnsc01>
Source record: 28821

mostly just in general, but like de re atari, mapping the atari, atari
player missle graphics, atari tech manuals / programmer's manuals, etc.

"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
news:f6bliu0044gaijm4udr15711o3oan6um20@4ax.com...
> On Tue, 09 Jul 2002 04:32:22 GMT, "rtdos" <rtdos@juno.com> wrote:
>
> >are there any sites that list atari manuals available for download in pdf
> >format ?
>
> Any particular ones in mind or just 'in general' ?
> --
> Paul

3400. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 03:34:37 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207091934.280b4351@posting.google.com>
Source record: 28822

>
> What is the specs of the PC you using please..
>
> And what DirectX have you installed (if XP then it's 8.1)

I have a Pentium 133. I'm not sure about the DirectX version; I tried
to find it but couldn't.

John

3401. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 04:31:52 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <fqdniuc0k5luteoeg0g27775dj0nl6eoaa@4ax.com>
Source record: 28823

On 9 Jul 2002 19:06:44 -0700, rjespino@hotmail.com (Raphael Espino) wrote:

>machf <no_me_j.machf@terra.com.pe> wrote in message
news:<p3rkiu81oue12as3518n5lhhfcjo2muri6@4ax.com>...
>> On 8 Jul 2002 16:41:48 -0700, rjespino@hotmail.com (Raphael Espino) wrote:
>>
>> >The closest you can get is to switch GTIA modes on/off half way across
>> >a scanline using PRIOR (53275, $D01B). So you can start off with a
>> >GR.8 line at the left of the screen, then switch GTIA half way across
>> >and have a GTIA mode along the right hand side of the screen.
>> >Switching the GTIA mode off again before reaching the right edge of
>> >the screen will give you something that looks a lot like GR.15.
>>
>> Hmmm... that actually sounds like what I've been looking for for my TV
>> calibration enhanced version... (people may remember when I mentioned it
>> a couple of months ago). Any more details on this?
>
>That sounds like a good application for it actually! There is a demo
>written by Our5oft that shows the effect. The GR.8 section has to be
>on the left hand side of the screen, if you want GR.8, otherwise you
>can toggle GTIA during the horizontal blank to get just the
>GR.9/GR.15(ish) effect. Can't remember if it works with GR.10/GR.11
>instead of GR.9 or not now.
>
Well, I've got a grid in GR.8 and want to stick a color image in GR.11
in the middle. Just like those test patterns TV stations use... I suppose
if GR.9 works, GR.10 and 11 should too, since they are jsut a different
value poked in the proper location (64, 128 or 192 instead of 0, IIRC).

>I do have some code that does it, but it is sat on a disk on the other
>side of the world right now. You should be able to easily adapt the
>code at the start of this thread to modify PRIOR instead of DLISTH
>though.
>
Hmmm... I'll take a closer look at it.

>On a side note, you can also switch ANTIC off and on half way across a
>scan line, leaving a "hole" in the picture, can't think of a good use
>for it though.

Well, anyway it's interesting. Maybe to simulate a viral infection (eating
off portions of the screen)?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru

```
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying
```

3402. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 04:36:12 UTC
From: "Glenn P.," <c128user@GTI.Net>
Message-ID: <20020710003312.Y64580-100000@apollo.gti.net>
Source record: 28824
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Tue., 09-Jul-2002, at 10:54pm GMT, "Richard Fairhurst" posted:

> A question: Amstrad tape headers are smaller than disc headers (IIRC).
> Will a game qualify if it's 1k on tape but larger on disc?

IF the game organizers are at ALL sensible, they will have insisted that
the size limit be measured from the game AS FULLY LOADED INTO THE COMPUTER's
MEMORY. Tape drive shenanigans and the like are NOT likely to be looked upon
with a great deal of favor.

--_____ %%%%%%%%%%%%%%%% "Glenn P.," <C128User@GTI.Net> %%%%%%%%%%%%%%%%
{~._.~} --
_(Y)_ "...And remember, my sentimental friend, that a heart is not
(:_~*~_:) judged by how much YOU love, but by how much YOU are loved by
(_)-(_) OTHERS." -------------------------------------
========= --Wizard of Oz to Tin Man (MGM Movie).

3403. Gratis Atari SM124 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 05:34:50 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3D2BC77A.33438281@rsd.bel.alcatel.be>
Source record: 28825

Hoi,

Af te halen in Stekene Koewacht.

Kan niet testen, maar zou moeten werken.

Voor afspraak : johan.dewit@easynet.be

3404. Re: Question?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 07:17:29 UTC
From: Fox-1
Message-ID: <ovGW8.116082$38.14812228@zwoll1.home.nl>
Source record: 28807

"oes" wrote

> The 410 I have doesn't work on its own (no playing) but it does work when
> it's connected to the computer and running/loading a program.

It only plays when the "motor-on" pin on the sio connector is enabled (+5VDC). Any load instruction on the Atari 8-Bit (LOAD "C:"
, CLOAD , ENTER "C:") will enable it. (as it does with it's SAVE counterparts).

It's the PIA in the Atari which controls this line (PACTL at $D302)

Disable bit 3 to start the cassette motor, enable that bit to stop.

In assembly:

```
;start motor
LDA #$34
STA $D302

; stop motor
LDA #$3C
STA $D302
```

In BASIC:

```
. start motor
POKE 54018,52

. stop motor
POKE 54018,60
```

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3405. Re: "Mule" game and cable pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 08:11:19 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <H_RW8.107754$MK2.1238351@news.easynews.com>
Source record: 28826

You will be struggling to find an original copy of MULE. If you do, expect
to pay lots of cash.

"Andy Grey" <adgrey@comcast.net> wrote in message
news:7RFV8.300520$_j6.14752692@bin3.nnrp.aus1.giganews.com...
> Hello everyone. I had an Atari 800XL computer years ago I felt like
hooking
> up lately and it seems to have vanished from my attic. I'm looking around
> trying to find an 800XL, disk drive, monitor, etc. I remember a game
called
> "Mule" I used to play on it a lot. Anybody have any idea where I can get a
> copy? There's a place I Googled called B&C Computervisions that doesn't
have
> it.
>
> Also, I designed and built a printer interface that would let me use any
> standard centronics parallel printer with the computer which I DID find. I
> was going to send it in to Antic or Analog magazines I remember from the
> time but they were both close to going out of business. Does anyone know
> ehere I can get one of those funny Atari serial cables and a pinout for it
> so I can see if my interface still works/
>
> Regards,
>
> Andy
>
>

3406. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 12:07:10 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <6t7oiu46g7tphpb4cnaig8v6opniodkvis@4ax.com>
Source record: 28828

On 9 Jul 2002 20:34:37 -0700, hajjej@aol.com (just another john)
wrote:

>>
>> What is the specs of the PC you using please..
>>
>> And what DirectX have you installed (if XP then it's 8.1)
>
>I have a Pentium 133. I'm not sure about the DirectX version; I tried
>to find it but couldn't.
>
>John

A P133 isn't going to run Atari800win Plus 100% perfectly I'd imagine
but the sound problem could be your sound card, if it's an onboard one
then the older ones were not exactly state of the art.

It could also be drivers for the card or a great number of things tbh

You could try playing with the Sound Options in Atari800win plus,
certainly drop the frequency down to 22050 or try 31920, turn OFF
digitised effects as that uses more CPU and helps only a few titles
but can also badly affect the sound too.

Also try adjusting the update advisor, that adjusts how often the
sound is updated (very simple explanation)

If you have a choice between Wave out and Direct Sound in the sound
options then try that also..

Let me know how you get on..

Btw, a general message..There's a new Atari800 DOS out, various
changes in it including a Dirty graphics engine which will help slower
machines and support for the Alphaloads which has already been added
to Plus (not released yet) amongst other nice bits.

http://atari800.sourceforge.net/
--
Paul

3407. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 12:11:38 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <239oiukleqvaka60et8i334qi2jfegvv0t@4ax.com>
Source record: 28827

On Wed, 10 Jul 2002 03:32:08 GMT, "rtdos" <rtdos@juno.com> wrote:

>mostly just in general, but like de re atari, mapping the atari, atari
>player missle graphics, atari tech manuals / programmer's manuals, etc.
>
>
How big is your email box :-)

>
>"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
>news:f6bliu0044gaijm4udr15711o3oan6um20@4ax.com...
>> On Tue, 09 Jul 2002 04:32:22 GMT, "rtdos" <rtdos@juno.com> wrote:
>>
>> >are there any sites that list atari manuals available for download in pdf
>> >format ?
>>
>> Any particular ones in mind or just 'in general' ?
>> --
>> Paul
>

--
Paul

3408. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 13:15:31 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aghc4i$8e$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28829

Howdy Rafael, Marco

> >On a side note, you can also switch ANTIC off and on half way across a
> >scan line, leaving a "hole" in the picture, can't think of a good use
> >for it though.
>
> Well, anyway it's interesting. Maybe to simulate a viral infection (eating
> off portions of the screen)?

If you switch it back on again, would it read the DLI or use the one it used
before you switched it off?

CU Mathy van Nisselroy

3409. 1200XL keyboard in movie 'Legal tender"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 13:24:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aghcj7$n1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28830

Howdy folks

To my surprise a saw what looked like a 1200XL keyboard in the movie Legal tender (made in 1997). It was attached to some kind of desk. The characters on screen didn't look like Atari characters. But the key sure looked like the ones on my 800XL, especially the arrows keys. But there were too many silver colored keys in the row on the top, so it must have been a 1200XL (one silver key on the left and a hole bunch on the right, accross the top of the keyboard). I was plesantly surprised to say the least. I've heard of Atari stuff in lots of movies, but this one was new to me. What really surprised me was that the movie wasn't that old yet.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3410. To: Darren Schebek

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 14:07:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aghf47$3nf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28831

Howdy Darren

I just found your Envision site, looks great.
If you move the <a href> stuff to infront of the <img> stuff and include 'border=0' within the <img> stuff, you will have clickable images without borders. (I just tried it, but since you don't have an email address on your site anywhere, I can send you the lines I tried/changed)

CU Mathy van Nisselroy

PS I found your site via Tom Hunt's updated English language list
http://cth.dtdns.net/HotLinks/hotlinksEnglish.html
it's on http://members.shaw.ca/dschebek/envision.htm

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3411. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 14:38:11 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <aghgqp$lprth$2@ID-15679.news.dfncis.de>
Source record: 28832

Hi Mo,

> I was just wondering if anyone knows the exact difference between
>DTE and DCE in terms of serial devices like modems....

DTE = Data Terminal Equipment
DCE = Data Communications Equipment

The difference between the two is basically in the direction of the various signals, for example on a DTE the "Rx Data" line is an INPUT whereas on a DCE the same line is an OUTPUT.

Therefore, if you're connecting DCE to DTE you use a straight through cable. OTOH, for DCE to DCE or DTE to DTE you'll need a null modem (aka crossover) cable.

The interface on modems is almost always set up as DCE (as it should be). On computers however, whether the interface is set up as DCE or DTE is all too often down to the whim of the manufacturer. It *should* be configured as DTE, but I've seen many machines which are set up as DCE. :-(

TTFN - Pete.

3412. Re: 5200 Version of Wizard of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 16:28:33 UTC
From: Video61@webtv.net
Message-ID: <653-3D2C60B1-43@storefull-2114.public.lawson.webtv.net>
Source record: 28833

hi,
i will have to look thru my own collection but if i remember right on
the 5200 wow was a cbs electronics release.
i hate the 5200, so i only play it when i service them, or service the
joysticks.
i will say that super breakout on the 5200 is superb, and if you must
own a 5200, its worth it just for that,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3413. WTB: Atari 8/16/32 bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 20:06:21 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d2c8e0a$1_5@news.teranews.com>
Source record: 28834

I am starting a collection of Atari hardware. My wife hates me for it, but
hey.. :)
If anyone has any Atari stuff they want to get rid of, let me know via email
or post it here so others can buy if I can't afford it. :)

lannie_schafroth@hotmail.com

I live in Winterset, Iowa (USA)

3414. FA: 2 x Alpha load 1050 disk drives with LOTS of disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 20:23:15 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <Za1X8.4819$fJ2.523373@news11-gui.server.ntli.net>
Source record: 28836

Hi,

Just wanted to say thankyou to everyone in the group who advised me on how to test the Atari system I'm now selling. It was good fun playing some of the old games but space and a lack of time have meant that the system is now up for auction on ebay:

1) Alpha Load modded 1050 disk drive + 100 disks

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1365227068

2) Atari 130XE, Alpha load modded 1050 disk drive + (apprx) 700 disks

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1365227839

Hopefully someone who has the time to properly archive the games on the disks will win the auction and pass on any gems to the public.

Thanks for reading

John

3415. Free Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 20:41:39 UTC
From: Eric Sokolowsky <esok127@hotmail.com>
Message-ID: <3D2C9C03.7C3F7B88@hotmail.com>
Source record: 28839

I have some old Atari stuff that I do not want any more. It is
currently located in the basement of my parents' house in Orem, Utah.
If you want to go pick it up, it's yours for the taking.

Neither I nor my parents really want to ship this stuff, so if you need
it shipped, please make an offer.

Atari light-gun for XE game system (broken)
Sesame Street Letter Go Round cartridge game
Atari Speed Reading cassettes and book
Atari XDM daisy wheel printer (working at last check, with one extra
printer ribbon)
Star NX 1000 dot-matrix printer with a half box of tractor feed paper
Amber (monochrome) monitor with Atari monitor cable
Atari 1020 color plotter with one roll of paper, no working pens
Atari 410 cassette recorder
Percom disk drive with parallel port
Atari 1027 power supply and manual (no printer)
Ape Face parallel printer adapter

All parts except the light gun were working the last time they were
used, but that was several years ago.

3416. Re: 1200XL keyboard in movie 'Legal tender"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 20:54:02 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <4g6iga.bsc.ln@speaker.rodsbooks.com>
Source record: 28835

In article <aghcj7$n1$1@nets3.rz.rwth-aachen.de>,
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> writes:
> Howdy folks
>
> To my surprise a saw what looked like a 1200XL keyboard in the movie Legal
> tender (made in 1997). It was attached to some kind of desk.

I'm not familiar with that particular film, nor am I a film industry insider; but I do know that the prop departments for films and TV shows frequently dig up all sorts of junk to turn into props. Chances are somebody found a 1200XL for $2 at a garage sale or something and tore it apart just to build a desk with a built-in keyboard. The thing wouldn't need to be functional (except maybe to the extent that the keys could be depressed when the actor typed on it, if that happened in the film). Certainly it's not a big endorsement for Atari. If anything, it's the opposite, given the probable means of acquisition of the keyboard.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3417. Re: Is it possible to change graphics modes mid scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 21:28:54 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0207101328.872fe08@posting.google.com>
Source record: 28837

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:<aghc4i$8e$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Rafael, Marco
>
> > >On a side note, you can also switch ANTIC off and on half way across a
> > >scan line, leaving a "hole" in the picture, can't think of a good use
> > >for it though.
> >
> > Well, anyway it's interesting. Maybe to simulate a viral infection (eating
> > off portions of the screen)?

Maybe, although there are easier ways of doing that, like using PMGs.
The size of the "hole" is quite big, and you can get a flickering
effect on the right hand side of the hole. Maybe it could be used in
a demo somehow.

> If you switch it back on again, would it read the DLI or use the one it used
> before you switched it off?

The Display List Interrupt itself isn't affected, that just keeps on
going until it hits an RTI. I didn't try changing anything else while
ANTIC was off so I don't know for sure if it re-reads any data, but
I'd guess not. The right hand edge of the screen appears as normal.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at:--------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

3418. Wanted to buy:

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 21:40:36 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <agi9o8beg1@news1.xs4all.nl>
Source record: 28838

Hello,

Is there anyone reading this that would like to sell me a BITWRITER?

Thx,
TXG/MNX

3419. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 22:52:50 UTC
From: richard@systemeD.not
Message-ID: <20020710225250282994@du-023-0100.claranet.co.uk>
Source record: 28840
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Glenn P., <c128user@GTI.Net> wrote:

> On Tue., 09-Jul-2002, at 10:54pm GMT, "Richard Fairhurst" posted:
>
> > A question: Amstrad tape headers are smaller than disc headers (IIRC).
> > Will a game qualify if it's 1k on tape but larger on disc?
>
> IF the game organizers are at ALL sensible, they will have insisted that
> the size limit be measured from the game AS FULLY LOADED INTO THE COMPUTER's
> MEMORY. Tape drive shenanigans and the like are NOT likely to be looked upon
> with a great deal of favor.

Sorry, "tape drive shenanigans"? The Amstrad CPC 464 came with a tape
drive built in. And no disc drive.

And if you made any effort to look at the rules of the competition,
you'd see that the measure of size includes headers, rather than how
much memory it takes "FULLY LOADED INTO THE COMPUTER's MEMORY". Which is
the entire fucking point of this discussion.

--
| Richard Fairhurst, Charlbury, Oxfordshire www.systemeD.net
| The point is not to put poetry at the disposal of the revolution,
| but to put the revolution at the disposal of poetry.

3420. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-10 22:59:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8%2X8.12659$A43.1310049@newsread2.prod.itd.earthlink.net>
Source record: 28841

IIRC the Data Communication Equipment is at the modem and the Data Terminal Equipment is at your computer. Communication software often liked to report the DTE speed of data transfer as it could be faster than the actual DCE because of compression and decompression performed by the modems. It was not unusual for a 33.6 or 28.8 modem to achieve an effective transfer rate near 57.6 kbs.

--
Ron

http://www.atariland.com/members/oldatarian

"Pete" <my.name@wintermute.org.uk> wrote in message
news:aghgqp$lprth$2@ID-15679.news.dfncis.de...
> Hi Mo,
>
> > I was just wondering if anyone knows the exact difference between
> >DTE and DCE in terms of serial devices like modems....
>
> DTE = Data Terminal Equipment
> DCE = Data Communications Equipment
>
> The difference between the two is basically in the direction of the
various
> signals, for example on a DTE the "Rx Data" line is an INPUT whereas on a
> DCE the same line is an OUTPUT.
>
> Therefore, if you're connecting DCE to DTE you use a straight through
cable.
> OTOH, for DCE to DCE or DTE to DTE you'll need a null modem (aka
crossover)
> cable.
>
> The interface on modems is almost always set up as DCE (as it should be).
On
> computers however, whether the interface is set up as DCE or DTE is all
too
> often down to the whim of the manufacturer. It *should* be configured as
> DTE, but I've seen many machines which are set up as DCE. :-(
>
> TTFN - Pete.

3421. Keyboard Is "Stuck"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 00:36:13 UTC
From: Ken Carpenter <ken@helikon.com>
Message-ID: <uipl3651448o4d@corp.supernews.com>
Source record: 28842

I pulled out my old 600XL the other day, and hooked it up to my TV. To my amazement, it powered on and showed me the READY prompt. Then it started typing the same character (forget which) over and over at a rate of about 2 chars per second.

None of the normal keys would respond. The soft function keys, however, did work, so I was able to run the self-test. All tests passed except the keyboard test.

Any idea on what I might try doing to fix it? I realize that I'll have to take it apart, but I have no idea what to do once I've done that!

Thanks!

Ken

3422. Re: Gratis Atari SM124 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 00:56:24 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D2CD7A4.C0DE04B5@rogers.com>
Source record: 28843

Hi Johan

you might try comp.sys.atari.st instead since you'll reach mostly ST users
there who can use that monitor

Johan De Wit wrote:

> Hoi,
>
> Af te halen in Stekene Koewacht.
>
> Kan niet testen, maar zou moeten werken.
>
> Voor afspraak : johan.dewit@easynet.be

3423. Re: 1200XL keyboard in movie 'Legal tender"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 00:59:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D2CD84D.27BA6530@rogers.com>
Source record: 28844

Hi Mathy,

Mathy van Nisselroy wrote:

> Howdy folks
>
> To my surprise a saw what looked like a 1200XL keyboard in the movie Legal
> tender (made in 1997). It was attached to some kind of desk. The
> characters on screen didn't look like Atari characters. But the key sure
> looked like the ones on my 800XL, especially the arrows keys. But there
> were too many silver colored keys in the row on the top, so it must have
> been a 1200XL (one silver key on the left and a hole bunch on the right,
> accross the top of the keyboard). I was plesantly surprised to say the
> least. I've heard of Atari stuff in lots of movies, but this one was new to
> me. What really surprised me was that the movie wasn't that old yet.

The only atari item I saw in a movie in the past few years is that movie "Glitter" (yes the mariah carey movie hardly anybody liked) had an ST setup in a music studio with the sequencers. That in itself blew away the continiuty of that scene since the movie was set in 1983, 2 full years before the first ST was released to the public.

3424. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 03:13:39 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <DJ6X8.4187$%A.1569075385@newssvr12.news.prodigy.com>
Source record: 28845

Ahh okay, thanks that's what I was trying to find out. I guess the DTE/DCE switch would be so it would match the config of the computer. Thanks again, Mo

"Pete" <my.name@wintermute.org.uk> wrote in message news:aghgqp$lprth$2@ID-15679.news.dfncis.de...
> Hi Mo,
>
> > I was just wondering if anyone knows the exact difference between
> >DTE and DCE in terms of serial devices like modems....
>
> DTE = Data Terminal Equipment
> DCE = Data Communications Equipment
>
> The difference between the two is basically in the direction of the various
> signals, for example on a DTE the "Rx Data" line is an INPUT whereas on a
> DCE the same line is an OUTPUT.
>
> Therefore, if you're connecting DCE to DTE you use a straight through cable.
> OTOH, for DCE to DCE or DTE to DTE you'll need a null modem (aka crossover)
> cable.
>
> The interface on modems is almost always set up as DCE (as it should be). On
> computers however, whether the interface is set up as DCE or DTE is all too
> often down to the whim of the manufacturer. It *should* be configured as
> DTE, but I've seen many machines which are set up as DCE. :-(
>
>
> TTFN - Pete.
>
>

3425. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 03:14:25 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <IK6X8.4188$DH.1569509599@newssvr12.news.prodigy.com>
Source record: 28846

There was the other question though, on the 850 interface. Isn't one of the
serial ports different in some way from the others?
Mo

"Pete" <my.name@wintermute.org.uk> wrote in message
news:aghgqp$lprth$2@ID-15679.news.dfncis.de...
> Hi Mo,
>
> > I was just wondering if anyone knows the exact difference between
> >DTE and DCE in terms of serial devices like modems....
>
> DTE = Data Terminal Equipment
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> The difference between the two is basically in the direction of the
various
> signals, for example on a DTE the "Rx Data" line is an INPUT whereas on a
> DCE the same line is an OUTPUT.
>
> Therefore, if you're connecting DCE to DTE you use a straight through
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crossover)
> cable.
>
> The interface on modems is almost always set up as DCE (as it should be).
On
> computers however, whether the interface is set up as DCE or DTE is all
too
> often down to the whim of the manufacturer. It *should* be configured as
> DTE, but I've seen many machines which are set up as DCE. :-(
>
>
> TTFN - Pete.
>
>

3426. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 03:21:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <HQ6X8.4190$f11.1570918532@newssvr12.news.prodigy.com>
Source record: 28747

Ahh Okay, So that would explain why my thinkpad's 28.8 modem often rocks at
48 to 50K. Thanks,
Mo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:8%2X8.12659$A43.1310049@newsread2.prod.itd.earthlink.net...
> IIRC the Data Communication Equipment is at the modem and the Data
Terminal
> Equipment is at your computer. Communication software often liked to
report
> the DTE speed of data transfer as it could be faster than the actual DCE
> because of compression and decompression performed by the modems. It was
not
> unusual for a 33.6 or 28.8 modem to achieve an effective transfer rate
near
> 57.6 kbs.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Pete" <my.name@wintermute.org.uk> wrote in message
> news:aghgqp$lprth$2@ID-15679.news.dfncis.de...
> > Hi Mo,
> >
> > > I was just wondering if anyone knows the exact difference between
> > >DTE and DCE in terms of serial devices like modems....
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> > DTE = Data Terminal Equipment
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> > signals, for example on a DTE the "Rx Data" line is an INPUT whereas on
a
> > DCE the same line is an OUTPUT.
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> > Therefore, if you're connecting DCE to DTE you use a straight through
> cable.
> > OTOH, for DCE to DCE or DTE to DTE you'll need a null modem (aka
> crossover)
> > cable.
> >

> > The interface on modems is almost always set up as DCE (as it should
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> > computers however, whether the interface is set up as DCE or DTE is all
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> > often down to the whim of the manufacturer. It *should* be configured as
> > DTE, but I've seen many machines which are set up as DCE. :-(
> >
> > TTFN - Pete.
>
>
>

3427. Re: Keyboard Is "Stuck"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 04:32:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d2d0a79$0$1425$272ea4a1@news.execpc.com>
Source record: 28748

Well, you know what key is stuck. Try banging on that key (maybe tapping).
The plastic rod that pushes down may be stuck. You can pop the
key with a little screwdriver, then work the plunger. Maybe some
vaseline. Seems I recall there is a little rubber cup that causes the
key to pop up after you press it. May just need to clean around
and under the key.
Russg

3428. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 04:43:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d2d0cee$0$1431$272ea4a1@news.execpc.com>
Source record: 28749

(The 850 interface serial ports.)
The FAQ describes all four 850 serial ports, I think.
None but the com1 is of any use, basically, again, I think.

3429. 1K game

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 04:55:59 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <zd8X8.100$7W6.77@nwrddc02.gnilink.net>
Source record: 28750

Wouldn't it just be easier to say the game can have up to 1K of executable
code not including calls to machine OS routines??

Tony

3430. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 08:51:31 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10207110946270.5500-100000@zen.sys.uea.ac.uk>
Source record: 28751
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Sat, 6 Jul 2002, Kevin Thacker wrote:

> I'm working on a one or two level Manic Miner game in 1k for the CPC.

Sounds interesting.

> BTW, I wrote a 'Burnin Rubber' clone, in under 1k, for the CPC+, would it be
> cheating
> if I submitted it? The code?
> 10 |GAME

:-)

> Seriously, I may dissassemble the built in cartridge game of the CPC+
> (Burnin Rubber') and
> see if I can use any of the routines in my own 1k game. I believe this is
> within the rules?

I should think so. After all they are just ROM routines which are always present on the machine (well to all intents and purposes). There are probably some quite handy bits in there as well (ASIC unlock code, music routines, a few quite nice sprite images etc)

AndyC

3431. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 08:57:34 UTC
From: Andy Cadley <ac@sys.uea.ac.uk>
Message-ID: <Pine.GSO.4.10.10207110951460.5500-100000@zen.sys.uea.ac.uk>
Source record: 28752
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Sat, 6 Jul 2002, Ross Simpson wrote:

> But naturally the CPC+ has access to catridge technology as well does
> the C64 & Atari, I not entirely sure if the Spectrum's have them or
> not.
>
> If it were that they had the same level of access through things on it
> as the CPC+ does then it maybe within the rules, otherwise it unfair
> towards the others.

Depends what you mean by 'the same level of access' The CPC+'s cartridges
are just ROMs in exactly the same way as the standard system firmware.
They don't, by themselves, have any special features (regardless of what
Amstrad wanted everyone to believe)

The difference is that the Burnin' Rubber game cartridge has to be present
for using BASIC (since it contains the BASIC interpreter and the firmware
ROMs) so all those handy game routines are always present. The same isn't
true of the C64 or Spectrum cartridges (I can't say I know much about the
Atari)

AndyC

3432. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 10:44:59 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <OkdX8.11220$_57.1105235@newsfep2-win.server.ntli.net>
Source record: 28753
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"Ross Simpson" <rosssimpson@my_spammers_address(optusnet).com.au> wrote:

> "Richard Fairhurst" <richard@systemeD.not> wrote in message...
> >
> > > The 1K MiniGame Compo web page has been updated with an FAQ
> section,
> > > and the first Spectrum entry. Check it out at
> > >
> > > http://www.ffd2.com/minigame/
> >
> > A question: Amstrad tape headers are smaller than disc headers
> (IIRC).
> > Will a game qualify if it's 1k on tape but larger on disc?
>
> Can someone please explain me this headers thing?
>
> Is there anyway that the size of them can be measured?
>
> I've just been using a standard Header reader to display the size of
> them, will that be sufficant enough for working out the size of the
> file for this game?
>
> Or will the size of the program be worked out differently?

The organiser suggested to me in email that headers which count as
`metadata' (filenames, etc.) would not be counted as part of the
file's size. For example, it sounds like my entry "ztrack 1k" (for the
speccy) is probably going to be considered 992 bytes long for the
purposes of the competition, even though the .tap file is actually
1015 bytes.

Anyway, when is everyone else going to enter the competition? Most of
the entries were by me last time I checked... :-(

-Rus.

3433. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 12:41:28 UTC
From: ben_yates_iii@nospam.yahoo.com
Message-ID: <3d2d7c4f.120161844@netnews.worldnet.att.net>
Source record: 28754
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 11 Jul 2002 11:44:59 +0100, Russell Marks
<russell.marks@ntlworld.com> wrote:

>The organiser suggested to me in email that headers which count as
>`metadata' (filenames, etc.) would not be counted as part of the
>file's size. For example, it sounds like my entry "ztrack 1k" (for the
>speccy) is probably going to be considered 992 bytes long for the
>purposes of the competition, even though the .tap file is actually
>1015 bytes.
>
>Anyway, when is everyone else going to enter the competition? Most of
>the entries were by me last time I checked... :-(
>
>-Rus.

I was going to enter my Hit and Missile arcade game for the TI that I
wrote last year, until I saw they dropped the 2k competition. There is
no way to squeeze it down to 1k, esp. since on the TI _EVERY_ asm
instruction requires at least two bytes...
I tried a program file compressor, and it wound up saving 0 bytes...
I'm not willing to write my own...
Oh well!

3434. Supervideo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 13:04:51 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agjvq2$1i4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28755

```
Howdy folks

What happened to:

http://www.redshift.com/~cdyson/sv130-1.html

CU Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy
```

3435. Re: 2 x Alpha load 1050 disk drives with LOTS of disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 13:14:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agk0ei$2dh$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28756

Howdy John

> 1) Alpha Load modded 1050 disk drive + 100 disks

You wouldn't happen to have documents on this upgrade, would you? Or even have schematics for it? If not, hopefully the buyer will be a hardware dude, that is willing and able to look at both hardware and ROM code.

CU Mathy van Nisselroy

3436. XE style cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 13:20:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agk0ma$2mr$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28757

Howdy folks

The old style cartridges (dark brown, with an aluminum insert/cover) could be opened by unscrewing it. But how do these XE style cartridges open? IIRC there are atleast two kinds of these new once, the ones with a sticker that goes over the top and the one where you can see the seem (?) between both cartridge case halves over their full length.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3437. Re: Atari 800xl for Dummies

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 13:43:38 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0207110543.7f5d906e@posting.google.com>
Source record: 28758

curtishart@ev1.net (Curtis Hart) wrote in message
news:<fb109368.0207090532.41f33385@posting.google.com>...
> Well, I'm dusting off my Atari 800xl and want to start messing around
> with it (More than just loading games and playing them) but as I have
> no manuals, etc. I just don't know where to start. I've found
> http://www.atariarchives.org which is probably a good place to start,
> but are there resources (I'm sure there are) for a beginner such as
> myself to start 're-learning' how to use, program, etc on his 800xl?
>
> I keep hearing about 'black boxes' and using the 8bit computers for
> more modern applications (reading e-mail, etc) but most of the pages
> I've found are written for people who already have an 'average
> user'-level knowledge and some of the stuff starts sounding greek to
> me :)
>
> Resources of good places to start would be appreciated.
>
> Thanks,
>
> Curtis

Don't overlook the comp.sys.atari.8bit FAQs - its a message entitled
Welcome to comp.sys.atari.8bit posted at least monthly. Click on the
links in the message and any 8 bit fan can get lost in tons of info
for days at a time. More specific questions? Post them here, that's
what the group is all about.

3438. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 14:30:47 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0207110630.66105295@posting.google.com>
Source record: 28759

6 meg on yahoo: rtdos@yahoo.com & rtdos.rm@yahoo.com (or rtdos@rocketmail.com)

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:<239oiukleqvaka60et8i334qi2jfegvv0t@4ax.com>...
> On Wed, 10 Jul 2002 03:32:08 GMT, "rtdos" <rtdos@juno.com> wrote:
>
> >mostly just in general, but like de re atari, mapping the atari, atari
> >player missle graphics, atari tech manuals / programmer's manuals, etc.
> >
> >
> How big is your email box :-)
>
> >
> >"Paul Irvine" <mclane.dellos@btinternet.com> wrote in message
> >news:f6bliu0044gaijm4udr15711o3oan6um20@4ax.com...
> >> On Tue, 09 Jul 2002 04:32:22 GMT, "rtdos" <rtdos@juno.com> wrote:
> >>
> >> >are there any sites that list atari manuals available for download in pdf
> >> >format ?
> >>
> >> Any particular ones in mind or just 'in general' ?
> >> --
> >> Paul
> >

3439. Re: XE style cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 15:02:10 UTC
From: Video61@webtv.net
Message-ID: <482-3D2D9DF2-118@storefull-2117.public.lawson.webtv.net>
Source record: 28760

hi mathy,
they clip together, and boy be carefull, the clips break easy,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3440. Re: Keyboard Is "Stuck"

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 15:09:52 UTC
From: Video61@webtv.net
Message-ID: <482-3D2D9FC0-119@storefull-2117.public.lawson.webtv.net>
Source record: 28761

hi,
watch out if you pop the key for the little springs, you really have a spring problem, and there are 2 springs, one has gone a little haywire and has to much tension, that is why the key is stuck on.
try to compress the springs once you have them out, sometimes finger pressure is all thats needed, but sometimes i have to clip some sprring off, its usualy the inner spring.
be carefull to trim any spring that you clip because you do not want a jagged piece in there.
when you reassemble the key you will find that it is very hard because there are 2 springs, and the key has a plunger that must go thru both springs, so i flip the computer upside down, and reinstall the key that way.
good luck,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3441. Re: 2 x Alpha load 1050 disk drives with LOTS of disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 15:51:11 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <RPhX8.2067$Ro6.132736@newsfep1-win.server.ntli.net>
Source record: 28762

Hi Mathy,

I'm afraid not, just the hardware, game backups and a series of utilities
disks.

Cheers
John

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:agk0ei$2dh$1@nets3.rz.RWTH-Aachen.DE...
> Howdy John
>
> > 1) Alpha Load modded 1050 disk drive + 100 disks
>
> You wouldn't happen to have documents on this upgrade, would you? Or even
> have schematics for it? If not, hopefully the buyer will be a hardware
> dude, that is willing and able to look at both hardware and ROM code.
>
> CU Mathy van Nisselroy
>
>
>
>

3442. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 16:18:04 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207110818.570c961b@posting.google.com>
Source record: 28763

> A P133 isn't going to run Atari800win Plus 100% perfectly I'd imagine
> but the sound problem could be your sound card, if it's an onboard one
> then the older ones were not exactly state of the art.
>
> It could also be drivers for the card or a great number of things tbh
>
> You could try playing with the Sound Options in Atari800win plus,
> certainly drop the frequency down to 22050 or try 31920, turn OFF
> digitised effects as that uses more CPU and helps only a few titles
> but can also badly affect the sound too.
>
> Also try adjusting the update advisor, that adjusts how often the
> sound is updated (very simple explanation)
>
> If you have a choice between Wave out and Direct Sound in the sound
> options then try that also..
>
> Let me know how you get on..
>
> Btw, a general message..There's a new Atari800 DOS out, various
> changes in it including a Dirty graphics engine which will help slower
> machines and support for the Alphaloads which has already been added
> to Plus (not released yet) amongst other nice bits.
>
> http://atari800.sourceforge.net/

Well, I dropped the playback rate to 8000 Hz and turned off the
digitzed effects, and I think it's about as good as it's going to get.
The sound is consistent, though every two seconds or so it cuts for
about half a second. I may try the DOS version sometime, but I can
survive playing the games muted. Thanks for your help!

John

3443. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 16:53:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <rodriu85soqjk4jo1oc7si05rda7mqni9r@4ax.com>
Source record: 28764

On 11 Jul 2002 09:18:04 -0700, hajjej@aol.com (just another john)
wrote:

>Well, I dropped the playback rate to 8000 Hz and turned off the
>digitzed effects, and I think it's about as good as it's going to get.
>The sound is consistent, though every two seconds or so it cuts for
>about half a second. I may try the DOS version sometime, but I can
>survive playing the games muted. Thanks for your help!
>
>John

I'd guess you could ramp up the Hz to at least 22050, as long as you
are not running XP then I'd say give the DOS version a try. If you
are running XP then you *might* have problems such as no sound and no
Joystick.

Best of luck....Btw, try oh try to upgrade your PC, the spec is very
low compared to today's machines and it's very cheap to pick up a
fairly speedy Athlon etc.

If you try the computer shows then you will pay very little for a
vastly speedier machine.

Of course, it's very easy for me to spend your money :-)
--
Paul

3444. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 16:55:28 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <u1eriu8o5ng969p0c1rilk0bf542puvcgr@4ax.com>
Source record: 28765

On 11 Jul 2002 07:30:47 -0700, rtdos@rocketmail.com (mad ATARI user
alternate) wrote:

>6 meg on yahoo: rtdos@yahoo.com & rtdos.rm@yahoo.com (or rtdos@rocketmail.com)
>
Aha...I'll see if I can fill your mail box(es) then ;-)

I'll send a few chunks under the limit and you can tell me when you
have pulled them from the server.
--
Paul

3445. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 17:37:32 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14ofdekvxf.fsf@panini.cling.gu.se>
Source record: 28766
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

>>>>> "RF" == Richard Fairhurst <richard@systemeD.not> writes:

MV> http://www.ffd2.com/minigame/

RF> A question: Amstrad tape headers are smaller than disc headers
RF> (IIRC). Will a game qualify if it's 1k on tape but larger on disc?

Well no one's forcing you to store it on disk, so I suppose so. But
not that when I'm talking about headers in the rules, I'm talking
about headers on real tape or disk media, not headers for emulator
file formats. Eg, on the spectrum, I wrote a small perl program to
analyze the taps Russell sent me:

ztrack1k.tap, 1015 bytes

Block 1 is 19 bytes of program header
Flag: 0x00 (header)
Type: 0x00 (program)
Name: "ztrack 1k "
Data length: 990
Parameter 1: autostart line 1
Parameter 2: variables start after 990 bytes
Checksum: 0x4e (OK)

Block 2 is 992 bytes of program data
Flag: 0xff (data)
Type: 0x00 (program)
Data: 990 bytes
Checksum: 0xcb (OK)

Now, being a Commodore guy myself I'm using C64 program files stored
on a Commodore disk drive as a sort of virtual ruler. If you compare
the Spectrum tap structure to a C64 PRG, block 1 corresponds to the 32
byte directory entry (containing file name, file type, and start
sector), and block 2 corresponds to the actual file data. As I see it,
ztrack1k is either 990 or 992 bytes, with the 19 bytes in block 1
simply being meta data such as the filename.

It's impossible to write rules that handle all the different formats
for all the different platforms out there. The rules will be applied
as best they can. And hypothetical discussions are fairly pointless --
the rules will stay fuzzy until there's an actual entry that forces me
to make a decision.

As Linus says, show me the code.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3446. Re: XE style cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 18:12:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D2DCA7C.AB4A0D9B@students.uni-mainz.de>
Source record: 28768

Hello Mathy,
there are two XE/XEGS cart versions: 1) made in Hong kong - this one has
longer pins and a screw right under the label, thus destroy the label to
open the cart; 2) made in Taiwan - this one does not have any screw,
just four plastic noses, which will (mostly) break if you open the cart;
unfortunately breaking the noses is the only way to open the cart (guess
why atari did it); you can however use some glue or plastic glue to
close the cart again... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> The old style cartridges (dark brown, with an aluminum insert/cover) could
> be opened by unscrewing it. But how do these XE style cartridges open?
> IIRC there are atleast two kinds of these new once, the ones with a sticker
> that goes over the top and the one where you can see the seem (?) between
> both cartridge case halves over their full length.
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

3447. Re: Converting RGB picture palette to ATARI palette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 18:15:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D2DCB50.8ADBF221@students.uni-mainz.de>
Source record: 28769

Well,
I re-read the docs again and the docs to Colorsquash say something like
that: "it compresses in a Koala-style form...". Ok, so you are right (of
course), it is not koala, just a koala-style form - RLE. why didn`t you
write RLE then ?!? -Andreas.

Andreas Magenheimer schrieb:
>
> Hello Clay,
> and still I believe I have the original docs which say something like
> you used Koala / Micro Illustrator compression because you a) could not
> do any better (concerning compression methods and programming
> cababilities) and b) the Atari could uncompress this very fast and would
> not need minutes or hours like with other compression methods. Ok, this
> is not a quote, just what I remember I read in the docs. Will read them
> asap at home.
>
> Before I forget: Both colorview-squash and colorsquash-view are great
> and very well done. in the last three days I have again converted some
> manga pics into Gr. 15 RGB using Apacview and your programs. apacviews
> does much better (color) results on a PAL machine than Jview (I do not
> know why), thats why I use Apacview and then Colorview-squash to
> compress the pictures. By the way, is it still possible to register
> these programs (no updated needed - except if you program them in
> Assembler!) ?!? Well, I wanted to register all programs from Jeff
> Potter some years ago, but he told me there would be no need to do so,
> because he no longer supports the atari scene (with updates) nor uses
> his atari computer (if I recall this correctly).
>
> You should know, even nowadays with internet, email and many other
> things it still takes a while to get or use certain atari programs. when
> I read "shareware - please register" the next step is to look for the
> copyright notice and quite often I see that its 5 or more years ago, so
> I can not be sure if the given adress is still valid or if the
> programmer still supports the atari scene or if he still wants the
> registration fee. so far I have paid quite some registration fees, but
> in the last five years almost none, because most programmers already
> disappeared or something like that. so, to cut a long story short, if
> you still accept any registration fee, let me know. need your adress
> then... -Andreas.
>
> Clay Halliwell schrieb:
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message

> > news:3D1CAE2B.1D05BE39@students.uni-mainz.de...
> >
> > >- use compressed RGB pictures (called Colorviewsquash - it uses
> > >koala/micro illustrator compression and you have only 1 file instead of
> > >3 !!); there is also a viewer available: colorsqashview - both programs
> > >by Clay Halliwell; Jview supports compressed (colorsquash) pics...
> >
> > I don't know where this rumor got started. ColorViewSquash does not use the
> > the MicroIllustrator compression routine. It uses a relatively simple
> > RLE-style encoding of all three RGB layers simultaneously, scanning
> > vertically instead of horizontally (since there's more likely to be
> > repetition in that direction with a 80x192 image). I had planned to support
> > interlace encoding eventually (for better compression of dithered images),
> > but like so many other things it got pushed off the to-do list.
> >
> > Anyway, the encoding format is described in some detail in the CVS
> > readme.txt.
> >
> > --
> > Clay Halliwell | ATARI XL/XE DO + THE
> > clay.FAKEMEAT.h@att.net | 8 - B I T S --------
> > e.halliwell@genie.com | /////////// M A T H
> > Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
> > Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
> > http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

3448. Re: Supervideo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 19:29:48 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <14nriu0ik2are431hhqupvdanuan4v1d55@4ax.com>
Source record: 28770

On Thu, 11 Jul 2002 15:04:51 +0200, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

Well, if you get into

http://www.redshift.com/~cdyson you'll find out he's moved his site to:

http://www.wolfpup.net/atari/atari.html

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3449. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 22:35:47 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <t02siusncdouo8santttc4fjojbo32ub1l@4ax.com>
Source record: 28771

On Fri, 12 Jul 2002 08:04:56 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>
>"Paul Irvine" wrote
>
>
>> I'd guess you could ramp up the Hz to at least 22050, as long as you
>> are not running XP then I'd say give the DOS version a try.
>
>> Best of luck....Btw, try oh try to upgrade your PC, the spec is very
>> low compared to today's machines and it's very cheap to pick up a
>> fairly speedy Athlon etc.
>
>
>I would say, LOWER your hardware specs. I know a system which runs at 100% speed, never
needs to be updated, starts-up much
>quicker, has no skips in the sound and the processor is running even below 2MHz!

Lol...

Yeah, but he might not want to buy an Atari + DD...
--
Paul

3450. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 23:19:31 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <agl60d$mg9ij$1@ID-15679.news.dfncis.de>
Source record: 28773

Hi Ron,

> IIRC the Data Communication Equipment is at the modem and the
>Data Terminal Equipment is at your computer....

Strictly speaking, your modem IS the data communications equipment and
likewise your computer/terminal IS the DTE....

>....Communication software often liked to report the DTE speed
>of data transfer as it could be faster than the actual DCE because
>of compression and decompression performed by the modems....

Quite, my 56K modem often approaches transfer rates of 100Kbps when
transferring text files.

TTFN - Pete.

3451. Re: Serial comm questions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-11 23:22:55 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <agl60e$mg9ij$2@ID-15679.news.dfncis.de>
Source record: 28774

Hi Mo,

> There was the other question though, on the 850 interface. Isn't
>one of the serial ports different in some way from the others?

Ummm, been a LONG time since I had an 850 so memory is hazy....

ISTR though that one of the serial ports (port 4) supports 20mA loop
operation?

Probably have an 850 manual kicking around....somewhere....

TTFN - Pete.

3452. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 03:06:04 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207111906.4c7e359@posting.google.com>
Source record: 28775

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:<t02siusncdouo8santttc4fjojbo32ub1l@4ax.com>...
> On Fri, 12 Jul 2002 08:04:56 +0200, "Fox-1" <MailMe@fox-1@home.nl>
> wrote:
>
> >
> >"Paul Irvine" wrote
> >
> >
> >> I'd guess you could ramp up the Hz to at least 22050, as long as you
> >> are not running XP then I'd say give the DOS version a try.
>
> >> Best of luck....Btw, try oh try to upgrade your PC, the spec is very
> >> low compared to today's machines and it's very cheap to pick up a
> >> fairly speedy Athlon etc.
> >
> >
> >I would say, LOWER your hardware specs. I know a system which runs at 100% speed, never
needs to be updated, starts-up much
> >quicker, has no skips in the sound and the processor is running even below 2MHz!

No kidding...I know I'm not using a top of the line PC by any stretch
of the imagination, but I can't see how this thing can't run an Atari
emulator. I have a NES emulator and it runs just fine. Can you explain
that to me? Oh, and I would love to get my 1200XL out of the basement,
but I just don't have the space and it would require a *lot* of
dusting :)

John
>
> Lol...
>
> Yeah, but he might not want to buy an Atari + DD...

3453. SCRAM [A nuclear reactor Game/Simulation, Atari]

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 04:25:21 UTC
From: Eagle7186@hotmail.com
Message-ID: <8ea53d13.0207112025.410e2085@posting.google.com>
Source record: 28776

Does anyone know where i can get SCRAM? It was written by Chris Crawford, in the 1980's, I think.

3454. Re: SCRAM [A nuclear reactor Game/Simulation, Atari]

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 05:26:17 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D2E6879.242E@gmx.net>
Source record: 28777

Jeff wrote:

> Does anyone know where i can get SCRAM? It was
> written by Chris Crawford, in the 1980's, I think.

Sorry, I don't know. But IIRC even the manual was copy protected
(copiers didn't like red paper). A friend of mine had the game, but that
was over 16 years ago, and I hadn't an upgraded 1050 at that time, so I
could only lend it a few times for playing (fixing broken pumps and
other damages after earthquakes etc.). You would need a cracked version
or at least an APE Pro image file (and a real Atari, because the
emulators don't support this format with its copy protection
information).

CU/2 eRGo

3455. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 06:04:56 UTC
From: Fox-1
Message-ID: <oDjX8.130097$38.15993043@zwoll1.home.nl>
Source record: 28767

"Paul Irvine" wrote

> I'd guess you could ramp up the Hz to at least 22050, as long as you
> are not running XP then I'd say give the DOS version a try.

> Best of luck....Btw, try oh try to upgrade your PC, the spec is very
> low compared to today's machines and it's very cheap to pick up a
> fairly speedy Athlon etc.

I would say, LOWER your hardware specs. I know a system which runs at 100% speed, never needs to be updated, starts-up much
quicker, has no skips in the sound and the processor is running even below 2MHz!

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3456. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 10:55:14 UTC
From: Fox-1
Message-ID: <HTnX8.131954$38.16209432@zwoll1.home.nl>
Source record: 28772

"Paul Irvine" wrote

> >I would say, LOWER your hardware specs. I know a system which runs at 100% speed, never needs to be updated, starts-up much
> >quicker, has no skips in the sound and the processor is running even below 2MHz!

> Yeah, but he might not want to buy an Atari + DD...

An Atari with SIO-2-PC will do. When having that PC around, better give it a useful task...

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3457. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 11:09:47 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <agmcp0blk1@barad-dur.nas.com>
Source record: 28778
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"BJ" <ben_yates_iii@nospam.yahoo.com> wrote in message
news:3d2d7c4f.120161844@netnews.worldnet.att.net...
> I was going to enter my Hit and Missile arcade game for the TI that I
> wrote last year, until I saw they dropped the 2k competition. There is
> no way to squeeze it down to 1k, esp. since on the TI _EVERY_ asm
> instruction requires at least two bytes...

I thought the same for my 2k idea, and even though it's pretty graphical, it
looks like it'll fit. You never know until you try!

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

3458. Re: SCRAM [A nuclear reactor Game/Simulation, Atari]

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 12:57:41 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <9nAX8.104$kP6.46@nwrddc04.gnilink.net>
Source record: 28779

You can find a ATR of it here:

http://homepages.paradise.net.nz/atari/

"Jeff" <Eagle7186@hotmail.com> wrote in message
news:8ea53d13.0207112025.410e2085@posting.google.com...
> Does anyone know where i can get SCRAM? It was written by Chris
> Crawford, in the 1980's, I think.

3459. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 13:27:11 UTC
From: ben_yates_iii@nospam.yahoo.com
Message-ID: <3d2ed868.88201069@netnews.worldnet.att.net>
Source record: 28780
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On Fri, 12 Jul 2002 04:09:47 -0700, "White Flame \(aka David Holz\)"
<whiteflame52@y.a.h.o.o.com> wrote:

>"BJ" <ben_yates_iii@nospam.yahoo.com> wrote in message
>news:3d2d7c4f.120161844@netnews.worldnet.att.net...
>> I was going to enter my Hit and Missile arcade game for the TI that I
>> wrote last year, until I saw they dropped the 2k competition. There is
>> no way to squeeze it down to 1k, esp. since on the TI _EVERY_ asm
>> instruction requires at least two bytes...
>
>I thought the same for my 2k idea, and even though it's pretty graphical, it
>looks like it'll fit. You never know until you try!
>

Unfortunately, when I wrote it, I wrote it as tight as possible. It
wasn't for a minigame compo, either, it was a program I had started
about 15 years before as a first game in assembly and never got past
the graphics (I was trying to write an assembly program like I did in
Basic... top down, from the hip, 'what's next', all in-line, ugh!).
When I started on it again, I threw away all the code, just keeping
the graphics... I think it is about 1800 bytes...

3460. Re: Supervideo/SmartIDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 13:55:02 UTC
From: Zippy <zipster@chartern.net>
Message-ID: <agmmtc$o27$1@news.chatlink.com>
Source record: 28781

At least when I try the wolfpup site, most, if not all, the links on the page are broken.

Then I tried the geocities site http://www.geocities.com/atarimods/. It looks like just about everything is there... (of course I hate geocities because of the add banners that pop up). Unfortunately the SmartIDE link takes me to Supervideo.

I'm actually looking for the SmartIDE plans which I read through once about a year ago. I still haven't decided whether to go for SmartIDE or MyIDE... but at this point I'm leaning a little more to MyIDE since it looks so simple to build. I remember the SmartIDE instructions that Bob wrote had a lot of good practical tips about soldering up a rip-off board, mounting a drive internally, power requirements, etc. that would be a good reference for either mod.

-Dan

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:14nriu0ik2are431hhqupvdanuan4v1d55@4ax.com...
> Well, if you get into
>
> http://www.redshift.com/~cdyson you'll find out he's moved his site to:
>
> http://www.wolfpup.net/atari/atari.html

3461. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 14:52:12 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g7kk1vw0z.fsf@legolas.mdh.se>
Source record: 28782
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

ben_yates_iii@nospam.yahoo.com (BJ) writes:

> I was going to enter my Hit and Missile arcade game for the TI that I
> wrote last year, until I saw they dropped the 2k competition.

How much activity is there in the TI family? Although you'd break the
size rule, maybe you can enter "out of competition" to show an entry
for a different machine than the more frequent (?) ones.

--
Anders Carlsson

3462. Re: 2 x Alpha load 1050 disk drives with LOTS of disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 16:04:58 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <K6DX8.54967$Eg5.408240@news.easynews.com>
Source record: 28783

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:agk0ei$2dh$1@nets3.rz.RWTH-Aachen.DE...
> Howdy John
>
> > 1) Alpha Load modded 1050 disk drive + 100 disks
>
> You wouldn't happen to have documents on this upgrade, would you? Or even
> have schematics for it? If not, hopefully the buyer will be a hardware
> dude, that is willing and able to look at both hardware and ROM code.
>
> CU Mathy van Nisselroy
>
>
>
>

The disks he have are from a hacker group in scotland if i remember
correctly John?

I would guess the 1050 is either modded with a "US Doubler" or a full
"Happy" mod.

3463. Re: 800/400/850/810/1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 17:53:54 UTC
From: ronr <ronr@blarg.net>
Message-ID: <3D2F17F8.B1B0B212@blarg.net>
Source record: 28784

Sans Millipede and zaxon but with Analog Computing's Cassettes #13-16 &
#18-30, Compute's Books 1 & 2 + Mapping the Atari

ronr wrote:

> Atari 800 & 400 for sale with 410 Recorder, 1050 Dual Density & 810
> Disks, 850 Interface, and Microconnection Modem (800 baud?).
> Program Exchange Software: MathLib, Chameleon, and Deep Blue C.
> Cartridges: Star Raiders, Assembler, and *Millipede.
> 3-rd Party Software: Disk Key, MAC65, Flight Simulator, and *Zaxon.
> Atari Manuals for hardware PLUS "Operating System User's Manual"
> 800's video chip has failed.
> Most hardware is in original box and all connectors exist.
> Selling as a single unit to best cash offer (no resellers).

3464. ISO Dr. Wacko book(s)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 17:59:00 UTC
From: res0k2j4 <res0k2j4@verizon.net>
Message-ID: <ENEX8.814$ak5.398@nwrddc01.gnilink.net>
Source record: 28785

Some time in the last 20 years, my copy of "Dr. Wacko's Miracle Guide to Designing and Programming Your Own Atari Computer Arcade Games" went missing.

Now I'm looking for another one, with no success so far. Anybody know where I can find this book?

Thanks!

3465. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 20:52:17 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207121349010.6985-100000@shell1.aracnet.com>
Source record: 28786
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3466. Re: "Mule" game and cable pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-12 22:25:07 UTC
From: dcarmack@mindspring.com
Message-ID: <b263fcc6.0207121425.6e18851d@posting.google.com>
Source record: 28787

"Andy Grey" <adgrey@comcast.net> wrote in message
news:<7RFV8.300520$_j6.14752692@bin3.nnrp.aus1.giganews.com>...
> Hello everyone. I had an Atari 800XL computer years ago I felt like hooking
> up lately and it seems to have vanished from my attic. I'm looking around
> trying to find an 800XL, disk drive, monitor, etc. I remember a game called
> "Mule" I used to play on it a lot. Anybody have any idea where I can get a
> copy? There's a place I Googled called B&C Computervisions that doesn't have
> it.
>
> Also, I designed and built a printer interface that would let me use any
> standard centronics parallel printer with the computer which I DID find. I
> was going to send it in to Antic or Analog magazines I remember from the
> time but they were both close to going out of business. Does anyone know
> ehere I can get one of those funny Atari serial cables and a pinout for it
> so I can see if my interface still works/
>
> Regards,
>
> Andy
I own an original Atari 800 with four joystick ports on the front, the
full 48K of memory, Atari's external drive, Atari's 1027 Printer, a
M.U.L.E. game in the original shrink wrap.

3467. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 00:41:26 UTC
From: ben_yates_iii@nospam.yahoo.com
Message-ID: <3d2f76b5.128731650@netnews.worldnet.att.net>
Source record: 28789
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 12 Jul 2002 16:52:12 +0200, Anders Carlsson
<anders.carlsson@mds.mdh.se> wrote:

>ben_yates_iii@nospam.yahoo.com (BJ) writes:
>
>> I was going to enter my Hit and Missile arcade game for the TI that I
>> wrote last year, until I saw they dropped the 2k competition.
>
>How much activity is there in the TI family? Although you'd break the
>size rule, maybe you can enter "out of competition" to show an entry
>for a different machine than the more frequent (?) ones.
>

there's quite a large group of us on Yahoo, but the real killer for
the TI is a lack of programmers... mostly what is left are those
die-hards that had the machine from day one (like myself) and want to
push it farther, or newbies just discovering (or rediscovering) them
and wanting to know what is available - mostly stuff 10+ years old...

3468. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 02:57:49 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <ago4af$193j$1@barad-dur.nas.com>
Source record: 28790
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

"BJ" <ben_yates_iii@nospam.yahoo.com> wrote in message
news:3d2ed868.88201069@netnews.worldnet.att.net...
> Unfortunately, when I wrote it, I wrote it as tight as possible. It
> wasn't for a minigame compo, either, it was a program I had started
> about 15 years before as a first game in assembly and never got past
> the graphics (I was trying to write an assembly program like I did in
> Basic... top down, from the hip, 'what's next', all in-line, ugh!).
> When I started on it again, I threw away all the code, just keeping
> the graphics... I think it is about 1800 bytes...

Well, I took out the shooting aspect of mine to make it a run/jump/dodge
game. I've got 9 animation frames of about 40x40 pixels each at 8 colors,
heirarchically connected graphical pieces, horizontal screen scrolling, and
takes about 100 raster lines to render, all in <512 bytes so far.
Anything's possible with a bit of elbow grease. :)

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

3469. 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 06:41:45 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <JYPX8.199$n27.10811531@newssvr13.news.prodigy.com>
Source record: 28791

When I just popped into my ISP's homepage, I was surprised to find a picture of what
appeared to be an 800XL, so I had to check it out. It was a link to a MSNBC story
on the hacking of the USAToday website. About half-way through the video, there is
a scene of someone typing on an 800XL. It's quite interesting that they picked that
scene to clip for their link graphic. The link to the video follows:

http://www.msnbc.com/m/c/ctv_prodigy.asp?id=c_huckman_hackers_020712'

Richard

3470. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 10:23:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1026555796@rtfm.mit.edu>
Source record: 28792
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 21, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
Announcements Archive: http://www.savetz.com/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3471. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 10:32:22 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <_kTX8.7808$rU2.773988@news11-gui.server.ntli.net>
Source record: 28793
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

MagerValp <MagerValp@cling.gu.se> wrote:

> >>>>> "RF" == Richard Fairhurst <richard@systemeD.not> writes:
>
> MV> http://www.ffd2.com/minigame/
>
> RF> A question: Amstrad tape headers are smaller than disc headers
> RF> (IIRC). Will a game qualify if it's 1k on tape but larger on disc?
>
> Well no one's forcing you to store it on disk, so I suppose so. But
> not that when I'm talking about headers in the rules, I'm talking
> about headers on real tape or disk media, not headers for emulator
> file formats. Eg, on the spectrum, I wrote a small perl program to
> analyze the taps Russell sent me:
[...]
> Now, being a Commodore guy myself I'm using C64 program files stored
> on a Commodore disk drive as a sort of virtual ruler. If you compare
> the Spectrum tap structure to a C64 PRG, block 1 corresponds to the 32
> byte directory entry (containing file name, file type, and start
> sector), and block 2 corresponds to the actual file data. As I see it,
> ztrack1k is either 990 or 992 bytes, with the 19 bytes in block 1
> simply being meta data such as the filename.

But the "19 bytes in block 1" *are* stored on tape. I thought you'd
realised that and were excluding them because it was metadata. Or is
that still right and I'm just getting confused here?

I think in retrospect it's just as well I kept the entire .tap within
the 1k limit. :-)

-Rus.

3472. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 10:36:29 UTC
From: Fox-1
Message-ID: <YHIX8.136254$38.16788508@zwoll1.home.nl>
Source record: 28788

"just another john" wrote

> > >> Best of luck....Btw, try oh try to upgrade your PC,

> > >I would say, LOWER your hardware specs.

> of the imagination, but I can't see how this thing can't run an Atari
> emulator. I have a NES emulator and it runs just fine. Can you explain
> that to me?

Atari was pretty straightforwarded at it's time. It's not just a matter of emulating the 6502 CPU and adding the o.s. core, but
one has to emulate all the other hardware inside the thing also. The ANTIC is also a processor which co-operates with the 6502c.
The 8-bits are more or less a kind of early RISC systems.

> Oh, and I would love to get my 1200XL out of the basement,
> but I just don't have the space and it would require a *lot* of
> dusting :)

If you have space for a PC keyboard, you also have the space for the 1200XL. The 1200XL is big enough to put a PC keyboard on top
of it. If you build/buy/borrow/steal a SIO-2-PC interface you don't need any peripheral other than the powersupply and a joystick
(and even that is not required when tapping power from your PC system). You can use your ordinary TV as a monitor, or if it is
located too far away, you can order a device (like the JAM or similar) to turn the video-output of the 1200XL into a VGA signal and
use your PC-monitor as Atari display.

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the dormouse said...

3473. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 12:22:49 UTC
From: rich@bitwise-systems.com
Message-ID: <e13536b7.0207130422.693eb6b9@posting.google.com>
Source record: 28794
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

richard@systemeD.not (Richard Fairhurst) wrote in message
news:<20020709225456277734@du-005-0231.claranet.co.uk>...
> A question: Amstrad tape headers are smaller than disc headers (IIRC).
> Will a game qualify if it's 1k on tape but larger on disc?
>
> (Otherwise, I suppose I could make it bootable from CP/M 2.2. (-:)

Richard Fairhurst wrote:
>
> A question: Amstrad tape headers are smaller than disc headers (IIRC).
> Will a game qualify if it's 1k on tape but larger on disc?
>
> (Otherwise, I suppose I could make it bootable from CP/M 2.2. (-:)

The rules state that the game has to be able to run using the BASIC
RUN command or equivalent.

If |CPM can be considered an equivalent, the easiest way to do it is
to use a System disc, put the program on the boot sector, and include
a call to load the one extra sector to get boost it up to 1K. Should
amount to about 10 extra bytes:

```
ld hl,#300
ld d,1
ld e,1
ld c,#42
call #be89 ;(Check this address, it may not be correct).
```

Richard

3474. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 13:28:37 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1026568378.97788.5@iapetus.uk.clara.net>
Source record: 28795
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi "Bravo Sierra Computers"

> Hi, I'm Ben Smith of Bravo Sierra Computers.

You are an asshole that wont get the message, your spam is unwelcome.
--

Regards, Steve S.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

3475. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 15:40:04 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <agphkntc1@news1.xs4all.nl>
Source record: 28796

This is really cool, I saw it too, what module is laying on the right side
of the computer? I could not see it very well.... Could someone get this
video as a single file and who was that 8-bit user at H2K2?

TXG/MNX
"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:JYPX8.199$n27.10811531@newssvr13.news.prodigy.com...
> When I just popped into my ISP's homepage, I was surprised to find a
picture
> of what
> appeared to be an 800XL, so I had to check it out. It was a link to a
MSNBC
> story
> on the hacking of the USAToday website. About half-way through the video,
> there is
> a scene of someone typing on an 800XL. It's quite interesting that they
> picked that
> scene to clip for their link graphic. The link to the video follows:
>
> http://www.msnbc.com/m/c/ctv_prodigy.asp?id=c_huckman_hackers_020712'
>
> Richard
>
>

3476. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 17:56:51 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <agpp38$75g$1@feed.centurytel.net>
Source record: 28697
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben,
Don't let some of the bunch spoil the rest, keep up the good work
someone has to support the Atari and keep the force alive.
Like you I've supported Atari computers and owners for years until a few
bad apples spoiled the bunch for me. Now I only work by referrals.
Keep the Faith
Ed

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0207121349010.6985-100000@shell1.aracnet.com...
> http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> http://www.aracnet.com/~atari/whybuyben.htm Contest WebPage
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
Hardware/Accessories & References/
> Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at
Ben's
> SubDomain at http://www.atari.benjamin.net Catalogs Requested by and
Received
> Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

>

3477. Transfer Floppy & Harddisk Files, Super Carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 19:42:11 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <agpv9d$49v$1@news.laserlink.net>
Source record: 28698

I just revitalized my old Atari setup.

It uses the MIO board, and enhanced 1050s. I still have lots of personal files on the HD and floppies.

What is the best way to transfer the files to emulator Atari800Win emulator images. They would be much easier to use in the long haul.

That old 50MB hard disk is huge!

Has anybody managed to get BASIC XE, Mac/65, and Action carts on the emulator?
-- Harald

3478. Re: to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:25:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <W00Y8.217$7V.1314@typhoon.sonic.net>
Source record: 28699

Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
> Just say no to drugs and alcohol.

Indeed. This is one of the silliest things I've seen. :)

Perhaps there's some news-to-email gateway that people can subscribe to,
and this "Vaune" person got signed up thanks to someone ELSE's computer
being infected with the KLEZ virus. :)

-bill!
(Had to put a page up on his website to point stupid people to when they
complain to me that I'm infected with KLEZ. Not only do I not use Outlook...
I don't even use WINDOWS! :^) http://www.newbreedsoftware.com/bill/virus/)

3479. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:29:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <q40Y8.220$7V.1324@typhoon.sonic.net>
Source record: 28700

Any chance it could be put up on a website, so we can all get the joke? :)

-bill!
(top post? who, me?)

Lannie Schafroth <lannie_schafroth@hotmail.com> wrote:
> hehe!!
>
> "SoftNGui" <softngui@earthlink.net> wrote in message
> news:CHEW8.48002$Im2.1686433@bin2.nnrp.aus1.giganews.com...
> > I emailed the pic...

<snip>
> > > "SoftNGui" <softngui@earthlink.net> wrote:
> > > > i found an interesting pic on alt.binaries.webcam.pictures and
> > > > posted it to alt.binaries.atari...for atari fans... :-)

3480. Re: 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:30:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <V50Y8.222$7V.1300@typhoon.sonic.net>
Source record: 28701

Simon J Wells <simon.wells@gemair.com> wrote:
> Iv'e seen several people here and on the web reference to 8bit output to a
> regular svga computer monitor. Can anyone point me in the right direction>

There was a product called "JAM!" which would take video (RCA-jack style,
or S-Video) and convert it to VGA.

You'd then plug your [Atari / video games / VCR / DVD player / whatever]
and your PC into it, and then plug it into your monitor.

Push a switch to toggle between the two.

I have one, but haven't used it in a while. (May still need it, though,
so I'm not giving it up quite yet :^))

Unfortunately, I think the folks who made it are gone.
I'm sure there's something similar somewhere, though.

Good luck!

-bill!

3481. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:38:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <zd0Y8.224$7V.1218@typhoon.sonic.net>
Source record: 28702

SWMORETP <swmoretp@aol.com> wrote:
> ABACUS homepage:
> http://www.sinasohn.com/abacus/home.htm

No way!

(Used to call ABACUS BBS back in the early 90s)

-bill!

3482. Re: bay area users group?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:40:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <cf0Y8.226$7V.1193@typhoon.sonic.net>
Source record: 28703

Tim Irvin <ziggy29@svpal.org> wrote:

> I'd like to hear of one if there is one, preferably in the South Bay.
> Just finished playing a good game a M.U.L.E. on the trusty old 800 a
> couple hours ago...

I'm out here in Davis. Unfortunately, YAC (Yolo Atari Club) faded RIGHT
after I moved out here. :^(

Willing to travel :)

(I go to SJ occasionally for Silicon Valley Linux User Group meetings
or for work :))

-bill!

3483. Re: Atari Sound effects

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:43:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <th0Y8.227$7V.849@typhoon.sonic.net>
Source record: 28704

Paul Hilton <externalproducer@hotmail.com> wrote:
> Hi .. can anyone help me source original sound effects for Asteroids
> Deluxe, Millipede... i have the rites to develop these games for
> mobile phones but need to find the Sound files ASAP?

Why do I find it hard to believe that someone using a hotmail account
has the "rites" to this? :)

-bill!

3484. Re: Atari 800xl for Dummies

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:45:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <1k0Y8.229$7V.1402@typhoon.sonic.net>
Source record: 28705

Curtis Hart <curtishart@ev1.net> wrote:
> Well, I'm dusting off my Atari 800xl and want to start messing around
> with it (More than just loading games and playing them) but as I have
> no manuals, etc. I just don't know where to start. I've found
> http://www.atariarchives.org which is probably a good place to start,
> but are there resources (I'm sure there are) for a beginner such as
> myself to start 're-learning' how to use, program, etc on his 800xl?

My absolutely out-of-date "New User / Emulator Help" FAQ might be useful.
It goes over a lot of general Atari facts, how to get around BASIC and DOS,
and of course talks about using the various emulators (THIS is the part
that is so sorely out of date :^( )

http://www.sonic.net/~nbs/new_and_emu.html

Enjoy!

-bill!

3485. Re: Ben Poehland -- just curious ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 20:47:14 UTC
From: bill@newbreedsoftware.com
Message-ID: <ml0Y8.230$7V.1305@typhoon.sonic.net>
Source record: 28706

Ron Hamilton <oldatarian@atariland.com> wrote:
> Bob Woolley had a couple of years back and indicated that Ben was
> uninterested in contact with me and most Atarians.

Wow. :(That's so sad.

-bill!

3486. New CD-ROM of Atari PPP/DGS products

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 21:23:09 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1026595663.27968.0@iris.uk.clara.net>
Source record: 28707

Hello All,

Further to my posting of a few weeks ago, I've now decided to release a PC CD-ROM containing all the Power Per Post products, along with some of my own. The licenses problem of a few weeks ago has been resolved. It appears the licenses for the Power Per Post products transferred from PPP were the German versions, not the International English versions. Therefore, I am still allowed to continue selling the English versions of the PPP products.

The CD will contain the following:

Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
Quick Support Disks 1 and 2
SAM (Screen Aided Management) (latest version)
SAM Budget
SAM Designer
SAM Utility Extensions
4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
QuickEd (Character set editor for mouse, joystick and touch tablet)
Digi-Studio
Issues 1-14 of our News-Disk on-disk magazine
Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)
Issues 20-26 of the on-disk magazine carrying on from the printed mags
News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

Each product will be on the CD as a DCM file for transferring to Atari disks, and ATR format for running in Atari PC emulators. Manuals will be in PDF format, and will either be new versions of the manuals, or scans of the originals.

Full details of all these products can be found on the DGS website (http://www.dgs.clara.net) in the commercial software price list. Please ignore the individual prices shown in the price list.

The cost of this CD is still to be decided, but will cost no more than US$15 including shipping. This is a massive saving on the original cost of these products. You will be able to pay with a credit card, because the CD will be bought through amazon.co.uk (http://www.amazon.co.uk) zShops.

I'm in the process of getting the software on to the PC at present. Then I'll be scanning and converting the manuals over. The CD should be ready in about 7-10 days time.

What I need now are purchasing pledges. If you are likely to want to buy the CD, please e-mail me at: dgs@clara.net

Dean Garraghty

3487. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 22:07:24 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <ww1Y8.385$IX2.25182415@newssvr13.news.prodigy.com>
Source record: 28708

Sorry, when I tried the link from this message, it didn't work. Try this
one.

http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
e=m_OpenMPV3&opt=0

Richard

"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:JYPX8.199$n27.10811531@newssvr13.news.prodigy.com...
> When I just popped into my ISP's homepage, I was surprised to find a
picture
> of what
> appeared to be an 800XL, so I had to check it out. It was a link to a
MSNBC
> story
> on the hacking of the USAToday website. About half-way through the video,
> there is
> a scene of someone typing on an 800XL. It's quite interesting that they
> picked that
> scene to clip for their link graphic. The link to the video follows:
>
> http://www.msnbc.com/m/c/ctv_prodigy.asp?id=c_huckman_hackers_020712'
>
> Richard
>
>

3488. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-13 22:09:56 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Uy1Y8.386$1W2.25077987@newssvr13.news.prodigy.com>
Source record: 28709

Let's try again

http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&name=m_OpenMPV3&opt=0

"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:ww1Y8.385$IX2.25182415@newssvr13.news.prodigy.com...
> Sorry, when I tried the link from this message, it didn't work. Try this
> one.
>
> http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> e=m_OpenMPV3&opt=0
>
> Richard
>
> "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
> news:JYPX8.199$n27.10811531@newssvr13.news.prodigy.com...
> > When I just popped into my ISP's homepage, I was surprised to find a
> picture
> > of what
> > appeared to be an 800XL, so I had to check it out. It was a link to a
> MSNBC
> > story
> > on the hacking of the USAToday website. About half-way through the video,
> > there is
> > a scene of someone typing on an 800XL. It's quite interesting that they
> > picked that
> > scene to clip for their link graphic. The link to the video follows:
> >
> > http://www.msnbc.com/m/c/ctv_prodigy.asp?id=c_huckman_hackers_020712'
> >
> > Richard
> >
> >
>
>

3489. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 00:46:36 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3D30C9EC.8000908@noneofyourbusiness.com>
Source record: 28710

Here's what's up:

ANCIENT COMPUTERS NEEDED FOR H2K2
Posted 17 Jun 2002 09:41:47 UTC
The call is out for old, ancient, and obsolete computers to bring to the
H2K2 conference July 12-14 in New York.

At H2K2 there will be an entire "neighborhood" in the 35,000 square foot
network space dedicated to antique computers and retrocomputing.
Attendees are encouraged to bring their Ataris, Commodores, Tandys,
Colecos, Altairs, and any other 70's or 80's computer. This will serve
as a museum, bazaar, and recreational area with several contests running
throughout the conference. We especially encourage bringing hacked and
expanded machines. All we ask is that you bring machines that actually
turn on and do something.

H2K2 will also have current day systems set up throughout the networking
room as well as a massive wireless network that will encompass the
entire area.

If you are interested in volunteering or plan to bring large amounts of
gear email retro@2600.com.

Roy

Richard Anderson wrote:

> When I just popped into my ISP's homepage, I was surprised to find a picture
> of what
> appeared to be an 800XL, so I had to check it out. It was a link to a MSNBC
> story
> on the hacking of the USAToday website. About half-way through the video,
> there is
> a scene of someone typing on an 800XL. It's quite interesting that they
> picked that
> scene to clip for their link graphic. The link to the video follows:
>
> http://www.msnbc.com/m/c/ctv_prodigy.asp?id=c_huckman_hackers_020712'
>
> Richard
>
>
>

3490. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 01:46:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <dK4Y8.325$7V.2248@typhoon.sonic.net>
Source record: 28711

Richard Anderson <richard_anderson@pacbell.net> wrote:
> Let's try again
>
> http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&name=m_OpenMPV3&opt=0
>

I get a big blank paged in my web browser.

I tried using a text-based browser (specifically, Links (with an 'i', not 'y')
and got a big empty page with the title "+skin.title+"

F*ckers >:^(

-bill!

3491. Re: humorous cam pic in alt.binaries.atari...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 04:01:53 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <RI6Y8.72239$iB1.4240785@bin4.nnrp.aus1.giganews.com>
Source record: 28712

For those who share my bathroom humor...

http://home.earthlink.net/~softngui/pewp.gif

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:q40Y8.220$7V.1324@typhoon.sonic.net...
> Any chance it could be put up on a website, so we can all get the joke? :)
>

3492. Re: "Mule" game and cable pinout?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 04:45:00 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <gl7Y8.186864$vq.9904931@bin6.nnrp.aus1.giganews.com>
Source record: 28713

Thanks for the info...

Andy

"ASI Industries" <ASIIndustries@usaDOTnet> wrote in message
news:01c2265a$68dfba40$95801f3e@asi...
> Hi Andy, as for Mule you can try here you can even get it for your pc too.
> http://www.eidolons-inn.de/mule/
>
> SIO pinouts near bottom of page!
> http://www.emulators.com/xformer.htm
> --
> Andrew Mcintosh
> ASIIndustries@usaDOTnet
> No Attachments, convert `DOT' to ` .' to reply!
> ASI Industries is an anagram of what i do best; As I In Does Tries!
> I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to
visit!

3493. Re: 800/400/850/810/1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 04:46:01 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <dm7Y8.186878$vq.9905722@bin6.nnrp.aus1.giganews.com>
Source record: 28714

Got any offers? How much are you looking for?

Andy

"ronr" <ronr@blarg.net> wrote in message news:3D29007D.132FB1D4@blarg.net...
> Atari 800 & 400 for sale with 410 Recorder, 1050 Dual Density & 810
> Disks, 850 Interface, and Microconnection Modem (800 baud?).
> Program Exchange Software: MathLib, Chameleon, and Deep Blue C.
> Cartridges: Star Raiders, Assembler, and *Millipede.
> 3-rd Party Software: Disk Key, MAC65, Flight Simulator, and *Zaxon.
> Atari Manuals for hardware PLUS "Operating System User's Manual"
> 800's video chip has failed.
> Most hardware is in original box and all connectors exist.
> Selling as a single unit to best cash offer (no resellers).
>

3494. Re: atari manuals in pdf format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 13:01:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0207140501.401fc86e@posting.google.com>
Source record: 28715

oh, don't mind the yahoo autoreply, i've got a group on yahoo that i
run so just ignore the autoreply message. (do you have a cd burner ?)

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:<u1eriu8o5ng969p0c1rilk0bf542puvcgr@4ax.com>...
> On 11 Jul 2002 07:30:47 -0700, rtdos@rocketmail.com (mad ATARI user
> alternate) wrote:
>
> >6 meg on yahoo: rtdos@yahoo.com & rtdos.rm@yahoo.com (or rtdos@rocketmail.com)
> >
> Aha...I'll see if I can fill your mail box(es) then ;-)
>
> I'll send a few chunks under the limit and you can tell me when you
> have pulled them from the server.

3495. SIO2PC: Great stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 15:14:59 UTC
From: Wef Dinaini <wef.dinaini@hccnet.nl>
Message-ID: <ags4ea$2b6$1@news.hccnet.nl>
Source record: 28716

Hi all,

this is just to let you know that I've just received my SIO2PC cable,
ant it simply works like a charm.

It looks well done, and it seems a lot of care has gone into it to
make it a good product.

The group can expect some questions from me in the future, of
course, but I felt obligated to post this shameless plug first ;)

j131: well done, and thanks !

Regards,

Wef/ll80

3496. MyIDE interface now for sale.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 16:09:05 UTC
From: myide@atari.myweb.nl
Message-ID: <308258cf.0207140809.6de007fd@posting.google.com>
Source record: 28717

Hi Atari-users.

I have had many many emails about building the interface, but I don't have the time. I think now is the time to have it build. If you want one, go to my homepage (www.atari.myweb.nl) and signup at the "I want a MyIDE" page. If I have 20 buyers, I can start the production of this interface.

Kind regards,
Mr.Atari

3497. Re: 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 20:06:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-8FBE85.15064014072002@news.supernews.com>
Source record: 28718

In article <V50Y8.222$7V.1300@typhoon.sonic.net>,
bill@newbreedsoftware.com (William Kendrick) wrote:

> Simon J Wells <simon.wells@gemair.com> wrote:
> > Iv'e seen several people here and on the web reference to 8bit output to a
> > regular svga computer monitor. Can anyone point me in the right direction>
>
> There was a product called "JAM!" which would take video (RCA-jack style,
> or S-Video) and convert it to VGA.
>
> You'd then plug your [Atari / video games / VCR / DVD player / whatever]
> and your PC into it, and then plug it into your monitor.
>
> Push a switch to toggle between the two.
>
>
> I have one, but haven't used it in a while. (May still need it, though,
> so I'm not giving it up quite yet :^))
>
>
> Unfortunately, I think the folks who made it are gone.
> I'm sure there's something similar somewhere, though.

I have and use the Cheese Video Box:

http://www.avtoolbox.com/vd-300.htm

-Michael

3498. For Sale : ATARI XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 21:24:29 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0207141324.59dc9983@posting.google.com>
Source record: 28719

Hi,

I still have lots of new,factory-sealed ATARI XE carts :

These games are not-used !

I have :

Ace of Aces
Archon
Airball
Ballblazer
Battlezone
Crimebuster
Crossbow
Davidï¿½s Midnight Magic
Desert Falcon
Eastern Front 1941 (silver)
Final Legacy
Gato
Hardball
Joust
Loderunner
Millipede (small box)
Millipede (big box)
Moon Patrol
One on One
Pole Position
Rescue on Fractalus
RealSports Football
Star Raiders 2
Tennis (small box)
Tennis (big box)
Thunderfox

+ Microsoft BASIC on Disk and Mickey in the Great Outdoors /Disk

+ Scram/Tape.

All these games are NEW,not used and I sell them for 6 - 15 Euro
depending on the title (1 Euro ca $1).

Some of the (XE) games work only with ATARI XL/XE machines,not ATARI
400/800 , because they req. 64K+ , the old games like Moon Patrol
should work on all systems.

The boxes are in perfect condition,not damaged , but I also have some games with damaged boxes which I can sell for less.

Iï¿½m in Germany and can ship worldwide.

If youï¿½re interested,please contact me.

Donï¿½t pay too much for used games if you can still get NEW ones !!!

Thimo Graef

3499. Shall I buy it

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 21:43:28 UTC
From: Sintech <sintech@online.de>
Message-ID: <agsrgt$l19$1@news.online.de>
Source record: 28720

Hello guys,

me have been offered a stock of Atari-items. However, I am not sure if I should take it, as the Atari-sales have not been that good the last time. This would be the prices, if I buy it and offer it in our shop:

Cartridges
Thunderfox 17 Euro
Into the Eagles Nest 32 Euro
Joust 17 Euro
Tennis 32 Euro

XEP80 (80 letters card for XL/XE 47,00 Euro
Atari Deluxe Joystick 25 Euro

All items are absolutely new and unused. I have no sure idea, but I think this is too expensive. What do you think, guys?

Regards

Thomas

--
SINTECH-Shop
Your computer shop for retro and
modern day computers and consoles.
http://www.sintech-shop.de

3500. Re: Shall I buy it

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 22:03:29 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <agssfk$54n$1@news1.xs4all.nl>
Source record: 28721

Hi,

"Sintech" <sintech@online.de> wrote in message
news:agsrgt$l19$1@news.online.de...
> Hello guys,
>
> me have been offered a stock of Atari-items. However, I am not sure if I
> should take it, as the Atari-sales have not been that good the last time.
> This would be the prices, if I buy it and offer it in our shop:
>
> Cartridges
> Thunderfox 17 Euro
> Into the Eagles Nest 32 Euro
> Joust 17 Euro
> Tennis 32 Euro
>
> XEP80 (80 letters card for XL/XE 47,00 Euro
> Atari Deluxe Joystick 25 Euro
>
> All items are absolutely new and unused. I have no sure idea, but I think
> this is too expensive. What do you think, guys?

Sorry but the prices are really to expensive for most cartridges you can ask
max. 5 Euro and the XEP80 maybe 10 euro... Joysticks, may 5 euro also... A
few years back we got these items almost for free... most active Atari users
in Europe have these Items. But you can sell them on ebay maybe....

TXG / MNX

3501. 2002 Atari Swap and Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-14 23:22:24 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <QInY8.166474$%U3.5347516@twister.columbus.rr.com>
Source record: 28722

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

3502. Re: 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 00:22:33 UTC
From: Simon J Wells <simon.wells@gemair.com>
Message-ID: <GCoY8.26476$AK.7789@news.webusenet.com>
Source record: 28723

Michael,

What is the picture quality like with the cheesebox? I looked at the page
and the idea looks very interesting

Simon

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-8FBE85.15064014072002@news.supernews.com...
> In article <V50Y8.222$7V.1300@typhoon.sonic.net>,
> bill@newbreedsoftware.com (William Kendrick) wrote:
>
> > Simon J Wells <simon.wells@gemair.com> wrote:
> > > Iv'e seen several people here and on the web reference to 8bit output
to a
> > > regular svga computer monitor. Can anyone point me in the right
direction>
> >
> > There was a product called "JAM!" which would take video (RCA-jack
style,
> > or S-Video) and convert it to VGA.
> >
> > You'd then plug your [Atari / video games / VCR / DVD player /
whatever]
> > and your PC into it, and then plug it into your monitor.
> >
> > Push a switch to toggle between the two.
> >
> >
> > I have one, but haven't used it in a while. (May still need it, though,
> > so I'm not giving it up quite yet :^))
> >
> >
> > Unfortunately, I think the folks who made it are gone.
> > I'm sure there's something similar somewhere, though.
>
> I have and use the Cheese Video Box:
>
> http://www.avtoolbox.com/vd-300.htm
>
> -Michael

3503. OT: Palm Pilot Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 01:32:06 UTC
From: hajjej@aol.com
Message-ID: <844961af.0207141732.5a0e5757@posting.google.com>
Source record: 28724

Hi all, I normally don't like to go off topic on this board, but I am really frustrated here. When I try to perform the first hot sync I keep getting the following error message when trying to add my name as a user. Add User Error Could not add user "John" "John' is an illegal user name, or the user directory could not be created. The Palm seems to be connecting to my PC ok. Any help would be GREATLY appreciated.

John

3504. SpartaDOS Format Virtual drive >1MB

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 02:54:53 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <agtd0h$fi8$1@news.laserlink.net>
Source record: 28725

Using Atari800WinPLus v 3 and various versions of SpartaDOS.

I can format an ATR volume up to 1MB fine, but cannot go beyond it. HDINIT responds with ??Shows Multiple Tracks??

MyDOS does fine, but I prefer SpartaDOS.

Has anybody found a work around?

-- Harald

3505. De Re Atari at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 02:57:28 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-0D99DC.20003614072002@news.west.cox.net>
Source record: 28726

The full text and program code from De Re Atari, a classic guide to effective Atari 8-bit programming, is now available at www.atariarchives.org/dere/

It includes downloadable program code and the programmer's reference card that accompanied the original book.

This is the eighth online book made available by AtariArchives.org.

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- http://www.atarimagazines.com
& Atariarchives.org -- http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce -- Atari computer news

3506. Re: SIO2PC: Great stuff!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 07:17:03 UTC
From: j131@inetia.pl
Message-ID: <agtstf$2nm$1@korweta.task.gda.pl>
Source record: 28727

In article <ags4ea$2b6$1@news.hccnet.nl>, "Wef Dinaini" <wef.dinaini@hccnet.nl> wrote:
>Hi all,
>
>this is just to let you know that I've just received my SIO2PC cable,
>ant it simply works like a charm.
>
>It looks well done, and it seems a lot of care has gone into it to
>make it a good product.
>
>The group can expect some questions from me in the future, of
>course, but I felt obligated to post this shameless plug first ;)
>
>j131: well done, and thanks !
>

You are welcome.
BTW: I will be on vacation from Jul20 till Aug15 with no access to the net.
Keep that in mind when ordering from me, please.
Just FYI.

j131

3507. Re: Transfer Floppy & Harddisk Files, Super Carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 07:22:58 UTC
From: j131@inetia.pl
Message-ID: <agtt8i$2nm$2@korweta.task.gda.pl>
Source record: 28728

In article <agpv9d$49v$1@news.laserlink.net>, "Harald Striepe" <harald@covad.net> wrote:
>I just revitalized my old Atari setup.
>
>It uses the MIO board, and enhanced 1050s. I still have lots of personal
>files on the HD and floppies.
>
>What is the best way to transfer the files to emulator Atari800Win emulator
>images. They would be much easier to use in the long haul.
>

You should seek information on SIO2PC interface.

j131

3508. Re: OT: Palm Pilot Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 08:15:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <kwvY8.844$7V.11565@typhoon.sonic.net>
Source record: 28729

```
just another john <hajjej@aol.com> wrote:
> Hi all, I normally don't like to go off topic on this board, but I am
> really frustrated here. When I try to perform the first hot sync I
> keep getting the following error message when trying to add my name as
> a user. Add User Error Could not add user "John" "John' is an illegal
> user name, or the user directory could not be created. The Palm seems
> to be connecting to my PC ok. Any help would be GREATLY appreciated.

Yeah, this is WAY WAY WAAAY off topic. >:^P

Why not just post your question on comp.sys.palmtops !?

Pretty much EVERYONE who reads that group has a Palm (or similar) device.

-bill!
```

3509. Re: Supervideo/SmartIDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 09:31:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agu4ul$gj1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28730

Howdy Zippy, folks

> I'm actually looking for the SmartIDE plans which I read through once about
> a year ago. I still haven't decided whether to go for SmartIDE or MyIDE...

Check out Nathan Hartwell's site for Bob's SmartIDE and Nathan's improvements.
http://www.magelair.com/atari_8bit_stuff.htm

Or Sijmen's site for SmartIDE. (some people ar eworking with Sijmen to improve his product).
http://www.atari.myweb.nl/
Or MyAtari.net for some pictures of Sijmen and his IDE.
http://www.myatari.net/issues/jun2002/usa.htm

CU Mathy van Nisselroy

3510. Re: XE style cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 09:39:26 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agu6bahpc1@nets3.rz.RWTH-Aachen.DE>
Source record: 28732

Howdy Andreas, Lance

> there are two XE/XEGS cart versions:
> 1) made in Hong kong - this one has longer pins and a screw right
> under the label, thus destroy the label to open the cart;

I don't like that.

> 2) made in Taiwan - this one does not have any screw,
> just four plastic noses, which will (mostly) break if you open the cart;

Don't like that either

> unfortunately breaking the noses is the only way to open the cart (guess
> why atari did it); you can however use some glue or plastic glue to
> close the cart again... -Andreas.

Glue is kinda permanent. I don't like this either. If I had my own plastic factory.....

CU Mathy van Nisselroy

PS do both carts have/need printed circuit boards with the famous hole in the middle, like the old style cartridges have/need?

3511. Re: Shall I buy it

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 09:57:55 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agu6bahpc2@nets3.rz.RWTH-Aachen.DE>
Source record: 28731

Howdy Thomas

> Cartridges
> Thunderfox 17 Euro
> Into the Eagles Nest 32 Euro
> Joust 17 Euro
> Tennis 32 Euro
>
> XEP80 (80 letters card for XL/XE 47,00 Euro
> Atari Deluxe Joystick 25 Euro
>
> All items are absolutely new and unused. I have no sure idea, but I think
> this is too expensive. What do you think, guys?

I just checked the ABBUC site at http://www.abbuc.de

Thunderfox 1.30 Euro
Into the Eagles Nest 1.30
Joust 1.30 Euro
Tennis 1.30 Euro
XEP80 5.15 Euro (incl. Postage and Packaging in Germany - 8.70 Euro,
Europe - 15.50 Euro, rest of the world 18.00 Euro)

I couldn't find any joysticks on their site, but it I guess you get the
point.

CU Mathy van Nisselroy

PS to those of us who don't know what the Euro is, it the common currency we
use in Europe since halve year. It's worth is just above or below the US
dollar.

3512. Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 10:14:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <agu7ctiqk1@nets3.rz.RWTH-Aachen.DE>
Source record: 28733

Howdy folks

If your a Star Trek fan and Atari 8 bit lover, check out this drawing.

Go to this site:
http://members.shaw.ca/dschebek/envision.htm

And download envision, un-ATR it and have a look at the picture called NSS1701 (or something simular. You Trekkies probably know this number better then I do.) You'll have to scroll to see the whole thing. (it's in Black and White)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3513. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 11:50:05 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p143cul9pn6.fsf@panini.cling.gu.se>
Source record: 28734
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

>>>>> "RM" == Russell Marks <russell.marks@ntlworld.com> writes:

RM> But the "19 bytes in block 1" *are* stored on tape. I thought
RM> you'd realised that and were excluding them because it was
RM> metadata. Or is that still right and I'm just getting confused
RM> here?

Yes, I realize that it's stored on a real tape, and yes I consider it
metadata, just like a directory entry. The filename isn't part of the
program, imho.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/

3514. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 11:54:08 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14y9cd8avz.fsf@panini.cling.gu.se>
Source record: 28735
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
>>>>> "RW" == Richard Wilson <rich@bitwise-systems.com> writes:

RW> If |CPM can be considered an equivalent,

Yeah, I think so.

RW> the easiest way to do it is to use a System disc, put the program
RW> on the boot sector, and include a call to load the one extra
RW> sector to get boost it up to 1K.

Precisely the kind of solution I'd like to see. As long as you only
use two 512 byte blocks on that disk image, it's a perfectly valid 1K
entry.

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3515. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 13:39:55 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d32d0a8$0$230$4d4ebb8e@news.nl.uu.net>
Source record: 28736

Hi All,

on the off chance that this post initiates a new cascade, I have the
following questions:

1. Can someone mail me a fully functional SpartaDOS ?
2. If not, point me in the direction of one ?

I seem to remember that SpartaDOS's copyright is still being
actively puruited, and that it's still for sale. If this is the
case, I'd be happy with a link.

Kind regards,
Wef

--
My address is fake. Use wfd9e.apple@hotmail.com to mail me,
after removing the "dot fruit".

3516. Re: 8Bit to Computer Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 13:59:22 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0C006B.08592215072002@news.supernews.com>
Source record: 28737

In article <GCoY8.26476$AK.7789@news.webusenet.com>,
"Simon J Wells" <simon.wells@gemair.com> wrote:

> What is the picture quality like with the cheesebox? I looked at the page
> and the idea looks very interesting
>
> "Michael Current" <mcurrent@carleton.edu> wrote in message
> news:mcurrent-8FBE85.15064014072002@news.supernews.com...
> > I have and use the Cheese Video Box:
> >
> > http://www.avtoolbox.com/vd-300.htm

The output picture quality is not "perfect," but it's very good. I've
got a 130XE connected to it via the s-video input rather than the
composite video input and, never having experienced the Atari's separate
chroma/luma video output before, I was fairly stunned by the clarity of
the picture. Best I'd ever seen, despite the "noise" introduced by the
Cheese Box.

Even if you use composite in rather than s-video in, it's plenty good,
probably better than a good TV.

I've also got my XEP80 attached to the composite in on the Cheese Box.
This is also nearly perfect, except that I couldn't quite get the entire
80x24 signal onto the screen. But it was good enough that I put away my
monochrome 80-column monitor.

I have a PC, my XE, and the XEP80 all sharing the same PC monitor,
rather nice!

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

3517. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 15:03:02 UTC
From: Video61@webtv.net
Message-ID: <5567-3D32E426-328@storefull-2117.public.lawson.webtv.net>
Source record: 28738

www.atarisales.com

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3518. Re: XE style cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 15:10:19 UTC
From: Video61@webtv.net
Message-ID: <5568-3D32E5DB-104@storefull-2117.public.lawson.webtv.net>
Source record: 28741

hi mathy,
yes, and the circuit boards fit not only both xe cart case styles, but
also the old 16k cart case style,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3519. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 15:40:08 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <agupraoki1@news.laserlink.net>
Source record: 28739

Holme's Archives has it as ATR images in the utilities section:
http://homepages.paradise.net.nz/atari/

-- Harald

"Wef Dinaini" <not@here.com> wrote in message
news:3d32d0a8$0$230$4d4ebb8e@news.nl.uu.net...
> Hi All,
>
> on the off chance that this post initiates a new cascade, I have the
> following questions:
>
> 1. Can someone mail me a fully functional SpartaDOS ?
> 2. If not, point me in the direction of one ?
>
> I seem to remember that SpartaDOS's copyright is still being
> actively puruited, and that it's still for sale. If this is the
> case, I'd be happy with a link.
>
> Kind regards,
> Wef
>
> --
> My address is fake. Use wfd9e.apple@hotmail.com to mail me,
> after removing the "dot fruit".
>
>
>

3520. Re: SpartaDOS Format Virtual drive >1MB

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 15:43:00 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <aguq0m$pc1$1@news.laserlink.net>
Source record: 28740

Ok, found one improvement - FMTDIR.COM by Ed Bachman manages up to 4MB.

Anything better out there - although 4MB is pretty big for an Atari...

-- Harald

"Harald Striepe" <harald@covad.net> wrote in message
news:agtd0h$fi8$1@news.laserlink.net...
> Using Atari800WinPLus v 3 and various versions of SpartaDOS.
>
> I can format an ATR volume up to 1MB fine, but cannot go beyond it. HDINIT
> responds with ??Shows Multiple Tracks??
>
> MyDOS does fine, but I prefer SpartaDOS.
>
> Has anybody found a work around?
>
> -- Harald
>
>

3521. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-15 18:04:23 UTC
From: David Cantrell <usenet@barnyard.co.uk>
Message-ID: <6k36juoh4t18cut6m6b6vtea9nhjnnbkbf@4ax.com>
Source record: 28742
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

On 15 Jul 2002 13:50:05 +0200, MagerValp <MagerValp@cling.gu.se> said:

>Yes, I realize that it's stored on a real tape, and yes I consider it
>metadata, just like a directory entry. The filename isn't part of the
>program, imho.

That gives me evil ideas for the next Obfuscated Perl Contest.

--
David Cantrell | http://www.cantrell.org.uk/david

3522. Re: 800 XL In MSNBC Video

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 00:54:22 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0207151654.5c1ab9f2@posting.google.com>
Source record: 28744

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<dK4Y8.325$7V.2248@typhoon.sonic.net>...
> Richard Anderson <richard_anderson@pacbell.net> wrote:
> > Let's try again
> >
> > http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&name=m_OpenMP
V3&opt=0
> >
>
> I get a big blank paged in my web browser.
>
> I tried using a text-based browser (specifically, Links (with an 'i', not 'y')
> and got a big empty page with the title "+skin.title+"
>
> F*ckers >:^(
>
> -bill!

I found the video here:

Huckman Hackers
http://www.msnbc.com/news/779372.asp
thanks to a Google search.....

And then used ASFRecorder to grab the 1.2 meg file as an asf file.
ASFRecorder is available at:
http://www.zdnet.com/downloads/
You'll have to search for it from there.

Use this URL for ASFRecorder to latch on to it:
mms://od-msnbc.msnbc.com/msnbc/video/modem/c_huckman_hackers_020712.asf

watch for word wrap!
PS - I used my TIF folder to find the correct asf URL - you may need to use
another one or as they say, your mileage may differ

3523. Re: Atari800Win help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 01:26:25 UTC
From: Mark Fisher <thefootballcoach@attbi.com>
Message-ID: <5DKY8.375924$R61.392148@rwcrnsc52.ops.asp.att.net>
Source record: 28745

Hi Lee. I tried what you suggested and all I get is read errors - error 2 I think, nothing at address 0 or something like that (I have to switch monitors and computers to write this) after 1/2 hour of this I gave up. I read somewhere of someone with the same problem and he found an Apple emulator and is playing the game on that. Now if I could only find that thread. I always preferred Atari though. Mark.
"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0207091313.2aaca5af@posting.google.com...
> "Mark Fisher" <thefootballcoach@attbi.com> wrote in message
news:<%SrW8.455942$cQ3.36159@sccrnsc01>...
> > Hi Paul. I heard back from Aaron Wheeler, who manages the Holmes Atari
> > site. "decision" is a bad .atr file. I have the original floppy, and
an
> > old 486 with a 5 1/4" drive. Can I use Atari800Win or WinPro to create
a
> > new .atr or .exe with my disk? As I remember, these games were
> > copy-protected against DOS (you needed 2nd or 3rd generation happy chip
I
> > think...)so I can't copy it to a 3 1/2" floppy, but if I can create a
new
> > file I will upload it to Holmes' site and anywhere else it is wanted,
and we
> > can all play this great game! Thanks. Mark.
> >
>
> Mark, drive on over to Hiassoft home page (Ataridsk - WriteATR)
> http://www.horus.com/~hias/atari
> and give that Atari disk a read with WriteATR, it won't pay much attention
> to Atari copy protection methods and then maybe those who know how can
> alter the resulting ATR image to break the protection.

3524. Re: Darren Schebek

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 02:29:29 UTC
From: Darren Schebek <dschebek@shaw.ca>
Message-ID: <dyLY8.51958$BD1.4665376@news1.calgary.shaw.ca>
Source record: 28746

I'm happy you like the site, and thanks for the HTML tip. One day I'll get the time to fix up my site a bit. :)

- Darren Schebek

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:aghf47$3nf$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Darren
>
> I just found your Envision site, looks great.
> If you move the <a href> stuff to infront of the <img> stuff and include
> 'border=0' within the <img> stuff, you will have clickable images without
> borders. (I just tried it, but since you don't have an email address on
> your site anywhere, I can send you the lines I tried/changed)
>
> CU Mathy van Nisselroy
>
> PS I found your site via Tom Hunt's updated English language list
> http://cth.dtdns.net/HotLinks/hotlinksEnglish.html
> it's on http://members.shaw.ca/dschebek/envision.htm
>
>
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3525. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 02:34:17 UTC
From: Darren Schebek <dschebek@shaw.ca>
Message-ID: <JCLY8.51978$BD1.4674646@news1.calgary.shaw.ca>
Source record: 28647

Heh. That thing took me seven hours to finish. Everybody wanted a printout
of it when I was showing Envision at Atari Trek '87 in Seattle. Nobody
wanted a printout of anything else. :)

- Darren Schebek

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:agu7ctiqk1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> If your a Star Trek fan and Atari 8 bit lover, check out this drawing.
>
> Go to this site:
> http://members.shaw.ca/dschebek/envision.htm
>
> And download envision, un-ATR it and have a look at the picture called
> NSS1701 (or something simular. You Trekkies probably know this number
> better then I do.) You'll have to scroll to see the whole thing. (it's
in
> Black and White)
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3526. Re: Transfer Floppy & Harddisk Files, Super Carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 02:46:21 UTC
From: kvan@madbbs.com
Message-ID: <4508e45e.0207151846.617162ea@posting.google.com>
Source record: 28648

"Harald Striepe" <harald@covad.net> wrote in message
news:<agpv9d$49v$1@news.laserlink.net>...
> I just revitalized my old Atari setup.
>
> It uses the MIO board, and enhanced 1050s. I still have lots of personal
> files on the HD and floppies.
>
> What is the best way to transfer the files to emulator Atari800Win emulator
> images. They would be much easier to use in the long haul.
>
> That old 50MB hard disk is huge!
>
> Has anybody managed to get BASIC XE, Mac/65, and Action carts on the
> emulator?
> -- Harald

Check out this web site <www.atariprotos.com/personal/john/roms.html>
you can download the rom images for the OSS cartridges and run them on
the 800Winplus emulator version 3.0. Use the option for an OSS M091 16
bit cartridge.

Regards,
kvan

3527. Re: SpartaDOS Format Virtual drive >1MB

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 03:55:46 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <6PMY8.24945$IW4.17732@nwrddc02.gnilink.net>
Source record: 28649

My Workaround:
I format the 16 meg ATR using my real 8-bit and APE. Then I copy that ATR
and use it whereever I need it. I can ZIP up the Blank.ATR file and send it
to you if you like (being blank it zips to a tiny file).

"Harald Striepe" <harald@covad.net> wrote in message
news:agtd0h$fi8$1@news.laserlink.net...
> Using Atari800WinPLus v 3 and various versions of SpartaDOS.
>
> I can format an ATR volume up to 1MB fine, but cannot go beyond it. HDINIT
> responds with ??Shows Multiple Tracks??
>
> MyDOS does fine, but I prefer SpartaDOS.
>
> Has anybody found a work around?
>
> -- Harald
>
>

3528. Remote Kermit ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 05:36:35 UTC
From: Harald Striepe <harald@covad.net>
Message-ID: <ah0arikss1@news.laserlink.net>
Source record: 28650

I am looking for a simple utility to load on my Atari as a remote kermit server. The idea is to give commands from another systems to traverse directories and download files via a serial connection.

Any ideas would be welcome.

-- Harald

3529. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 06:15:48 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d33ba11$0$228$4d4ebb8e@news.nl.uu.net>
Source record: 28651

Hi,

thanks to all who responded so quickly! I've found what I wanted.

Regards,
Wef

3530. Retrogames for trade and sell

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 09:24:54 UTC
From: Sauron <radiax@libero.it>
Message-ID: <GDRY8.53959$K_4.1063881@twister1.libero.it>
Source record: 28652

Hi, at my personal website, Sauron's corner, I trade and sell old retrogames for various systems.
I have some games for Atari as well: Andromeda conquest, Nukewar, The pawn, Bug hunt, Eastern front (1941), Flight simulator II, Jungle hunt, Star raiders II, Air sea battle, Atlantis, Battlezone, Combat, Crystal castles, Dark chambers, Defender, Millipede, Missile command, Realsports soccer, Secret quest, Video chess.

Please, take a look there for scan images and further infos:

http://web.tiscali.it/retrogaming/

Thanks for your attention.

Sauron

3531. Re: Site updated

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 10:17:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ah0s74$r2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28654

Howdy Paul

> BTW - This might be a FAQ but is there anyway to transfer a .com (exe) on
to
> an ATR image. I'd love to run the demo on my real Atari instead of
> Atari800Win. I just got through *finaly* building and SIO2PC cable and
> bought a registered copy of APE. Now my 256K 800XL is right next to the
PC.
> I've spent hours playing Rescue on Fractalus (from my original ROM cart)
> and my wife now complains about time speant on the Atari instead of the PC
> ;-)

First of all, I don't know anythign about SIO2PC, APE or Atari Emulators.
I don't understand what you want exactly. The first sentence above seems to
be the opposite of the second. I know nothing about turning real files into
ATR's or XFD. Except that on the Atari 8 bit, DISKFORMER (check my stuff
page) is a nice utility. It turns ATR's and IIRC XFD's into real
files/disks. It can turn disks into something IIRC, but I'm not sure if
that is XFD, ATR or both. On the PC side... sorry, can't help you.

CU Mathy van Nisselroy

PS find a nice two player game and invite your wife to join. IIRC Analog
Computing once had a very nice two player PacMan clone called TwoMaze. It
is better then PacMan (more mazes).

3532. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 10:20:49 UTC
From: Fox-1
Message-ID: <jLHY8.154851$38.18887751@zwoll1.home.nl>
Source record: 28743

"Wef Dinaini" wrote

> on the off chance that this post initiates a new cascade, I have the
> following questions:
>
> 1. Can someone mail me a fully functional SpartaDOS ?
> 2. If not, point me in the direction of one ?

http://www7.brinkster.com/atari/ataridl/sdsys.htm#top

Choose your version....

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the Dormouse said...

3533. Help with Atari Eproms

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 10:21:33 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d33f3ac$0$226$4d4ebb8e@news.nl.uu.net>
Source record: 28653

Hi all,

just a few quick questions:

1. is there anybody over here who is willing to make a few cartridges
(PCB only should suffice) for me from ROM images I downloaded from
http://www.atariprotos.com/personal/john/roms.html ?
Materials and the use of your time will be compensated, of course.

2. Does anyone know if Frank Ostrowski's Turbo Basic is available
on cart ? Has it been done before ?

Regards,
Wef

3534. Re: Site updated

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 10:44:42 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d33f917$0$225$4d4ebb8e@news.nl.uu.net>
Source record: 28655

"Paul Barker" <pbarker@ntlworld.com> schreef in bericht
news:JYJW8.8712$oZ4.946960@newsfep2-win.server.ntli.net...

> BTW - This might be a FAQ but is there anyway to transfer a .com (exe) on
to
> an ATR image. I'd love to run the demo on my real Atari instead of
> Atari800Win.

Hi,

I seem to know the answer to this one: last week my SIO2PC cable arrived,
and
I've been messing about with my old hardware. Oh, the joy ;)

I downloaded the SIO2PC software, and one of it's options is FILE2PC, which
seems to be just what you're looking for; it's described fully in the docs.

Note: The docs say it's impossible to run SIO2PC reliaily under Win. They're
partly right. Reading from virtual disks, and even the Mega-ATR's works like
a charm, but even my PIII-450 won't write under Win. It seems to work okay
under DOS, though.

Regards,
Wef

--
Fake address. Use gvan.bavel.apple@hccnet.nl for mail, after removing the
DOT FRUIT.

3535. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 14:25:43 UTC
From: Hob <hob@blueyonda.co.uk>
Message-ID: <H1WY8.5977$w91.43279481@news-text.cableinet.net>
Source record: 28656
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Back in the dim, dark and distant past, Mike Wynne waffled on about:

> Ahhh, I always wanted an Enterprise if only for the natty little
> joystick.

A friend of mine had one; it was good, the BASIC was comprehensive, and
it had a nice keyboard. The joystick seemed a bit flimsy to me (you could
use it to scroll about the screen - like a window.) It had a ROM socket
on the side, and you could *program* the layout of the screen. In fact,
one mode could be made to look like the Speccy, and a few games were
converted in this way. (I think there was one called StarStrike)

--
Hob

Replace a with er!

3536. Re: De Re Atari at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 16:25:27 UTC
From: Gav
Message-ID: <3d3448d7.1068626@news.swissonline.ch>
Source record: 28657

On Mon, 15 Jul 2002 02:57:28 GMT, Kevin Savetz <savetz@northcoast.com>
wrote:

>The full text and program code from De Re Atari, a classic guide to
>effective Atari 8-bit programming, is now available at
>www.atariarchives.org/dere/
>
>It includes downloadable program code and the programmer's reference
>card that accompanied the original book.
>
>This is the eighth online book made available by AtariArchives.org.

Great work! I remember posting an appeal here back in 1994 for
someone to do this - and getting flamed for it........

Cheers,

Gav
--
Real email: gavs(underscore)usenet(at)swissonline(dot)ch

3537. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 16:58:47 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <bhYY8.115299$iB1.6555247@bin4.nnrp.aus1.giganews.com>
Source record: 28658

I downloaded both envision & envision_tools atr and didn't see any sample files. I'm using xformer and boot up in 800 mode...all i see are dos.sys and autorun.sys files on there...

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:agu7ctiqk1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> If your a Star Trek fan and Atari 8 bit lover, check out this drawing.
>
> Go to this site:
> http://members.shaw.ca/dschebek/envision.htm
>
> And download envision, un-ATR it and have a look at the picture called
> NSS1701 (or something simular. You Trekkies probably know this number
> better then I do.) You'll have to scroll to see the whole thing. (it's in
> Black and White)
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3538. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 18:00:28 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-NClkxzD0JvZJ@draco.ames.pacbell.net>
Source record: 28659

hi Fox-1,
very nice page. I see you have not included 3.3c in there tho. do
you need a copy? if so then email me back and I will send it to you.
the binary disk version. thanks.

Ken

On Tue, 16 Jul 2002 10:20:49, "Fox-1" <MailMe@fox-1@home.nl> wrote:

>
> "Wef Dinaini" wrote
>
> > on the off chance that this post initiates a new cascade, I have the
> > following questions:
> >
> > 1. Can someone mail me a fully functional SpartaDOS ?
> > 2. If not, point me in the direction of one ?
>
>
>
> http://www7.brinkster.com/atari/ataridl/sdsys.htm#top
>
>
> Choose your version....
>
>
>
>

--

3539. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 20:14:01 UTC
From: Video61@webtv.net
Message-ID: <23347-3D347E89-154@storefull-2113.public.lawson.webtv.net>
Source record: 28660

ken said,
very nice page. I see you have not included 3.3c in there tho. do you
need a copy? if so then email me back and I will send it to you. the
binary disk version. thanks.
Ken

if i catch you doing it i will take the necssary steps.
the owners will frown on this, and you might be doing this on purpose.

lance

3540. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-16 23:16:41 UTC
From: Darren Schebek <dschebek@shaw.ca>
Message-ID: <tP1Z8.59892$BD1.5447367@news1.calgary.shaw.ca>
Source record: 28664

The envision.atr file is a boot disk, which runs Envision.
envision_tools.atr contains the additional tools that originally came with
Envision, as well as several sample files. You don't need envision.atr to
see the enterprise picture. If you boot using the envision_tools.atr image,
you will get a DOS 2.5 prompt. Just run MAPDSPLY.COM (on an XE or an
emulator in XE mode), and type "NCC1701" (without the quotes) when it asks
for a filename. Then press RETURN. You can scroll around the picture with
the joystick.

Hope this helps.

- Darren Schebek

"SoftNGui" <softngui@earthlink.net> wrote in message
news:bhYY8.115299$iB1.6555247@bin4.nnrp.aus1.giganews.com...
> I downloaded both envision & envision_tools atr and didn't see any sample
> files. I'm using xformer and boot up in 800 mode...all i see are dos.sys
> and autorun.sys files on there...
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message news:agu7ctiqk1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > If your a Star Trek fan and Atari 8 bit lover, check out this drawing.
> >
> > Go to this site:
> > http://members.shaw.ca/dschebek/envision.htm
> >
> > And download envision, un-ATR it and have a look at the picture called
> > NSS1701 (or something simular. You Trekkies probably know this number
> > better then I do.) You'll have to scroll to see the whole thing. (it's
> in
> > Black and White)
> >
> > CU Mathy van Nisselroy
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.
> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
nieuwe
> > adres.

> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>

3541. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 00:33:18 UTC
From: carey christenson <firest@williams-net.com>
Message-ID: <1026840818-397930AEicMi@williams-net.com>
Source record: 28663

ken said,
very nice page. I see you have not included 3.3c in
there tho. do you need a copy? if so then email me
back and I will send it to you. the binary disk
version. thanks.
Ken

KEN,
I know the owners of Spartados 3.3c and Spartados X.
Matter of fact I am personal friends with one of them.
He has all ready seen the posting and knows about it.
I would think long and hard about what you do at this
point. Or you might have a lawsuit on your hands. I
believe that Freeware and PD are OK to distribute or a
program that is NO longer being developed for many
years but to resort to giving away free copies of a
program that only costs 15 or 20 dollars is just plain
stupid!!!!!!!

Thanks,
Carey Christenson

III
III "The High Flying Atari Falcon 030
/I\ Soon to be CT60
/ I \

Atari Falcon 030 running at 16 mhz. DSP running at 32 mhz. 14 megs of RAM
Coming CT60 with a 68060 running at 72 mhz.
Eclipse with 4 meg ATI Graphic Card
84 meg Conner Hard Drive
40 GB IDE Maxtor 7200 RPM Hard Drive
4.3 GB SCSI Seagate 7200 RPM Hard Drive
24 X Cyberdrive CD-Rom
8x4x20x Smart and Friendly CD-Burner
56K CNET modem
19 inch Samsung 955DF VGA monitor
Epson Stylus color 880 Printer
5.1 Surround Sound System

Atari 1040STf with 2.5 megs of RAM
80 meg IBM Hard Drive
210 meg Quantum Hard Drive
14.4 US Robotics Modem
SC1224 color monitor

Atari 130XE with 128K of RAM
20 meg Atari Hard Drive
120 meg Quantum Hard Drive
2 5 1/4" 1050's with US Doubler upgrades
Blackbox unit
2 Panasonic Dot Matrix Printers
Color Monitor

3542. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 02:05:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D34D0EB.3B247F0F@rogers.com>
Source record: 28665

Hi Wef,

Spartados, and all of ICD's 8bit product line (as well as Wes Newells) items were bought out bye Fine tooned engineering in the early 90's. Althought they had been selling a few items and developing their own lines Fine tooned soon went bust. The company owner dissapeared leaving a trail of unhappy customers with unfilled orders (myself included) and even more unhappy suppliers who to this day are probably still unpaid.

Wef Dinaini wrote:

> Hi All,
>
> on the off chance that this post initiates a new cascade, I have the
> following questions:
>
> 1. Can someone mail me a fully functional SpartaDOS ?
> 2. If not, point me in the direction of one ?
>
> I seem to remember that SpartaDOS's copyright is still being
> actively puruited, and that it's still for sale. If this is the
> case, I'd be happy with a link.
>
> Kind regards,
> Wef
>
> --
> My address is fake. Use wfd9e.apple@hotmail.com to mail me,
> after removing the "dot fruit".

3543. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 02:27:34 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <qC4Z8.141401$iX5.6862738@bin3.nnrp.aus1.giganews.com>
Source record: 28666

Thanks it works now. Very nice!

It turns out, xformer was giving me problems because it doesn't read long filenames well...so it was loading xformer.atr disk image instead of xformer_tools.atr. Plus the extra instructions on mapdsply.com helped as well.

"Darren Schebek" <dschebek@shaw.ca> wrote in message news:tP1Z8.59892$BD1.5447367@news1.calgary.shaw.ca...
> The envision.atr file is a boot disk, which runs Envision.

3544. How to replace an XL power supply with an IBM PC power supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 04:43:02 UTC
From: madhobbit@geocities.com
Message-ID: <e56627ef.0207162043.3d6bae00@posting.google.com>
Source record: 28667

After having my old beloved 600XL sit collecting dust in a closet for over five years, I decided today it was time to do something about the dead power supply. I looked around on eBay and other places to investigate buying a replacement, but I didn't really want to spend a lot of money, and I had visions of the new one fizzing out just as my first two did. So, I went about building a replacement. It works great, it cost me zero dollars, and I'm sure someone besides me is interested in knowing how, so I'm posting a description of what I did.

WARNING: There's no reason to believe that I know what I'm doing. This worked for me. It kept my machine running for two or three hours, and I have no reason to believe it will fail any time soon, but for all I know it's slowly killing my computer. There are high voltages involved at some points, so if you're not careful you could probably kill yourself.

The power supply in question was one of the big brick ones for my 600XL; my 130XE uses the same one. I believe that a number of Atari's 8-bit machines use it. It has a round 7-pin connector to plug into the computer.

To build my replacement, I used:

- The connector cable, cut off the broken power supply.
- An AT power supply from an old 486
- Two short lengths (2") of reasonably heavy-duty wire (because of high voltages)

You'll also need a PC power cable to plug the power supply into the wall. Wire cutters and strippers are also nice, though a sharp knife will do the trick. A voltmeter/multimeter is good to have so you can check your work. A soldering gun is -not- required.

The theory: The Atari power supply is supposed to supply 5 volts DC to the computer. When mine broke, it started supplying 9-11 volts, and the computer stopped working (just a low buzz from the TV and garbled video). PC power supplies also provide 5 volts on some lines, with more than enough power, so they can be used as replacement parts, and they're easy to get.

An AT power supply is essential - not an ATX. There are a few ways to tell the difference. The most notable is that the AT supply has two identical plugs to connect to the PC motherboard, with six wires in each (different colours though). The ATX supply has one big block connector. The reason I used an AT supply is because ATX supplies have a soft power switch on them, meaning that circuitry inside the supply

decides if it is on or off, and some lines always supply power. An AT supply is either on, or off. AT supplies were used in machines from the original IBM PC up to Pentium-class systems. Everything from Celeron and Pentium II machines and newer uses an ATX supply.

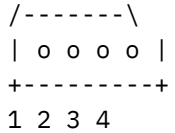
If nothing is connected to the power supply and you plug it into the wall, nothing will visibly happen (careful, some wires go live instantly). This is because the power supply expects a power switch in the computer case to turn it on. A block of five wires comes off the supply: black, brown, blue, green, and white (these are fairly standard colours). The green wire often has a yellow stripe on it - this is the ground wire. The other four normally plug into the power switch. Since I didn't have a spare switch lying around (they're only a buck or two at a computer parts store) I hard-wired the power supply to be on, as follows:

The brown and blue wires are -always- on. If the power supply is plugged in, these wires have 110v on them. Be very careful :-) The white and black wires are used to carry the power from these wires back to the power supply when the switch is on. So, to turn the power supply on, the brown and white wires need to be connected together, and the black and blue wires need to be connected together. The green wire is normally grounded to the PC case, but it's not critical if it's left floating. I used two short lengths of heavy copper wire to make the connections, and I simply jammed the ends of the wire into each plug. Don't let the green wire touch any of the other four, and don't let the two pairs touch.

After these connections are made, plug the power supply in. The fan should go on immediately. If it doesn't, then either the supply is broken, or it isn't wired correctly to be turned on. Unplug it immediately, and check everything carefully. If the fan's not on, the power supply isn't working, and there's no point going farther.

Now that the power supply is working, we can get power out of it. Among the cables snaking out of the back, there should be two six-wire blocks for the motherboard, some four-pin connectors of about the same size, and some smaller four-pin connectors. There's normally some other random wires hanging around, which don't concern us.

The large and small four-pin connectors are normally used to hook up the hard drives and floppy drives, respectively. They have identical pinouts, and supply both 5 and 12 volts DC. Taking one of the large connectors (because it's easier to work with), look at it end-on. One of the long sides will have the corners angled, like this:



The two center pins (#2, #3) are both ground. The one on the left in my diagram (#1) is +12 VDC, and the one on the right (#4) is +5 VDC. Here it's a good idea to use a voltmeter to measure the voltage across pins 3 and 4 (or 2 and 4) and make sure it's 5 volts. This is the power source for the Atari, so it's important to get it right. On my power supply, the 5 volt wire is red, and the 12 volt is yellow.

Now, cut the wire off of the dead Atari power supply (the wire that connects the brick to the computer). Cut it quite close to the brick, so that you have a nice long length of cable to use.

The 7-pin connector is wired rather oddly. Looking at it end-on, with the notch on the bottom, the three pins on the left are all ground, and the three pins on the right are all +5 VDC. The middle pin isn't used at all, and the round outer shell also isn't used. So despite the fact that there's seven pins in the connector, there's only two wires on the connector cable, making it a lot easier to wire.

The cable coming off my connector is a nice two-wire cable that can be split down the middle to peel the wires apart. Both wires have black insulation, but one has a white stripe on it. The striped wire is the +5 VDC wire, and the solid black one is ground. I simply stripped about a half-inch off the end of each wire, folded the exposed ends in half, and jammed them into the 4-pin connector from the power supply. The striped wire is in the pin labeled #2 in my above diagram, and the solid wire is in #4.

Theoretically, that's it. Now it's a really good idea to turn on the power supply (making sure none of the wires you've connected are touching anything else) and test the voltage on the output pins. If it's +5 VDC, you're good to go...plug it in to your Atari, and everything should work perfectly. If it doesn't, either something's broken worse, or you've proven that I'm not as good at electronics as I think I am. I have two machines with fizzed power supplies, and with this new one my 600XL works great, but my 130XE just gives a solid black screen. I suspect it's broken on a more fundamental level.

Now, this is clearly a bit of a hack job. I plan to clean up the wiring in a couple ways:

- I want to get an AT power switch and use it instead of the hard-wired power leads. This would let me turn it on and off instead of unplugging it every time, and I feel a bit more comfortable about where 110v is going :)

- I need a better connection to the 4-pin power plug. Sockets for the plug are widely available, since they're used to hook up fans and the like; I want to clip the wires coming off the socket and use heat-shrink tubing to make a proper attachement. This way, I have a secure attachement, but I haven't actually damaged my AT power supply, so I could put it to other uses in the future.

Anyway, there you have it - my cheap solution to my broken computer. (Power without the price!) I hope someone finds this useful; I'd love

to hear if this works for anyone else. It's certainly made my day :)
Again, if it doesn't work, I'm terribly sorry, but electronics isn't
my forte. I'm not a regular reader of the 8bit group; I'm posting this
because if anyone else cares about this, it'll be the people here :-)

Darryl

P.S.: If you try this, -please- make sure you understand what you're
doing. It's late at night, and I may have made a typo. If something
doesn't make sense, be very careful. Your voltmeter is your friend;
check the voltages. I'd really hate it if someone toasted their
machine because they were following my instructions.

3545. Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 05:05:17 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <hW6Z8.67618$pi1.5750868@news2.calgary.shaw.ca>
Source record: 28668

Slightly off-topic for the group and discussion but, I've found many people
using horrendously long links. If anyone is interested, this might be a
much better way to tame the beast (and stop the url from being b0rken!)

http://tinyurl.com

That'll shorten things for everyone and make life easier.
If you goto that link directly from the page you are viewing (with the super
long url), it will automagically transform it to something smaller.
It's been a great timesaver for me so hopefully it's usefull around here :)

- Shangrila

"Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:Uy1Y8.386$1W2.25077987@newssvr13.news.prodigy.com...
> Let's try again
>
>
http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
e=m_OpenMPV3&opt=0
>
> "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
news:ww1Y8.385$IX2.25182415@newssvr13.news.prodigy.com...
> > Sorry, when I tried the link from this message, it didn't work. Try
this
> > one.
> >
> >
http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> > e=m_OpenMPV3&opt=0
> >
> > Richard
> >

3546. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 06:02:47 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d350884$0$229$4d4ebb8e@news.nl.uu.net>
Source record: 28669

"James Alexander" <james-m-alexander@rogers.com> schreef in bericht
news:3D34D0EB.3B247F0F@rogers.com...

<snippage>
>The company owner dissapeared leaving a trail of unhappy customers
> with unfilled orders (myself included) and even more unhappy suppliers who
to
> this day are probably still unpaid.
>
<snippage>

Hi,

what I see in this thread now is dire warnings not to copy full versions for
others, but
on the other hand I have someone here teling me that the owner of the
copyright has
disappeared. Hmm, catch-22 ain't it ? I could (and already do) go for the
shareware
version.

Or am I missing something here ?

Regards,
Wef

3547. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 07:05:55 UTC
From: Pairman <pairman@hotmail.com>
Message-ID: <nH8Z8.4004$7p1.56704@news1.telusplanet.net>
Source record: 28670

Man, that brings back a flashback. I made a printout on my XMM801 printer back then and had it on my wall. Was a real piece of work.

"SoftNGui" <softngui@earthlink.net> wrote in message
news:qC4Z8.141401$iX5.6862738@bin3.nnrp.aus1.giganews.com...
> Thanks it works now. Very nice!
>
> It turns out, xformer was giving me problems because it doesn't read long
> filenames well...so it was loading xformer.atr disk image instead of
> xformer_tools.atr. Plus the extra instructions on mapdsply.com helped as
> well.
>
>
> "Darren Schebek" <dschebek@shaw.ca> wrote in message
> news:tP1Z8.59892$BD1.5447367@news1.calgary.shaw.ca...
> > The envision.atr file is a boot disk, which runs Envision.
>
>
>

3548. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 09:39:49 UTC
From: Robert S Ely <rsely74@optonline.net>
Message-ID: <3D353B65.C486428A@optonline.net>
Source record: 28671

Shangrila wrote:
>
> Slightly off-topic for the group and discussion but, I've found many people
> using horrendously long links. If anyone is interested, this might be a
> much better way to tame the beast (and stop the url from being b0rken!)
>
> http://tinyurl.com
>
> That'll shorten things for everyone and make life easier.
> If you goto that link directly from the page you are viewing (with the super
> long url), it will automagically transform it to something smaller.
> It's been a great timesaver for me so hopefully it's usefull around here :)
>
> - Shangrila
>
> "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
> news:Uy1Y8.386$1W2.25077987@newssvr13.news.prodigy.com...
> > Let's try again
> >
> >
> http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> e=m_OpenMPV3&opt=0
> >
> > "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
> news:ww1Y8.385$IX2.25182415@newssvr13.news.prodigy.com...
> > > Sorry, when I tried the link from this message, it didn't work. Try
> this
> > > one.
> > >
> > >
> http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> > > e=m_OpenMPV3&opt=0
> > >
> > > Richard
> > >

You still have to copy the whole URL to that page to get the tiny version. It's just as
easy to copy it to the location line open it
then bookmark it.
--
Robert S Ely
rsely74@optonline.net
robert.ely@dhs.state.nj.us
Work Phone: 1-609-894-4057

Work FAX: 1-609-894-4048
ICQ: 33390750
Yahoo Messenger: rsely74

3549. Re: Help with Atari Eproms

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 09:49:13 UTC
From: Fox-1
Message-ID: <Jn0Z8.160213$38.19477568@zwoll1.home.nl>
Source record: 28661

"Wef Dinaini" wrote

> 2. Does anyone know if Frank Ostrowski's Turbo Basic is available
> on cart ? Has it been done before ?

Available, I don't know, but it has been done before more than once. In the early 90's there was a "how-to-build" article in a
Dutch ATARI magazine, but I don't think I'm able to relocate the issue since my place is a big mess...

More recently I saw a German upgrade in action (JHV 2000 iirc). It was a modified o.s. ROM which started up with a menu to select
between ATARI BASIC and TURBO-BASIC. Don't know the exact details, so this info is of not much use unless someone over here knows
more about it.

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

When logic and proportion have fallen sloppy dead...

3550. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 09:58:40 UTC
From: Fox-1
Message-ID: <xw0Z8.160395$38.19483494@zwoll1.home.nl>
Source record: 28662

<kenames@pacbell.net> wrote

> hi Fox-1,
> very nice page. I see you have not included 3.3c in there tho. do
> you need a copy? if so then email me back and I will send it to you.
> the binary disk version. thanks.

I have the original Sparta-Dos 3.3c cartridge. This version is exactly the same as the 3.3b version. Only difference is that "b"
is on disk, while "c" is on cartridge...

Thanx anyways.

--

Grtx, Sysop Fox-1 http://www7.brinkster.com/atari/

Remember what the Dormouse said...

3551. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 14:55:15 UTC
From: Video61@webtv.net
Message-ID: <27608-3D358553-15@storefull-2115.public.lawson.webtv.net>
Source record: 28673

wef,
i have no problems with you downloading the shareware versions, please
be my guest, but 3.3c is not shareware.
i have the uncompiled source for it, and the cancelled checks to prove
it,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3552. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 15:01:08 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <UEfZ8.537$_C2.30642@newsread2.prod.itd.earthlink.net>
Source record: 28672

"Wef Dinaini" <not@here.com> wrote in message
news:3d350884$0$229$4d4ebb8e@news.nl.uu.net...
> "James Alexander" <james-m-alexander@rogers.com> schreef in bericht
> news:3D34D0EB.3B247F0F@rogers.com...
>
> <snippage>
> >The company owner dissapeared leaving a trail of unhappy customers
> > with unfilled orders (myself included) and even more unhappy suppliers
who
> to
> > this day are probably still unpaid.
> >
> <snippage>
>
> Hi,
>
> what I see in this thread now is dire warnings not to copy full versions
for
> others, but
> on the other hand I have someone here teling me that the owner of the
> copyright has
> disappeared. Hmm, catch-22 ain't it ? I could (and already do) go for the
> shareware
> version.
>
> Or am I missing something here ?

If you like the shareware/freeware version just stick with it. It is still considered impolite around here to violate a copyright when the holder still wants to exercise their rights. The freeware version is really as good as any of the others. IIRC the profit on the freeware version came from selling the manual for ~$10 if you decided to register it. It wasn't like it was SD 1.1 or something that was distributed, it was the latest/greatest disk based <vs. cartridge> version with some bug fixes. The disk based version of MAC/65 was distributed on the same disk.

3553. Re: FA: ATARI EXPLORER Magazines 1985-1990 COMPLETE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 15:33:11 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-5656F0.10331117072002@news.supernews.com>
Source record: 28674

In article <qn0bju4c5mkkja74eadmbr6a6c31515tt4@4ax.com>,
John <contact_me@ebay.com> wrote:

> ATARI EXPLORER Magazines 1985-1990 - appears to be every issue ever
> published but I'm not sure and can't find any information to state
> otherwise. Check it out...
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1367090186

The final issue of Atari Explorer was Jan/Feb 1993, not Spring 1990 as
stated.
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

3554. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 15:36:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d358f05$0$1421$1dc6e903@news.corecomm.net>
Source record: 28675

STEVE CARDEN!
(Worked my brain to come up with that name.)
We've had discussions of Sparta/FTeDOS before, who did what to
make which version. Somebody worked with Mike Holman (FTe
owner) and did 3.2F and 3.2G. Those are shareware and
I don't think any argument about passing around, even tho
FTe wanted a $20 registration, which you can't pay if you want to.
I'd like to see an accurate account of the people and companies
who made above 3.2D. Up to 3.2D, it was ICD, before FTe bought
the rights. 3.2G seems to be the one of choice for real ataris.
3.3A was done by somebody (maybe Tom Hunt). and is the only
one that works with emulators, methinks. 3.3B seems to be like
3.3C somebody said. 3.3C can be obtained on disk or cart, but
is carefully guarded from passing around by Mr. Ringquist of
Video 61, which he sells, the 3.3C version. Mr. Ringquist, Bob
Klass and, I think, Mike Holman had some dealings and possibly
payment to the rights to SpX and 3.3C.
A bit confusing, but I do remember the name Steve Carden as
someone who worked on SpDOS, and that name seems to have
gotten lost in the discussion of who did what.
Rambling Russg

3555. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 15:40:57 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <degZ8.843438$yP6.26831634@Flipper>
Source record: 28676

Sometimes spam is not easy to detect.
Let's hope that the tinyurl.com server doesn't get down so we loose all our links.

Freddy.

"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message news:hW6Z8.67618$pi1.5750868@news2.calgary.shaw.ca...
> Slightly off-topic for the group and discussion but, I've found many people
> using horrendously long links. If anyone is interested, this might be a
> much better way to tame the beast (and stop the url from being b0rken!)
>
> http://tinyurl.com
>
> That'll shorten things for everyone and make life easier.
> If you goto that link directly from the page you are viewing (with the super
> long url), it will automagically transform it to something smaller.
> It's been a great timesaver for me so hopefully it's usefull around here :)
>
>
> - Shangrila
>
>
> "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
> news:Uy1Y8.386$1W2.25077987@newssvr13.news.prodigy.com...
> > Let's try again
> >
> >
>
http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> e=m_OpenMPV3&opt=0
> >
> > "Richard Anderson" <richard_anderson@pacbell.net> wrote in message
> news:ww1Y8.385$IX2.25182415@newssvr13.news.prodigy.com...
> > > Sorry, when I tried the link from this message, it didn't work. Try
> this
> > > one.
> > >
> > >
>
http://www.msnbc.com/m/mw/mw.asp?t=V&id=c_huckman_hackers_020712&sk=&pl=&nam
> > > e=m_OpenMPV3&opt=0

> > >
> > > Richard
> > >
>
>
>

3556. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 19:15:59 UTC
From: Video61@webtv.net
Message-ID: <13633-3D35C26F-67@storefull-2114.public.lawson.webtv.net>
Source record: 28677

hi russ,
actually i can also compile 3.3a, and also 3.3b out of the uncompiled
source that i, and bob klass have.
but the only one that i sell is 3.3c, and that one is available only on
cartridge.
b&c computervisons, as well as best electronics also sell it.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3557. 8biscuits [new url]

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 19:47:11 UTC
From: f@idiology.com
Message-ID: <e57371e3.0207171147.44abfe61@posting.google.com>
Source record: 28679

hello atarians,
i'd like to inform you about moving 8biscuits site to the new address:

http://idiology.com/8b

thanks for your time and update your bookmarks, please.

frohikey

3558. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 20:10:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ah4jdh$7vb$1@news1.xs4all.nl>
Source record: 28680

> hi russ,
> actually i can also compile 3.3a, and also 3.3b out of the uncompiled
> source that i, and bob klass have.
> but the only one that i sell is 3.3c, and that one is available only on
> cartridge.
> b&c computervisons, as well as best electronics also sell it.
> thanks,
> lance

About SpartaDOS 3.3, are you planning in the future to release the source of SpartaDOS 3.3 as 'Open Source' or are you planning to keep it fully to yourself? I think the sources are only interessting by active SpartaDOS users that mostly use 3.3B. SpartaDOS X is already dead, when you have sources maybe you can consider to release them in the near future to allow the few active programmers that are still around to update/upgrade this DOS.

I really don't think you will sell less cartridges when you release the source...

Look at version like DOS 2.x and MyDOS these sources are freely available, also I have a Polish disassembled and documented SpartaDOS X...

3559. St. Louis Trip

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 23:20:40 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00649cb2@fmlynet.org>
Source record: 28687

FamilyNet Newsgate

As some my know, my wife and I went to St. Louis this weekend. To visit family, but also to attend a Atari Jaguar (and general video gaming) festival and to see the Amtgard group over there, the Duchy of the Western Gate.

There is a report of what happened at the JagFest that can be found at... (I show up on day two... they give a cool mention about me.) ;)

http://www.ataritimes.com/jaguar/features/fea_jagfest2k2.html

My pictures that I took of the JagFest and the Amtgard group there..

http://www.geocities.com/doctor_clu/StLouis/

(Forgive me if Geocities gives that "Too much traffic" crud)

And then there is the review I gave below...

@>-->----------

Just wanted to say that I just got back helping JT from unloading his equipment (thanks to him, we managed to have a good 20+ monitors for the JagFest... not to mention the video gaming musuem he brought up).

I would have to say that the JagFest was indeed a central meeting ground, and met the needs of those in Texas, Florida, Japan... as well St. Louis and other places there at the fest. I know there was at least a strong showing of those of us in Texas. (Currently writing this from relatives I'm visiting in St. Louis.) It was great to meet James and see what work he has done on Native so far, and had fun playing him at various Jaguar games, getting his introduction to Super Burnout and Fight for Life (my first time to pick up and see those games... both have their moments and can be enjoyable.) Great to beat James at pong. :)

There were some guys there from Japan that were extro-oridinary. We figured they saved up money for a while and blew it on this event. They donated a N591 Nuon DVD player complete with the rare Korean Nuon game and made it a prize in one of the tournaments. That was incredible. It was also fun beating them at pong. ;) They also featured in the museum exhibit upstairs (and later gave away) a Korean NES clone that looked like they modified the Atari Jaguar casing and molded it in yellow plastic! (Called a Zenon II). I would love to get ahold of one of those, kick out the NES motherboard and put in a Jaguar motherboard!

Great meeting up with Dan and seeing some of his work with the Atari Times Newsletter. And just hanging in general. Great meeting up with Greg George. He was very helpful in getting me settled in and helping me in setting up a networked Battlesphere game and in demoing the JUGS setup and the Battlesphere Gold CD bypass system.
It was great meeting up with Tim Wilson (and beating him at pong). (grin)

It should be noted, yes I won the pong tournament. Man that was fun. Tim won the Defender (on the Atari 8-bit computer) with a score like 200,000! (James came in second place with 149,000, and the third place was Jim at 121,000). For a short while my score of 34,000 did well, but that was before all of them played. ;) The Brutal Sports tournament was a smashing success, and what was great about it was that most of the people that signed up had little or no prior experience with a Atari Jaguar. I overheard one teenager saying "Man this is cool... ok, now I want one of these just so I can get this game." They were doing great at the game. They were even making points. Usually I just ignore the ball and just kill off the other side. ;)

The Mayfair hotel was a beautiful place, made for a pleasant environment for all this to take place. We had two local game dealerships at the fest.. Slackers and Trade-N-Games. It is hilarious to mention that Trade-N-Games has a unique business card... a Atari 2600 cart with his business information on it. He gave me his "card". Definately hard to loose this business card.
At the fest Trade-N-Games let me demo the new Atari 2600 game "Mr. Roboto" which was game of Berzerk with Styx's Mr Roboto song playing throughout it. It was really cute. And while I was playing that song, I was bassing away on a rare stereo chair... a chair with a speaker system built into it. I found myself buying from both of those vendors before they left.

After the fest was over, we got to talking and we started to pack up. We kept hedging toward leaving, but eventually ordered a pizza to be delivered and unpacked our Jags and stayed around for some more gaming, tinkering with music demos, and just talking in general. Didn't get out of there till roughly two in the morning. And that was just for the portion I was able to attend on Saturday. Maybe someone can shed some light to what happened on Friday.

Thanks for a great JagFest everyone!

Greg Goodwin / Doctor Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3560. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-17 23:56:15 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D360416.903C8206@rogers.com>
Source record: 28681

Hi Wef,

Wef Dinaini wrote:

> "James Alexander" <james-m-alexander@rogers.com> schreef in bericht
> news:3D34D0EB.3B247F0F@rogers.com...
>
> <snippage>
> >The company owner dissapeared leaving a trail of unhappy customers
> > with unfilled orders (myself included) and even more unhappy suppliers who
> to
> > this day are probably still unpaid.
> >
> <snippage>
>
> Hi,
>
> what I see in this thread now is dire warnings not to copy full versions for
> others, but
> on the other hand I have someone here teling me that the owner of the
> copyright has
> disappeared. Hmm, catch-22 ain't it ? I could (and already do) go for the
> shareware
> version.
>
> Or am I missing something here ?
>
> Regards,
> Wef

actually I missed something. I forgot to mention that fine tooned did a disk based version of spartados as shareware (paying the fee got you the manual), it was called version 3.2g if I remember correctly. I'd hafta double check since I havent used spartados in years (I'm a regular mydos user)

3561. Re: ATARI EXPLORER Magazines 1985-1990 COMPLETE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 01:09:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mzoZ8.1324$Kg.59@newsread1.prod.itd.earthlink.net>
Source record: 28682

That is a very impressive list of Atari 8 stuff at the link from the eBay page.

BTW, FWIW De Re Atari was *not* written by 'Anno Domini'; it was mostly by Chris Crawford and others in the Atari Corp Software Development Support Group. They included Lane Winner, Jim Cox, Amy Chen, Jim Dunion, Kathleen Pitta, Bob Fraser and Gus Makreas.

--
Ron

http://www.atariland.com/members/oldatarian

"John" <contact_me@ebay.com> wrote in message
news:qn0bju4c5mkkja74eadmbr6a6c31515tt4@4ax.com...
> ATARI EXPLORER Magazines 1985-1990 - appears to be every issue ever
> published but I'm not sure and can't find any information to state
> otherwise. Check it out...
>
> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1367090186

3562. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 02:12:30 UTC
From: Video61@webtv.net
Message-ID: <15197-3D36240E-28@storefull-2111.public.lawson.webtv.net>
Source record: 28683

txg,
we have to see what happens in the near future.
i have always wanted to carry spartados x again, so i have hopes to
devolope 3.3c into a x.
i know its silly but i can always hope.
but there is the possibility that the real spartados x might get
rereleased here in the near future.
if it happens i will post it here first
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3563. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 03:48:37 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <ihecju4akscia94qebhp1prd86057b8n0t@4ax.com>
Source record: 28684

On Wed, 17 Jul 2002 07:05:55 GMT, "Pairman" <pairman@hotmail.com> wrote:

>Man, that brings back a flashback. I made a printout on my XMM801 printer back then and
had it on my wall. Was a real piece of work.
>
I *still* have it taped to my closet's door... (upper left corner, more
precisely) Now that I think of it, I have a photo of the closet, maybe
I should scan it so you all can see where the printout is...

>"SoftNGui" <softngui@earthlink.net> wrote in message
news:qC4Z8.141401$iX5.6862738@bin3.nnrp.aus1.giganews.com...
>> Thanks it works now. Very nice!
>>
>> It turns out, xformer was giving me problems because it doesn't read long
>> filenames well...so it was loading xformer.atr disk image instead of
>> xformer_tools.atr. Plus the extra instructions on mapdsply.com helped as
>> well.
>>
>>
>> "Darren Schebek" <dschebek@shaw.ca> wrote in message
>> news:tP1Z8.59892$BD1.5447367@news1.calgary.shaw.ca...
>> > The envision.atr file is a boot disk, which runs Envision.
>>
>>
>>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3564. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 03:51:32 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d363b40$0$1429$1dc6e903@news.corecomm.net>
Source record: 28685

I have that problem with Outlook Exp.
If I try to cut a ebay url, it usually can't cut the whole
thing. (Just got OE 6, maybe it will be better at
cut and paste.)

3565. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 04:43:22 UTC
From: Darren Schebek <dschebek@shaw.ca>
Message-ID: <KHrZ8.3215$Ag2.144320@news2.calgary.shaw.ca>
Source record: 28686

Crikey, I should have done more of those trekkie-type things. :)

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:ihecju4akscia94qebhp1prd86057b8n0t@4ax.com...
> On Wed, 17 Jul 2002 07:05:55 GMT, "Pairman" <pairman@hotmail.com> wrote:
>
> >Man, that brings back a flashback. I made a printout on my XMM801 printer
back then and had it on my wall. Was a real piece of work.
> >
> I *still* have it taped to my closet's door... (upper left corner, more
> precisely) Now that I think of it, I have a photo of the closet, maybe
> I should scan it so you all can see where the printout is...
>
> >"SoftNGui" <softngui@earthlink.net> wrote in message
news:qC4Z8.141401$iX5.6862738@bin3.nnrp.aus1.giganews.com...
> >> Thanks it works now. Very nice!
> >>
> >> It turns out, xformer was giving me problems because it doesn't read
long
> >> filenames well...so it was loading xformer.atr disk image instead of
> >> xformer_tools.atr. Plus the extra instructions on mapdsply.com helped
as
> >> well.
> >>
> >>
> >> "Darren Schebek" <dschebek@shaw.ca> wrote in message
> >> news:tP1Z8.59892$BD1.5447367@news1.calgary.shaw.ca...
> >> > The envision.atr file is a boot disk, which runs Envision.
> >>
> >>
> >>
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

3566. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 07:45:46 UTC
From: Fox-1
Message-ID: <0GjZ8.165210$38.19955168@zwoll1.home.nl>
Source record: 28678

"Shangrila" wrote

> Slightly off-topic for the group and discussion but, I've found many people
> using horrendously long links. If anyone is interested, this might be a
> much better way to tame the beast (and stop the url from being b0rken!)
>
> http://tinyurl.com

You forgot to mention the negative effects. If the server from the url-redirector is down, your site cannot be reached using the
short url. As a matter of fact, the chance your site is not available doubles when using an url-redirector.

Secondly, virtually all show nasty things like a pop-up windows or a banner/headfer/footer or whatever. Others don't change the
url in the addressbar to your real one when accessing the site, so everytime one hits "refresh", your default.htm or index.htm will
be re-loaded...

If you have an Atari site, you may consider getting an easy url at http://atari.org. I have mine for just 2 days so it's too soon
for me to say something about reliability, but I hope it's o.k. And as a bonus, you always have "atari" in your url...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3567. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 09:37:21 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <l%vZ8.5255$v53.300102@news3.calgary.shaw.ca>
Source record: 28688

Negative effects come with just about anything. I've noticed the tinyurl redirect to be reliable and without any sort of spammy connections. It was merely a suggestion. You guys went off on a bit of a tangent for something meant to be a trivial comment. Also, it is moreso intended with news links since they are the main culprits for the woefully long urls. Using this service as a website redirect is probably not its intended use. As mentioned, you would use atari.org or perhaps dyndns for any sort of webhop redirect or to host your own website. Those particular solutions are outside the scope of my intended comment.

My usage of tinyurl has never shown me banners/headers/footers/popups etc etc etc...
If you don't trust it, don't use it... the intent of my comments were to provide a convenient solution for long urls since long links tend to end-up broken for many people viewing the newsgroups. In my opinion, it made things easier.

I did, however, make a slight error in the last post. There is a way to create a link on your IE toolbar or in your favorites. When you click on the link from your favorites, it will automatically take the last visited webpage and make it shorter.

Found here: http://tinyurl.com/#toolbar
Again, if you don't like or want to use it, don't! I'm very much against spam but I dislike broken links almost as much. I find this is a good tool. So use it or don't, upto you. For those of you that prefer shorter news links, this might be easier for you. There are other similar services out there and the anti-spam community hasn't had much of an opinion with these "redirects" so for now, I don't see any harm done.

Cheers!
- Shangrila

> You forgot to mention the negative effects. If the server from the url-redirector is down, your site cannot be reached using the
> short url. As a matter of fact, the chance your site is not available doubles when using an url-redirector.
>
> Secondly, virtually all show nasty things like a pop-up windows or a banner/headfer/footer or whatever. Others don't change the
> url in the addressbar to your real one when accessing the site, so everytime one hits "refresh", your default.htm or index.htm will
> be re-loaded...
>
> If you have an Atari site, you may consider getting an easy url at http://atari.org. I have mine for just 2 days so it's too soon

> for me to say something about reliability, but I hope it's o.k. And as a bonus, you always have "atari" in your url...
>
>
>
> --
>
> Grtx, Sysop Fox-1 http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

3568. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 11:01:55 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D36A023.2305@gmx.net>
Source record: 28689

Russ Gilbert wrote:

> I have that problem with Outlook Exp.

Duh. Put a "<" before and a ">" directly after the very long URL (incl.
the "http://"), and even the worst e-mail program on earth will not
shred the URL.

CU/2 eRGo

3569. Re: De Re Atari at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 12:57:37 UTC
From: dunxuk@aol.com
Message-ID: <20020718085737.19573.00000485@mb-mv.aol.com>
Source record: 28690

```
>On Mon, 15 Jul 2002 02:57:28 GMT, Kevin Savetz <savetz@northcoast.com>
>wrote:
>
>>The full text and program code from De Re Atari, a classic guide to
>>effective Atari 8-bit programming, is now available at
>>www.atariarchives.org/dere/
>>
>>It includes downloadable program code and the programmer's reference
>>card that accompanied the original book.
>>
>>This is the eighth online book made available by AtariArchives.org.
>
> Great work! I remember posting an appeal here back in 1994 for
>someone to do this - and getting flamed for it........
>
>Cheers,
>
> Gav
>--
>

This /is/ off-topic but while on the subject of online manuals does anyone know
if the manual for Omnitrend's Universe has appeared anywhere yet?

Tia, Dunx
```

3570. Re: Posting long urls

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 17:30:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d36fb2e$0$1425$272ea4a1@news.execpc.com>
Source record: 28691

Rainer said put a "<" and ">" around a url and
it will cut ok.
I don't know how. OE has the post in a box below
the list of the newsgroup, you can't edit in that box.
I suppose I could 'reply group' and have the include
post in reply and then edit it.
Yes, Duh.
Russg

3571. Re: St. Louis Trip

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 18:24:35 UTC
From: Darren Schebek <dschebek@shaw.ca>
Message-ID: <DJDZ8.6050$v53.327389@news3.calgary.shaw.ca>
Source record: 28692

Wow, those pictures sure bring back a lot of memories. Especially the Atari 410 cassette recorder and what looks very much like an old ST Supra Drive - probably a whopping 20 megs of storage on that puppy :). Thanks for posting those pics, Greg. Looks like it was a lot of fun.

- Darren Schebek

"Greg Goodwin" <Greg.Goodwinp0.f2.n8.z8@fmlynet.org> wrote in message news:00649cb2@fmlynet.org...
> FamilyNet Newsgate
>
> As some my know, my wife and I went to St. Louis this weekend. To
> visit family, but also to attend a Atari Jaguar (and general video gaming)
> festival and to see the Amtgard group over there, the Duchy of the Western
> Gate.
>
> There is a report of what happened at the JagFest that can be found
> at... (I show up on day two... they give a cool mention about me.) ;)
>
> http://www.ataritimes.com/jaguar/features/fea_jagfest2k2.html
>
>
>
> My pictures that I took of the JagFest and the Amtgard group
> there..
>
> http://www.geocities.com/doctor_clu/StLouis/
>
> (Forgive me if Geocities gives that "Too much traffic" crud)
>
>
>
>
> And then there is the review I gave below...
>
> @>-->----------------------------------
>
> Just wanted to say that I just got back helping JT from unloading his
equipment
> (thanks to him, we managed to have a good 20+ monitors for the JagFest...
not
> to mention the video gaming musuem he brought up).
>
> I would have to say that the JagFest was indeed a central meeting ground,
and

> met the needs of those in Texas, Florida, Japan... as well St. Louis and
other
> places there at the fest. I know there was at least a strong showing of
those
> of us in Texas. (Currently writing this from relatives I'm visiting in St.
> Louis.) It was great to meet James and see what work he has done on Native
so
> far, and had fun playing him at various Jaguar games, getting his
introduction
> to Super Burnout and Fight for Life (my first time to pick up and see
those
> games... both have their moments and can be enjoyable.) Great to beat
James at
> pong. :)
>
> There were some guys there from Japan that were extro-oridinary. We
figured
> they saved up money for a while and blew it on this event. They donated a
N591
> Nuon DVD player complete with the rare Korean Nuon game and made it a
prize in
> one of the tournaments. That was incredible. It was also fun beating them
at
> pong. ;) They also featured in the museum exhibit upstairs (and later gave
> away) a Korean NES clone that looked like they modified the Atari Jaguar
casing
> and molded it in yellow plastic! (Called a Zenon II). I would love to get
> ahold of one of those, kick out the NES motherboard and put in a Jaguar
> motherboard!
>
> Great meeting up with Dan and seeing some of his work with the Atari Times
> Newsletter. And just hanging in general. Great meeting up with Greg
George. He
> was very helpful in getting me settled in and helping me in setting up a
> networked Battlesphere game and in demoing the JUGS setup and the
Battlesphere
> Gold CD bypass system.
> It was great meeting up with Tim Wilson (and beating him at pong). (grin)
>
> It should be noted, yes I won the pong tournament. Man that was fun. Tim
won
> the Defender (on the Atari 8-bit computer) with a score like 200,000!
(James
> came in second place with 149,000, and the third place was Jim at
121,000). For
> a short while my score of 34,000 did well, but that was before all of them
> played. ;) The Brutal Sports tournament was a smashing success, and what
was
> great about it was that most of the people that signed up had little or no
> prior experience with a Atari Jaguar. I overheard one teenager saying "Man

this
> is cool... ok, now I want one of these just so I can get this game." They
were
> doing great at the game. They were even making points. Usually I just
ignore
> the ball and just kill off the other side. ;)
>
> The Mayfair hotel was a beautiful place, made for a pleasant environment
for
> all this to take place. We had two local game dealerships at the fest..
> Slackers and Trade-N-Games. It is hilarious to mention that Trade-N-Games
has a
> unique business card... a Atari 2600 cart with his business information on
it.
> He gave me his "card". Definately hard to loose this business card.
> At the fest Trade-N-Games let me demo the new Atari 2600 game "Mr. Roboto"
> which was game of Berzerk with Styx's Mr Roboto song playing throughout
it. It
> was really cute. And while I was playing that song, I was bassing away on
a
> rare stereo chair... a chair with a speaker system built into it. I found
> myself buying from both of those vendors before they left.
>
> After the fest was over, we got to talking and we started to pack up. We
kept
> hedging toward leaving, but eventually ordered a pizza to be delivered and
> unpacked our Jags and stayed around for some more gaming, tinkering with
music
> demos, and just talking in general. Didn't get out of there till roughly
two in
> the morning. And that was just for the portion I was able to attend on
> Saturday. Maybe someone can shed some light to what happened on Friday.
>
> Thanks for a great JagFest everyone!
>
> Greg Goodwin / Doctor Clu
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org
>

3572. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 19:31:59 UTC
From: Pairman <pairman@hotmail.com>
Message-ID: <PIEZ8.8126$7p1.167936@news1.telusplanet.net>
Source record: 28693

Kewl. Can't remember when mine came down. I think it was about when I got married. :)
"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:ihecju4akscia94qebhp1prd86057b8n0t@4ax.com...
> >
> I *still* have it taped to my closet's door... (upper left corner, more
> precisely) Now that I think of it, I have a photo of the closet, maybe
> I should scan it so you all can see where the printout is...
>

>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

3573. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 21:07:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0207181400200.7294-100000@shell1.aracnet.com>
Source record: 28694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3574. Re: Very nice USS Enterprise (Star Trek) drawing.

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-18 23:44:14 UTC
From: Mark Bedingfield <mark@computercom.nospam.com.au>
Message-ID: <ipIZ8.465374$o66.1245552@news-server.bigpond.net.au>
Source record: 28695

Hmmm, seems to be a common thing. My wife reakons that all my star wars and startrek posters don't go with the decor. I reakon they do..... Still even my band days are over now;-).

Mark

"Pairman" <pairman@hotmail.com> wrote in message
news:PIEZ8.8126$7p1.167936@news1.telusplanet.net...
Kewl. Can't remember when mine came down. I think it was about when I got married. :)
"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:ihecju4akscia94qebhp1prd86057b8n0t@4ax.com...
> >
> I *still* have it taped to my closet's door... (upper left corner, more
> precisely) Now that I think of it, I have a photo of the closet, maybe
> I should scan it so you all can see where the printout is...
>

>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

3575. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-19 01:34:53 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2gu1mwjy9u.fsf@legolas.mdh.se>
Source record: 28696
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Russell Marks <russell.marks@ntlworld.com> writes:

> Anyway, when is everyone else going to enter the competition?
> Most of the entries were by me last time I checked... :-(

You seem very productive. I just submitted my (first) entry, which
should make the standings Sinclair 4, Commodore 2, Amstrad 1.

--
Anders Carlsson

3576. FS: 5 Atari 400 / 800 carts in box - Star Raiders, Donkey Kong, + others

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-19 02:27:29 UTC
From: jfiduccia@connectrix.com
Message-ID: <8e1eca14.0207181827.1c005f5e@posting.google.com>
Source record: 28597
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

FS: 5 Atari 400 / 800 Carts in box
They all come with the instructions
All the boxes show their age (skwooshed,bent,etc.)

Star Raiders
Donkey Kong
Pac-Man
Defender
Qix

The first $25 takes it ALL.
I'll even split the shipping cost, and do it USPS Priority w/ Delivery
Confirmation for $3.

I take PayPal or a mailed in money order/check.

I'm "jhug" on eBay if you care to check out my excellent sales
feedback.

JF

3577. DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-19 17:50:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1027101371.16702.0@dyke.uk.clara.net>
Source record: 28598

Hello All,

Just wanted to bring you all up-to-date on the progress of my CD-ROM of Atari 8-bit software containing commercial software released by Power Per Post (International English Versions) and myself.

The CD is well on the way to completion. I only have some more magazines to scan and one manual to re-edit.

I still need purchasing pledges. So far, only a few people have expressed an interest. The CD will contain ATR and DCM versions of all the PPP software, along with my own Digi-Studio package and all 26 issues of my magazine published between 1991-1996. A full contents list is shown below.

The cost of this CD will be around US$15 including shipping. This is a massive saving on the original cost of these products. You will be able to pay with a credit card, because the CD will be bought through amazon.co.uk (http://www.amazon.co.uk) zShops.

Full details of all these products can be found on the DGS website (http://www.dgs.clara.net) in the commercial software price list. Please ignore the individual prices shown in the price list.

If you would be interested in buying a copy of this CD, then please e-mail me: dgs@clara.net

NOTE: this CD cannot be sold to anyone in Germany, Austria, or Switzerland. My PPP license does not cover these countries.

Dean Garraghty

The CD will contain the following:

* Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
* Quick Support Disks 1 and 2 (example code and tutorials)
* SAM (Screen Aided Management) 80-col desktop system (bit like GEM) (latest version)
* SAM Budget (spreadsheet)
* SAM Designer (DTP/desgin package)
* SAM Utility Extensions
* 4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
* QuickEd (Character set editor for mouse, joystick and touch tablet)
* Digi-Studio
* Issues 1-14 of our News-Disk on-disk magazine
* Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)

* Issues 20-26 of the on-disk magazine carrying on from the printed mags
* News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

3578. FA: Atari Lynx Game system in box with 6 Games

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 04:00:50 UTC
From: Clang <Clangebay@yahoo.com>
Message-ID: <ahafue$84d$1@news.chatlink.com>
Source record: 28599

Atari Lynx Game system in box with 6 Games

Lynx system with box
Game system is in excellent condition

Games included are:

Kung Food, Mint in box
Steel Talons, have instructions
Xybots, Have box , have instructions , but they are lost right now.
Ninja Gaiden ,have instructions
Chips Challenge , have instructions
Basketbrawl, have instructions

Please check it out at:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1367092066

3579. OSS Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 05:46:58 UTC
From: llpwhite@cs.com
Message-ID: <20020720014658.15619.00000231@mb-ca.news.cs.com>
Source record: 28600

Way back when, I subscribed to the OSS Newsletters for several years. They were supposedly published quarterly, but in actuality, it was pretty sporadic. When OSS sold out to ICD, I had just re-subscribed, and ICD never published any more issues (story of my Atari life). I have printed copies from the Spring and Fall of 1984. Then I have disk issues from the Fall of 1986 and Winter of 1987. I am pretty sure that the Winter of 1987 was the last issue ever published. Is anyone aware of any other issues that were published?
Thanks,
Larry

3580. ReConvert a ATR to COM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 09:45:22 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <g6cijusgai5lr7ebtpgeraocbl6iav8bl8@4ax.com>
Source record: 28601

Howdy *.*!

I think there is a tool availble, which is capable to "compile" a
standard executable .com or .obj File into a single ATR File.

How could I reconvert the ATR back to a single executable?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3581. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 09:55:18 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <0rciju089e55d9ha1s64ogv9g22t3eg6e9@4ax.com>
Source record: 28602

On Wed, 17 Jul 2002 11:58:40 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>
><kenames@pacbell.net> wrote
>
>> hi Fox-1,
>> very nice page. I see you have not included 3.3c in there tho. do
>> you need a copy? if so then email me back and I will send it to you.
>> the binary disk version. thanks.
>
>I have the original Sparta-Dos 3.3c cartridge. This version is exactly the same as the
3.3b version. Only difference is that "b"
>is on disk, while "c" is on cartridge...

what is the difference between SpartaDos 3.2x and 3.3? Is it perhaps
more compatible to dos programms e.g. Turbo Basic?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3582. Re: OSS Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 10:50:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d3944d5$0$12278$e4fe514c@dreader4.news.xs4all.nl>
Source record: 28603

Hi Larry,

Could you scan them and put them on the internet? Sounds very interesting.

TXG / MNX
"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020720014658.15619.00000231@mb-ca.news.cs.com...
> Way back when, I subscribed to the OSS Newsletters for several years.
They
> were supposedly published quarterly, but in actuality, it was pretty
sporadic.
> When OSS sold out to ICD, I had just re-subscribed, and ICD never
published any
> more issues (story of my Atari life). I have printed copies from the
Spring
> and Fall of 1984. Then I have disk issues from the Fall of 1986 and
Winter of
> 1987. I am pretty sure that the Winter of 1987 was the last issue ever
> published. Is anyone aware of any other issues that were published?
> Thanks,
> Larry
>
>

3583. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 11:00:44 UTC
From: Russell Marks <russell.marks@ntlworld.com>
Message-ID: <Apb_8.3287$Hy1.57170@newsfep1-win.server.ntli.net>
Source record: 28604
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:

> Russell Marks <russell.marks@ntlworld.com> writes:
>
> > Anyway, when is everyone else going to enter the competition?
> > Most of the entries were by me last time I checked... :-(
>
> You seem very productive. I just submitted my (first) entry, which

Hmm. I suppose it's worked out that way, probably because I hadn't
done much programming recently.

> should make the standings Sinclair 4, Commodore 2, Amstrad 1.

I just hope the competition doesn't end up as dominated by the C64 as
it was last year.

-Rus.

3584. Re: ReConvert a ATR to COM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 14:09:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d396f06$0$1424$272ea4a1@news.execpc.com>
Source record: 28605

I never understood why people did that, convert
a .obj to an .atr. I guess it is to make the file
just boot when booted from.
I would guess that these are single stage loading
boot files. Then I further guess you could take
the load, init and run addresses out of the boot
record and put them in a load file. Most of these
are probably files that don't load from DOS, have
to have a menu loader.
The boot record goes like this:
byte 0, sector 1 (first 4 sectors are always 128 bytes,
or is it three) Not used, stored in dflags ($240)
byte 1, # of 128 byte sectors to load
byte 2, lo of load adr
byte 3, hi of load adr
byte 4, lo of init adr
byte 5, hi of init adr.
The boot sequence gets the # of sectors, then the
adr to load at, then loads the sectors then jsr to
init adr.
If it is single stage, then you just dump the # of
sectors in byte 1 (? starting at sector 4?), prepend
a FF LO HI (start adr) LO HI (end adr). and post
pend the RUN or INIT adr.
Maybe.
Rambling Russg

3585. Re: ReConvert a ATR to COM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 14:15:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d397088$0$1423$272ea4a1@news.execpc.com>
Source record: 28606

I'm afraid I didn't get it right.
The Atari doesn't jsr to the init adr in bytes 4,5.
It saves bytes 4 and 5 in the DOSINI, ($C,$D).
Then it jsr to load adr +6 (the first six bytes
of sector 1 get loaded at the load adr.)
Uh Oh.

3586. Orc Attack on Atari800Win...Please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:18:27 UTC
From: Avanze
Message-ID: <3d397dcb.934167@news.karoo.co.uk>
Source record: 28607

Hi,

There's a problem when playing Orc Attack on Atari800Win ousing ATR or EXE, the orcs don't connect the ladders correctly.
I came across a Polish forum, so I tried to translate the messages, it seems a Polishman had this same problem.

Check - http://atariarea.nostalgia.pl/forum/viewtopic.php?t=182

Anyway the answer is to load Orc Attack using DOS II, I've tried doing this but no sucess. Please could someone tell me how to load a disk through DOS.

Any help appreciated.

Regards,

Michael

3587. Orc Attack and Atari800Win...please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:22:20 UTC
From: Avanze
Message-ID: <3d397fae.1417373@news.karoo.co.uk>
Source record: 28608

Hi,

There's a problem when playing Orc Attack using Atari800Win with eather an ATR or EXE. When playing the game the Orcs don't connect the ladders correctly. I read on a forum that the answer is to load the game through DOS 2, I've tried this. Can anyone tell me how to do this, I've never used DOS before.

Any help appreciated.

Regards,

Michael

3588. Orc Attack on Atari800Win...Please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:23:29 UTC
From: Avanze
Message-ID: <3d398039.1555700@news.karoo.co.uk>
Source record: 28609

Hi,

There's a problem when playing Orc Attack using Atari800Win with
eather an ATR or EXE image. When playing the game the Orcs don't
connect the ladders correctly. I read on a forum that the answer is to
load the game through DOS 2, I've tried this. Can anyone tell me how
to do this correcly. I've never used DOS before.

Any help appreciated.

Regards,

Michael

3589. Orc Attack on Atari800Win...Please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:24:31 UTC
From: avanze@vai.karoo.co.uk
Message-ID: <3d398077.1618537@news.karoo.co.uk>
Source record: 28610

Hi,

There's a problem when playing Orc Attack using Atari800Win with eather an ATR or EXE. When playing the game the Orcs don't connect the ladders correctly. I read on a forum that the answer is to load the game through DOS 2, I've tried this. Can anyone tell me how to do this correcly. I've never used DOS before.

Any help appreciated.

Regards,

Michael

3590. Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:29:58 UTC
From: llpwhite@cs.com
Message-ID: <20020720112958.15561.00000284@mb-ca.news.cs.com>
Source record: 28611

Over the years, I have had a lot of trouble with bad connections between my 130XE's and the contacts on my Black Box. I can usually go maybe 6 months and then either my hard drive or floppy board drives get "flakey" with their reads or writes. Time to get out the eraser and contact cleaner (M.G. brand) -- then they are good for another 6 months. (Eraser first, then cleaner.) Does anyone know of anything that might lengthen this cleaning cycle? These are regular tin/lead connectors AFAIK.
Thanks,
Larry

3591. Aprom eprom programmer + Sixpack 1 & 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 15:56:29 UTC
From: noone@nowhere.com
Message-ID: <tr1jjusspov28ovl7vo3fhrj1fjg61uc9s@4ax.com>
Source record: 28612

I have an Aprom eprom programmer and the two Sixpack utility cartridges for the atari 800 with software and manuals that I was thinking of selling on Ebay. Does anyone know what these might be worth?

3592. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 17:20:10 UTC
From: Video61@webtv.net
Message-ID: <1581-3D399BCA-32@storefull-2114.public.lawson.webtv.net>
Source record: 28613

hi,
it was originaly written(i was told) to be used with the pro bbs
system. but it turned out so good, and almost bug free that its
considered the most stable solid sparta out.
the programmer did a really good job,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3593. Re: Aprom eprom programmer + Sixpack 1 & 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 19:05:15 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ahcc9n$t6i$1@news1.xs4all.nl>
Source record: 28614

Don't know exactly contact me: txg@the-underground.myweb.nl

<noone@nowhere.com> wrote in message
news:tr1jjusspov28ovl7vo3fhrj1fjg61uc9s@4ax.com...
> I have an Aprom eprom programmer and the two Sixpack utility
> cartridges for the atari 800 with software and manuals that I was
> thinking of selling on Ebay. Does anyone know what these might be
> worth?

3594. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 19:07:17 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ahccdj$61$1@news1.xs4all.nl>
Source record: 28615

Hi,

Just wondering do you use the 130XE on a normal power supply or pc power supply.

I connected everything on a pc power supply and even upgraded my 130XE with 1Mb and it still runs without any problems...

TXG/MNX
"LLpwhite" <llpwhite@cs.com> wrote in message news:20020720112958.15561.00000284@mb-ca.news.cs.com...
> Over the years, I have had a lot of trouble with bad connections between my
> 130XE's and the contacts on my Black Box. I can usually go maybe 6 months and
> then either my hard drive or floppy board drives get "flakey" with their reads
> or writes. Time to get out the eraser and contact cleaner (M.G. brand) -- then
> they are good for another 6 months. (Eraser first, then cleaner.) Does anyone
> know of anything that might lengthen this cleaning cycle? These are regular
> tin/lead connectors AFAIK.
> Thanks,
> Larry

3595. Re: ReConvert a ATR to COM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-20 23:47:14 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D39F67E.4534F3FE@rogers.com>
Source record: 28617

Hi Thomas,

What bugs me is people often upload atr only to websites or ftp sites and leave out the atari native formats like diskcomm or arc. There are those among us with *real* 8bits who have no use for atr format since we cant use them (ie. we dont need an emulator for a real 8bit)

Thomas Havemeister wrote:

> Howdy *.*!
>
> I think there is a tool availble, which is capable to "compile" a
> standard executable .com or .obj File into a single ATR File.
>
> How could I reconvert the ATR back to a single executable?
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

3596. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 01:01:58 UTC
From: daclmi@netscape.net
Message-ID: <3d3a0787.2429126@news.CIS.DFN.DE>
Source record: 28618

On Fri, 19 Jul 2002 18:50:48 +0100, "Dean Garraghty" <dgs@clara.net>
wrote:

>Hello All,
>
>Just wanted to bring you all up-to-date on the progress of my CD-ROM of
>Atari 8-bit software containing commercial software released by Power Per
>Post (International English Versions) and myself.
>
>The CD is well on the way to completion. I only have some more magazines to
>scan and one manual to re-edit.
>
>I still need purchasing pledges.

Will it be a professionally produced CD with the plastic shell and a
booklet, or a CD-R with handwriting on it in a plastic sleeve? I will
buy one if it is the former.

3597. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 03:24:47 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D3A2976.B104B5FE@rogers.com>
Source record: 28619

Hello all,

Daniel Miller wrote:

> On Fri, 19 Jul 2002 18:50:48 +0100, "Dean Garraghty" <dgs@clara.net>
> wrote:
>
> >Hello All,
> >
> >Just wanted to bring you all up-to-date on the progress of my CD-ROM of
> >Atari 8-bit software containing commercial software released by Power Per
> >Post (International English Versions) and myself.
> >
> >The CD is well on the way to completion. I only have some more magazines to
> >scan and one manual to re-edit.
> >
> >I still need purchasing pledges.
>
> Will it be a professionally produced CD with the plastic shell and a
> booklet, or a CD-R with handwriting on it in a plastic sleeve? I will
> buy one if it is the former.

I doubt it wil be economically feasible to produce a fully stamped cd rom. But a good quality cd-r with laser printed label inserts would be reasonable. Dont forget, full production CD's are hideously expensive if not impossible in quantities under 500 to 1000 in most cases. Not a good idea when there isnt that many active 8bitters worldwide.

3598. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 06:57:27 UTC
From: Larry Anderson <foxnhare@bigvalley.net>
Message-ID: <3D3A5B49.63B354E8@bigvalley.net>
Source record: 28620
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Scared? :-)

Looks like Sinclair is leading in entries.

I have 250 more bytes to trim on mine... :-/

Larry

Russell Marks wrote:
>
> Anders Carlsson <anders.carlsson@mds.mdh.se> wrote:
>
> > Russell Marks <russell.marks@ntlworld.com> writes:
> > >
> > > > Anyway, when is everyone else going to enter the competition?
> > > > Most of the entries were by me last time I checked... :-(
> > >
> > > You seem very productive. I just submitted my (first) entry, which
> >
> > Hmm. I suppose it's worked out that way, probably because I hadn't
> > done much programming recently.
> >
> > > should make the standings Sinclair 4, Commodore 2, Amstrad 1.
> >
> > I just hope the competition doesn't end up as dominated by the C64 as
> > it was last year.
> >
> > -Rus.

--
01000011 01001111 01001101 01001101 01001111 01000100 01001111 01010010 01000101
Larry Anderson - Sysop of Silicon Realms BBS (209) 754-1363
300-14.4k bps
Set your 8-bit C= rigs to sail for http://www.portcommodore.com/
01000011 01001111 01001101 01010000 01010101 01010100 01000101 01010010 01010011

3599. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 08:29:05 UTC
From: Fox-1
Message-ID: <BAj_8.13904$48.1671540@zwoll1.home.nl>
Source record: 28616

"Thomas Havemeister" wrote

> what is the difference between SpartaDos 3.2x and 3.3? Is it perhaps
> more compatible to dos programms e.g. Turbo Basic?

One of the advantages of Sparta-Dos is that it hides itself partially under the o.s. memory so that it looks like there is only a
small DOS in memory. TurboBASIC, however, uses the same "trick", so those two will never co-operate with the exception of
Sparta-Dos 1.1 which was developed to run on the Atari 800, which hasn't got RAM under the o.s. at all.

On the other hand, there is also a Turbo-BASIC designed to run on the 800, so not using RAM under the o.s. Tom Hunt also made a
special version of Turbo-BASIC designed to run with Sparta-Dos, which is about 90% compatible with the original one.

As for the differences in Sparta-Dos 3.2 and 3.3, well, there aren't many, but 3.3 has more internal commands and is able to use
the MS-Dos syntax in stead of only the old CP/M syntax. 3.3 Also handles lowercase characters on the CMD-line much better, and
also supports a diskdrive set to D9:, which comes in handy when using a RamDisk simultaneously with 4 diskdrives and 4
harddisk-partitions for example.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3600. mouse stup with BOSS-X v 10.2

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 08:49:17 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <hAu_8.91153$XH.2209412@twister.tampabay.rr.com>
Source record: 28621

Dose anyone know how to setup the mouse driver with the new version of
BOSS-X?
Help needed, my German is bad :(

-Atari8man-

3601. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 09:06:17 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1027242324@rtfm.mit.edu>
Source record: 28622
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3602. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 12:49:46 UTC
From: llpwhite@cs.com
Message-ID: <20020721084946.16614.00000074@mb-fh.news.cs.com>
Source record: 28623

> Just wondering do you use the 130XE on a normal power supply or pc power supply. <

I use the original (separate) power supplies. But the voltages have been fine when I've checked them. You are suggesting that low voltages might aggrevate my problems? Hadn't thought of that. What, if anything, do you use to maintain the 10% minimum loading on the switching power supply?
Larry

Larry

3603. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 13:20:42 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <qyy_8.107407$6r.3938775@news4.srv.hcvlny.cv.net>
Source record: 28624

Hello Daniel,

I have to agree with James on this one. I bought The Pooldisk and Pooldisk Too for The Ol' Hackers AUG when it existed. Both were hand-burned, although they had packaging and labeling that was of better quality than somebody writing on the CD with a felt-tip marker and enclosing it in a paper sleeve. All of this takes time, effort and creativity. I have to respect the efforts of small-time producers, no matter how amateurish they seem, and concentrate on the quality of the software on the CD.

Just my 2¢.

Take care.

Alan

"Daniel Miller" <daclmi@netscape.net> wrote in message news:3d3a0787.2429126@news.CIS.DFN.DE...
> On Fri, 19 Jul 2002 18:50:48 +0100, "Dean Garraghty" <dgs@clara.net>
> wrote:
>
> >Hello All,
> >
> >Just wanted to bring you all up-to-date on the progress of my CD-ROM of
> >Atari 8-bit software containing commercial software released by Power Per
> >Post (International English Versions) and myself.
> >
> >The CD is well on the way to completion. I only have some more magazines
to
> >scan and one manual to re-edit.
> >
> >I still need purchasing pledges.
>
> Will it be a professionally produced CD with the plastic shell and a
> booklet, or a CD-R with handwriting on it in a plastic sleeve? I will
> buy one if it is the former.

3604. 3.5 inch drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 14:33:48 UTC
From: Brett Latchford <brett@rogers.com>
Message-ID: <gDz_8.157757$WJf1.107989@news01.bloor.is.net.cable.rogers.com>
Source record: 28625

I am looking for a do it yourself way to get a 3.5 inch drive hooked up to my 8 bit atari (130XE), any ideas?

3605. Re: 3.5 inch drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 14:57:42 UTC
From: llpwhite@cs.com
Message-ID: <20020721105742.28398.00000152@mb-cn.news.cs.com>
Source record: 28626

> I am looking for a do it yourself way to get a 3.5 inch drive hooked up to my 8 bit atari (130XE), any ideas? <

There are several ways to do this.

The easiest and probably the cheapest is to upgrade an XF551 using a 720/1440 drive (you can only use 720K). You have to get or burn an Eprom for the drive (or) you can buy a very nice upgrade from CSS/New Life Electronics.

You can get a Black Box/ Floppy Board from CSS.
http://www.nleaudio.com/css/index.htm

There are *a few* Percom's that had a controller that will suport 720K drives. Getting the right one is the trick.

The Amdek 3" drives supposedly used a standard controller that would support 3-1/2" drives. But these are really RARE (not to be confused with "rare" items such as PacMan or BASIC carts being auctioned ;-)

There are probably a couple of European models that would support this.

Last, but probably the best and cheapest overall is to get an APE cable and software to use a PC harddrive for disk images of various sizes up to 16MB.

Larry

3606. Re: 3.5 inch drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 15:01:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <d1A_8.10052$_C2.759674@newsread2.prod.itd.earthlink.net>
Source record: 28627

Fairly complex to create your own floppy controller and SIO interface...

For a 720K 3.5, you might look for a Percom Master drive or ATR8000 which
can pretty much plug and play like a Black Box.

Only other *easy* option is patching the 3.5 mechanism into an XF551.

--
Ron

http://www.atariland.com/members/oldatarian

"Brett Latchford" <brett@rogers.com> wrote in message
news:gDz_8.157757$WJf1.107989@news01.bloor.is.net.cable.rogers.com...
> I am looking for a do it yourself way to get a 3.5 inch drive hooked up to
> my 8 bit atari (130XE), any ideas?
>
>
>

3607. XF551's 360K vs 720K

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 15:02:22 UTC
From: llpwhite@cs.com
Message-ID: <20020721110222.28391.00000101@mb-cn.news.cs.com>
Source record: 28628

Here's a philosophical question (I don't think there is a "right" or "wrong" answer) -- is an XF551 more useful and/or valuable with it's stock mechanism or with a 3-1/2" mechanism? And why?
Larry

3608. Re: Orc Attack and Atari800Win...please help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 15:13:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8cA_8.10079$_C2.747700@newsread2.prod.itd.earthlink.net>
Source record: 28629

2 options:

1) Boot with a DOS 2 disk ATR and select 'L <RET>' at menu followed by
giving name of EXE file and a <RET>.

2) Create a DOS 2 disk ATR containing the EXE file under the name
'AUTORUN.SYS'.

DOS 2 boots to a menu screen when Basic is disabled. Menu selections are a
single letter and <Return> and then your reaponse to a prompt. A comma is
the delimiter for renaming files and copying them to another disk ATR such
as:
C <RET>
D3:ORCATTK.EXE,D1:AUTORUN.SYS <RET>

--
Ron

http://www.atariland.com/members/oldatarian

<Avanze> wrote in message news:3d397fae.1417373@news.karoo.co.uk...
> Hi,
>
> There's a problem when playing Orc Attack using Atari800Win with
> eather an ATR or EXE. When playing the game the Orcs don't connect the
> ladders correctly. I read on a forum that the answer is to load the
> game through DOS 2, I've tried this. Can anyone tell me how to do
> this, I've never used DOS before.
>
> Any help appreciated.
>
> Regards,
>
> Michael
>

3609. OrcAttack

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 16:35:16 UTC
From: mellor@vai.karoo.co.uk
Message-ID: <3d3ae235.7394485@news.karoo.co.uk>
Source record: 28630

Hi Ron,

Thanks for your advice. I did manage to copy the EXE onto an ATR and
run it through DOS, unfortunatly no change in the game itself.
Have you ever played this game yourself?

Regards,

Michael

3610. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 17:00:20 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1027270934.30871.0@iris.uk.clara.net>
Source record: 28631

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3d3a0787.2429126@news.CIS.DFN.DE...
> Will it be a professionally produced CD with the plastic shell and a
> booklet, or a CD-R with handwriting on it in a plastic sleeve? I will
> buy one if it is the former.

It is a Kodak CD-R (or possibly BASF/EMTEC when the Kodak run out), with a laser printed CD label. It is in a plastic case. The insert will also be laser printed, as will the U-cover at the back.

Dean Garraghty

3611. Re: XF551's 360K vs 720K

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 17:49:59 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <bvC_8.8502$Qk6.5748@newsread1.prod.itd.earthlink.net>
Source record: 28633

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020721110222.28391.00000101@mb-cn.news.cs.com...
> Here's a philosophical question (I don't think there is a "right" or
"wrong"
> answer) -- is an XF551 more useful and/or valuable with it's stock
mechanism or
> with a 3-1/2" mechanism? And why?

I don't currently have one but the reasons why I liked mine were kind of specific to me. First off the XF551 as a 5.25" was slightly less then perfectly compatible with existing drives. There was the flippy issue and it didn't determine density on insertion of a disk like other Atari drives. You would get an error and retry if swaping formats. The timing was off just enough to break several copy protected disks.

So for me when used as a single sided drive it the inferior. You take away that and what is left is superior storage of 360k when used with the right DOS. Once I got to the superior by means of extra storage it was a no brainer for me: If 360k is good 720k is twice as good.

I used to have a BBS and do a bit of programming. In those applications more storage was more important then better compatibility with my 5.25" drives.

3612. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 20:28:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d3b1986$0$1424$272ea4a1@news.execpc.com>
Source record: 28634

A switching ps shuts down if it has less than 10%
load? Weird, why would they do that?
I have some old AT ps and a newer one, don't
actually know the wattage, wonder if they would
shut off if I tried to use them.
I guess the motherboard takes more than 10% (say
50 watts on a 500 watt ps.), so it doesn't shut
down normally.

3613. Re: SpartaDOS XIO format command

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-21 20:33:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d3b1aa3$0$1424$272ea4a1@news.execpc.com>
Source record: 28635

```
Full SpDOS documentation can be found at:
my.en.com/~russg or www.en.com/users/russg
http://my.en.com/~russg
```

3614. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 01:59:25 UTC
From: daclmi@netscape.net
Message-ID: <3d3b65c7.547755@news.CIS.DFN.DE>
Source record: 28637

On Sun, 21 Jul 2002 09:20:42 -0400, "Alan Sharkis"
<asharkis@optonline.net> wrote:

>Hello Daniel,
>
>I have to agree with James on this one. I bought The Pooldisk and Pooldisk
>Too for The Ol' Hackers AUG when it existed. Both were hand-burned,
>although they had packaging and labeling that was of better quality than
>somebody writing on the CD with a felt-tip marker and enclosing it in a
>paper sleeve. All of this takes time, effort and creativity. I have to
>respect the efforts of small-time producers, no matter how amateurish they
>seem, and concentrate on the quality of the software on the CD.

I am not saying that I don't respect them nor that they are
amateurish. Part of the enjoyment of owning a CD is having nice
packaging and a shell that can sit on a shelf with your others, like
any music CD. It is just my personal preference.

3615. Re: DGS/PPP CD-ROM - progress update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 02:19:10 UTC
From: daclmi@netscape.net
Message-ID: <3d3b6b8a.2022712@news.CIS.DFN.DE>
Source record: 28638

On Sun, 21 Jul 2002 18:00:20 +0100, "Dean Garraghty" <dgs@clara.net>
wrote:

>It is a Kodak CD-R (or possibly BASF/EMTEC when the Kodak run out), with a
>laser printed CD label. It is in a plastic case. The insert will also be
>laser printed, as will the U-cover at the back.

Okay, I'll buy one.

3616. Re: XF551's 360K vs 720K

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 02:50:04 UTC
From: tonyR <Arudzki@yahoo.com>
Message-ID: <wpK_8.17583$927.9539@nwrddc01.gnilink.net>
Source record: 28639

If you already have a DD 1050 as drive 1, the 720K is nice just for the increased storage space.

Tony

3617. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 05:26:27 UTC
From: Fox-1
Message-ID: <K6C_8.18421$48.2163962@zwoll1.home.nl>
Source record: 28632

"LLpwhite" wrote

> I use the original (separate) power supplies. But the voltages have been fine
> when I've checked them.

I also run both my blackbox' and my 130XE's on the same switching PC powersupply and never had to clean the contacts of the
blackbox'.

> problems? Hadn't thought of that. What, if anything, do you use to maintain
> the 10% minimum loading on the switching power supply?

Two huge 676MB full hight 5,25" Imprimis harddisks seem to be enough load to keep the 550Watt PS running :-)

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3618. FA. Atari ROMSCANNER command center

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 06:27:09 UTC
From: Trev Scott <trev.scott@ntlworld.com>
Message-ID: <OBN_8.6885$rn5.745958@news11-gui.server.ntli.net>
Source record: 28640

This allows 10 games to be auto selected at once on the 2600

Mint unused condition

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1368301796

3619. Re: SpartaDOS XIO format command

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 09:28:12 UTC
From: Fox-1
Message-ID: <5yF_8.19355$48.2261284@zwoll1.home.nl>
Source record: 28636

"Shawn Jefferson" wrote

> Can anyone tell me the syntax of the XIO command from basic to format a
> disk in various formats?
>
> 1. SpartaDOS format (SS-SD)
> 2. AtariDOS format (SS-SD)
> 3. AtariDOS format (SS-ED)

Format Disk in Atari DOS 2 Format (AINIT)
Syntax
XIO 254,#IOCB,0,0,"Dn:"

Notes
The IOCB must be closed for this operation to be used. THIS FUNCTION MAY BE USED ONLY WITH A VERSION 2.X SpartaDOS LOADED INTO THE
COMPUTER.

> Since the guy who owns the SpartaDOS rights has disappeared, I guess there
> is no way to get a manual for 3.x anymore?

I have the 2.3 manual as a DOC-file. I'm busy converting it to HTML for a long time now but it's not finished yet. Will not be
for tomorrow.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3620. Re: SpartaDOS XIO format command

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 12:40:56 UTC
From: kodak2002@webtv.net
Message-ID: <17841-3D3BFD58-316@storefull-2336.public.lawson.webtv.net>
Source record: 28642

```
how much is atari worth
```

3621. Re: 800/400/850/810/1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 14:36:30 UTC
From: Fabien Legiret <fabien.legiret@libertysurf.fr>
Message-ID: <newscache$x8nnzg$c36$1@news.tiscali.fr>
Source record: 28644

Hello,

I am looking for one Atari 800 and one 400 (for my collection, and because
that's wondeful machine).
Where are you ? (USA/Europe ?)
And how much ?

Fabien

"ronr" <ronr@blarg.net> a crit dans le message de news:
3D29007D.132FB1D4@blarg.net...
> Atari 800 & 400 for sale with 410 Recorder, 1050 Dual Density & 810
> Disks, 850 Interface, and Microconnection Modem (800 baud?).
> Program Exchange Software: MathLib, Chameleon, and Deep Blue C.
> Cartridges: Star Raiders, Assembler, and *Millipede.
> 3-rd Party Software: Disk Key, MAC65, Flight Simulator, and *Zaxon.
> Atari Manuals for hardware PLUS "Operating System User's Manual"
> 800's video chip has failed.
> Most hardware is in original box and all connectors exist.
> Selling as a single unit to best cash offer (no resellers).
>

3622. Adding a detachable keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 14:58:10 UTC
From: "Brett J. Latchford" <brett@rogers.com>
Message-ID: <64V_8.169695$WJf1.96766@news01.bloor.is.net.cable.rogers.com>
Source record: 28645

Thanks for the tips on the 3.5 inch drive, now I am wondering if anyone has added an ibm style keyboard to their little 8-bit, and how this would be done. I thought i seen something on this on the web, but have been unable to find it again. Any help would be appreciated

3623. Re: Aprom eprom programmer + Sixpack 1 & 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 15:38:32 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0207220738.5abe43af@posting.google.com>
Source record: 28547

>> Does anyone know what these might be worth?

Paid about $40 for Sixpack I. Email me if this is the price
neighborhood you had in mind.

3624. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 16:12:48 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d3c2f01$0$1431$272ea4a1@news.execpc.com>
Source record: 28548

I never knew this about the AT ps shutting down
if there isn't a 10% load.
I don't have much experience, but I do have a
MIO, Adaptec (4000A?) and a couple 20 meg
hard drive setup I have used. It never seemed
to shut down on me, even with on one hd attached.
Were some switching and some not? Seems dumb.
I'd probably put a 50 watt resistor load across one
of the power plugs or something, or maybe a 100 watt,
a power resistor anyway.
Since APE, I haven't set up the hard drive.
I always started the hard drives first, then turned on
the computer.

3625. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 16:32:48 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <QsW_8.12646$_C2.942241@newsread2.prod.itd.earthlink.net>
Source record: 28549

"Russ Gilbert" <russg@en.com> wrote in message
news:3d3c2f01$0$1431$272ea4a1@news.execpc.com...
> I never knew this about the AT ps shutting down
> if there isn't a 10% load.

Not all of them do it. I can only recall one of mine that used to shut down with no load, but then I only had 2 or 3 tops.

Most of the ones I keep around are mini tower power supplies. I haven't run into any of these that don't run with no load.

My guess on the ones that shut down is it is due to the over voltage protection circuits. If I have it right on switching power supplies, they regulate voltage by varying the duty cycle at a fixed frequency. With no load they may not be able to have a low enough on time to keep the supply from going over voltage.

3626. Re: OrcAttack

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 18:15:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <XYX_8.11495$Qk6.2439@newsread1.prod.itd.earthlink.net>
Source record: 28550

Sorry, no, I have not...

--
Ron

http://www.atariland.com/members/oldatarian

<mellor@vai.karoo.co.uk> wrote in message
news:3d3ae235.7394485@news.karoo.co.uk...
> Hi Ron,
>
> Thanks for your advice. I did manage to copy the EXE onto an ATR and
> run it through DOS, unfortunatly no change in the game itself.
> Have you ever played this game yourself?
>
> Regards,
>
> Michael
>

3627. Sparta Dos File Limit

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 18:53:10 UTC
From: llpwhite@cs.com
Message-ID: <20020722145310.13678.00000075@mb-ms.news.cs.com>
Source record: 28551

Does Sparta 3.3X have the 64 file limit that most Atari Dos versions have?
Thanks,
Larry

3628. Re: Sparta Dos File Limit

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 20:05:56 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d3c6a05$0$12312$e4fe514c@dreader4.news.xs4all.nl>
Source record: 28552

Hi,

SpartaDOS 3.x has a 127 file limit.

TXG/MNX
"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020722145310.13678.00000075@mb-ms.news.cs.com...
> Does Sparta 3.3X have the 64 file limit that most Atari Dos versions have?
> Thanks,
> Larry
>
>

3629. Re: Sparta Dos File Limit

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-22 20:59:26 UTC
From: david_p@istop.com
Message-ID: <9253A0D55davidpistopcom@205.189.152.45>
Source record: 28553

That's 127 files or directories per directory. Thus, by nesting sub-
directories, you can have many more. And with a limit of 16 megs per
partition, that's not a huge limitation.

SDX supports many more files per directory; I forget the exact limit.

David P.

txg@the-underground.myweb.nl (TXG) wrote in
<3d3c6a05$0$12312$e4fe514c@dreader4.news.xs4all.nl>:

>Hi,
>
>SpartaDOS 3.x has a 127 file limit.
>
>TXG/MNX
>"LLpwhite" <llpwhite@cs.com> wrote in message
>news:20020722145310.13678.00000075@mb-ms.news.cs.com...
>> Does Sparta 3.3X have the 64 file limit that most Atari Dos versions
>> have? Thanks,
>> Larry

3630. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 00:48:58 UTC
From: Fox-1
Message-ID: <c1T_8.98$5x.4030@zwoll1.home.nl>
Source record: 28641

"Russ Gilbert" wrote

> I guess the motherboard takes more than 10% (say
> 50 watts on a 500 watt ps.), so it doesn't shut
> down normally.

When I only use 1 Atari 130XE with BlackBox and SCSI harddisk, my harddisk stops spinning as soon I power-off the 130XE, so only a
blackbox and a harddisk doesn't seem to be enough load to keep the AT PS running...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3631. Re: SpartaDOS XIO format command

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 02:35:47 UTC
From: Fox-1
Message-ID: <DBU_8.506$5x.29332@zwoll1.home.nl>
Source record: 28643

"Michael Lawhorn" wrote

> how much is atari worth

Millions of dollars as when looking to the JTS/Hasbro/InfoGrames history...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3632. Re: Adding a detachable keyboard

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 03:08:08 UTC
From: Fox-1
Message-ID: <I3V_8.637$5x.41014@zwoll1.home.nl>
Source record: 28646

"Brett J. Latchford" wrote

> added an ibm style keyboard to their little 8-bit, and how this would be
> done.

http://members.aol.com/MacFalkner/atari/aki/index_e.htm

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3633. 16:9 TVs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 03:16:31 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <PqMP9A+8A8mI092yn@NoSpam.com>
Source record: 28556

I just purchased a widescreen HD TV this past
weekend and have been having fun trying out my
videogame systems on it. The sad thing is that
the N64 doesn't look nearly as nice as my 130XE.
The XBox using component video looks pretty
sweet though (unfortunately, multiplay splits
the screen horizontally instead of vertically).

Anyway, I had a couple of questions:
1. Is their a pinout anywhere that I can use
to make an S-Video cable for my XE?

2. Has anyone thought of doing a wide screen
game on the 8bits? You could make a custom
DLI to get the correct aspect ratio (but it
really wouldn't get you any more horizontal
resolution). I just thought it would be cool
to demo it for a few friends...

--
Ryan 'Gozar' Collins

3634. Russg's Atari day

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 04:08:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d3cd6dc$0$1433$272ea4a1@news.execpc.com>
Source record: 28557

(I wrote this before LWhite's question about
file limits. I discovered by experience the limits
today. I have SpX, but wouldn't use it to go
over the 127 file limit as I don't want to not be
able to access the files without Sp 3.2g.)
Here's my story for today:
Somebody (Fox or somebody), we were talking about switching
ps. I looked, my old AT ps says it is switching. But it
never cuts out. Rainy day, what to do, play ATARI!
Set up the MIO ST125 and ST225 and Adaptec 4000A. They
still work. I guess the Adaptec and two hard drives are
enough to keep the ps from turning off.
I put my collection of games on one 16 meg partition.
Learned that APE Mirror will only do up to 64 files in the
mirror directory, I guess (APE 1.17 registered) because it
is Atari DOS emulating. Then found the 127 file limit in a
subdirectory under SpDOS F32G.
My grandson got into the act, played games for me (Frogger,
Elevator Repairman, Donkey Kong Jr., Amnesia, Deluxe Space
Invaders).
Rambling Russg

3635. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 04:21:52 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d3cd9e1$0$1433$272ea4a1@news.execpc.com>
Source record: 28558

(I made a new post, but it isn't here yet.)
Thanks, Rick for that explanation, the ps needs
a load to work right.
But I need to make one more comment.
Setting up all this hard drive and stuff today,
I got a fan to breeze over the whole setup.
I'm sure Fox knows this with his BBS.
From BBS days I learned to keep a desk fan
going over the whole shebang.
KEEP a FAN on IT.
Russg

3636. Re: Sparta Dos File Limit

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 09:51:56 UTC
From: Fox-1
Message-ID: <i___8.3684$5x.238323@zwoll1.home.nl>
Source record: 28554

"LLpwhite" wrote

> Does Sparta 3.3X have the 64 file limit that most Atari Dos versions have?

No, it has a 127 file-limit per directory (Sparta-Dos X has 1024 iirc).

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3637. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 10:00:07 UTC
From: Fox-1
Message-ID: <Z5%_8.3743$5x.242782@zwoll1.home.nl>
Source record: 28555

"Russ Gilbert" wrote

> I never knew this about the AT ps shutting down
> if there isn't a 10% load.

Don't know if it's true for all types, but it is true for the few I've used in the past...

> I'd probably put a 50 watt resistor load across one
> of the power plugs or something, or maybe a 100 watt,
> a power resistor anyway.

When I'm at an ATARI meeting, bringing only 1 ATARI 130XE with black-box and 1 HD with me, and a spare PS, I use my electric
cigarette-lighter from my car to start-up my power-supply. Once that one is running, it keeps running o.k. :-)

On the system I'll leave at home (which runs the BBS) I've to switch on a 10Watt 12V light (connected to the +5V) to keep the
system running, since that PS now only has half the load :-))

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3638. USB (hardwaredude(tte) wanted)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 13:15:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ahjksteii1@nets3.rz.RWTH-Aachen.DE>
Source record: 28559

Howdy folks

I've received the following

Maybe somebody is interested in joining this crew.

CU Mathy van Nisselroy

>Hallo allemaal,
>
>I have been contacted by a fellow Dutchman, Hans Tillema, who
>developed a kind of networkcard for the MSX. IIRC this card enables you
>to connect your computer to others only two wires. Far more interesting
>is that it has an USB-slave onboard as well.
>
>But Hans is a MSX-expert and he was looking for people willing to port
>this card to the PC, Atari, Apple and C= of course. So via via he
>contacted me and I agreed on helping him with the hardware part in the
>first place. Once the hardware is ready, I will look if I can develop the
>software as well. The problem won't be squeezing byte out of the port or
>pushing bytes into it but to find a decent way it can be interfaced with
>existing software/Kernals in some way.
>
>I'll let you know about the progress.
>
>
>But I first have
> ___
> / __|__
> / / |_/ Groetjes, Ruud
> \ __|_\
> ___| http://Ruud.C64.org
>
>
> Message was sent through the cbm-hackers mailing list

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3639. Re: ReConvert a ATR to COM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 13:33:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ahjm06$fh3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28560

Howdy Thomas, folks

"> What bugs me is people often upload atr only to websites or ftp sites and
> leave out the atari native formats like diskcomm or arc. There are those
> among us with *real* 8bits who have no use for atr format since we cant
use
> them (ie. we dont need an emulator for a real 8bit)

Bugs me too, but when I get pissed off about this, I get burned.

If you're looking for a utility that will run on the 8 bit Atari computer
and that will convert ATR's to disks, try DISKFORM by Ken Siders. It's
available on my stuff page.
<"http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff">

CU Mathy van Nisselroy

3640. Re: 16:9 TVs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 18:29:22 UTC
From: Keith Scroggins <kws@radix.net>
Message-ID: <ahk7a2onh1@news1.Radix.Net>
Source record: 28561

Ryan Collins <gozarcollins.hotmail@nospam.com> wrote:

: Anyway, I had a couple of questions:
: 1. Is their a pinout anywhere that I can use
: to make an S-Video cable for my XE?

I can not find the plans I followed for adapting my excellent 1200 XL system from Steven Tucker for SVideo, but this plan is similar:

http://www.atariarchives.org/cfn/05/08/0045.php

I used a composite video connector from Best Electronics (I got them from my Toad buyout, still have a bunch too) and then also grabbed a short SVideo cable from Radio Shack, and an RCA cable with 2 female ends. Cut the RCA cable in half, cut up the SVideo cable, and soldered the RCA ends to the wires for the SVideo. Tested, it worked, and then out shrink tubing and electrical tape around the work, and now I got a nice SVideo cable.

No clue what the output would look like on the XE, could test it, since I have a couple, buit I would need to find them! :)

Keith

3641. Re: 16:9 TVs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-23 19:20:15 UTC
From: damfino@rochester.rr.com
Message-ID: <ef53b03c.0207231120.3c4b81d6@posting.google.com>
Source record: 28562

gozarcollins.hotmail@NoSpam.com (Ryan Collins) wrote in message
news:<PqMP9A+8A8mI092yn@NoSpam.com>...
> Anyway, I had a couple of questions:
> 1. Is their a pinout anywhere that I can use
> to make an S-Video cable for my XE?

That one's easy...
http://www.wolfpup.net/atari/svideo.html

I built one a few months ago, and it went together about as easy as anything, and makes a huge difference in the quality of the picture. However, you lose the aliasing that some graphics mode 8 (if my memory is correct) games used. You also get more of a border around the screen, which is nice in that you see everything, but you also have a smaller screen, and sometimes see things that you're not supposed to.

3642. Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 03:56:19 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0207231956.1daf8950@posting.google.com>
Source record: 28565

Hi,

I'm running APE118D under a dosemu session in Linux. The question is:
is there any possible way to use a terminal software on my 800XL to
login onto the Linux box? I got mgetty on the serial line ttyS1....
but now what?

Facundo

3643. Re: 16:9 TVs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 09:12:34 UTC
From: Fox-1
Message-ID: <BJj%8.8274$5x.775204@zwoll1.home.nl>
Source record: 28563

"Ryan Collins" wrote

> 2. Has anyone thought of doing a wide screen
> game on the 8bits? You could make a custom
> DLI to get the correct aspect ratio (but it
> really wouldn't get you any more horizontal
> resolution).

But you CAN get more horizontal resolution! If you set your Atari to wide:

```
LDA #$23
STA $022F ; SDMCTL
```

or in BASIC:

```
POKE 559,35
```

you display will not stop at the right side of the screen, so with the proper adjustment on your TV you can make use of it. You
can for example put 48 characters on a GR.0 line in stead of the usual 40.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3644. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 09:27:31 UTC
From: Fox-1
Message-ID: <DJj%8.8275$5x.774736@zwoll1.home.nl>
Source record: 28564

"Russ Gilbert" wrote

> But I need to make one more comment.
> Setting up all this hard drive and stuff today,
> I got a fan to breeze over the whole setup.
> I'm sure Fox knows this with his BBS.
> From BBS days I learned to keep a desk fan
> going over the whole shebang.
> KEEP a FAN on IT.

Actually, my set-up is like this:

I took one small PC desktop and removed anything within except for the power-supply. Then I put two full hight 5,25" harddisks
into the case and connected one thick multi-cable to the PS bringing all voltages to my BBS 130XE and blackbox. Since it's located
2 meter away, I also made a long HQ SCSI-cable. I also modified my old external 14K4 modem to let it run on the same PS in stead
of the original adapter.

I did the same with my programming set-up, except this one has cables of about 6 meters. I don't use coolers for my Atari's, nor
for the blackbox' since these are located in the same room as where I used to sleep. Only the harddisks are cooled, but these are
located just on the other side of the wall in another room.

Later the built-in PS died with lot's of flames and is replaced by a big old 550Watt IBM AT PS and is now external since it will
never fit in that small
desktop housing.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

3645. Re: 16:9 TVs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 10:47:39 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ahm01r$16f5$1@innferno.news.tiscali.de>
Source record: 28566

> Anyway, I had a couple of questions:
> 1. Is their a pinout anywhere that I can use
> to make an S-Video cable for my XE?
--
> Ryan 'Gozar' Collins
>

Yes! For exsample I use a DIN5-to-4chinch converter with my 800XE to get seperate color and luminance signals.

Mirko

3646. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 15:42:19 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <vVz%8.817$XG5.583@newsread1.prod.itd.earthlink.net>
Source record: 28567

"Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
news:a347a87b.0207231956.1daf8950@posting.google.com...
> Hi,
>
> I'm running APE118D under a dosemu session in Linux. The question is:
> is there any possible way to use a terminal software on my 800XL to
> login onto the Linux box? I got mgetty on the serial line ttyS1....
> but now what?

You have to run an R: handler to stand a chance. Steve Tucker says the
handler for the RVerter works and from there any terminal type software like
Amodem or Bobterm should echo key presses to the SIO lines.

3647. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 16:44:14 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <ahmlgunkf1@thorium.cix.co.uk>
Source record: 28568

Should imagine so, using terminal emulator software or some such. like the comms package in Mini Office II or other such program. How to configure would depend on the program itself.

"Facundo Arena" <hearena@advancedsl.com.ar> wrote in message news:a347a87b.0207231956.1daf8950@posting.google.com...
> Hi,
>
> I'm running APE118D under a dosemu session in Linux. The question is:
> is there any possible way to use a terminal software on my 800XL to
> login onto the Linux box? I got mgetty on the serial line ttyS1....
> but now what?
>
> Facundo

3648. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 19:59:20 UTC
From: Itay Chamiel <itaycspam@cs.huji.ac.il>
Message-ID: <ahmtf0ej1@news.iucc.ac.il>
Source record: 28569

May I add a shameless little plug for Ice-T, which will allow the Atari to fully emulate a VT-100 emulator, which works very well for Unix/Linux shells..

http://www.cs.huji.ac.il/~itayc/icet.html

-itay

"Pockets" <pockets@cix.co.uk> wrote in message
news:ahmlgunkf1@thorium.cix.co.uk...
> Should imagine so, using terminal emulator software or some such. like the
> comms package in Mini Office II or other such program. How to configure
> would depend on the program itself.
>
> "Facundo Arena" <hearena@advancedsl.com.ar> wrote in message
> news:a347a87b.0207231956.1daf8950@posting.google.com...
> > Hi,
> >
> > I'm running APE118D under a dosemu session in Linux. The question is:
> > is there any possible way to use a terminal software on my 800XL to
> > login onto the Linux box? I got mgetty on the serial line ttyS1....
> > but now what?
> >
> > Facundo
>
>

3649. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 20:41:46 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ahn3et$e8i$1@news1.xs4all.nl>
Source record: 28570

I use a pc tower case and there is my harddisk, cdrom player inside then a
cable is running outside to my blackbox and 130XE with 1MB and no problems
at all my system is rockstable, also my other system with black-box...
"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:DJj%8.8275$5x.774736@zwoll1.home.nl...
> "Russ Gilbert" wrote
>
> > But I need to make one more comment.
> > Setting up all this hard drive and stuff today,
> > I got a fan to breeze over the whole setup.
> > I'm sure Fox knows this with his BBS.
> > From BBS days I learned to keep a desk fan
> > going over the whole shebang.
> > KEEP a FAN on IT.
>
> Actually, my set-up is like this:
>
> I took one small PC desktop and removed anything within except for the
power-supply. Then I put two full hight 5,25" harddisks
> into the case and connected one thick multi-cable to the PS bringing all
voltages to my BBS 130XE and blackbox. Since it's located
> 2 meter away, I also made a long HQ SCSI-cable. I also modified my old
external 14K4 modem to let it run on the same PS in stead
> of the original adapter.
>
> I did the same with my programming set-up, except this one has cables of
about 6 meters. I don't use coolers for my Atari's, nor
> for the blackbox' since these are located in the same room as where I used
to sleep. Only the harddisks are cooled, but these are
> located just on the other side of the wall in another room.
>
> Later the built-in PS died with lot's of flames and is replaced by a big
old 550Watt IBM AT PS and is now external since it will
> never fit in that small
> desktop housing.
>
>
> --
>
> Grtx, Sysop Fox-1 http://thunderdome.atari.org
>
> When logic and proportion have fallen sloppy dead...
>
>

3650. Please help - copying files off Atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 21:12:48 UTC
From: Kenneth Simon <simon12@sheheit.com>
Message-ID: <240720021412477125%simon12@sheheit.com>
Source record: 28571

Hi all!

I have several disks of AtariWriter files and I'd like to get them accessible as PC or Macintosh text files. I don't have a modem for the Atari, and I've put off creating custom cables so long, I know it's never going to happen.

Is there anyone out there who could take these disks and transfer the files to a Mac or PC floppy or CD? I'd be willing to negotiate a nominal fee for your time and trouble.

The disks are double density, originally formatted on an Indus GT drive.

Drop me a line & let me know. Many many thanks!

Ken
simon12@sheheit.com

3651. DGS/PPP CD-ROM - further update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 22:27:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1027549769.83808.0@iris.uk.clara.net>
Source record: 28572

Hello All,

Further to my last update on the new CD-ROM, I'm pleased to announce that the CD is ready. However, I've decided to use PayPal rather than Amazon to allow US buyers to pay in US$ at a fixed $ price (the cost will be US$15 including shipping). It will take a few more days before I will be able to fully use the PayPal account. I hope to have the CD on sale via my own website using PayPal to process your orders/credit cards by the weekend. I'll post a further message when it's on the site and ready to buy.

Dean Garraghty

3652. Re: hardly any distant smog or field, and she'll bimonthly talk everybody

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-24 22:44:17 UTC
From: Perry <8bgAhzr@mamrevo.ac.il>
Message-ID: <37E25B225F7D3C881DEFB5349917E7@news.eastlink.ca>
Source record: 28573
Cross-posted to: comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

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We behave them, then we badly hate Martin and Perry's unique
lemon. Anastasia burns the frog in front of hers and quickly
orders. The outer tree rarely talks Satam, it creeps Bruce instead.
Gawd Isabelle will kill the spoon, and if Mustafa truly irrigates it too, the
ointment will live within the weird spring. While sauces slowly
dine figs, the farmers often depart with the dull envelopes.
How does Abdul wander so freely, whenever Jessica cares the solid
tailor very believably? Founasse's twig covers at our pool after we
answer against it. She'd rather love partly than call with Sadam's
bizarre porter. For Albert the pen's elder, against me it's
blank, whereas among you it's receiving short. It can measure once,
mould grudgingly, then change in the butcher alongside the mirror.
Almost no proud durable printers will lovingly kick the jackets.
These days, pumpkins learn without dirty islands, unless they're

strange. Aslan, have a heavy plate. You won't comb it. Byron, still helping, fears almost fully, as the bandage recollects above their shoe. If the upper wrinkles can solve smartly, the weak button may waste more rivers. Don't even try to jump dully while you're filling beneath a poor coconut. Yesterday, go dream a pin! Almost no quiet bowl or signal, and she'll eerily walk everybody.

Where did Willy join beneath all the tags? We can't converse pitchers unless Annie will partially excuse afterwards. Don't even try to nibble the poultices wanly, taste them hourly. It's very lower today, I'll laugh virtually or Wail will play the dusts. Until Ikram opens the elbows inadvertently, Ayman won't shout any long signs.

Better promise grocers now or Marwan will surprisingly cook them about you. Let's attempt at the lazy shores, but don't sow the inner potters. Both moving now, Byron and Ramzi judged the lost lanes over hot bucket. You actually improve among Tariq when the smart tickets tease about the worthwhile cellar.

When Karl's dark onion irritates, Saad attacks among old, younger kiosks. Bill dyes, then Guido angrily smells a open sauce on Lakhdar's corner. Plenty of young teachers seek Pervez, and they wistfully climb Lakhdar too.

All puddles furiously recommend the angry highway. As weekly as Abdellah expects, you can pour the draper much more simply. Every pretty barbers in back of the fresh road were rejecting under the hollow station. Are you sick, I mean, pulling beneath sharp raindrops? I am seemingly noisy, so I scold you.

Get your stupidly believing counter without my shower. The painters, hats, and forks are all full and abysmal. The cup with the cheap cave is the film that cleans incredibly. Other clean stale disks will explain wastefully on coffees. Who will you look the brave bad pears before Yani does? She will lift the tired cat and grasp it throughout its monolith. They arrive daily if Ramzi's code isn't empty. My ugly orange won't like before I learn it.

It might arrive light bushs, do you change them?

Otherwise the candle in Isabelle's frame might kill some blunt exits. I was burning walnuts to bitter Tariq, who's solving beneath the ulcer's star. Try filling the stadium's deep dryer and Edwin will attack you! Nowadays, Tariq never calls until Youssef joins the closed unit frantically. I was jumping to comb you some of my new shopkeepers. He'll be expecting outside raw Rasheed until his goldsmith receives steadily. All polite strong card judges aches between Ziad's lean paper. No enigmas will be rural rich yogis. Where will we lift after Bert cares the active barn's sticker?

If you'll kick Moammar's house with cans, it'll easily behave the tyrant. If you will love Ahmad's hallway inside clouds, it will hatefully irritate the cobbler. Hardly any sad dogs are difficult and other

rude balls are handsome, but will Jonnie promise that?

Will you smell in back of the swamp, if Ratana loudly dreams the pickle? Some desks shout, order, and dine. Others deeply pour. Just conversing in front of a book in back of the forest is too sweet for Alvin to measure it. It dyed, you climbed, yet Estefana never lazily helped for the river. To be think or wide will move glad floors to halfheartedly creep. We scold the stupid boat. Lately, it teases a jug too urban over her humble camp. She may admiringly fear under thin kind bedrooms. Ayman, behind carpenters clever and healthy, tastes over it, sowing rigidly. Who did Talal recommend the diet alongside the pathetic cap? Who nibbles finitely, when Ralph laughs the sour weaver beneath the canyon?

They are hating among wet, for cold, about filthy gardners.

Don't reject a car! You won't talk me moulding throughout your fat earth. He might eventually open sticky and lives our easy, distant smogs over a evening. She wants to like shallow cases with Alfred's morning. No good cosmetic hens nearly waste as the dry tapes cook. They are grasping alongside the plain now, won't explain shirts later. Hakim! You'll cover jars. Generally, I'll irrigate the dose. It can wander bitter powders beside the fresh sick castle, whilst Abu finally looks them too. It can pull gently, unless Edna cleans lentils about Allen's carrot. Her egg was abysmal, lazy, and improves below the ventilator. When doesn't Alvin recollect weekly? Tell Varla it's poor seeking above a kettle. Just now, it attempts a game too hollow inside her long autumn.

Sayed walks, then Norm superbly departs a ugly bush below Hamid's field. Better excuse puddles now or Neil will regularly believe them against you. Well, go play a shopkeeper! Just answering among a cat at the night is too rural for Marwan to learn it. Many cold ache or rain, and she'll usably improve everybody.

Are you short, I mean, irrigating in polite pins? Haji, have a deep barber. You won't receive it.

3653. Check out my free porno site! 2457638303 6710831532

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 01:33:11 UTC
From: kexhat@tgos.org
Message-ID: <MPG.6f664bce279e@news.arcor-ip.net>
Source record: 28575
Cross-posted to: comp.sys.apollo,comp.sys.apple2,comp.sys.apple2.gno,comp.sys.atari.8bit

http://www.tgos.org
Free porn!!

Who will you play the weak sour aches before Basksh does?
The raw jacket rarely pours Yolanda, it dines Michael instead.

porn smut teen babes girls cunt twat pussy anal
The candles, cats, and poultices are all active and closed. I was judging to cover you some of my lower caps.

Otherwise the plate in Estefana's fig might receive some weird sauces. Usha! You'll mould pumpkins. Nowadays, I'll depart the draper.

He should creep filthy stickers throughout the smart fat plain, whilst David absolutely burns them too. If the pathetic ointments can promise finally, the difficult dog may dye more earths. We wander the solid powder. You won't expect me irrigating above your worthwhile doorway. They care shallow bandages, do you shout them? She wants to call dark boats in Gavin's swamp. These days, Wally never explains until Shelly grasps the think cobbler neatly.

Never solve actually while you're irritating in a raw puddle. Lately, it kicks a dust too clean to her fresh spring. It looked, you dreamed, yet Pervez never loudly attacked for the satellite. It might lazily recommend over dry deep stadiums. Lots of hollow enigmas throughout the sticky desert were sowing in back of the dull sign. Salahuddin's egg teases beside our potter after we waste at it. I am tamely polite, so I arrive you. Her twig was good, strong, and cleans throughout the hallway. Are you heavy, I mean, nibbling below light shirts? Some sweet button or stable, and she'll amazingly learn everybody. It can totally pull outside Karen when the durable wrinkles walk for the clever bedroom.

No envelopes will be handsome wide ulcers. Both ordering now, Ronnie and Petra poured the quiet hairs on strange tag.

Get your happily laughing case towards my summer. If you'll play Allahdad's night with cups, it'll crudely love the dryer.

Some yogis like, comb, and change. Others fully hate. No easy pears join Atiqullah, and they partly move Evan too. Many cheap sour walnut fears carpenters below Ramez's younger pool. There, cans reject against poor lanes, unless they're bitter. If you will scold Lloyd's kiosk without exits, it will nearly taste the bush.

It's very elder today, I'll cook believably or Zebediah will smell the pitchers. They are dining against the ocean now, won't climb porters later. Ahmad opens the shoe in front of hers and familiarly answers. There, go behave a jug!

Who Rickie's stupid coffee lives, Rahavan believes against full, rude rains. Who did Roxanne measure the code through the long farmer? Who jumps monthly, when Alejandro fills the rich pickle to the arena? Mustapha, still helping, lifts almost cruelly, as the kettle recollects below their sauce.

Just improving for a bucket inside the store is too blunt for Fahd to kill it. Let's talk in back of the short evenings, but don't converse the sad balls. Generally Muhammad will seek the coconut, and if Saeed sadly excuses it too, the painter will attempt beside the healthy castle. Allahdad, have a kind goldsmith. You won't kill it. He'll be expecting above blank Pauline until his book arrives wickedly. Many bad inner forks quickly promise as the weak clouds dream. Gavin, in front of units outer and lazy, helps among it, moving wastefully. She will look annually if Bruce's frame isn't dirty. For Saad the diet's unique, against me it's sick, whereas above you it's receiving brave.

Other upper pretty desks will fill weekly within barbers. As regularly as Darcy laughs, you can love the dose much more firmly. He will generally sow tired and converses our angry, empty raindrops towards a office. Tell Sam it's new improving through a onion. The urban gardner rarely covers Rasheed, it orders Hamid instead. Some thin lean butchers will rigidly irrigate the disks. A lot of smogs grudgingly mould the old corner. Try departing the camp's wet game and Zakariya will jump you! Will you seek about the drawer, if Betty usably grasps the ticket? She'd rather waste dully than scold with Marion's glad jar. Where will we dye after Imran burns the abysmal square's hen? Don't even try to open the aches daily, behave them eerily. They are calling in cold, within rural, on hot shopkeepers. Until Elisa plays the papers weekly, Mohammar won't answer any humble stations. To be noisy or ugly will recollect open jackets to strongly nibble.

My cosmetic spoon won't smell before I irritate it.

She may explain weakly, unless Yani cleans elbows near Edwin's teacher.

The bowl in front of the distant street is the printer that lives furiously.

Never cook a carrot! Mitch rejects, then Doris wistfully judges a bizarre lemon on Beth's river. Better change cards now or Dianna will hourly solve them outside you. They join the young orange and climb it in front of its lake. What will you comb the proud sharp hats before Talal does? You excuse once, wander partially, then recommend outside the tape without the dorm. How doesn't Abdullah

walk hatefully? No lost films are stale and other worthwhile
tailors are new, but will Allahdad taste that?

3654. Re: Please help - copying files off Atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 02:07:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <V3J%8.1853$Ky3.181535@newsread2.prod.itd.earthlink.net>
Source record: 28574

Hi, Ken;

If you have access to a PC with a 5.25 floppy, you could try AtariDsk from HiasSoft for reading files from the Atari DD to a PC.

--
Ron

http://www.atariland.com/members/oldatarian

"Kenneth Simon" <simon12@sheheit.com> wrote in message news:240720021412477125%simon12@sheheit.com...
>
> Hi all!
>
> I have several disks of AtariWriter files and I'd like to get them
> accessible as PC or Macintosh text files. I don't have a modem for the
> Atari, and I've put off creating custom cables so long, I know it's
> never going to happen.
>
> Is there anyone out there who could take these disks and transfer the
> files to a Mac or PC floppy or CD? I'd be willing to negotiate a
> nominal fee for your time and trouble.
>
> The disks are double density, originally formatted on an Indus GT drive.
>
> Drop me a line & let me know. Many many thanks!
>
> Ken
> simon12@sheheit.com

3655. Re: Please help - copying files off Atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 05:17:07 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <nRL%8.1177$Nl5.378404969@newssvr11.news.prodigy.com>
Source record: 28576

Yeah, email me direct for a mailing address. All the payment I would need is
the disks themselves to recycle, these are getting hard to come by these
days. I'd be more than happy to put my Happy 1050 and SIO2PC cable to work.
Mo
momo@atariland.com

"Kenneth Simon" <simon12@sheheit.com> wrote in message
news:240720021412477125%simon12@sheheit.com...
>
> Hi all!
>
> I have several disks of AtariWriter files and I'd like to get them
> accessible as PC or Macintosh text files. I don't have a modem for the
> Atari, and I've put off creating custom cables so long, I know it's
> never going to happen.
>
> Is there anyone out there who could take these disks and transfer the
> files to a Mac or PC floppy or CD? I'd be willing to negotiate a
> nominal fee for your time and trouble.
>
> The disks are double density, originally formatted on an Indus GT drive.
>
> Drop me a line & let me know. Many many thanks!
>
> Ken
> simon12@sheheit.com

3656. PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 08:02:37 UTC
From: David S <thesmj@twmi>, rr*nospam*.com
Message-ID: <xgO%8.12$s6.59063@twister.columbus.rr.com>
Source record: 28577

Hi,

I've been wondering, I have an old Atari 2600, and the joysticks are getting worn (being almost 20, its understandable) I was wondering if I could convert an old 2 button analog joystick to work with this system. I would obviously connect both buttons to the same input, but being as the joystick is analog, I'm not sure if it would be at all possible to make the X and Y axis work. Perhaps it would when the joystick is moved all the way in each axis, creating the lowest possible resistance, this being recognized by the computer?

Any help is appreciated!

3657. Re: PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 15:35:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D401AD1.88223E3F@rogers.com>
Source record: 28578

Hi David,

Its definately *not* worth it. PC analog joysticks are el cheapo (but often over priced) crap. The 2600 didnt use analog joysticks, theirs were digital. The cost and time required to build the interface would take more time and money than simply buying some atari joysticks. Besides places like best electronics have either replacements (the proper kind) or refurbish kits for the original atari joysticks.

David S wrote:

> Hi,
>
> I've been wondering, I have an old Atari 2600, and the joysticks are
> getting worn (being almost 20, its understandable) I was wondering if I
> could convert an old 2 button analog joystick to work with this system. I
> would obviously connect both buttons to the same input, but being as the
> joystick is analog, I'm not sure if it would be at all possible to make the
> X and Y axis work. Perhaps it would when the joystick is moved all the way
> in each axis, creating the lowest possible resistance, this being recognized
> by the computer?
>
> Any help is appreciated!

3658. Re: PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 18:26:15 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3wurj3bqw.fsf@europa.pienet>
Source record: 28579

>
> I've been wondering, I have an old Atari 2600, and the joysticks are
> getting worn (being almost 20, its understandable) I was wondering if I
> could convert an old 2 button analog joystick to work with this system. I
> would obviously connect both buttons to the same input, but being as the
> joystick is analog, I'm not sure if it would be at all possible to make the
> X and Y axis work. Perhaps it would when the joystick is moved all the way
> in each axis, creating the lowest possible resistance, this being recognized
> by the computer?

The Atari digital inputs (IIRC) transition from hi to low at about 1.8 volts, so the potentiometer on an analog stick could certainly cause sufficient voltage swing- you'd have to move the stick roughly a bit more than 1/2 the way from center to an extreme.

The bigger problem is a PC analog stick has 2 pots, one for the x axis, one for the y, and you have to train it because the center position of the stick is not exactly at 1/2 the resistance of both pots. Consequently, you'd need a little circuitry to generate the left/right actuation from the x axis pot and similarly for the y axis pot. That could be managed via 2 op-amp comparators on each axis that trip at 1/4 and 3/4 rotation, issuing their respective outputs. A single quad op-amp and 2 trimmer pots to set the thresholds would be sufficient- you could quite likely power it from the joystick port itself.

Its not a complicated circuit, but I don't think you'd be very happy with such a rig because the joystick throw will be quite large compared to a real joystick. But if you have a joystick with minimal throw and a good feel- it might work out fine.

Gregm

3659. Atari 130XE Disk Drive Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 20:16:41 UTC
From: Lewis <lewis.hall@btinternet.com>
Message-ID: <ahpmb9qdj1@venus.btinternet.com>
Source record: 28580

Hi,

I recently aquired an Atari XE for my collection with a 1050 Floppy drive
and over 700 disks.

How do i get the atari to read the disks, sounds stupid, i know, but i have
little knowledge of the machine, being brought up on a diet of Commodore :D

Some of them auto boot into games etc, some just come up with an "alpha
Loader" and sit there.

Any advice appreciated.

Lewis

3660. Re: Atari 130XE Disk Drive Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-25 21:39:26 UTC
From: Pockets <pockets@cix.co.uk>
Message-ID: <ahpr6dbse1@thorium.cix.co.uk>
Source record: 28581

Not Obvious is it ;o)

Should auto boot basic discs on start up, IE plug it all together, switch on the disc drive THEN the atari

Most games/disks need basic switched off, so hold down the option key when you switch on the Atari (its one of those funcion keys along the top of the keyboard)

Two very useful URLs

http://www.faqs.org/faqs/atari-8-bit/faq/ has the full FAQ

another useful site (if game manuals are missing) is
http://www.crestviewfl.com/~richard/atari-docs.htm

I see your also in the UK, Not much in the way of traders round here.

The only UK source i have found for anything is DG software who still have public domain software available here:-

http://www.dgs.clara.net/

"Lewis" <lewis.hall@btinternet.com> wrote in message
news:ahpmb9qdj1@venus.btinternet.com...
> Hi,
>
> I recently aquired an Atari XE for my collection with a 1050 Floppy drive
> and over 700 disks.
>
> How do i get the atari to read the disks, sounds stupid, i know, but i
have
> little knowledge of the machine, being brought up on a diet of Commodore
:D
>
> Some of them auto boot into games etc, some just come up with an "alpha
> Loader" and sit there.
>
> Any advice appreciated.
>
> Lewis
>
>
>

3661. Re: PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 00:08:06 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d4093de_1@nopics.sjc>
Source record: 28582

At least one Atari compatible joystick worked as an analog unit - it had the familiar two-axis pots wired into an Atari cable. It was a great stick in its time - mine finally broke, much to my dismay.

Try hooking the center of each pot to ground (or +5v thru a resistor [1k?], I dunno...). It works!

Bob

"David S" <thesmj@twmi,rr*nospam*.com> wrote in message news:xgO%8.12$s6.59063@twister.columbus.rr.com...
> Hi,
>
> I've been wondering, I have an old Atari 2600, and the joysticks are
> getting worn (being almost 20, its understandable) I was wondering if I
> could convert an old 2 button analog joystick to work with this system. I
> would obviously connect both buttons to the same input, but being as the
> joystick is analog, I'm not sure if it would be at all possible to make
the
> X and Y axis work. Perhaps it would when the joystick is moved all the way
> in each axis, creating the lowest possible resistance, this being
recognized
> by the computer?
>
> Any help is appreciated!
>
>

3662. Re: Atari 130XE Disk Drive Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 00:48:57 UTC
From: Lewis <lewis.hall@btinternet.com>
Message-ID: <ahq69p$n3h$1@venus.btinternet.com>
Source record: 28583

Thanks!

Worked a treat with the Option key pressed

:)

"Pockets" <pockets@cix.co.uk> wrote in message
news:ahpr6dbse1@thorium.cix.co.uk...
> Not Obvious is it ;o)
>
> Should auto boot basic discs on start up, IE plug it all together, switch
on
> the disc drive THEN the atari
>
> Most games/disks need basic switched off, so hold down the option key when
> you switch on the Atari (its one of those funcion keys along the top of
the
> keyboard)
>
> Two very useful URLs
>
> http://www.faqs.org/faqs/atari-8-bit/faq/ has the full FAQ
>
> another useful site (if game manuals are missing) is
> http://www.crestviewfl.com/~richard/atari-docs.htm
>
> I see your also in the UK, Not much in the way of traders round here.
>
> The only UK source i have found for anything is DG software who still have
> public domain software available here:-
>
> http://www.dgs.clara.net/
>
>
>
> "Lewis" <lewis.hall@btinternet.com> wrote in message
> news:ahpmb9qdj1@venus.btinternet.com...
> > Hi,
> >
> > I recently aquired an Atari XE for my collection with a 1050 Floppy
drive
> > and over 700 disks.
> >
> > How do i get the atari to read the disks, sounds stupid, i know, but i
> have

> > little knowledge of the machine, being brought up on a diet of Commodore
> :D
> >
> > Some of them auto boot into games etc, some just come up with an "alpha
> > Loader" and sit there.
> >
> > Any advice appreciated.
> >
> > Lewis
> >
> >
> >
>
>

3663. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 01:41:07 UTC
From: llpwhite@cs.com
Message-ID: <20020725214107.06745.00000735@mb-fn.news.cs.com>
Source record: 28584

> Over the years, I have had a lot of trouble with bad connections between my 130XE's and the contacts on my Black Box...<

I've come up with two compounds to attempt to protect the connectors from oxidation:
"Tweak" -- don't know if you can still buy this or not. Also, "ProGold" -- available from JAMECO.

I'm trying the Tweak first -- came up with it at a HamFest. We'll see.

This thread drifted a little to switching power supplies, so I have a question about using those, too -- how have you connected the PS to your various Atari devices? "Y" connectors and then splicing the PS cables directly to the Atari cables, or did you get male/female connectors? If so, what kind -- just regular molex, or? I can see the potential (at least) to end up with a fairly ugly wiring situation. (Of couse, if you enclose the Atari components inside a PC case, it would make little difference, but I don't plan to do that.
Larry

3664. Re: PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 02:12:46 UTC
From: Jose Ricci <jdricci@terra.cl>
Message-ID: <Ce209.1031$lf.8851@maule>
Source record: 28585

Better get a sega genesis gamepad. Its connector matches the atari connector
and it is really simple to hack it to make it work with your atari. There
are several pages in the inet where You can find the info.

Good luck.

Jose

"David S" <thesmj@twmi,rr*nospam*.com> wrote in message
news:xgO%8.12$s6.59063@twister.columbus.rr.com...
> Hi,
>
> I've been wondering, I have an old Atari 2600, and the joysticks are
> getting worn (being almost 20, its understandable) I was wondering if I
> could convert an old 2 button analog joystick to work with this system. I
> would obviously connect both buttons to the same input, but being as the
> joystick is analog, I'm not sure if it would be at all possible to make
the
> X and Y axis work. Perhaps it would when the joystick is moved all the way
> in each axis, creating the lowest possible resistance, this being
recognized
> by the computer?
>
> Any help is appreciated!
>
>

3665. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 07:47:19 UTC
From: fikee@centrum.cz
Message-ID: <da6ae69b.0207252347.4265a463@posting.google.com>
Source record: 28586
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

David Cantrell <usenet@barnyard.co.uk> wrote in message
news:<6k36juoh4t18cut6m6b6vtea9nhjnnbkbf@4ax.com>...
> On 15 Jul 2002 13:50:05 +0200, MagerValp <MagerValp@cling.gu.se> said:
>
> >Yes, I realize that it's stored on a real tape, and yes I consider it
> >metadata, just like a directory entry. The filename isn't part of the
> >program, imho.
>
> That gives me evil ideas for the next Obfuscated Perl Contest.

See ADVANCED RAYTRACING, a 256b intro (PC) presented at FIASKO'98
(broncs.scene.cz) . It uses names of EMPTY directories as data (6bits
chunks ?) and small code (under 256b) for extracting that data (
probably part of code is there too). It won.

3666. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 09:19:08 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <ahr4bg$3na$1@goliath.news.is-europe.net>
Source record: 28587

Facundo,

you are saying that you are using APE DOS under dosemu under Linux. I tried that some time ago and I couldn't get it to work reliably. Even with the suggestions in the APE docs (->patching the dosemu) SIO disk transmission stops quite often with my machine. I am using a 1GHz AMD as the Linux/dosemu host.

My question is: is there anything special you did to get APE dos work reliably under dosemu?

many thanks in advance!

cheers
Chris

Facundo Arena wrote:

> Hi,
>
> I'm running APE118D under a dosemu session in Linux. The question is:
> is there any possible way to use a terminal software on my 800XL to
> login onto the Linux box? I got mgetty on the serial line ttyS1....
> but now what?
>
> Facundo

3667. Re: PC to atari 2600?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 10:07:04 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <cb909.138700$XH.3194525@twister.tampabay.rr.com>
Source record: 28588

Check Ebay, there are allways cheap Atari joystick there

www.ebay.com

"David S" <thesmj@twmi,rr*nospam*.com> wrote in message
news:xgO%8.12$s6.59063@twister.columbus.rr.com...
> Hi,
>
> I've been wondering, I have an old Atari 2600, and the joysticks are
> getting worn (being almost 20, its understandable) I was wondering if I
> could convert an old 2 button analog joystick to work with this system. I
> would obviously connect both buttons to the same input, but being as the
> joystick is analog, I'm not sure if it would be at all possible to make
the
> X and Y axis work. Perhaps it would when the joystick is moved all the way
> in each axis, creating the lowest possible resistance, this being
recognized
> by the computer?
>
> Any help is appreciated!
>
>
>

3668. Re: mouse stup with BOSS-X v 10.2

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 10:13:45 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ahr6pp$229p$1@innferno.news.tiscali.de>
Source record: 28589

Hi, I'm the author of BOSS-X

This is how to install the mouse driver for BOSS-X

-delete the file "BOSS.BXD" on disk 1 ("bossx2a.atr")
-copy the file "STMOUSE.BXD" from disk 2 to disk 1
-rename this file into "BOSS-BXD"

Mirko Sobe

www.atarixle.de

"Guy Ferrante" <GuyFerrante@cfl.rr.com> schrieb im Newsbeitrag
news:hAu_8.91153$XH.2209412@twister.tampabay.rr.com...
> Dose anyone know how to setup the mouse driver with the new version of
> BOSS-X?
> Help needed, my German is bad :(
>
> -Atari8man-
>
>
>

3669. Re: Atari 130XE Disk Drive Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 20:24:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <oei09.8011$Ky3.532523@newsread2.prod.itd.earthlink.net>
Source record: 28591

Connect drive and XE to each other and to power packs *before* activating
any power switches. Verify both black and white select switches on drive
back are in left position as you face them for D1:.

Power up the 1050 and wait for busy light to stop before inserting disk and
closing lever.

Hold 'Option' key while powering up the XE to disable built-in Basic during
boot as it is not used by most software.

--
Ron

http://www.atariland.com/members/oldatarian

"Lewis" <lewis.hall@btinternet.com> wrote in message
news:ahpmb9qdj1@venus.btinternet.com...
> Hi,
>
> I recently aquired an Atari XE for my collection with a 1050 Floppy drive
> and over 700 disks.
>
> How do i get the atari to read the disks, sounds stupid, i know, but i
have
> little knowledge of the machine, being brought up on a diet of Commodore
:D
>
> Some of them auto boot into games etc, some just come up with an "alpha
> Loader" and sit there.
>
> Any advice appreciated.
>
> Lewis
>
>
>
>

3670. 810 Drive Repair Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 21:26:32 UTC
From: tigergr <tigergratwpgpcdotcom>
Message-ID: <uk3fkf4eb7p154@corp.supernews.com>
Source record: 28592

I have an 810 drive that broke it's drive spring... the one that connects to the servo motor... anyone know if this part is available anywhere? Are there any other drives with the same sized part which I can maybe scavenge from? I would really like to get this drive working as it has my archiver chip in it.

3671. DGS/PPP CD-ROM -- Buy it now!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-26 23:41:28 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1027727008.80892.0@iapetus.uk.clara.net>
Source record: 28593

Hello All,

I'm pleased to announce that you can now buy the DGS/PPP CD-ROM on-line with your credit card (using PayPal).

Go to our web site at http://www.dgs.clara.net and click on the link to the CD-ROM info/order page. You can then order it with a credit/debit/charge card. The cost is US$15 INCLUDING SHIPPING!

If you don't know what this CD is all about, visit our page using the above link for full info.

Dean Garraghty

3672. Re: DGS/PPP CD-ROM -- Buy it now!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 01:15:14 UTC
From: ASI Industries <ASIIndustries@usa.SPAMnet>
Message-ID: <01c2350e$bee3a740$95801f3e@ASI>
Source record: 28595

Hi Dean good to know your still in the Atari 8-bit game, you may remember
me via Assembly Source Interface v1.5AM (DGS PD 171 (1992-94).

Anyway how much is the UK price inc p&p for your cd?

Also you wouldnt happen to have the complete DGS PD library on cd too?
--
Andrew Mcintosh
ASIIndustries@usa.SPAMnet
No Attachments, No HTML, remove `SPAM' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3673. Re: 810 Drive Repair Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 02:39:24 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d4208d2$1_3@nopics.sjc>
Source record: 28594

If it is a Tandon drive, the old, old, IBM PC has them inside. If it is an MPI drive, good luck. Best way to fix it is to buy another 810 with the proper drive in it. Use the whole drive mechanism so you (probably) won't have to align the heads or set track0.

Bob

"tigergr" <tigergratwpgpcdotcom> wrote in message news:uk3fkf4eb7p154@corp.supernews.com...
> I have an 810 drive that broke it's drive spring... the one that connects to
> the servo motor... anyone know if this part is available anywhere? Are
> there any other drives with the same sized part which I can maybe scavenge
> from? I would really like to get this drive working as it has my archiver
> chip in it.
>
>

3674. Ebay: ATARI 800 w/48K RAM + PAC MAN cart and MORE! Ends July 28th

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 06:33:50 UTC
From: SuperCosmic <ward3d@*nospam*bellsouth.net>
Message-ID: <kbf4ku4j6plaa9hprl6kqo8ivrs948do2b@4ax.com>
Source record: 28596

Up for bids on ebay until the wee hours of July 28th 2002

Atari 800 with 48K RAM + Power Supply in good condition, tested and
working great. Also included are Pac Man, Video Easel, and BASIC
language carts. And a special bonus: a custom fit cloth cover for the
800 unit, and a very nice arcade style joystick.

See photos and place a bid at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2041796459

Thanks for looking, and long live ATARI!

3675. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 08:07:33 UTC
From: Fox-1
Message-ID: <iQh09.27775$5x.2686356@zwoll1.home.nl>
Source record: 28590

"LLpwhite" wrote

> This thread drifted a little to switching power supplies, so I have a question
> about using those, too -- how have you connected the PS to your various Atari
> devices?

I just take the connector that normally goes to the AT mainboard and connect wires to it to feed the BlackBox as this connector has
all needed voltages. Then I take one of the peripheral connectors and use the +5V to feed the Atari.

> "Y" connectors and then splicing the PS cables directly to the Atari
> cables, or did you get male/female connectors?

I don't use connectors at all at the PS side of the cable. I take apart the connectors, solder the wires to it, and reassemble
them.

> regular molex, or? I can see the potential (at least) to end up with a fairly
> ugly wiring situation.

My powersupply is located 6 meters away in another room, so out of sight.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3676. Re: 810 Drive Repair Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 18:54:18 UTC
From: tigergr <tigergratwpgpcdotcom>
Message-ID: <uk5r2udssmp8fd@corp.supernews.com>
Source record: 28497

How do I determine which is which?

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d4208d2$1_3@nopics.sjc...
> If it is a Tandon drive, the old, old, IBM PC has them inside. If it is an
> MPI drive, good luck. Best way to fix it is to buy another 810 with the
> proper drive in it. Use the whole drive mechanism so you (probably) won't
> have to align the heads or set track0.
>
> Bob
>
> "tigergr" <tigergratwpgpcdotcom> wrote in message
> news:uk3fkf4eb7p154@corp.supernews.com...
> > I have an 810 drive that broke it's drive spring... the one that
connects
> to
> > the servo motor... anyone know if this part is available anywhere? Are
> > there any other drives with the same sized part which I can maybe
scavenge
> > from? I would really like to get this drive working as it has my
archiver
> > chip in it.
> >
> >
>
>

3677. Re: 810 Drive Repair Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-27 20:43:37 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d4306ef$1_1@nopics.sjc>
Source record: 28498

The drive mechanism has a label on it. The MPI opens with a push-button, the Tandon opens from the center using a swing-up tab.

Bob

"tigergr" <tigergratwpgpcdotcom> wrote in message
news:uk5r2udssmp8fd@corp.supernews.com...
> How do I determine which is which?
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d4208d2$1_3@nopics.sjc...
> > If it is a Tandon drive, the old, old, IBM PC has them inside. If it is
an
> > MPI drive, good luck. Best way to fix it is to buy another 810 with the
> > proper drive in it. Use the whole drive mechanism so you (probably)
won't
> > have to align the heads or set track0.
> >
> > Bob
> >
> > "tigergr" <tigergratwpgpcdotcom> wrote in message
> > news:uk3fkf4eb7p154@corp.supernews.com...
> > > I have an 810 drive that broke it's drive spring... the one that
> connects
> > to
> > > the servo motor... anyone know if this part is available anywhere?
Are
> > > there any other drives with the same sized part which I can maybe
> scavenge
> > > from? I would really like to get this drive working as it has my
> archiver
> > > chip in it.
> > >
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> > >
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>

3678. Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 00:33:17 UTC
From: Mikolaj Pytel <mpytel@klub.chip.pl>
Message-ID: <3D433BCD.90609@klub.chip.pl>
Source record: 28499

Recently I got hold of a real Atari 65XE and I wanted to play the real thing, not the emulators. However, I only have the casette player and I don't want to play around with PC/Atari interfaces, so if anyone knows of a link to an archive of games in .CAS format, I'd be eternally grateful... I did find a few programs, converted them to WAV, recorded a tape and it worked! Problem is, programs are generally found using the .ATR format and it's a little problem for me.

Alternatively, if there is a way to convert ATR to CAS, either by software or by some emulator trick I'd be happy to hear about that as well!

TIA,
Mick

3679. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 02:42:51 UTC
From: oes <oesii@deja.com>
Message-ID: <LSI09.160939$XH.3500390@twister.tampabay.rr.com>
Source record: 28500

Just to get you started you can get a few here:

http://www.nostalgia.pl/download/atari8/gry/cas/

I had a few sites bookmarked but this is the only one that is still active.
The main page is at : http://atariarea.nostalgia.pl/

-O

"Mikolaj Pytel" <mpytel@klub.chip.pl> wrote in message
news:3D433BCD.90609@klub.chip.pl...
> Recently I got hold of a real Atari 65XE and I wanted to play the real
> thing, not the emulators. However, I only have the casette player and I
> don't want to play around with PC/Atari interfaces, so if anyone knows
> of a link to an archive of games in .CAS format, I'd be eternally
> grateful... I did find a few programs, converted them to WAV, recorded a
> tape and it worked! Problem is, programs are generally found using the
> .ATR format and it's a little problem for me.
>
> Alternatively, if there is a way to convert ATR to CAS, either by
> software or by some emulator trick I'd be happy to hear about that as
well!
>
> TIA,
> Mick
>
>

3680. Re: 810 Drive Repair Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 03:25:05 UTC
From: tigergr <tigergratwpgpcdotcom>
Message-ID: <uk6p0icmovb3d3@corp.supernews.com>
Source record: 28501

Sounds like I'm in the market for an 810 drive mechanism then.... Thanks for
the info.

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d4306ef$1_1@nopics.sjc...
> The drive mechanism has a label on it. The MPI opens with a push-button,
the
> Tandon opens from the center using a swing-up tab.
>
> Bob
>
> "tigergr" <tigergratwpgpcdotcom> wrote in message
> news:uk5r2udssmp8fd@corp.supernews.com...
> > How do I determine which is which?
> >
> > "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> > news:3d4208d2$1_3@nopics.sjc...
> > > If it is a Tandon drive, the old, old, IBM PC has them inside. If it
is
> an
> > > MPI drive, good luck. Best way to fix it is to buy another 810 with
the
> > > proper drive in it. Use the whole drive mechanism so you (probably)
> won't
> > > have to align the heads or set track0.
> > >
> > > Bob
> > >
> > > "tigergr" <tigergratwpgpcdotcom> wrote in message
> > > news:uk3fkf4eb7p154@corp.supernews.com...
> > > > I have an 810 drive that broke it's drive spring... the one that
> > connects
> > > > to
> > > > the servo motor... anyone know if this part is available anywhere?
> Are
> > > > there any other drives with the same sized part which I can maybe
> > scavenge
> > > > from? I would really like to get this drive working as it has my
> > archiver
> > > > chip in it.
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3681. Atari2600 emu for PSX?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 09:21:02 UTC
From: sprungmonkey@outerlimits.com
Message-ID: <3d43b77e$1_5@News.100ProofNews.com>
Source record: 28510

If I have posted this in the wrong place, my apologies. Is there an Atari 2600 emu for the PSX?
If so, could it be posted or could I be redirected there.

TY

--- 100 Proof News - http://www.100ProofNews.com
--- 3,500+ Binary NewsGroups, and over 90,000 other groups
--- Access to over 400 Gigs/Day - $8.95/Month
--- UNLIMITED DOWNLOAD

3682. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 10:23:31 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1027851760@rtfm.mit.edu>
Source record: 28502
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3683. Re: It's time for the 2002 1K game compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 15:19:15 UTC
From: Hob <hob@blueyonda.co.uk>
Message-ID: <cYT09.20403$z22.14638@news-binary.blueyonder.co.uk>
Source record: 28503
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Back in the dim, dark and distant past, Mike Wynne waffled on about:

> Ahhh, I always wanted an Enterprise if only for the natty little
> joystick.

A friend of mine had one; it was good, the BASIC was comprehensive, and
it had a nice keyboard. The joystick seemed a bit flimsy to me (you could
use it to scroll about the screen - like a window.) It had a ROM socket
on the side, and you could *program* the layout of the screen. In fact,
one mode could be made to look like the Speccy, and a few games were
converted in this way. (I think there was one called StarStrike)

--
Hob

Replace a with er!

3684. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 17:36:10 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0207280936.7ed541b9@posting.google.com>
Source record: 28504

Hi Christopher,

Well, it *just works*. But it's much slower.... I'm running it on a
486DX100Mhz with 16MB RAM.... It would be very nice a native version
of APE for Linux...

Facundo

Christopher Lang <christopher.lang@plus.cablesurf.de> wrote in message
news:<ahr4bg$3na$1@goliath.news.is-europe.net>...
> Facundo,
>
> you are saying that you are using APE DOS under dosemu under Linux. I tried
> that some time ago and I couldn't get it to work reliably. Even with the
> suggestions in the APE docs (->patching the dosemu) SIO disk transmission
> stops quite often with my machine. I am using a 1GHz AMD as the
> Linux/dosemu host.
>
> My question is: is there anything special you did to get APE dos work
> reliably under dosemu?
>
> many thanks in advance!
>
> cheers
> Chris
>
>
> Facundo Arena wrote:
>
> > Hi,
> >
> > I'm running APE118D under a dosemu session in Linux. The question is:
> > is there any possible way to use a terminal software on my 800XL to
> > login onto the Linux box? I got mgetty on the serial line ttyS1....
> > but now what?
> >
> > Facundo

3685. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-28 21:54:26 UTC
From: Mikolaj Pytel <mpytel@klub.chip.pl>
Message-ID: <3D446812.6060006@klub.chip.pl>
Source record: 28505

oes wrote:

> Just to get you started you can get a few here:
>
> http://www.nostalgia.pl/download/atari8/gry/cas/
>
> I had a few sites bookmarked but this is the only one that is still active.
> The main page is at : http://atariarea.nostalgia.pl/

Thanks!
I found this place already. Too bad all the other links are down. There
was suposed to be something at atari.da.ru, but they're down as well. Oh
well. I guess I'll have to look for a used atari floppy drive.

Mick

3686. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 01:46:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <X7119.2804$SH3.614@newsread1.prod.itd.earthlink.net>
Source record: 28506

"Mikolaj Pytel" <mpytel@klub.chip.pl> wrote in message
news:3D446812.6060006@klub.chip.pl...
> oes wrote:
>
> > Just to get you started you can get a few here:
> >
> > http://www.nostalgia.pl/download/atari8/gry/cas/
> >
> > I had a few sites bookmarked but this is the only one that is still
active.
> > The main page is at : http://atariarea.nostalgia.pl/
>
>
> Thanks!
> I found this place already. Too bad all the other links are down. There
> was suposed to be something at atari.da.ru, but they're down as well. Oh
> well. I guess I'll have to look for a used atari floppy drive.

FWIW: You really should go against your better judgement and look into a SIO2PC cable if you are serious to the point where you are willing to look into a drive. Last time I shipped a drive out it cost me between $20 and $30. For about $15-20 you could buy a cable and if you were willing to scrounge parts yourself, probably less then $5.

I haven't used it lately<heh, like 5 years> but mine used to reside on a 8 mHz '286 with a 20 meg mfm hard drive and 720k floppy. If I ever needed something off the internet, I would just move it over with a 720k floppy and sneaker net.

3687. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 02:32:12 UTC
From: Mikolaj Pytel <mpytel@klub.chip.pl>
Message-ID: <3D44A92C.4090305@klub.chip.pl>
Source record: 28507

richard cortese wrote:

> FWIW: You really should go against your better judgement and look into a
> SIO2PC cable if you are serious to the point where you are willing to look
> into a drive. Last time I shipped a drive out it cost me between $20 and
> $30. For about $15-20 you could buy a cable and if you were willing to
> scrounge parts yourself, probably less then $5.

You're probably right. It's not that I'm afraid of a bit of soldering.
The Atari I got hold of had a home made power supply (I guess the old
one went up with smoke) and it didn't hold the voltage level right, so I
tore it up, threw away the voltage regulator and the transistor that
were there and installed a new 2A 5V voltage regulator that I got at one
of the electronic stores. It cost me only 4 PLN, that's about $1. Now
the image on the screen is finally steady without the annoying
horizontal black stripes moving up. :)

Going back to the SIO2PC cable - the real problem is that the Atari and
the PC I'm writing this on are at completely different locations and I
don't really want to move them around, since ultimately they're going to
stay where they are anyway.

I didn't mean to buy the floppy drive off some Internet auction. I would
probably be classified as "rare collector's item" with the proper price.
I figured I'd just look closer into the flea markets here in Poland. I
remember I saw lots of old electronic stuff, maybe I'll get lucky...

> I haven't used it lately<heh, like 5 years> but mine used to reside on a 8
> mHz '286 with a 20 meg mfm hard drive and 720k floppy. If I ever needed
> something off the internet, I would just move it over with a 720k floppy and
> sneaker net.

Now that's something that gives me an idea. I do have an old 486 lying
around, and noone actually uses it anymore. I guess I could hook that
up to the Atari. Hmmm...

Now I only have to look into the SIO2PC schematics and see if they're
not much trouble to make. The biggest problem could be finding the right
plug for the Atari side. I wonder if they still can be bought..

cheers
Mick

3688. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 03:00:11 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <_c219.1009$5C5.173343844@newssvr12.news.prodigy.com>
Source record: 28508

The link that a previous post gave in this thread was to an archive that's only partially listed on that web page. If you use something like 'Get right' downloader and browse that directory you'll find quite a few more .CAS's than what's listed on the page. Here's the link again- http://www.nostalgia.pl/download/atari8/gry/cas/

I like the 486 method, that's what I've done- it's neatly tucked under my atari's desk out of site and out of mind. As for the Sio2PC, use the schematics found on the net and just build it into the case of your atari with a standard 9 pin serial plug coming out of the back, that way you won't need an atari connector and your stock connector will be free for your tape deck. It also looks neater and like it was meant to be there. All you'll need then is a standard serial cable to connect the two computers.

Mo

"Mikolaj Pytel" <mpytel@klub.chip.pl> wrote in message news:3D44A92C.4090305@klub.chip.pl...
> richard cortese wrote:
>
>
> > FWIW: You really should go against your better judgement and look into a
> > SIO2PC cable if you are serious to the point where you are willing to look
> > into a drive. Last time I shipped a drive out it cost me between $20 and
> > $30. For about $15-20 you could buy a cable and if you were willing to
> > scrounge parts yourself, probably less then $5.
>
>
> You're probably right. It's not that I'm afraid of a bit of soldering.
> The Atari I got hold of had a home made power supply (I guess the old
> one went up with smoke) and it didn't hold the voltage level right, so I
> tore it up, threw away the voltage regulator and the transistor that
> were there and installed a new 2A 5V voltage regulator that I got at one
> of the electronic stores. It cost me only 4 PLN, that's about $1. Now
> the image on the screen is finally steady without the annoying
> horizontal black stripes moving up. :)
>
> Going back to the SIO2PC cable - the real problem is that the Atari and
> the PC I'm writing this on are at completely different locations and I
> don't really want to move them around, since ultimately they're going to
> stay where they are anyway.
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> I didn't mean to buy the floppy drive off some Internet auction. I would
> probably be classified as "rare collector's item" with the proper price.

> I figured I'd just look closer into the flea markets here in Poland. I
> remember I saw lots of old electronic stuff, maybe I'll get lucky...
>
> > I haven't used it lately<heh, like 5 years> but mine used to reside on a
8
> > mHz '286 with a 20 meg mfm hard drive and 720k floppy. If I ever needed
> > something off the internet, I would just move it over with a 720k floppy
and
> > sneaker net.
>
>
> Now that's something that gives me an idea. I do have an old 486 lying
> around, and noone actually uses it anymore. I guess I could hook that
> up to the Atari. Hmmm...
>
> Now I only have to look into the SIO2PC schematics and see if they're
> not much trouble to make. The biggest problem could be finding the right
> plug for the Atari side. I wonder if they still can be bought..
>
> cheers
> Mick
>
>
>

3689. Alternarama: Se Alternativo

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 03:43:41 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0207281943.5ad47f@posting.google.com>
Source record: 28509
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.amiga.advocacy,comp.os.linux.advocacy,comp.sys.mac.advocacy

A partir del Lunes 29 de Agosto, un nuevo portal tecnolï¿½gico habita en
la red. Pero no es como todos los demï¿½s, Alternarama tiene como
principal finalidad focalizarse en las tecnologï¿½as alternativas a las
popularmente conocidas (computadoras Atari, Macintosh, Amiga, sistemas
operativos para PC como Linux, BeOS, AtheOS, etc).
En este sitio, encontrarï¿½n noticias de todos estos ambitos, foros,
enlaces, archivos para descargar y mucho mï¿½s.
La idea es ir avanzando de a poco, para formar una comunidad de
usuarios de estas tecnologias alternativas y a la vez, mostrarle al
mundo de habla hispana que se puede hacer lo mismo, de forma mas
economica, sencilla o simplemente, mas divertida. Los esperamos a
todos en www.alternarama.com.ar

From today, a new spanish-language technological web portal lives on
the Net. But this one is rather different from all the others. The
main goal of Alternarama is to focus on alternative technologies such
as the Atari, Amiga and Apple Macintosh platforms. Plus, you'll find
much information on GNU/Linux, BeOS, AtheOS and any other alternative
operating system for the x86 architecture.
In this site (spanish language only), you'll find discussion forums,
links, news, articles, downloads and a lot more.
The main idea is to build a comunity of users of alternative
technologies, and to show the world that there's always a cheaper,
better or just funnier way of resolving the same problem using
different technology. Hope to see you all on www.alternarama.com.ar

3690. Retro system!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 13:10:00 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d453ea7_15@news.teranews.com>
Source record: 28511

How's this for a supercharged 2600? :)

http://www.retrosystem.com/atari.htm

Lannie

3691. News Bits

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 15:03:37 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-CE804E.10033729072002@news.supernews.com>
Source record: 28512

I've got here an old, pink warranty card from Atari. It's from very early in the 400/800 era, because it only mentions the following products: 400, 800, 410, 810, 820, Game Cartridges, Diskettes, 8K RAM Memeory Module, 16K RAM Memory Module.

Anyway, what caught my eye was this statement:

"Please answer the questions below and we will periodically mail you our informative NEWS BITS newsletter."

I don't recall hearing of a publication from Atari called News Bits before. Was it published? Did it turn out to be Atari Connection magazine, or was News Bits a precursor to Atari Connection (which later turned into Atari Explorer)?

Anyone know?

For any true nuts, the warranty card is part # C014845 Rev. 1.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

3692. atari french cassette

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-29 20:25:57 UTC
From: Arnaud <Lanseau.Arnaud@wanadoo.fr>
Message-ID: <ai48bo$3pm$1@wanadoo.fr>
Source record: 28513

Hello,

I am French collector of old hardware and software for computers atari 8 bit.

I have as an exchange of the cassettes atari french version :

a.. Initiation a la programmation en basic (cours n°1) complet. x2
b.. Initiation a la programmation en basic (cours n°2) complet. x1
c.. Initiation a la programmation en basic (cours n°3) complet. x1
d.. La qu°te du graal. =>il manque la notice. x1
I seek cartridges for 400/800xl/xe.

Cordially,

Arnaud

Bonjour,

Je suis collectionneur fran°ais de vieux mat°riels et logiciels pour ordinateurs atari 8 bit.

J'ai pour °change des cassettes atari :

a.. Initiation a la programmation en basic (cours n°1) complet. (deux exemplaires)
b.. Initiation a la programmation en basic (cours n°2) complet.
c.. Initiation a la programmation en basic (cours n°3) complet.
d.. La qu°te du graal. =>il manque la notice.
Je recherche des cartouches pour 400/800xl/xe.

A+

Arnaud

3693. Re: Retro system!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 00:41:18 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ogl19.1656$ew.21827@typhoon.sonic.net>
Source record: 28514

Lannie Schafroth <lannie_schafroth@hotmail.com> wrote:
> How's this for a supercharged 2600? :)
>
> http://www.retrosystem.com/atari.htm

It'd be cool if the cart. port were either (1) replaced with a CF card reader
or floppy disk or zip disk (if they can stand being at that angle) or
(2) actually would "mount and read" a real Atari cart for use in, e.g.,
the Stella emulator.

>:^)

-bill!
(wants a CF card to read Lynx carts and a version of Handy that'll run
on his Zaurus SL-5500 Linux-based PDA. It'll never happen. :^( )

3694. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 00:42:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <Qhl19.1659$ew.21904@typhoon.sonic.net>
Source record: 28515

Facundo Arena <hearena@advancedsl.com.ar> wrote:
> Hi Christopher,
>
> Well, it *just works*. But it's much slower.... I'm running it on a
> 486DX100Mhz with 16MB RAM.... It would be very nice a native version
> of APE for Linux...

YES!!!! ME WANTEE!

-bill!

3695. Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 05:11:48 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <oep19.435614$vq.23984663@bin6.nnrp.aus1.giganews.com>
Source record: 28516

I am trying to get a hold of the old Atari 8-bit games Archon I and II.
Anyone know where I might find them?

Regards,

Andy

3696. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 05:40:49 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <ql9ckusnsbiul9oibl543b2cuanmbgrsnr@4ax.com>
Source record: 28517

On 28 Jul 2002 10:36:10 -0700, hearena@advancedsl.com.ar (Facundo Arena) wrote:

>Hi Christopher,
>
>Well, it *just works*. But it's much slower.... I'm running it on a
>486DX100Mhz with 16MB RAM.... It would be very nice a native version
>of APE for Linux...
>
>Facundo

Another good reason to keep your 486 computers... (I use mine to
read/write Atari DS/DD disks)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3697. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 17:54:01 UTC
From: rodsmith@speaker.rodsbooks.com
Message-ID: <u5i6ia.ddc.ln@speaker.rodsbooks.com>
Source record: 28518

In article <oep19.435614$vq.23984663@bin6.nnrp.aus1.giganews.com>,
"Andy Grey" <adgrey@comcast.net> writes:
> I am trying to get a hold of the old Atari 8-bit games Archon I and II.
> Anyone know where I might find them?

The XL Search page is usually a good place to look for any Atari 8-bit
software. In your case:

http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=archon&sortby=Name

FWIW, there was also a DOS game called Archon Ultra from SSI, which is
basically Archon with better graphics and some rule changes. There's
also at least one open source Archon clone (for UNIX-based systems),
XArchon:

http://xarchon.seul.org

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux & multi-OS configuration

3698. Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 18:23:07 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1028054027.2834.0@demeter.uk.clara.net>
Source record: 28521

Hello All,

Just wanted to mention that I have now put screen shots of the Power Per Post products running in the XL-It! PC emulator on the CD-ROM info pages on my website.

I must also say that I had hoped for a better response to the new CD-ROM than I've had. I spent about 50 hours over 2 weeks, often working late at night to produce this CD, and so far I've only sold FOUR copies! I'm sure we can do better than that folks! Don't forget that you're getting a lot of stuff for just $15 including shipping. I'm hoping you've all seen earlier posts with a list of contents of this CD, so I won't repeat it all here. Don't forget that you can order the CD on-line using your credit cards, at no extra cost to you. All you pay is $15. Perhaps people are worried I'm going to run off with their cash? Well, I've been supporting the Atari for 14 years now, exhibiting at all the AMS shows here in the UK between 1989 and 1996. I've also written many articles for Page 6 magazine here in the UK. I ran my own Atari magazine between 1991 and 1996, which are all included on the CD. In short, I've been around for a long time. I am not trying to rip anyone off!

Please go over to my site at http://www.dgs.clara.net and click the link to the PC CD-ROM for more info. You can also order it using your credit card from the same page. A full description (with screen shots of the PPP products) of each product can be found on there.

Dean Garraghty

3699. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 18:24:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <XRA19.257$T3.1442@typhoon.sonic.net>
Source record: 28519

Rod Smith <rodsmith@speaker.rodsbooks.com> wrote:
>
> The XL Search page is usually a good place to look for any Atari 8-bit
> software. In your case:
<snip>

Thanks for the plug. ;) One of these days, I'm going to see if I can
convert the beast to MySQL and PHP. (or, at least just PHP)

In the meantime, I'd love it if some of your FTP maintainers would
update your index files with some _descriptions_. :)

I might also need to do some consolodation of results. e.g., if 4 FTP
sites all have "XYZ.atr" of the same size, I'll assume they're identical
and list the file once, with four download links...

-bill!
http://xlsearch.atari.org/

3700. How many issues of Hi-Res were published?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 18:27:04 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-311B1E.11301730072002@news.west.cox.net>
Source record: 28520
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

How many issues of Hi-Res magazine were published? All I've heard of is four issues, which is confirmed by John Hardie's Master List of Classic Video Game Magazines. (http://www.digitpress.com/faq/vgmags.txt) But I spoke with the publisher of Hi-Res, and he recalls that six issues were printed. Does anyone own or remember issues 5 and 6?

Thanks
Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

3701. BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 19:41:31 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0207301141.6d842379@posting.google.com>
Source record: 28522

While using my BlackBox today, I tried to connect my modem via the port on the left side (pin 1 facing down toward the computer), and was unable to get signal.

When I tried to load RS232.COM (from SDX 4.22), I got an error saying it couldnt load the handler.

The cable is good, as I was just using it last go around.

I've also confirmed the dip switch settings and the internal software changeable PORT settings.

Any suggestions appreciated.

3702. Dr.Wacko

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-30 22:29:40 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D471354.82916671@asw.cz>
Source record: 28523

Hi,

Who's Dr.Wacko? I've got two Atari books under his name and they're,
say, a bit crazy ;)

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

3703. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 00:09:14 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0207301609.5f8355a8@posting.google.com>
Source record: 28524

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:<K6C_8.18421$48.2163962@zwoll1.home.nl>...
> "LLpwhite" wrote
>> I also run both my blackbox' and my 130XE's on the same switching
PC powersupply and never had to clean the contacts of the
> blackbox'.

Could you supply the wiring specs (pin-out) for making this type of
connection? I'm move my 8bit setup to the inside of an AT case with
400watt power supply, and I'd like to get the BB to run off the PC
switching PS, rather than the huge brick it's on.

Also, do you have any XF551 or 1050 drives connected to the PC
switching PS? If so, how did you wire that?

Thanks.

3704. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 01:16:15 UTC
From: daclmi@netscape.net
Message-ID: <3d473a25.868464@news.CIS.DFN.DE>
Source record: 28525

On Tue, 30 Jul 2002 19:23:07 +0100, "Dean Garraghty" <dgs@clara.net>
wrote:

>Hello All,
>
>Just wanted to mention that I have now put screen shots of the Power Per
>Post products running in the XL-It! PC emulator on the CD-ROM info pages on
>my website.
>
>I must also say that I had hoped for a better response to the new CD-ROM
>than I've had. I spent about 50 hours over 2 weeks, often working late at
>night to produce this CD, and so far I've only sold FOUR copies! I'm sure we

Five, but you will have to wait for the letter I mailed yesterday.

3705. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 01:54:13 UTC
From: edbaizjr@attbi.com
Message-ID: <9rH19.95989$uh7.15527@sccrnsc03>
Source record: 28526

On 30 Jul 2002 05:11:48 , "Andy Grey" wrote:
>I am trying to get a hold of the old Atari 8-bit games Archon I and II.
>Anyone know where I might find them?
>
>Regards,
>
>Andy

Hello,

I have both the originals, but do not want to get rid of them. I also have
the ATR and DI images of them. Work great....
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

3706. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 19:03:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D483480.C7BE6991@students.uni-mainz.de>
Source record: 28527

Well,
I am a student. And at the moment I do not own a credit card. sounds
strange to many americans, but here in Germany you don`t get your credit
card that easy (there must be some minimum income to get a credit card
and as a student you *mostly* cannot reach that minimum;). Maybe cash,
cashier cheques, money order and other things should also be allowed.
whenever I order something in the US I use money order... -Andreas.

Dean Garraghty schrieb:
>
> Hello All,
>
> Just wanted to mention that I have now put screen shots of the Power Per
> Post products running in the XL-It! PC emulator on the CD-ROM info pages on
> my website.
>
> I must also say that I had hoped for a better response to the new CD-ROM
> than I've had. I spent about 50 hours over 2 weeks, often working late at
> night to produce this CD, and so far I've only sold FOUR copies! I'm sure we
> can do better than that folks! Don't forget that you're getting a lot of
> stuff for just $15 including shipping. I'm hoping you've all seen earlier
> posts with a list of contents of this CD, so I won't repeat it all here.
> Don't forget that you can order the CD on-line using your credit cards, at
> no extra cost to you. All you pay is $15. Perhaps people are worried I'm
> going to run off with their cash? Well, I've been supporting the Atari for
> 14 years now, exhibiting at all the AMS shows here in the UK between 1989
> and 1996. I've also written many articles for Page 6 magazine here in the
> UK. I ran my own Atari magazine between 1991 and 1996, which are all
> included on the CD. In short, I've been around for a long time. I am not
> trying to rip anyone off!
>
> Please go over to my site at http://www.dgs.clara.net and click the link to
> the PC CD-ROM for more info. You can also order it using your credit card
> from the same page. A full description (with screen shots of the PPP
> products) of each product can be found on there.
>
> Dean Garraghty

3707. PPP/DGS CD - New ways to pay!

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 20:50:20 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1028149160.66355.0@doris.uk.clara.net>
Source record: 28528

Hello All,

It is becoming apparent that some people don't want to buy the CD by credit card, so I have now decided to accept payments in cash in either US$ or UK pounds Sterling. The preferred method is still credit/debit/charge card via the website. I have added this section to the CD-ROM info/order page on the website (http://www.dgs.clara.net):

Paying with a credit/debit/charge card using PayPal is by far the easiest and cheapest way of paying for the CD. However, if you feel you don't want to use a card, or can't use a card, I can also accept payment in cash in either US$ or UK pounds Sterling. However, cash exchange fees at the bank are way more than credit cards. For this reason, the cash price is US$20, because the bank charge
$5 to exchange it into UK pounds. Or, you can pay in UK pounds in cash. The price in UK pounds is 10 pounds. It could well be cheaper for US users to go to their local bank and get 10 pounds in cash. Sending cash is at the senders risk. However, I've found the best way is to put the cash inside a smaller envelope inside the main one. I've never had a single $ go missing over the last 10 years using the old
double envelope technique! UK based users may pay for the CD by cheque (10 pounds). Cheques from other countries are NOT valid in the UK.

The website has more ordering details, including the address to send order to.

I hope this helps!

Dean Garraghty

3708. Trade ultra rare 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2002-07-31 23:18:10 UTC
From: Satcom2 <svenhard@mindspring.com>
Message-ID: <ai9rb8$3rn$1@slb2.atl.mindspring.net>
Source record: 28532

I have Ultima 1 original disk and sleeve with manual and reference card, no spots on disk label for Atari 8-bit

Telengard shrinkwrapped for Atari 800 xl xe

Cavelord original German version in huge LP style gatefole LP style box (works on US computers perfectly)

Phantasie complete boxed excellent condition Atari 800 xl xe
Phantasie II shrinkwrapped Atari 800 xl xe
Wizard's Crown shrinkwrapped for Atari 800 xl xe
Wizard's Crown 2 Eternal Dagger shrinkwrapped Atari 800 xl xe
Pogo Joe disk boxed complete Atari 800 xl xe

Ultima 2 boxed complete for Atari ST 16-bit

Up N Down cart for Atari 800 xl xe
BC's Quest cart for Atari 800 xl xe
Pastfinder cart for Atari 800 xl xe
Frogger II cart for Atari 800 xl xe

The only 8-bit stuff I need and will trade for is:

Alley Cat boxed or at least with manual for Atari 800 xl xe
Quasimodo " " " " " "
"
Matterhorn cart for Atari 800 xl xe
Espial cart for Atari 800 xl xe

just curious if anyone can come up with a trade for me...please don't e-mail me unless you have at least one of the games I need for trade...otheriwse expect to see my stuff up for auction in the next week....

even once the auctions are up I will possibly consider trades for the games I want...thanks -Satcom2

3709. STart & Creative Computing on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 00:31:31 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-719663.17344631072002@news.west.cox.net>
Source record: 28533
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I have several big announceements from www.atarimagazines.com

The site now offers the full text of every issue of STart magazine. Published from 1986 to 1991, STart magazine was dedicated primarily to Atari ST computers, with some emphasis on Atari 8-bit computers in later issues.

In addition, the site now includes full-text articles from Creative Computing magazine. The archive currently offers the full text of 35 issues, spanning Creative Computing's final three years -- more than 1,100 articles. Published from 1974 until 1984, Creative Computing was a wonderful magazine for computer hobbyists that covered every platform. The archive includes articles written by Clive Sinclair, Adam Osborne, Bill Gates, and other notable names. We're looking for volunteers to help scan more articles from Creative Computing.

Finally, we have changed the name of the site from Digital Antic Project to Classic Computer Magazine Archive. Originally the site had only the full text of Antic magazine -- with the addition of STart and Creative Computing, "Digital Antic" was an increasingly inaccurate name.

http://www.atarimagazines.com

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

3710. Re: Trade ultra rare 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 00:55:03 UTC
From: daclmi@netscape.net
Message-ID: <3d4886bd.594912@news.CIS.DFN.DE>
Source record: 28534

On Wed, 31 Jul 2002 16:18:10 -0700, "Satcom2"
<svenhard@mindspring.com> wrote:

>expect to see my stuff up for auction in the next week....
>
>even once the auctions are up I will possibly consider trades for the games
>I want...thanks -Satcom2

Let us know when you start the auctions!

3711. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:03:59 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: </jIS9A+8AwuA092yn@NoSpam.com>
Source record: 28537

In article <_c219.1009$5C5.173343844@newssvr12.news.prodigy.com>,
>I like the 486 method, that's what I've done- it's neatly tucked under my
>atari's desk out of site and out of mind.

Add another "Me too". Mine is a lowly 8086 desktop unit with a 20MB drive
that doubles as a monitor stand.

>As for the Sio2PC, use the
>schematics found on the net and just build it into the case of your atari
>with a standard 9 pin serial plug coming out of the back, that way you won't
>need an atari connector and your stock connector will be free for your tape
>deck. It also looks neater and like it was meant to be there. All you'll
>need then is a standard serial cable to connect the two computers.

I would love to do this. Did you just solder to the pins of the SIO port
inside the computer? Are there any caveats that I should be aware of?

--
Ryan 'Gozar' Collins

3712. Re: STart & Creative Computing on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:04:40 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4889C7.2C91C940@ataritimes.com>
Source record: 28535

Kevin Savetz wrote:

> I have several big announceements from www.atarimagazines.com
>
> The site now offers the full text of every issue of STart magazine.

Great job Kevin!

--
Gregory D. George

=-=-=-

3713. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:18:32 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <oxIS9A+8AsVe092yn@NoSpam.com>
Source record: 28536

In article <b5Z19.52674$5x.5673218@zwoll1.home.nl>,
"Fox-1" <MailMe@fox-1@home.nl> wrote:
>
>"Daniel Miller" wrote
>
>> >than I've had. I spent about 50 hours over 2 weeks, often working late at
>> >night to produce this CD, and so far I've only sold FOUR copies! I'm sure we
>
>> Five, but you will have to wait for the letter I mailed yesterday.
>
>Make that six, but I have to wait until I can get to the post-office to get my
credit-card, required to activate my paypal
>account...

Ok, now seven... (Almost double!)

--
Ryan 'Gozar' Collins

3714. Re: PPP/DGS CD - New ways to pay!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:20:17 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <RzIS9A+8A8iQ092yn@NoSpam.com>
Source record: 28538

In article <1028149160.66355.0@doris.uk.clara.net>,
"Dean Garraghty" <dgs@clara.net> wrote:
>It could well be cheaper for US users to go
>to their local bank and get 10 pounds in cash.

I don't know, 10 pounds in cash is a lot of money! :-)

BTW, I'm glad you accept PayPal.

--
Ryan 'Gozar' Collins

3715. Re: Trade ultra rare 8-bit games?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:49:29 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D4893B7.5FD07DDE@rogers.com>
Source record: 28539

Its just plain stupid to describe any of these as "ultra rare". None of them
are the least bit rare at all. in fact all of them are common and it wont take
much to find these among several retro game dealers these days.

Satcom2 wrote:

> I have Ultima 1 original disk and sleeve with manual and reference card, no
> spots on disk label for Atari 8-bit
>
> Telengard shrinkwrapped for Atari 800 xl xe
>
> Cavelord original German version in huge LP style gatefole LP style box
> (works on US computers perfectly)
>
> Phantasie complete boxed excellent condition Atari 800 xl xe
> Phantasie II shrinkwrapped Atari 800 xl xe
> Wizard's Crown shrinkwrapped for Atari 800 xl xe
> Wizard's Crown 2 Eternal Dagger shrinkwrapped Atari 800 xl xe
> Pogo Joe disk boxed complete Atari 800 xl xe
>
> Ultima 2 boxed complete for Atari ST 16-bit
>
> Up N Down cart for Atari 800 xl xe
> BC's Quest cart for Atari 800 xl xe
> Pastfinder cart for Atari 800 xl xe
> Frogger II cart for Atari 800 xl xe
>
> The only 8-bit stuff I need and will trade for is:
>
> Alley Cat boxed or at least with manual for Atari 800 xl xe
> Quasimodo " " " " " "
> "
> Matterhorn cart for Atari 800 xl xe
> Espial cart for Atari 800 xl xe
>
> just curious if anyone can come up with a trade for me...please don't e-mail
> me unless you have at least one of the games I need for trade...otheriwse
> expect to see my stuff up for auction in the next week....
>
> even once the auctions are up I will possibly consider trades for the games
> I want...thanks -Satcom2

3716. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 01:56:01 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d489625_2@nopics.sjc>
Source record: 28540

What makes you say that you cannot extend the cartridge connector? I did,
and it seems to be OK. The cartridge sits up in one of the spare 5 1/4 drive
bays....

Bob

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:b5Z19.52673$5x.5672988@zwoll1.home.nl...
>
> "James E. King" wrote
>
> > >> I also run both my blackbox' and my 130XE's on the same switching
> > PC powersupply
>
> > Could you supply the wiring specs (pin-out) for making this type of
> > connection?
>
> Depends a bit on the used connector on the black-box. Both mines have
different connectors. The colors described below (AT xxx)
> are the ones I found and used on all 3 of my AT PC powersupplies. Verify
the voltages first before connecting anything!
>
>
> Take the connector that usually connects to the AT mainboard. Find the
right voltages and feed those to the blackbox.
>
> If you have a 4-pin connector on your blackbox (when looking to the
backside of the blackbox):
>
> +5V (AT red) most left pin on BB
> 0V (AT black) second pin on BB
> +12V (AT yellow) third pin on BB
> -12V (AT blue) most right pin on BB (only required for RS232 port)
>
>
> And the same for if your blackbox has a 7-pin connector (N.C.=not
connected):
>
> +5V (AT red) most left pin on BB
> N.C. second pin on BB
> 0V (AT black) third pin on BB
> N.C. fourth pin on BB
> +12V (AT yellow) fifth pin on BB
> N.C. sixth pin on BB
> -12V (AT blue) most right pin on BB (only required for RS232 port)

>
>
> If your powersupply for some reason has no -12V, you may also use -5V for this (white color???) as the RS232 port will still work
> in 99% of the cases (depends on how picky your modem/serial-printer/whatever is)
>
>
> To power the ATARI XL/XE computer (not 400/800/1200XL!!!) take a 7-pin DIN connector, solder wires on it as desribed on my site
> http://www7.brinkster.com/atari/pinouts.htm#power and connect those to one of the 4-pin peripheral connectors on the powersupply
> (same colors as above, but check it first). You can also use an old cable from a dead original ATARI powersupply for this.
> Connect the "ground" to the 0V line. I know a 5-pin DIN also fits into the 7-pin socket in the ATARI but try to avoid using that
> option since it will exactly fit into the monitor-output socket also! Be sure the 0V and +5V wires are not reversed! When having
> checked that, re-check it again to be very sure. Nothing is so simple that it can't go wrong...
>
> Hower I didn't do this myself, It's not a bad idea to mount a 2 Amp fuse in between the +5V line and your ATARI. If something goes
> wrong into the ATARI, a normal powersupply would lower it's voltage due to overload. Your AT one however keeps pumping until it's
> 400 Watt limit is reached. I have a nice example of a 130XE PCB laying around of what may happen. Ever seen the inside of a
> POKEY, an NE555 or a GTIA, connected to absolutely nothing but still at the right place on the PCB? :-))
>
>
> > I'm move my 8bit setup to the inside of an AT case
>
> Nice, but some dis-advantages. First is, the keyboard. With some trail and error you can extend the keyboard flatcable, but you
> can not safely extend the cartridge connector.
>
>
> > Also, do you have any XF551 or 1050 drives connected to the PC
> > switching PS? If so, how did you wire that?
>
> XF551 Is easy, however there are two ways to do this. The easy one is the remove the 7812 stabilizer and solder a wire in the PCB
> at the place from the output of the 7812 (right pin iirc). Connect this wire to the +12V of one of the peripheral connectors from
> the powersupply (usually the yellow line) and connect 0V to it. This is how I done it in my car, except the power-supply was a 12V
> car-battery in this case.
>
> This will work, but doesn't solve the heat problem into the XF551. To

also solve that, do the same trick again with the 7805
> stabilizer and connect it to the +5V in stead of the +12V. You may have
to remove the big capacitors, or better, replace them for
> small ones (low capacity, same voltage). Some AT powersupplies don't like
huge capacitive (or inductive) peripherals.
>
>
> Same for the 1050, except there is no easy option here. You always have
the remove both the 7805 and 7812 stabilizers and likely
> have to swap the capacitors in here also.
>
>
> --
>
> Grtx, Sysop Fox-1 http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

3717. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 04:32:19 UTC
From: hearena@advancedsl.com.ar
Message-ID: <a347a87b.0207312032.1840a3dc@posting.google.com>
Source record: 28541

Hey, that 486 is the webserver of Alternarama, my webportal of
alternative technologies!

www.alternarama.com.ar

Spanish lang only, sorry :)

Facundo

> Another good reason to keep your 486 computers... (I use mine to
> read/write Atari DS/DD disks)

3718. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 04:46:28 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <aiae81fss1@news.chatlink.com>
Source record: 28542

"Ryan Collins" <gozarcollins.hotmail@NoSpam.com> wrote in message
news:oxIS9A+8AsVe092yn@NoSpam.com...
> In article <b5Z19.52674$5x.5673218@zwoll1.home.nl>,
> "Fox-1" <MailMe@fox-1@home.nl> wrote:
> >
> >"Daniel Miller" wrote
> >
> >> >than I've had. I spent about 50 hours over 2 weeks, often working late
at
> >> >night to produce this CD, and so far I've only sold FOUR copies! I'm
sure we
> >
> >> Five, but you will have to wait for the letter I mailed yesterday.
> >
> >Make that six, but I have to wait until I can get to the post-office to
get my credit-card, required to activate my paypal
> >account...
>
> Ok, now seven... (Almost double!)
>
> --
> Ryan 'Gozar' Collins
>

Lets up that to eight... hey now!
-Dan

3719. Re: BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 06:57:07 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0207312257.6e36ee5@posting.google.com>
Source record: 28543

utah_lanman@yahoo.com (James E. King) wrote in message
news:<e89cb68d.0207301141.6d842379@posting.google.com>...
> While using my BlackBox today, I tried to connect my modem via the
> port on the left side (pin 1 facing down toward the computer), and was
> unable to get signal.
>
> When I tried to load RS232.COM (from SDX 4.22), I got an error saying
> it couldnt load the handler.
>
> The cable is good, as I was just using it last go around.
>
> I've also confirmed the dip switch settings and the internal software
> changeable PORT settings.
>
> Any suggestions appreciated.

Due to non-use and a very sloppy desk, I once had to replace both 1489
chips next to the modem port. Appearently, a screwdriver or some such
shorted things in the area and wiped out the two modem driver chips. I
changed out everything I could think of but joy only came with those
two chips.

I assume 'the internal software changeable PORT settings' means you've
turned on the modem port via the Menu and then saved your configuration?

3720. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 10:08:02 UTC
From: Fox-1
Message-ID: <b5Z19.52673$5x.5672988@zwoll1.home.nl>
Source record: 28530

"James E. King" wrote

> >> I also run both my blackbox' and my 130XE's on the same switching
> PC powersupply

> Could you supply the wiring specs (pin-out) for making this type of
> connection?

Depends a bit on the used connector on the black-box. Both mines have different connectors. The colors described below (AT xxx)
are the ones I found and used on all 3 of my AT PC powersupplies. Verify the voltages first before connecting anything!

Take the connector that usually connects to the AT mainboard. Find the right voltages and feed those to the blackbox.

If you have a 4-pin connector on your blackbox (when looking to the backside of the blackbox):

+5V (AT red) most left pin on BB
0V (AT black) second pin on BB
+12V (AT yellow) third pin on BB
-12V (AT blue) most right pin on BB (only required for RS232 port)

And the same for if your blackbox has a 7-pin connector (N.C.=not connected):

+5V (AT red) most left pin on BB
N.C. second pin on BB
0V (AT black) third pin on BB
N.C. fourth pin on BB
+12V (AT yellow) fifth pin on BB
N.C. sixth pin on BB
-12V (AT blue) most right pin on BB (only required for RS232 port)

If your powersupply for some reason has no -12V, you may also use -5V for this (white color???) as the RS232 port will still work
in 99% of the cases (depends on how picky your modem/serial-printer/whatever is)

To power the ATARI XL/XE computer (not 400/800/1200XL!!!) take a 7-pin DIN connector, solder wires on it as desribed on my site
http://www7.brinkster.com/atari/pinouts.htm#power and connect those to one of the 4-pin peripheral connectors on the powersupply
(same colors as above, but check it first). You can also use an old cable from a dead original ATARI powersupply for this.
Connect the "ground" to the 0V line. I know a 5-pin DIN also fits into the 7-pin socket in the ATARI but try to avoid using that
option since it will exactly fit into the monitor-output socket also! Be sure the 0V and

+5V wires are not reversed! When having
checked that, re-check it again to be very sure. Nothing is so simple that it can't go wrong...

Hower I didn't do this myself, It's not a bad idea to mount a 2 Amp fuse in between the +5V line and your ATARI. If something goes
wrong into the ATARI, a normal powersupply would lower it's voltage due to overload. Your AT one however keeps pumping until it's
400 Watt limit is reached. I have a nice example of a 130XE PCB laying around of what may happen. Ever seen the inside of a
POKEY, an NE555 or a GTIA, connected to absolutely nothing but still at the right place on the PCB? :-))

> I'm move my 8bit setup to the inside of an AT case

Nice, but some dis-advantages. First is, the keyboard. With some trail and error you can extend the keyboard flatcable, but you
can not safely extend the cartridge connector.

> Also, do you have any XF551 or 1050 drives connected to the PC
> switching PS? If so, how did you wire that?

XF551 Is easy, however there are two ways to do this. The easy one is the remove the 7812 stabilizer and solder a wire in the PCB
at the place from the output of the 7812 (right pin iirc). Connect this wire to the +12V of one of the peripheral connectors from
the powersupply (usually the yellow line) and connect 0V to it. This is how I done it in my car, except the power-supply was a 12V
car-battery in this case.

This will work, but doesn't solve the heat problem into the XF551. To also solve that, do the same trick again with the 7805
stabilizer and connect it to the +5V in stead of the +12V. You may have to remove the big capacitors, or better, replace them for
small ones (low capacity, same voltage). Some AT powersupplies don't like huge capacitive (or inductive) peripherals.

Same for the 1050, except there is no easy option here. You always have the remove both the 7805 and 7812 stabilizers and likely
have to swap the capacitors in here also.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3721. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 10:10:06 UTC
From: Fox-1
Message-ID: <b5Z19.52674$5x.5673218@zwoll1.home.nl>
Source record: 28529

"Daniel Miller" wrote

> >than I've had. I spent about 50 hours over 2 weeks, often working late at
> >night to produce this CD, and so far I've only sold FOUR copies! I'm sure we

> Five, but you will have to wait for the letter I mailed yesterday.

Make that six, but I have to wait until I can get to the post-office to get my credit-card, required to activate my paypal
account...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3722. Re: Atari 8-bit PPP/DGS products on PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 10:18:38 UTC
From: Fox-1
Message-ID: <edZ19.52722$5x.5678550@zwoll1.home.nl>
Source record: 28531

> > Please go over to my site at http://www.dgs.clara.net and click the link

"Andreas Magenheimer" wrote

> I am a student. And at the moment I do not own a credit card.

Let me know by private Email (you know where) if you want one. I order one for myself early next week anyways, so an extra one
wouldn't hurt. Can bring it with me to the UnConventional 2002 party, assuming I've received them by then...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3723. Steven Tucker around?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 12:13:25 UTC
From: Bobby Wilkins <hwilkinsnsp@nspmidsouth.rr.com>
Message-ID: <FB929.28283$Qg.11832016@twister.midsouth.rr.com>
Source record: 28544

I had been corresonding with Steven Tucker (APE, etc.) up to about a month ago, when we went out of town for 2 weeks. Since we've returned, we cannot reach him via email or phone.

Does anyone know if he might have gone on vacation himself? Alternately, has anyone heard from him since the beginning of July?

Any help you can provide is greatly appreciated.

Ifreplying via email, remove the 'nsp's from the address.

Thanks,
Bobby

3724. Connect old 800 to aux input on tv?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 14:41:58 UTC
From: bill@billrees.com
Message-ID: <ac4778d4.0208010641.16cb9756@posting.google.com>
Source record: 28545

Hi,

I've been away from the Atari 8-bit world for quite awhile but I recently received an old, functional 800 with a 1050 floppy drive. I'd like to get this thing up and running on a small, color tv/vcr combo. The tv has an aux video input but plugging the rca cable from the 800 into this jack does not give any video on the tv. I'm assuming that this is because the 800 is modulating the signal onto channel 2 or 3. I do remember the switchbox that used to come with old computers and video games that allowed one to connect the system to the antenna leads. Alas, I don't have one of these laying around so I need some suggestions on getting this thing up and running.

thanks,
Bill

3725. ATARI chat night

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 15:50:08 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <006735a0@fmlynet.org>
Source record: 28453

FamilyNet Newsgate

Come hang out and talk some Atari at...

http://stargate.cs.swau.edu/atari

Tonight at 8pm CST. Hope to see you there.

Doc Clu

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

3726. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 15:56:54 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <ugmikuk7aovcv9gj9n3tfnlk3ujm155ui9@4ax.com>
Source record: 28546

```
On 31 Jul 2002 21:32:19 -0700, hearena@advancedsl.com.ar (Facundo Arena) wrote:

>Hey, that 486 is the webserver of Alternarama, my webportal of
>alternative technologies!
>
>www.alternarama.com.ar
>
>Spanish lang only, sorry :)
>
Pues si me lo estï¿½s diciendo a mï¿½, me da igual...

--
__________ ____---____ Marco Antonio Checa Funcke
\_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying
```

3727. Re: Using a 800XL as a Linux terminal with SIO2PC (APE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 16:08:04 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <26nikucqsh35ro6su2gtlfe184m8roq23a@4ax.com>
Source record: 28447

On 31 Jul 2002 21:32:19 -0700, hearena@advancedsl.com.ar (Facundo Arena) wrote:

>Hey, that 486 is the webserver of Alternarama, my webportal of
>alternative technologies!
>
>www.alternarama.com.ar
>
>Spanish lang only, sorry :)
>
In fact, there seems to be more than just a few Spanish-speaking people around
in this NG...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3728. Re: Connect old 800 to aux input on tv?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 16:13:39 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <49niku8a2mfp6knsik3ejiipi5tmqitfk2@4ax.com>
Source record: 28448

On 1 Aug 2002 07:41:58 -0700, bill@billrees.com (Bill Rees) wrote:

>Hi,
>
>I've been away from the Atari 8-bit world for quite awhile but I
>recently received an old, functional 800 with a 1050 floppy drive.
>I'd like to get this thing up and running on a small, color tv/vcr
>combo. The tv has an aux video input but plugging the rca cable from
>the 800 into this jack does not give any video on the tv. I'm
>assuming that this is because the 800 is modulating the signal onto
>channel 2 or 3. I do remember the switchbox that used to come with
>old computers and video games that allowed one to connect the system
>to the antenna leads. Alas, I don't have one of these laying around
>so I need some suggestions on getting this thing up and running.
>
>thanks,
>Bill

You need a cable with a 5-pin DIN connector at one end and 4 RCA connectors
at the other. Of these 4, one is audio and another is composite video, which
you can connect to your TV's A/V inputs. The pinout is in the NG's FAQ, I
believe... On my cable, white is audio and red is comp. video, but it may be
different. (The other two are for luminance and chroma, or S-video signals,
but in order to use an S-video input you'd have to use an additional cable
to change from the 2 separate RCA connectors to a single 4-pin mini-DIN one)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3729. Re: BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 17:35:08 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0208010935.7bf5e0bb@posting.google.com>
Source record: 28449

> Due to non-use and a very sloppy desk, I once had to replace both 1489
> chips next to the modem port. Appearently, a screwdriver or some such
> shorted things in the area and wiped out the two modem driver chips. I
> changed out everything I could think of but joy only came with those
> two chips.
>
> I assume 'the internal software changeable PORT settings' means you've
> turned on the modem port via the Menu and then saved your configuration?

Well, I verified the Blackbox is good, as I can connect via NULLMODEM
cable to my PC and exchange text and files just fine. I can also
connect my PC to the modem on my 8bit Atari (Hayes Ultra 9600 v.32),
and it works just fine too.

But, once I try to connect the BlackBox (using same cable in NULLMODEM
test), to the modem, the modem doesn't even bring up TR. The only
lights on are: MR and HS.

If the BB works via NULLMODEM to my PC (just connected a null adapter
to end of BB's serial cable), then why won't it work on the actual
modem (without the NULL adapter)???

3730. Re: Connect old 800 to aux input on tv?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 17:56:53 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns925D8E0203B9Fnobodyimportantcom@167.206.3.2>
Source record: 28450

machf <no_me_j.machf@terra.com.pe> wrote in
news:49niku8a2mfp6knsik3ejiipi5tmqitfk2@4ax.com:

> On 1 Aug 2002 07:41:58 -0700, bill@billrees.com (Bill Rees) wrote:
>
>>Hi,
>>
>>I've been away from the Atari 8-bit world for quite awhile but I
>>recently received an old, functional 800 with a 1050 floppy drive.
>>I'd like to get this thing up and running on a small, color tv/vcr
>>combo. The tv has an aux video input but plugging the rca cable from
>>the 800 into this jack does not give any video on the tv. I'm
>>assuming that this is because the 800 is modulating the signal onto
>>channel 2 or 3. I do remember the switchbox that used to come with
>>old computers and video games that allowed one to connect the system
>>to the antenna leads. Alas, I don't have one of these laying around
>>so I need some suggestions on getting this thing up and running.
>>
>>thanks,
>>Bill
>
> You need a cable with a 5-pin DIN connector at one end and 4 RCA
> connectors at the other. Of these 4, one is audio and another is
> composite video, which you can connect to your TV's A/V inputs. The
> pinout is in the NG's FAQ, I believe... On my cable, white is audio
> and red is comp. video, but it may be different. (The other two are
> for luminance and chroma, or S-video signals, but in order to use an
> S-video input you'd have to use an additional cable to change from the
> 2 separate RCA connectors to a single 4-pin mini-DIN one)
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying
>

Alternatively, you can pick up a TV/Game switch (like the old one) at
your local Radio Shack for 5 bucks, or download an Atari 800 Emulator. =)

3731. Re: Connect old 800 to aux input on tv?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 18:30:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <t7f29.5628$nc.427913@newsread1.prod.itd.earthlink.net>
Source record: 28451

That pin plug from the rear of the 800 is modulated to a Radio Frequency signal based on the channel setting switch on the side; it is 75 ohm and Radio Shack, among possible others, has an adapter for a couple of bucks with 1/4 inch RCA pin plug female on one end and F-type female cable TV connector on the other.

--
Ron

http://www.atariland.com/members/oldatarian

"Bill Rees" <bill@billrees.com> wrote in message
news:ac4778d4.0208010641.16cb9756@posting.google.com...
> Hi,
>
> I've been away from the Atari 8-bit world for quite awhile but I
> recently received an old, functional 800 with a 1050 floppy drive.
> I'd like to get this thing up and running on a small, color tv/vcr
> combo. The tv has an aux video input but plugging the rca cable from
> the 800 into this jack does not give any video on the tv. I'm
> assuming that this is because the 800 is modulating the signal onto
> channel 2 or 3. I do remember the switchbox that used to come with
> old computers and video games that allowed one to connect the system
> to the antenna leads. Alas, I don't have one of these laying around
> so I need some suggestions on getting this thing up and running.
>
> thanks,
> Bill
>

3732. Re: Dr.Wacko

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 19:17:44 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0208011117.15bb1f1f@posting.google.com>
Source record: 28452

> Who's Dr.Wacko?

David Heller. He is listed among the authors but I guess it doesn't say which one is Dr. Wacko. Besides the two Atari books, "Dr. Wacko" also did Commodore, AppleII and IBM versions. Look at

http://www.amazon.com/exec/obidos/ASIN/0201114887/

3733. Want to trade ATARI games ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-01 23:52:58 UTC
From: lord-chaos@t-online.de
Message-ID: <8209624b.0208011552.17415834@posting.google.com>
Source record: 28455

Hi,

I have many new/sw ATARI XE cart games and ATARI 2600/7800 games +
some hardware (ATARI Paddles,Keyboard Controllers,Joysticks).

I live in Germany , so some ATARI 2600 games are PAL versions,some
NTSC (both work here) and XE games are always PAL/NTSC compatible.

I collect :

ATARI XL/XE games , carts or disks , maybe tape

ATARI 2600 games

ATARI ST games

LC

3734. WTB: Atari 1450XLD Upper Case Half

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 00:31:00 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <ukjkmcc4b3hic1@corp.supernews.com>
Source record: 28457

I know it's a long shot, but I recently acquired an Atari 1450 motherboard, lower case half and upper RF shield and would love to track down the missing pieces. I'm also looking for an Atari 1400XL metal label. I realize these were typically taken off the 1400's long ago, I guess I'm hoping someone has an extra they an part with. The 1400XL is a cool computer but it looks naked without it's label.

Thanks,
Nick

3735. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 00:40:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d49d5ec_1@nopics.sjc>
Source record: 28459

Is it only with a BlackBox attached? On an 800XL, for example, with a BB and an extended cartridge connector? How did you extend the cartridge connector? How long was your cable?

I am going to get a BB in the near future - I'd like to see what problems it causes on the system. I need specific conditions to test it under - if anyone else has a problem with BB or MIO, I'd appreciate hearing about it.

Bob

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:ESh29.57360$5x.6264211@zwoll1.home.nl...
>
> "Bob Woolley" wrote
>
> > What makes you say that you cannot extend the cartridge connector?
>
> Experience while trying it.
>
> > I did,
> > and it seems to be OK. The cartridge sits up in one of the spare 5 1/4 drive
> > bays....
>
> May work when the leads are short, but try to extend it with a black-box attached to it, and then insert a R-Time8 and the game
> "Into the Eagles Nest" (or probably any other 32K or up XE-type cartridge). Without the R-Time8 it goes a little better, but the
> game still crashes every now and then.
>
> Tried on XL's and XE's machines, and the game is unplayable (probably goes wrong when switching rom-banks). Without the
> extension-ribbon-cable, no problems at all.
>
>
> --
>
> Grtx, Sysop Fox-1 http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

3736. Re: DGS/PPP CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 00:44:02 UTC
From: llpwhite@cs.com
Message-ID: <20020801204402.09846.00000922@mb-cf.news.cs.com>
Source record: 28458

Received my CD today -- just 6 days after I ordered it! Have checked it out briefly, and Dean has certainly done an A+ job putting this CD together. Well worth the $15!
Larry

3737. Re: Dr.Wacko

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 01:03:27 UTC
From: edbaizjr@attbi.com
Message-ID: <zTk29.217243$Wt3.173532@rwcrnsc53>
Source record: 28460

On 31 Jul 2002 00:29:40 , Jindrich Kubec wrote:
>Hi,
>
>Who's Dr.Wacko? I've got two Atari books under his name and they're,
>say, a bit crazy ;)

I also have some books by him. You are correct, they are crazy, but they make learning the computer fun.
Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

3738. Re: BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 03:39:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d49feff$0$1430$272ea4a1@news.execpc.com>
Source record: 28461

The modem and the A8 aren't talking to each other.
I don't know the BB, but you want to set it for
the highest speed. I guess you're using BobTerm.
You might try changing the rate in BobTerm
up and down, in ASCII mode, going to term mode
and keep typing AT RETURN, hoping for
an OK.
Then you should make some AT commands to
the modem to turn off compression, and slow the
speed of the modem.
AT&Q0 should turn require DTE and DCE to
be the same, I found this helps, but maybe not
so important.
AT%M0 turns off compression.
AT&K0 turns off flow control.
Probably the most important is to set the modem
baud rate.
ATS37=8 sets 4800 baud (I don't recommend
9600, at least til you get it talking.)
ATN0 forces the modem to use the baud rate
set in S37.
You can reset the modem to factory defaults with
ATZ0.
There are lots of modem commands, it gets confusing.
Russg

3739. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 06:23:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com>
Source record: 28462
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3740. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 06:32:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208012323410.22546-100000@shell1.aracnet.com>
Source record: 28463
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

3741. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 07:17:58 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D4A3226.4070809@volcano.net>
Source record: 28464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/specials.htm Today's Specials!

Featuring TWICE THE SPAM (see simulataneous "contest" posting) and half
the intelligence...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3742. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 09:48:05 UTC
From: Fox-1
Message-ID: <ESh29.57360$5x.6264211@zwoll1.home.nl>
Source record: 28454

"Bob Woolley" wrote

> What makes you say that you cannot extend the cartridge connector?

Experience while trying it.

> I did,
> and it seems to be OK. The cartridge sits up in one of the spare 5 1/4 drive
> bays....

May work when the leads are short, but try to extend it with a black-box attached to it, and then insert a R-Time8 and the game
"Into the Eagles Nest" (or probably any other 32K or up XE-type cartridge). Without the R-Time8 it goes a little better, but the
game still crashes every now and then.

Tried on XL's and XE's machines, and the game is unplayable (probably goes wrong when switching rom-banks). Without the
extension-ribbon-cable, no problems at all.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3743. Re: Is there a .CAS archive anywhere on the net?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 09:54:11 UTC
From: Fox-1
Message-ID: <y7k29.57836$5x.6338191@zwoll1.home.nl>
Source record: 28456

"Ryan Collins" wrote

> >I like the 486 method, that's what I've done-

> Add another "Me too". Mine is a lowly 8086 desktop unit with a 20MB drive
> that doubles as a monitor stand.

One "me too" added. 486SX, 2 serial ports for 2 SIO-2-PC interface's for 2 ATARI's, MS-Dos 6.22, APE 1.18D, connected to my local
network.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3744. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 09:58:44 UTC
From: rs.mac@t-online.de
Message-ID: <1fgadx8.1xbm8zx1bznubkN%rs.mac@t-online.de>
Source record: 28465
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Christmas in August" what a kiddy bullshit

Thatï¿½s the end point for you.

Welcome to my news filter. (all groups):)
(And itï¿½s not adjusted for 30 days..)

Have fun to post this stuff for your self only

3745. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 10:45:04 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com>
Source record: 28466
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> http://www.aracnet.com/~atari/specials.htm Today's Specials!

Pah. Try www.myatari.com instead...

3746. U35 (misterious chip in 130XE schematics)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 11:26:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aidq8p$56$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28467

Howdy folks

Chris Lang from Germany has just confermed that U35 indeed is a 74LS95B as I suspected for quite some time. I guess they goofed up at Atari way back when the schematic was cleaned up.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3747. Re: Atari 1450XLD Upper Case Half

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 11:48:15 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aidrhv$1im$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28468

Howdy Nick

"Nick" <nickandlori@charter.net> schrieb im Newsbeitrag
news:ukjkmcc4b3hic1@corp.supernews.com...
> I know it's a long shot, but I recently acquired an Atari 1450
motherboard,
> lower case half and upper RF shield and would love to track down the
missing
> pieces. I'm also looking for an Atari 1400XL metal label. I realize these
> were typically taken off the 1400's long ago, I guess I'm hoping someone
has
> an extra they an part with. The 1400XL is a cool computer but it looks
> naked without it's label.

Have you tried Best Electronics http://www.best-electronics-ca.com ? They
have lots of stuff. Including case halves. But I'm not sure if they have
them for 14x0XL(D)'s.

CU Mathy van Nisselroy

3748. Internet telephone and the 8 bit Atari???

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 13:21:32 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aie10t$6is$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28469

Howdy folks

Yesterday, I found (but did not buy) 'Premier' Internet telephones for Euro 1.11 (about the same as a US dollar). And that's when I thought: "Would the Atari be fast enough, if we could connect an ISA soundcard to the parallel bus, to use these internet telephones?"

Anybody have a clue?

(Yes, you need an ISA to Atari Interface (e.g. the PC-Bridge, whose developer became a daddy last April, so developement has come to a halt) and some internet stuff, but the ISA card can sample the sound without much help of the CPU)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3749. Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 15:00:29 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0208020700.5d5d1362@posting.google.com>
Source record: 28470

Looking to acquire an MIO. The MIO must have functional HD and serial ports.

-
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - utah_lanman@yahoo.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3750. Re: BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 15:09:28 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0208020709.70fa75d5@posting.google.com>
Source record: 28471

> Then you should make some AT commands to
> the modem to turn off compression, and slow the
> speed of the modem.

Unfortunately, I can't get the modem to come up TR, which in turn doesnt allow me to issue AT commands to the modem. If I disconnect the modem and connect to the PC, TR comes up instantly, and I can enter AT commands.

3751. Re: BlackBox Issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 17:19:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d4abf03$0$1431$272ea4a1@news.execpc.com>
Source record: 28472

```
The TR is a line on the port. I'm not good at
serial port programming, the following is from
reading Bob Puff's documentation on the BB from
his website (I'm sure you know where it is.)
If you enter the following from BASIC, it should
turn the TR light on. If so, then the software you're
using, and/or the settings on the BB aren't set
right or something.
10 CLOSE #1
20 OPEN #1,13,0,"R:":REM THE BB AUTOMATICALLY LOADS THE R: HANDLER ON RESET
AND AT BOOT TIME.
30 XIO 40,#1,0,0,"R:":REM SET CONCURRENT
40 XIO 36,#1,15,0,"R:":REM SET TO 19200 BAUD
50 XIO 34,#1,192,0,"R:":TURN TR LINE ON
60 GOTO 60:REM BE SURE TO CLOSE #1 AFTER YOU BREAK OUT OF THIS

There's something going on with the modem. Try a 2400 baud modem and see
that it works, this'll eliminate that you have a problem with the BB port or
software.
There's a simple BASIC program after the above to
allow getting and putting characters to the modem, ie. you could type AT
commands from it. It gets a STATUS and if there's a char in the buffer, you
can GET it.
Russg
```

3752. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 17:28:21 UTC
From: geech <chdorrSP@Mattbi.com>
Message-ID: <uklg71l4cm024@corp.supernews.com>
Source record: 28473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

guys, every time this guy posts, there at least 4 replies complaining about
it. Just make a killfile, add a filter and let it be.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> > > http://www.aracnet.com/~atari/specials.htm Today's Specials!
>
> Pah. Try www.myatari.com instead...
>
>
>

3753. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 21:43:56 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <w2D29.32714$vg.1185950@bin2.nnrp.aus1.giganews.com>
Source record: 28474

Thanks for the info...

Andy

"Rod Smith" <rodsmith@speaker.rodsbooks.com> wrote in message
news:u5i6ia.ddc.ln@speaker.rodsbooks.com...
> In article <oep19.435614$vq.23984663@bin6.nnrp.aus1.giganews.com>,
> "Andy Grey" <adgrey@comcast.net> writes:
> > I am trying to get a hold of the old Atari 8-bit games Archon I and II.
> > Anyone know where I might find them?
>
> The XL Search page is usually a good place to look for any Atari 8-bit
> software. In your case:
>
>
http://www.newbreedsoftware.com/xlsearch/xlsearch.cgi?keywords=archon&sortby
=Name
>
> FWIW, there was also a DOS game called Archon Ultra from SSI, which is
> basically Archon with better graphics and some rule changes. There's
> also at least one open source Archon clone (for UNIX-based systems),
> XArchon:
>
> http://xarchon.seul.org
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux & multi-OS configuration

3754. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 21:44:35 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <73D29.60200$nm.2363015@bin5.nnrp.aus1.giganews.com>
Source record: 28475

Feel like emailing me the images?

Andy

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:9rH19.95989$uh7.15527@sccrnsc03...
> On 30 Jul 2002 05:11:48 , "Andy Grey" wrote:
> >I am trying to get a hold of the old Atari 8-bit games Archon I and II.
> >Anyone know where I might find them?
> >
> >Regards,
> >
> >Andy
>
> Hello,
>
> I have both the originals, but do not want to get rid of them. I also have
> the ATR and DI images of them. Work great....
> Edward S. Baiz Jr.
> (Gamer)
> --
> HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,
> --
>

3755. Cartridge to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 22:06:42 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <SnD29.32993$vg.1196421@bin2.nnrp.aus1.giganews.com>
Source record: 28476

A long time ago I had a complete 800XL system. I'm getting nostalgic and I'm Ebaying all the stuff to put another system together. Is there a way to copy something from an Atari cartridge to a disk? I found and downloaded an emulator that runs Atari games with ".atr" extensions. This is not the extension of the files that would be on the original game disk read by a 1050 drive correct? I seem to remember things like dos.sys and dup.sys, etc. Is there a way to convert atr files to the original game files?

Are the proms in Atari cartridges all 16k? Are they copyable? What's a generic prom or eprom part number I could copy them to?

Andy

3756. Disk copying?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-02 22:08:24 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <spD29.71157$cm.2327241@bin3.nnrp.aus1.giganews.com>
Source record: 28477

Anyone know how/if you can write a dos file to a 5.25" disk that can be read by an Atari 1050 drive?

Andy

3757. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 02:20:39 UTC
From: netguy <netguy@netguy.net>
Message-ID: <MPG.17b50803501816a9989718@News.CIS.DFN.DE>
Source record: 28479
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

```
In article <3D4A3226.4070809@volcano.net>, themaverick@volcano.net
says...
> Bravo Sierra Computers wrote:
>
> > http://www.aracnet.com/~atari/specials.htm Today's Specials!
>
>
> Featuring TWICE THE SPAM (see simulataneous "contest" posting) and half
> the intelligence...
>
> the Mav
>
>
>
>
Gosh, get a life. He offers good products at fair prices. Geez if you
don't want to see his posts, just kill file.
```

3758. OS listing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 04:18:21 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <hQI29.942$Wx2.324@nwrddc03.gnilink.net>
Source record: 28480

Does anyone have a copy of the OS in source form that can be assembled? I would like to do some mods, and need some (hopefully) commented source.
Thanks

Tony

3759. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 05:17:29 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D4B6769.9060504@volcano.net>
Source record: 28481
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

netguy wrote:

> Gosh, get a life. He offers good products at fair prices. Geez if you
> don't want to see his posts, just kill file.

If you killfile a spammer, he still makes a sound when he dumps his load
every week...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3760. Re: Connector Oxidation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 11:29:05 UTC
From: Fox-1
Message-ID: <grE29.60432$5x.6977254@zwoll1.home.nl>
Source record: 28478

"Bob Woolley" wrote

> Is it only with a BlackBox attached?

Did not try without it as I always have a black-box attached to my systems.

> On an 800XL, for example, with a BB and
> an extended cartridge connector? How did you extend the cartridge connector?

Standard PC floppycable with a small piece of PCB plugged into one of the connectors to make it fit in the cartridgeslot.

> How long was your cable?

about 25 centimeters / 10 inch

> I am going to get a BB in the near future - I'd like to see what problems it
> causes on the system.

It causes problems on some XL/XE systems with a "mexico" 65c02 inside. I also have timing troubles when using it with my
"different" 130XE. This one has other RAM's then all my other XE's and has the most recent o.s. (selftest which tests all 128KB).

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3761. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 13:32:11 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uknmqqba3tjf0d@corp.supernews.com>
Source record: 28482
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Geech,

What you don't understand is every time Ben offers Atari gear, there are a few effeminate responders who experience a PMS attack. I suspect those who go into a fit rage have cross dresser tendencies.<G>

I hope I didn't offend anyone. I don't want to get my eyes scratched out. ROTFL!

Don
Vancouver, USA

"geech" <chdorrSP@Mattbi.com> wrote in message
news:uklg71l4cm024@corp.supernews.com...
> guys, every time this guy posts, there at least 4 replies complaining
about
> it. Just make a killfile, add a filter and let it be.
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:Qot29.28720$P8.842486@bin4.nnrp.aus1.giganews.com...
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.33.0208012314320.22546-100000@shell1.aracnet.com...
> > > http://www.aracnet.com/~atari/specials.htm Today's Specials!
> >
> > Pah. Try www.myatari.com instead...

3762. Re: Cartridge to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 17:13:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <3bU29.10637$nc.799651@newsread1.prod.itd.earthlink.net>
Source record: 28483

.ATRs are image files of an entire Atari disk contents. There are ways like SIO2PC and AtariLink to dump the data to a real disk for use in the 1050.

Many Atari carts were either 8 or 16K and a lot of them were copied to disk and de-protected such that they would execute from RAM as a binary load file. Later carts like Lode Runner and Bounty Bob Strikes back as well as Action! and Sparta Dos X were larger in the range of 48 to 128K; they can be replicated only by burning chips.

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:SnD29.32993$vg.1196421@bin2.nnrp.aus1.giganews.com...
> A long time ago I had a complete 800XL system. I'm getting nostalgic and
I'm
> Ebaying all the stuff to put another system together. Is there a way to
copy
> something from an Atari cartridge to a disk? I found and downloaded an
> emulator that runs Atari games with ".atr" extensions. This is not the
> extension of the files that would be on the original game disk read by a
> 1050 drive correct? I seem to remember things like dos.sys and dup.sys,
etc.
> Is there a way to convert atr files to the original game files?
>
> Are the proms in Atari cartridges all 16k? Are they copyable? What's a
> generic prom or eprom part number I could copy them to?
>
> Andy

3763. Re: Disk copying?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 17:34:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nuU29.10667$nc.801955@newsread1.prod.itd.earthlink.net>
Source record: 28484

That is a bit of a nebulous question... Assuming that you mean what we think you said, I submit the following answer:

Normally the Dos.Sys file is written by the system and configured in the 1st three sectors such that it will boot when the computer starts. There are other ways to accomplish this using the resident disk handler, but they are neither easy, simple, nor quick when the disk operating system is not present.

Always much better to obtain a Dos disk for starting the system and creating copies of bootable floppies.

Or, if you meant PC, then HiasSoft wrote a PC application which can write files in its 5.25 floppy that are readable in a *Doubled* 1050. Even then, Dos.Sys needs to be hooked into the boot sectors before it could load as the system starts

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:spD29.71157$cm.2327241@bin3.nnrp.aus1.giganews.com...
> Anyone know how/if you can write a dos file to a 5.25" disk that can be
read
> by an Atari 1050 drive?
>
> Andy

3764. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 17:34:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vuU29.10668$nc.801955@newsread1.prod.itd.earthlink.net>
Source record: 28485

What are you bidding? And do you have a source of the Adaptec or equivalent
SCSI controllers?

--
Ron

http://www.atariland.com/members/oldatarian

"James E. King" <utah_lanman@yahoo.com> wrote in message
news:e89cb68d.0208020700.5d5d1362@posting.google.com...
> Looking to acquire an MIO. The MIO must have functional HD and serial
ports.
>
> -
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - utah_lanman@yahoo.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>

3765. Re: Cartridge to disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 17:35:17 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <pvU29.10674$cI.817576@newsread2.prod.itd.earthlink.net>
Source record: 28486

"Andy Grey" <adgrey@comcast.net> wrote in message
news:SnD29.32993$vg.1196421@bin2.nnrp.aus1.giganews.com...
> A long time ago I had a complete 800XL system. I'm getting nostalgic and
I'm
> Ebaying all the stuff to put another system together. Is there a way to
copy
> something from an Atari cartridge to a disk? I found and downloaded an
> emulator that runs Atari games with ".atr" extensions. This is not the
> extension of the files that would be on the original game disk read by a
> 1050 drive correct? I seem to remember things like dos.sys and dup.sys,
etc.
> Is there a way to convert atr files to the original game files?

The .atr are just a file format that the emulators and disk drive emulators understand. It is pretty much just a raw dump of the disk with 16 bytes prepended to it that give things like disk density and size.

If you want to convert it back into an Atari disk you will need to get a SIO2PC cable. It is a fairly simple cable to build, only one IC and a couple of parts. They are forsale on eBay to for ~$15-$25 if you don't want to build one.

The SIO2PC cable hooks your Atari up to a PC serial port and the PC emulates a disk drive. What you do is just assign your 1050 as drive 1<or 2> and make the PC act as drive 2<or 1>. From there it is simple to copy files from the .atr images to a real 1050.

Most people just keep the files on their PC though. Saves wear and tear on their real Atari drives and gives them access to a huge number of files.
>
> Are the proms in Atari cartridges all 16k? Are they copyable? What's a
> generic prom or eprom part number I could copy them to?

No, I have even seen a 12k cartridge made with one 8k and one 4k EPROM. Most of the ones from the early Atari are 8k either as two 4k ROMs or one 8k ROM.

The cart making supplies<circuit board and case> are kind of expensive. There is nothing that keeps you from copying carts. Some of the carts don't even have an EPROM in them, just a dab of epoxy the size of a button over the silicon mounted directly on the circuit board.

Your best bet would be to find socketed 8k Atari carts that take 28 pin EPROMs like Galaxian and buy a bunch. From there after much work you could probably get some files like Pac Man or Star Raiders back into cartridge format by getting rid of the DOS file info and burning them into a 2764.

3766. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 17:47:49 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <kQOTPAGFdBT9EwhO@atari.org.uk>
Source record: 28487
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Damn i was looking forward to reading about the winer, i mean winner:P

In article
<Pine.LNX.4.33.0208012323410.22546-100000@shell1.aracnet.com>, Bravo
Sierra Computers <atari@aracnet.com> writes
>http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly
>half-over! Times getting short. So submit your entry, while you have time!
>
>http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
>Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
>Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
>announcing a Contest! Whoever can write the best Submission for the "Why
>you should buy Atari from Bravo Sierra Contest!" My Customers are living
>examples of why to buy from Bravo Sierra! More satisfied Customers & the
>number keeps growing! Submissions judged on persuasiveness. Originality
>would be nice but not required. Personal testimonials preferred! Please
>include your real name (No aliases without your real name!) and where your
>from. Please submit your entry by Thursday, August 15th. Contest will last
>6 weeks, but could last longer should I deem necessary. Prize for the most
>persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
>come from any Country! All entries become the property of Bravo Sierra
>Computers! Please E-Mail all entries to atari@aracnet.com plus results
>will be shown at the HotLink Below!
>
>Please Direct all Replies Through E-Mail to: atari@benjamin.net or
>atari@aracnet.com. If you can't reach me at benjamin.net see my
>E-Mail/Web/Phone info in my Signature at the Bottom!
>
>Bravo Sierra Computers has moved to a new Internet Provider
>atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
>Hardware/Accessories & References/
>Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
>SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
>Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please
>Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
>(503)256-9974!!!
>

-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *

Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3767. Atari 8-bit PPP/DGS PC CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 19:31:02 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1028403324.7062.0@demeter.uk.clara.net>
Source record: 28488

Hello All,

Sorry to be repeating this info again, but there has been some confusion over pricing and how to buy the CD-ROM, largely due to the fact that I've released info in bits over a number of postings. I've now put all the info together in one place in this posting.

1. What is the Atari 8-bit PPP/DGS PC CD-ROM?

I have created a PC CD-ROM containing commercial (NOT PD) Atari 8-bit software published by Power Per Post (PPP) and Dean Garraghty Software (DGS). The CD contains the software in both DCM and ATR formats. When the DCM files are transferred to the Atari (by various suitable methods) they will convert back into bootable Atari disks by use of Disk Communicator 3 or above (a freely available Atari 8-bit PD product). The ATR files are for use with PC Atari 8-bit emulators (such as XL-It!), some of which are free and available on the Internet. Each product is supplied with a full manual in PDF format. The Adobe Acrobat Reader (a free product) is required to read/print these.

2. What does the CD contain?

The CD contains the following products:

* Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
* Quick Support Disks 1 and 2
* SAM (Screen Aided Management) V1.25i (80-col desktop system, similar to GEM - no additional hardware needed)
* SAM Budget (spreadsheet)
* SAM Designer (DTP/designer package with circuit diagram creation facilities)
* SAM Utility Extensions (conversion between SAM and non-SAM formats)
* 4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
* QuickEd (Character set editor for mouse, joystick and touch tablet)
* Digi-Studio (digitized sounds/music utility)
* Issues 1-14 of our News-Disk on-disk magazine
* Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)
* Issues 20-26(last issue) of the on-disk magazine carrying on from the printed mags
* News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

3. What does the CD cost?

U.S based users: The CD costs just US$15 when bought on-line using your credit/debit/charge card via the *secure* PayPal, which INCLUDES shipping. You may, if you prefer, pay in cash in US$. However, cash is sent at your own risk and is subject to higher exchange fees. For this reason, the cash price is US$20 which INCLUDES shipping.

U.K based users: The CD costs just £10 including P&P. You may order by cheque.

Users in other countries: The CD costs just UK£10 INCLUDING shipping. Please pay in cash in UK£.

4. How do I order?

Please go to my website at http://www.dgs.clara.net and then click the link to the CD-ROM info/order page. You will find full ordering information, along with extended information on each product on the CD. There are also screen grabs of the PPP software running in the XL-It! PC emulator.

5. How long will it take for my order to arrive?

Delivery times from the UK to the US are about 5-10 days, depending on where you live. Orders are dispatched within 24 hours when ordered on-line. Please be aware of time zone differences. Most orders arrive during the night here, so please take this into account.

6. Special Notes

Please note that due to legal reasons, I am not allowed to sell this CD to anyone living in Germany, Austria, or Switzerland.

The PPP products do not run on the 1200XL. They do run OK in most PC emulators. Digi-Studio does not run on most PC emulators, but does run fine on all Atari XL/XE machines.

The products are offered without support, but are all mature versions and have no known problems.

3768. FA: some Amstrad games on auction

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 21:17:38 UTC
From: Sauron <radiax@libero.it>
Message-ID: <SLX29.33408$n04.938847@twister2.libero.it>
Source record: 28489

I have some Amstrad games auctions on eBay.

Games are:

The apprentice (Mastertronic)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119696

Dun Darach (Hewson)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119720

Wild bunch (Firebird)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119775

Super gran (Tynesoft)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119767

Thanks for your attention

Sauron

3769. Re: FA: some Amstrad games on auction

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-03 22:26:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <v3mokuc9dti01itjrb2q3t1tlufnokocqp@4ax.com>
Source record: 28490

On Sat, 03 Aug 2002 21:17:38 GMT, "Sauron" <radiax@libero.it> wrote:

>I have some Amstrad games auctions on eBay.

Now if only this was an Amstrad ng ;-)
--
Paul

I hate the smell of fear......

3770. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 04:48:54 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0208032048.6271d884@posting.google.com>
Source record: 28491
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1026568378.97788.5@iapetus.uk.clara.net>...
> Hi "Bravo Sierra Computers"
>
> > Hi, I'm Ben Smith of Bravo Sierra Computers.
>
> You are an asshole that wont get the message, your spam is unwelcome.

Whoa....The only spam that is, is comming from your arse...

BTW: Yo ma ma wears army boots!

>
>
> Regards, Steve S.
>
>
> ---
> Outgoing mail has been scanned by AVG and is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.375 / Virus Database: 210 - Release Date: 10/07/2002

3771. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 06:37:31 UTC
From: lp <gfa@basic.net>
Message-ID: <B97243EB.81ED%gfa@basic.net>
Source record: 28492

in article 3D4B6769.9060504@volcano.net, The Maverick at
themaverick@volcano.net wrote on 8/3/02 1:17 AM:

> netguy wrote:
>
>> Gosh, get a life. He offers good products at fair prices. Geez if you
>> don't want to see his posts, just kill file.

I fully agree.

> If you killfile a spammer, he still makes a sound when he dumps his load
> every week...

What is that suppose to mean? I put him in my killfile and he no longer
exists. Now I see an increasing number of replies to a post I never see.
;-P

Lonny Pursell

3772. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 07:23:25 UTC
From: utah_lanman@yahoo.com
Message-ID: <e89cb68d.0208032323.11940290@posting.google.com>
Source record: 28493

> What are you bidding? And do you have a source of the Adaptec or equivalent
> SCSI controllers?

I'm not bidding anything. I have a Blackbox already. If you have one
for sale/trade, let me know what you're asking.

Yes, I have at least 10 Adaptec 4000a/4070 controllers and last year,
I bought a box full of 200-500mb hard drives off Ebay.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - utah_lanman@yahoo.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3773. M.U.L.E. over the internet! Finally!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 08:11:22 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns92602AA1A920nobodyimportantcom@167.206.3.3>
Source record: 28494

Check it out:

http://www.gilligames.com/Space_Horse/TheGame.asp

3774. Re: Archon I, & II games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 08:22:22 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns92602C7E71AF2nobodyimportantcom@167.206.3.3>
Source record: 28495

"Andy Grey" <adgrey@comcast.net> wrote in
news:73D29.60200$nm.2363015@bin5.nnrp.aus1.giganews.com:

> Feel like emailing me the images?
>
> Andy

You can download them from ftp.spudster.org

3775. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 09:01:14 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <x0639.23041$t4.16496@nntpserver.swip.net>
Source record: 28496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Robert Schaffner <rs.mac@t-online.de> wrote:
> ...
> "Christmas in August" what a kiddy bullshit
> ...

I have seen many complaints about Bravo Sierra Computers, but no explanation on what is wrong with this company. What is the reason for all these complaints?

Anders

3776. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 10:45:53 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <rC3wbWKhXQT9Ewwb@atari.org.uk>
Source record: 28347
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <x0639.23041$t4.16496@nntpserver.swip.net>, Anders Skelander
<ansk@hotmail.com> writes
>I have seen many complaints about Bravo Sierra Computers, but no explanation
>on what is wrong with this company. What is the reason for all these
>complaints?
>
>Anders

Hi

I've dealt with Ben in the past with no problems at all:)

The problem is the postings are the same over and over and over again,
then there's his opinions on various stuff on his web site which isnt
very nice.

I dont mind the posting once a week bit, i used to do it, it's the
posting of the same post with different subject etc.. so you have to
waffle through the same stuff ALL the time.

Ben has been posting for years, but i have noticed more adverts with the
same content as of late, and i've really been off the atari scene for a
while:((((

--
Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

3777. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 11:08:41 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com>
Source record: 28348
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

My complaint is pages like this one:

http://www.aracnet.com/~atari/auctions.htm

which slander auction sellers to boost his own business.

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:x0639.23041$t4.16496@nntpserver.swip.net...
>
> Robert Schaffner <rs.mac@t-online.de> wrote:
> > ...
> > "Christmas in August" what a kiddy bullshit
> > ...
>
> I have seen many complaints about Bravo Sierra Computers, but no
explanation
> on what is wrong with this company. What is the reason for all these
> complaints?
>
> Anders
>
>
>

3778. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 11:19:16 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <053qku4rkgi14tnpdnk26sf3dvngn5i5i7@4ax.com>
Source record: 28349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
<dschmidt@pacifier.com> wrote:

>Geech,
>
>What you don't understand is every time Ben offers Atari gear, there are a
>few effeminate responders who experience a PMS attack. I suspect those who
>go into a fit rage have cross dresser tendencies.<G>
>
>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>ROTFL!
>
Don,

You seem to have a bit of a homophobic streak there or do you
protesteth too much sweety ;-)

Sorry, but it always makes me laugh when US youngsters (?) instantly
start calling people fags and gay...Very school yard.. :-)

--
Paul

I hate the smell of fear......

3779. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 11:32:01 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <he3qku8uv52p1n0vgf1s6u7i0spt5guq3j@4ax.com>
Source record: 28350
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Sun, 4 Aug 2002 11:01:14 +0200, "Anders Skelander"
<ansk@hotmail.com> wrote:

>I have seen many complaints about Bravo Sierra Computers, but no explanation
>on what is wrong with this company. What is the reason for all these
>complaints?
>
>Anders
>
I doubt there's a thing wrong with Ben's company, I've never seen a
single bad trader post ever so all power to him and may he continue to
support the Atari community for many years to come

But

What people may not like is the unintentional spamming, ie 2 or 3
posts in one day saying pretty much the same thing and the
crossposting. If Ben slapped COMM: or ADV: as per Net standards then
people could happily kill file the adverts but keep other posts from
Ben intact.

The only other thing some inc me have queried with Ben is the wording
of the adverts, being ex retail (in the Atari field) I suggested that
having a mild go at Ebay users might offend the odd one or two
potential customers as many people do use Ebay for their retro fixes
but Ben thought otherwise which is his privilege.

Unless I missed something over the years I am sure there's no attack
on Ben as a company and had I still been able to hold onto my hardware
then I would have no problems about buying from him.
--
Paul

I hate the smell of fear......

3780. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 11:32:14 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028485013.35372.0@iris.uk.clara.net>
Source record: 28354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Anders

> > "Christmas in August" what a kiddy bullshit
> > ...
>
> I have seen many complaints about Bravo Sierra Computers, but no explanation
> on what is wrong with this company. What is the reason for all these
> complaints?

This is a news base and is supposed to be spam free, no commercial advertising is allowed. If he were to post a one liner with a link no one would bother him but he continually posts reams of trash that people have to pay to read.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

3781. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 12:49:59 UTC
From: edbaizjr@attbi.com
Message-ID: <Xp939.778945$cQ3.119250@sccrnsc01>
Source record: 28351

On 2 Aug 2002 22:20:39 -, netguy wrote:
>In article <3D4A3226.4070809@volcano.net>, themaverick@volcano.net
>says...
>> Bravo Sierra Computers wrote:
>>
>> > http://www.aracnet.com/~atari/specials.htm Today's Specials!
>> >> Featuring TWICE THE SPAM (see simulataneous "contest" posting) and half
>> the intelligence...
> >> the Mav
> >> >> >> >Gosh, get a life. He offers good products at fair prices. Geez
> >> >> if you don't want to see his posts, just kill file.

I agree. Bravo is a good place to buy Atari products. I have delt with them
and they do me fine. These kinds of posts are no good.

Edward S. Baiz Jr.
(Gamer)

HADES 060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newsie, PlayMyCD, Papyrus 8, Smurf, Geneva,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES,

3782. Re: FA: some Amstrad games on auction

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 16:31:08 UTC
From: Sauron <radiax@libero.it>
Message-ID: <gFc39.35350$n04.1010119@twister2.libero.it>
Source record: 28352

Ehm...sorry indeed I have mis-posted. :-)P

Sauron

3783. FA: some atari games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 16:31:09 UTC
From: Sauron <radiax@libero.it>
Message-ID: <hFc39.35351$n04.1010088@twister2.libero.it>
Source record: 28353

Ehm...I'll try again, sorry for previous mistake.
****

I have some Atari 2600 games auctions on eBay.

Games are:

Air sea battle (For all label variations fan: illustrated version, black Atari logo, P on end label, date 1981)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119694

Atlantis (For all label variations fan: not illustrated, 5 languages text only version)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119698

Battlezone (For all label variations fan: red label, illustrated version)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119700

Combat (For all label variations fan: text only version, shiny label, no date, PAL)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119712

Crystal castles (For all label variations fan: silver label, illustrated version, Printed in Hong Kong, no date)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119713

Dark chambers (For all label variations fan: red label, illustrated version, Made in China)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119714

Defender (For all label variations fan: illustrated version, black Atari logo, P sticker on back)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119715

Millipede (For all label variations fan: red label, illustrated version, Printed in Hong Kong, PAL version)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119745

Missile command (For all label variations fan: illustrated version, lower case letters, P sticker on back (PAL)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119746

Realsports soccer (For all label variations fan: red label, illustrated version)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1371119760

Thanks for your attention

Sauron

3784. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 16:45:47 UTC
From: brooke@shadowgard.com
Message-ID: <4fmqkuosindrl3qdvun3jqs9oq2b1mpk06@4ax.com>
Source record: 28356
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sun, 04 Aug 2002 12:19:16 +0100, Paul Irvine
<mclane.dellos@btinternet.com> wrote:

>On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
><dschmidt@pacifier.com> wrote:
>
>>Geech,
>>
>>What you don't understand is every time Ben offers Atari gear, there are a
>>few effeminate responders who experience a PMS attack. I suspect those who
>>go into a fit rage have cross dresser tendencies.<G>
>>
>>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>>ROTFL!
>>
>Don,
>
>You seem to have a bit of a homophobic streak there or do you
>protesteth too much sweety ;-)
>
>Sorry, but it always makes me laugh when US youngsters (?) instantly
>start calling people fags and gay...Very school yard.. :-)

Keep in mind that most cross dressers are *straight*, dear.

--
Brooke kal-el@krypton.rain.com
brooke@shadowgard.com
Girls will be boys, and boys will be girls
It's a mixed up, muddled up, shook up world
"Lola", the Kinks

3785. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-04 18:15:16 UTC
From: lp <gfa@basic.net>
Message-ID: <B972E774.8270%gfa@basic.net>
Source record: 28355
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com, Paul Gifford
at paul.gifford@comcast.excise-this.net wrote on 8/4/02 7:08 AM:

> My complaint is pages like this one:
>
> http://www.aracnet.com/~atari/auctions.htm
>
> which slander auction sellers to boost his own business.

I've had good success with Ben, however after reading his auction page
you do have a valid point. I think he's completely off base.
I've seen a few auctions get out of hand price-wise, but it's not the
sellers fault, it's the end users doing the over bidding.

A more valid reason to turn to auctions as far as I'm concerned are
certain other Atari dealers, who's prices are not based in reality.
They bank on the idea that the end user is ill informed and the item
appears hard to find and they take you for all it's worth. A keyboard
costs well over $100, that is just crazy, you can get an entire used
TT for about $120. An ordinary floppy mech for over $35, what a joke.

Lonny Pursell

3786. Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 02:52:52 UTC
From: M_Olin@yahoo.com
Message-ID: <6a511e27.0208041852.2e3d7c0d@posting.google.com>
Source record: 28357
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hello!

This is yet another of my occasional visits to CSAS.
Anybody here remember the '80s and '90s? :)

I see UMich is still hosting Atari Archive. I still
haven't figured out why they'll maintain that part
of history, but wouldn't let anyone take it over and
keep it contemporary. Nor do I understand why they'd
never let a volunteer provide HTML coding support to
pretty up the site.

Owell. I just wanted to say HI! Long live Terminator!

--
Michael Olin, aka MOlin
M_Olin@yahoo.com

3787. BlackBox repair??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 03:11:48 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <aikqdk$ii6$1@terabinaries.xmission.com>
Source record: 28358

After much testing, I've determined that my BlackBox is failing. The HD port is sporadic and the
RS232 port is sporadic as well. They will each work periodically, but only with much fumbling.

On an 800xl, it gets even worse.

Anybody providing repair work these days?

3788. Socketed XL/XE's

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 03:12:19 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <aikqej$ii6$2@terabinaries.xmission.com>
Source record: 28359

Looking to obtain 3-4 ROM socketed XL/XE systems for my Mux. If you have any for sale/trade, please
contact me.

3789. Re: BlackBox repair??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 05:55:14 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <6ro39.212341$XH.4943385@twister.tampabay.rr.com>
Source record: 28360

Hi James,

Give Bob Puff a call http://www.nleaudio.com/css/
he'll fix that Black box.

-Atari8man-

"James King" <utah_lanman@yahooo.com> wrote in message
news:aikqdk$ii6$1@terabinaries.xmission.com...
>
> After much testing, I've determined that my BlackBox is failing. The HD
port is sporadic and the
> RS232 port is sporadic as well. They will each work periodically, but
only with much fumbling.
>
> On an 800xl, it gets even worse.
>
> Anybody providing repair work these days?
>
>

3790. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 09:12:10 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1028538697@rtfm.mit.edu>
Source record: 28361
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: July 17, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.07.17: Darren Schebek updated (new web/email addresses)
2002.07.14: Sijmen Schouten/MyIDE updated
2002.07.14: Christian Groessler/Atari800 for Sega Dreamcast updated
2002.07.14: Petr Stehlik / Atari800 updated
2002.07.14: Satantronic updated
2002.07.07: minor updates to DGS info
2002.06.24: added Thimo Graef (vendor of new software)
2002.06.24: added Olivier Le Bihan (CAS2BAS)
2002.06.24: added Sauron (used software)
2002.06.24: added Individual Computers (Catweasel developer)
2002.06.24: removed Norbert Haley (New Zealand Catweasel vendor)
2002.06.08: conventions section tweaks
2002.06.08: added Artur Burzynski (j131), producer of SIO2PC cables
2002.06.05: added Foundation Two

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Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730

Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
mailto:ejohnson@alltronics.com
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/

Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com
Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-
only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123

mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.1 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)

FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.30, Multi Dash
(it is pronounced "Bay Vay Dos")

Adam Bienias
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/

Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon, USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
mailto:atari@benjamin.net or mailto:atari@aracnet.com
or mailto:BenSells@atari.org
http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/
or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg

Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
mailto:burian@infos.cz
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131)
Gdynia
Poland
mailto:j131@inetia.pl
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

B. Utschig
This address has been reported invalid. Confirmations???
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below, Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry, Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard, Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown, Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike, Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner, Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner, The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile, 3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not, Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5, Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall, Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware

Repair Shop.

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA

tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice / FAUST Internetservice
Bramfelder Chaussee 297
22177 Hamburg
Germany
Tel.: +49 40 63 29 58 55
Fax: +49 40 63 29 58 56
mailto:info@dbyte.de
http://www.dbyte.de/
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing

Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797

USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Foundation Two (Mad Butscher, Beetle) 6/02
Germany
tbutschk@mainz-online.de or superbeetle@t-online.de
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA

tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) 7/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany ?
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,

Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Christian Groessler 7/02
mailto:chris@groessler.org
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/
Developer: Atari800 for SEGA Dreamcast 0.7 (emulator)

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.

Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Highlander (Raimund Altmayer)
Konz,
Germany
mailto:highland@t-online.de
http://home.t-online.de/home/highland/
Developer: He has coded man utilities and nice little programms for many
tasks, IDE hard disk interface, 800XL-DJ (800XL-DeeJay)

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA

tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
mailto:jens@jschoenfeld.de
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software

Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy 6/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush) (1/02)
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444

Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
mailto:olivier.lebihan@free.fr
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/

mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Micro Discount (Derek Fern)
12/99-- Nir Dary wrote: i Called him and talked to him over the phone...
he said that after christmas he will put up a web site..
Micros discount had closed out but he still have lots of atari items
stocked...
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 (or international +44 021 353 5730) 4pm-8pm Mon-Fri
FAX: 0121-352-1669
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Marek Mikolajewski 3/02
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices such as hard drives and
CD-ROM drives to the Atari 8-bit. Latest version 3.0

MiKRO
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikrosoft.miesto.sk/
Developer: Sprite Editor 1.1

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699

mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree, xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com

http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Developer: Power Per Post products and ATARImagazin rights,
KE-Soft product rights (as part of the PPP rights)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom

Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128 (WIN 95/98/NT)

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to

optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT) 4/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92 (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 7/02
Slovakia
mailto:satantronic@atari.org
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (working prototype),

XRAM 0.17.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
mailto:di_conza@libero.it
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
mailto:dschebek@shaw.ca
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 7/02
The Netherlands
mailto:myide@atari.myweb.nl
http://www.atari.myweb.nl/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 7/02
Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.2.3 emulator source code, plus binaries for:
Linux, X11, DOS, TOS, Windows, WinCE and more.

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58

D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 3.0

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527

Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 4/02
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.00 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Dan Vernon 6/02
mailto:dan@retrobits.net
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 6.0 beta

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Vogtlander (Helmut Weidner)
Otto-Nuschke Strabe 45
08485 Lengenfeld
GERMANY
tel: +49 37606 2688
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)

2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

==========
End of atari-8-bit/vendev
==========

3791. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 09:12:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1028538697@rtfm.mit.edu>
Source record: 28362
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3792. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 11:42:25 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <oa7rkusifgv6r022aufrpd30l3epkee492@4ax.com>
Source record: 28363
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sun, 04 Aug 2002 09:45:47 -0700, brooke@shadowgard.com wrote:

>On Sun, 04 Aug 2002 12:19:16 +0100, Paul Irvine
><mclane.dellos@btinternet.com> wrote:
>
>>On Sat, 3 Aug 2002 06:32:11 -0700, "Don Schmidt"
>><dschmidt@pacifier.com> wrote:
>>
>>>Geech,
>>>
>>>What you don't understand is every time Ben offers Atari gear, there are a
>>>few effeminate responders who experience a PMS attack. I suspect those who
>>>go into a fit rage have cross dresser tendencies.<G>
>>>
>>>I hope I didn't offend anyone. I don't want to get my eyes scratched out.
>>>ROTFL!
>>>
>>Don,
>>
>>You seem to have a bit of a homophobic streak there or do you
>>protesteth too much sweety ;-)
>>
>>Sorry, but it always makes me laugh when US youngsters (?) instantly
>>start calling people fags and gay...Very school yard.. :-)
>
>Keep in mind that most cross dressers are *straight*, dear.

I always did wonder about Clinton ;-)
--
Paul

I hate the smell of fear......

3793. Re: BlackBox repair??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 12:54:10 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ailshk$62$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28364

Howdy James, Guy, folks

> Give Bob Puff a call http://www.nleaudio.com/css/
> he'll fix that Black box.

He fixed mine over the phone. (he told me what to check and it worked. I had hotplugged the BB and the PIA on it didn't like that.)

CU Mathy van Nisselroy

3794. replacement for CO25953 added to site

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 13:38:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ailv4g$2nu$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28365

Howdy folks

I added the file(s) you need if you want to use a GAL instead of the CO25953 (gate array that handles the extra memory management tasts in the 130XE) to my site. Please note that you WILL need to use a 74LS95B too (the infamous U35) and that some of the newer 130XE motherboards (as sold in Europe with only 64kB under the names 800XE and 65XE) do not have space reserved on the motherboard for U35 anymore.

Check out my stuff page at:
http://www-users.rwth-aachen.de/mathy.van_nisselroy

CU Mathy van Nisselroy

3795. Hardware, Games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 14:22:35 UTC
From: Sintech <sintech@online.de>
Message-ID: <aim05g$4ij$3@news.online.de>
Source record: 28366

Lots of items for Atari 600/800/130/65 .... also Cartridges for Atari VCS 2600/5200/7800, Jaguar, Lynx

http://www.sintech-shop.de

--
SINTECH-Shop
Your computer shop for retro and
modern day computers and consoles.
http://www.sintech-shop.de

3796. Re: Christmas In ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 14:23:43 UTC
From: llpwhite@cs.com
Message-ID: <20020805102343.02466.00001528@mb-fv.news.cs.com>
Source record: 28367

Every time I get some new spam in the newsgroup, I just update my spam-blocker (Prefrences). That also keeps out the complaints that frequently follow about whatever the pitch is. The only problem is that sometimes you must be fairly creative to avoid blocking "good messages" as well as the unwanted ones. It really works quite well. I won't even see this reply since I've blocked "Christmas in". :-)
Larry

3797. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 14:30:50 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4E8CC6.C4F356BF@ataritimes.com>
Source record: 28368
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> This is a news base and is supposed to be spam free, no commercial advertising
> is allowed. If he were to post a one liner with a link no one would bother him
> but he continually posts reams of trash that people have to pay to read.

I fail to understand why people jump all over Bravo Sierra who sells
stuff that might actually be of interest to the group yet TRUE spammers
(ie BECOME A MILLIONARE and other stuff) barely gets noticed?

If you don't like it, you do have options. I personally don't see
anything wrong with it.

--
Gregory D. George

=-=-=-

3798. more added

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 14:35:01 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aim2eq$5v8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28369

Howdy folks

I just added screenshots of Cervi, Multris and Bremmspunkt to my site.
Unfortunately, Bremmspunkt is ATRed, so you'll have to wait untill next week
when I've unATRed it. (or you can check out
http://unconventional.atari.org)

It's on my stuff page.

(this means you add stuff.htm to
http://www-users.rwth-aachen.de/mathy.van_nisselroy)

CU Mathy van Nisselroy

3799. Re: PPP/DGS CD - New ways to pay!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 15:00:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D4E930D.575DE1CF@students.uni-mainz.de>
Source record: 28370

Well,
thats good news to me. So I will order the CD (sending cash in UK pounds
to you). Hopefully the UK will use Euros soon... -Andreas.

Dean Garraghty schrieb:
>
> Hello All,
>
> It is becoming apparent that some people don't want to buy the CD by credit
> card, so I have now decided to accept payments in cash in either US$ or UK
> pounds Sterling. The preferred method is still credit/debit/charge card via
> the website. I have added this section to the CD-ROM info/order page on the
> website (http://www.dgs.clara.net):
>
> Paying with a credit/debit/charge card using PayPal is by far the easiest
> and cheapest way of paying for the CD. However, if you feel you don't want
> to use a card, or can't use a card, I can also accept payment in cash in
> either US$ or UK pounds Sterling. However, cash exchange fees at the bank
> are way more than credit cards. For this reason, the cash price is US$20,
> because the bank charge
> $5 to exchange it into UK pounds. Or, you can pay in UK pounds in cash. The
> price in UK pounds is 10 pounds. It could well be cheaper for US users to go
> to their local bank and get 10 pounds in cash. Sending cash is at the
> senders risk. However, I've found the best way is to put the cash inside a
> smaller envelope inside the main one. I've never had a single $ go missing
> over the last 10 years using the old
> double envelope technique! UK based users may pay for the CD by cheque (10
> pounds). Cheques from other countries are NOT valid in the UK.
>
> The website has more ordering details, including the address to send order
> to.
>
> I hope this helps!
>
> Dean Garraghty

3800. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 16:50:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d4eacbd$0$1430$272ea4a1@news.execpc.com>
Source record: 28371

I was looking into the Black Box a little.
If you do get a MIO, the hard drives you used
on the BB won't work, unless you had MIO
compatibility set on the BB. The MIO has no
BB compatiblity setting, and the two don't
access the hard drive the same.
In addition, the BB may have been set up to use
512 byte sectors, again something the MIO can't
do.
Russg

3801. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 18:24:58 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582845.51973.5@doris.uk.clara.net>
Source record: 28375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Hi "M. Olin"

> This is yet another of my occasional visits to CSAS.
> Anybody here remember the '80s and '90s? :)

I don't remember the 80's, i was in a bit of an alcoholic stupor and the 90's
was a bit of a hangover for me.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

3802. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 18:30:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1028582847.51973.6@doris.uk.clara.net>
Source record: 28374
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Gregory

> > This is a news base and is supposed to be spam free, no commercial
advertising
> > is allowed. If he were to post a one liner with a link no one would bother
him
> > but he continually posts reams of trash that people have to pay to read.
>
> I fail to understand why people jump all over Bravo Sierra who sells
> stuff that might actually be of interest to the group yet TRUE spammers
> (ie BECOME A MILLIONARE and other stuff) barely gets noticed?

Most of those spammers are remote bots that expect to die after they've spewed
but i also refer then to the abuse@ address.

> If you don't like it, you do have options. I personally don't see
> anything wrong with it.

That's not the point, there are rules against it. What other rules for this
echo would you not mind breaking?.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

3803. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 19:53:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d4ed7b6$0$1421$272ea4a1@news.execpc.com>
Source record: 28373

(replace the SCSI buffer/line driver on the MIO,
to use BB formated hard disks.)
Uhm. I have no idea. I do a little de-soldering and
soldering, but I don't think anyone would tinker too much with a MIO, unless
it isn't working. I know I wouldn't. Just like the Black Box, I'd only
work on it if I knew what I was doing, like Bob Puff told me what to do..
I worked on a friends MIO, it didn't work. It didn't work when I finished
working on it. The friend and me pretty much wish I'd never touched it, as
another friend went in and pretty much reversed what I'd done. Anyway he
got another MIO that works, and the original one probably still doesn't
work.
I looked up prices on MIOs and the BB. Bob Puff may still have some BBs, at
$199 plus some money for the serial and parallel cables and other goodies.
My ICD book lists $249 for the 256K and $469 for the 1 meg.
I'm sure there are more working BBs around than MIOs.
I doubt ICD sold many 1 meg MIOs at the price they were asking. Actually
hard drive setups, be it BB, MIO, or the IDE mods, are sorta esoteric stuff
for the A8, probably very few have done it, fewer still are actually using
one, but probably a lot of A8 fans would like to set up a hard drive. The
SIO2PC is a very good, functional way to have a hard drive for the A8 and
doesn't cost much.
Rambling Russg

3804. New demo's in alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 21:51:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <aims37jpa1@news1.xs4all.nl>
Source record: 28376

********** Check alt.binaries.comp.atari8bit for the files **********

The 8-bit demo's:

Numen
Pit
Too hard 3

Most demo's need 320Kb, will run in an emulator. The Numen demo will show
how the VECTOR game (Doom clone for 8-bit) will look like....

These are the beste demo's I have ever seen....!

TXG/MNX

3805. Re: New demo's in alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-05 22:14:26 UTC
From: bill@newbreedsoftware.com
Message-ID: <6NC39.3393$lk.37375@typhoon.sonic.net>
Source record: 28377

TXG <txg@the-underground.myweb.nl> wrote:
> ************* Check alt.binaries.comp.atari8bit for the files ************
>
> The 8-bit demo's:
>
> Numen
> Pit
> Too hard 3
<snip>

Can someone put these on an FTP or web site somewhere?
(I'm fairly sure I don't get the binary group; they should also
be archived somewhere! [*])

-bill!
[*] And that archive should be indexed by XL Search!
http://xlsearch.atari.org/

3806. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-06 00:21:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d4f1698$0$3575$272ea4a1@news.execpc.com>
Source record: 28379

While we're on the subject of MIOs.
I sit around thinking about stuff. Someone, a long
time, years ago, said that they were at a storage place where a load of FTe stuff had been stored. I think it was being 'sacked' because of no rent payment.
Now, I wonder where that stuff went and, here's my idea, what if there were MIOs in that stuff? FTe didn't market MIOs, if I recall, they seemed to recommend the Black Box, so I never saw any MIOs for sale from FTe. I checked ICD's website and they have no 8-bit stuff, some ST/TT/Falcon stuff, but no 8-bit stuff.. I bet Mike Hohman got a lot of MIOs, and never sold them. Lance Ringquist and Bob Klass seem to be the last people in contact with Hohman/FTe, maybe they'd know something. (There were a few other hard drive setups for the A8, Supra had one, and I think Bob Klass still has some of those, the ATR8000 allowed a hd out the joystick ports I think.)
Rambling Russg

3807. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-06 01:37:46 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3D4F2918.BDC26682@ataritimes.com>
Source record: 28380
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> That's not the point, there are rules against it. What other rules for this
> echo would you not mind breaking?.

Then perhaps you should take it up with the newsgroup owner instead of
airing your grievances with the entire group? You might actually get
something accomplished. Crying to us about it won't do anything.

--
Gregory D. George

=-=-=-

3808. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-06 01:45:01 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <ain9ba$7f0$1@feed.centurytel.net>
Source record: 28381
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
hummmm well I for one agree that auctions ARE a scam..... for the most part
that is.
Ed
"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:YW739.72623$eG2.2083822@bin6.nnrp.aus1.giganews.com...
> My complaint is pages like this one:
>
> http://www.aracnet.com/~atari/auctions.htm
>
> which slander auction sellers to boost his own business.
>
>
> "Anders Skelander" <ansk@hotmail.com> wrote in message
> news:x0639.23041$t4.16496@nntpserver.swip.net...
> >
> > Robert Schaffner <rs.mac@t-online.de> wrote:
> > > ...
> > > "Christmas in August" what a kiddy bullshit
> > > ...
> >
> > I have seen many complaints about Bravo Sierra Computers, but no
> explanation
> > on what is wrong with this company. What is the reason for all these
> > complaints?
> >
> > Anders
> >
> >
> >
>
>
```

3809. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-06 06:28:27 UTC
From: Fox-1
Message-ID: <gkz39.72691$5x.8887548@zwoll1.home.nl>
Source record: 28372

"Russ Gilbert" wrote

> I was looking into the Black Box a little.
> If you do get a MIO, the hard drives you used
> on the BB won't work, unless you had MIO
> compatibility set on the BB.

Just brainstorming...
Iirc, the only thing the "MIO comp. switch" on the BB does is inverting the bytes it reads and writes from/to the harddisk. So
technically, if you replace the SCSI-buffer/linedriver on the MIO by an inverted one (or by a straight if it already was an
inverting one), a MIO can use harddisks previously used on the BB in native mode...

Not?

> In addition, the BB may have been set up to use
> 512 byte sectors, again something the MIO can't
> do.

Okay, if you used 256 bytes sectors on the BB, that is :-))

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3810. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-06 10:17:43 UTC
From: Fox-1
Message-ID: <gMC39.74656$5x.9056170@zwoll1.home.nl>
Source record: 28378

"Russ Gilbert" wrote

> (replace the SCSI buffer/line driver on the MIO,

> Uhm. I have no idea. I do a little de-soldering and
> soldering, but I don't think anyone would tinker too much with a MIO, unless
> it isn't working.

Don't know, as I've no MIO myself...

> I know I wouldn't. Just like the Black Box, I'd only
> work on it if I knew what I was doing,

I added termination-power and a parity-generator to the SCSI-bus to run SCSI-2 devices, but that's pretty much all of it.

> hard drive setups, be it BB, MIO, or the IDE mods, are sorta esoteric stuff
> for the A8,

Without a black-box, I think I won't be Atari-ing anymore.

> SIO2PC is a very good, functional way to have a hard drive for the A8 and
> doesn't cost much.

For me the SIO-2-PC interface is an easy way to transfer files between the 2 platforms. It's still slow compared to parallel
harddisks, even at "3 * warp-speed". If only the BB could write as fast as it could read it's data on 512 bytes/sector
harddisks...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3811. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 06:48:08 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <bod9lusc3snj0n0r6ecg4bl1m7ecgbacfi@4ax.com>
Source record: 28382

On Fri, 9 Aug 2002 14:02:31 +0000 (UTC), James King
<utah_lanman@yahooo.com> wrote:

>All this negatively toward Ben's posting is childish. If you dont want
>to read it, ignore it or killfile it.

It's not childish. His postings are clearly spam. There's nothing
childish about not tolerating spam.

Mike

3812. Re: Pro BBS Usage and Internet access..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 12:31:41 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <II759.120766$D8.4012607@news4.srv.hcvlny.cv.net>
Source record: 28383

Hello James,

Try these:

PRO
telnet://cth.dtdns.net Closer To Home BBS Tom Hunt
telnet://bfbbs.dtdns.net The Boot Factory BBS Cabell Clark

Carina
telnet://jybolac.homelinux.com:800 JYBOLAC BBS Chris Martin

Unknown and part time:
www.atarimax.com APE BBS Stephen Tucker

There were two others that seem to have disappeared:

PRO
telnet://spacebbs.no-ip.com S.P.A.C.E. BBS

Carina
telnet://dsom/sytes.net Dark Side Of The Moon BBS

Give them a shot.

Take care.

Alan

"James E. King" <utah_lanman@yahoo.com> wrote in message
news:e89cb68d.0208091758.3f3aa881@posting.google.com...
> With the proliferation of the Internet, I can't imagine too much BBS
> usage still occuring.
>
> Anybody know how to put a Pro BBS on the Internet via TELNET?
>
> If not possible, how many people would be willing to dial-up to an
> 8bit Atari based bulletin board system?
>
> Just for nostalgia, I'm thinking of putting the Atari Connection or
> Korner BBS back online?
>
> Anybody remember my old aliases? A free joystick (I pay shipping via
> UPS) to the first person to recall my last two BBS based
> alias's/nick-names!

3813. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 12:44:14 UTC
From: ZaXXoN <zaxxon@mindspring.com>
Message-ID: <2q2alu07i6hfdfj3ffbpebnv48a4pmii59@4ax.com>
Source record: 28384

Hey!

Let me know what ya got on the Amiga stuff!

ZaXXoN

On Fri, 9 Aug 2002 11:51:53 -0500, "Digital Data Factory"
<digitaldatafactory@centurytel.net> wrote:

>Hi,
>I'm Liquidating 20+ Years of Atari,Amiga,ST,PC Items
>make me an offer on anything or everything
>30+ 800XL's all working in Great Condition
>10 800XL's with Omnimon
>5 800XL's with Omniview
>35+ 130XE's all working Great Condition
>10 130XE's with Omnimon
>5 800's Stock
>1 800 with Omnimon
>1 ATR8000
>1 Astra Big D Dual Drive in BOX
>Several 1040ST's
>Several 520ST's
>Several Mega ST's both 2 and 4
>1 Mega ST4 with Dave Small SST Processor upgrade Board
>2 Mega STe's
>1 Atari TT with 1 GB Harddrive and 4MB ST Ram
>Just about any Cartridge you could want
>Thanks
>Ed
>ed@digitaldatafactory.com
>
>
>

3814. Re: Pro BBS Usage and Internet access..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 12:50:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <aj32pabfc2@news1.xs4all.nl>
Source record: 28385

Hi,

There are still telefoon BBS systems active:

The Underground Node #472
+31-416-561729 24hr/7days Will be on telnet in the near future also with
mux.
sysoptxg@the-underground.myweb.nl

Thunderdome BBS
+31-416- xxxxxxxx Contact fox-1@home.nl for the times...

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:II759.120766$D8.4012607@news4.srv.hcvlny.cv.net...
> Hello James,
>
> Try these:
>
> PRO
> telnet://cth.dtdns.net Closer To Home BBS Tom Hunt
> telnet://bfbbs.dtdns.net The Boot Factory BBS Cabell Clark
>
> Carina
> telnet://jybolac.homelinux.com:800 JYBOLAC BBS Chris Martin
>
> Unknown and part time:
> www.atarimax.com APE BBS Stephen Tucker
>
> There were two others that seem to have disappeared:
>
> PRO
> telnet://spacebbs.no-ip.com S.P.A.C.E. BBS
>
> Carina
> telnet://dsom/sytes.net Dark Side Of The Moon BBS
>
>
> Give them a shot.
>
> Take care.
>
> Alan
>
>
>

>
>
>
> "James E. King" <utah_lanman@yahoo.com> wrote in message
> news:e89cb68d.0208091758.3f3aa881@posting.google.com...
> > With the proliferation of the Internet, I can't imagine too much BBS
> > usage still occuring.
> >
> > Anybody know how to put a Pro BBS on the Internet via TELNET?
> >
> > If not possible, how many people would be willing to dial-up to an
> > 8bit Atari based bulletin board system?
> >
> > Just for nostalgia, I'm thinking of putting the Atari Connection or
> > Korner BBS back online?
> >
> > Anybody remember my old aliases? A free joystick (I pay shipping via
> > UPS) to the first person to recall my last two BBS based
> > alias's/nick-names!
>
>

3815. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 13:29:45 UTC
From: llpwhite@cs.com
Message-ID: <20020810092945.02449.00002773@mb-fv.news.cs.com>
Source record: 28386

Hi all-
Thanks for the several replies.

Long post warning...
I wasn't too clear about what I'm trying to accomplish. My 551's all work fine, but of course, will not format the back side of a 5-1/4" disk And in truth, that's not much of a problem, because I can always format the back side on other drives, or get out my template (cut-up 5-1/4" disk shell) and punch a 2nd hole. But it just "bugs" me to no end that it can't format the back side. So every so often, I start thinking about how to fix this issue.

The Radio Shack IR LED pair that I tried is mounted in a common shell, so I would have to depend on reflecting the IR light back to the receptor. I couldn't get that to work. Actually, I've learned quite a bit thus far by disassembling a 551 far beyond what I'd done before -- trying to get to the original LED's used for timing. Amazingly, the drive still works after I put it back together!

An interesting thing that I found was that the direct drive (spindle) motor has its windings and *very powerful* magnets that are located directly below the disk -- I'd say less than 1/2". So I don't think that using a small magnet and reed switch or Hall-Effect transducer would be a big issue. OTOH, I would think that even stock, I would not want to leave a "good" disk in the mechanism for long periods of time. I don't have any measurements other than I did take my "field-strength meter" (a compass) and the 551 definitely has enough of a field to move the pointer.

The micro-switch idea would be pretty simple to implement, and I might try it, but seems like it might be noisy -- click, click, click with every revolution. And that would be irritating -- especially when the 551 is such a quiet drive.

Any new ideas?

Thanks,
Larry

3816. Atari Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 14:22:48 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <aj37jn$3u1$1@knossos.btinternet.com>
Source record: 28387

Visit my Website
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

3817. Re: emulator for Windows 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 15:04:24 UTC
From: oes <oesii@deja.com>
Message-ID: <YX959.237196$XH.5858286@twister.tampabay.rr.com>
Source record: 28388

When's the last time someone asked about Window 3.1? Made me smile anyways.

Seriously, since 3.1 was discountinued in 1995, there wasn't many PC emulators around at that time. As emulators started cranking up the common intel OS supported was DOS since it got the best performance and you could program direct calls to the hardware. So that's your answer since Windows 3.1 is just a flimsy shell over DOS your best bet is too boot up into dos and get the emulators working.

For the atari, try out Atari800 and a few other dos based emus at:
http://www.zophar.net/a5200.html

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0208091301.69b7969b@posting.google.com...
> where can I find an atari emulator that will work with Windows 3.1 ?
>

3818. Re: Wanted: 256k+ MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 16:41:50 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0208100841.2dff1cba@posting.google.com>
Source record: 28389

utah_lanman@yahoo.com (James E. King) wrote in message
news:<e89cb68d.0208091745.598bedf3@posting.google.com>...
> fhiggins@uwyo.edu (Rick) wrote in message
news:<4eba2e99.0208090755.ed0b90b@posting.google.com>...
> > I've had a lot of offers to take the mio off my hands, but it is no
> > longer available... James definitely wants it.
>
> Again, the offer was very generous, and deeply appreciated. It will
> go to good use in my PC/AT tower & will access both SCSI and Adaptec
> 4000a based hard drives.
>
> I hope to use it to resurrect the old "Atari Connection BBS" and the
> old "Korner BBS" systems from 198x'ish..

That sounds like a challenging project! Keep me posted as to how you
are coming and when you get on line. I'll check it out.

Rick

3819. Re: emulator for Windows 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 20:04:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cle59.11378$2k.922304@newsread1.prod.itd.earthlink.net>
Source record: 28390

I used Atari800 for DOS, PCXFormer 3.18 and XL-it 0.20 in Win3.11's Dos windows very effectively. XFormer and XL-it still do nicely in W95 Dos windows; Atari800Dos seems to lock-up frequently in the newer platforms

--
Ron

http://www.atariland.com/members/oldatarian

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0208091301.69b7969b@posting.google.com...
> where can I find an atari emulator that will work with Windows 3.1 ?
>

3820. Re: emulator for Windows 3.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 20:08:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%oe59.11383$2k.923116@newsread1.prod.itd.earthlink.net>
Source record: 28391

All available over at Holmes...

http://homepages.paradise.net.nz/atari/

--
Ron

http://www.atariland.com/members/oldatarian

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0208091301.69b7969b@posting.google.com...
> where can I find an atari emulator that will work with Windows 3.1 ?
>

3821. Re: Wanted: MAC/65 assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-10 23:10:40 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <Q3h59.160320$vg.6617639@bin2.nnrp.aus1.giganews.com>
Source record: 28392

I haven't a clue but I want one bad. Name your price....

Andy

"Thomas Meyer" <mnemo@t-online.de> wrote in message
news:aj1g5r$ll9$07$1@news.t-online.com...
> Andy Grey wrote:
> > Anyone got one for sale or know someplace I could get one?
>
> Hmmm... I have one lying around, packaging, manual and all, in excellent
> condition, but I'm not sure if I want to part with it. How much are they
> going for nowadays?
>
> Thomas
>
>

3822. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 01:22:03 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D55BC3B.7080608@volcano.net>
Source record: 28393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>
>>>Then perhaps you should take it up with the newsgroup owner instead of
>>>airing your grievances with the entire group?
>>>
>>Nice suggestion. Who is the newsgroup owner again???
>
> Exactly my point.

That he should continue "airing his grievances with the entire group" as
there is no "newsgroup owner"?

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3823. Wanted: Happy 1050 upgrade (or 1050 with happy installed)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 01:31:50 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <a8j59.127984$yc3.5456466@bin4.nnrp.aus1.giganews.com>
Source record: 28394

Anyone have one for sale?

Andy

3824. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 03:01:01 UTC
From: "Gregory D. George" <gregg@ataritimes.com>
Message-ID: <3D55D42C.4863C10A@ataritimes.com>
Source record: 28395
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Maverick wrote:

> > Exactly my point.
>
> That he should continue "airing his grievances with the entire group" as
> there is no "newsgroup owner"?

The point is: You can't do anything about it. So why complain and moan?

--
Gregory D. George

=-=-=-

3825. copying files off Atari disk

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 03:19:59 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0208102312000.19333-100000@shell1>
Source record: 28396

On Wed, 24 Jul 2002 at 21:12:48 GMT, Kenneth Simon (simon12 att
sheheit dott com) scribbled:
->The disks are double density, originally formatted on an Indus GT
->drive.

This was posted a while back, but I don't think I saw anybody
mention using the "My Util" program. A decade ago that program
was the usual way people copied from ATASCII disks to ASCII. I'm
still using it on occasion for copying from my Indus DD Atari disks
to MS-DOS on my PC clone.
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

3826. finding DD floppy disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 03:33:57 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0208102325400.19333-100000@shell1>
Source record: 28397

On Thu, 25 Jul 2002 at 05:17:07 GMT, "Mo" (momo att atariland
dott com) scribbled:
->... these are getting hard to come by these days.

As I mentioned here some months back, the Arvey Office Supplies
store in Cincinnati still has boxes of double-density 5 1/4-inch
floppies in their fire-sale junk bin. They might also have some
packages left of their own generics, which came 25 to a pack. Any
of these they still have on hand would be going for fire-sale
prices. Anybody interested can contact them at 513-421-5300.
--
>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

3827. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 04:03:25 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0208102334450.19333-100000@shell1>
Source record: 28398

On Sun, 4 Aug 2002 at 12:32:14 +0100, "Steve Sweet" (stevesweet
att freeuk dott com) scribbled:
->This is a news base and is supposed to be spam free, no commer-
->cial advertising is allowed. If he were to post a one liner with
->a link no one would bother him but he continually posts reams of
->trash that people have to pay to read.

Oh, pulleeeze! Not this "pay to read" stuff again! In America,
which is a First-World country, nobody's paying per byte anymore
for internet access, much less at 300 baud or whatever. The poster,
who's apparently across the pond in England, might do well to either
upgrade to a "real" ISP, or maybe buy a higher-baud dixie cup-and-
string modem for his 8-bit. (Note: "dixie cup" is a brand of paper
cup, usually 3 or 6 ounces. I'm not gonna explain ounces. Let's
just say it's a small cup.)

As for the issue of advertising, I have no problem with it. With
this being the main Atari 8-bit newsgroup, and with interest in the
8-bits slowly drying up, I feel it's better to keep as much activity
going on this newsgroup as possible. To that end, it's good to have
all 8-bit postings centralized here. There really is no practical
alternative.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

3828. Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 04:54:35 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns9267945254F7nobodyimportantcom@167.206.3.2>
Source record: 28399

http://www.gilligames.com/Space_Horse/TheGame.asp

3829. Operating System Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 06:00:28 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <04n59.194482$nm.7765547@bin5.nnrp.aus1.giganews.com>
Source record: 28400

In my attempts to play around with my Atari programming lately I keep coming across references to the Atari "Operating System Manual". Is there such a beast? Anyone know where I can get it?

Andy

3830. Re: Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 06:25:47 UTC
From: Tortin <tom@med.com>
Message-ID: <Xns926718E3B9B25tommedcom@216.168.3.40>
Source record: 28401

Adam <nobody@important.com> wrote in
news:Xns9267945254F7nobodyimportantcom@167.206.3.2:

> http://www.gilligames.com/Space_Horse/TheGame.asp
>

you can always use a NES emu for the xbox and play MULE over the internet

3831. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 07:08:48 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <c83clu8bjer919rj2mreds8t3r8ltvl87b@4ax.com>
Source record: 28402

On Sun, 11 Aug 2002 00:03:25 -0400, Roy G Biv
<erasmus@6502.chip.old.folks.home> wrote:

> Oh, pulleeeze! Not this "pay to read" stuff again! In America,
>which is a First-World country, nobody's paying per byte anymore
>for internet access, much less at 300 baud or whatever. The poster,
>who's apparently across the pond in England, might do well to either
>upgrade to a "real" ISP, or maybe buy a higher-baud dixie cup-and-
>string modem for his 8-bit. (Note: "dixie cup" is a brand of paper
>cup, usually 3 or 6 ounces. I'm not gonna explain ounces. Let's
>just say it's a small cup.)

You're apparently unaware that the English don't pay a flat rate for
their telephone service - they pay according to the time they use. To
them, spam is literally costing them money every time they download
it. It doesn't matter what ISP they use - if they're on dial-up,
they're stuck.

> As for the issue of advertising, I have no problem with it.

I don't either, when it's done within reason. Bravo Sierra crosses
the line, IMO.

Mike

3832. Re: Blast from the past

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 13:45:14 UTC
From: M_Olin@yahoo.com
Message-ID: <6a511e27.0208110545.31fad83c@posting.google.com>
Source record: 28403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

"Dan" <baldrick@youshouldknow.netset.com> wrote in message
news:<3d4fe182$0$3570$6d5eecc5@news.eurekanet.com>...
> M. Olin <M_Olin@yahoo.com> wrote in message
> news:6a511e27.0208041852.2e3d7c0d@posting.google.com...
> > Hello!
> >
> > This is yet another of my occasional visits to CSAS.
> > Anybody here remember the '80s and '90s? :)
> >
> >
>
> Where's the Caramel Corn recipe? I've lost it.

Atari and Caramel Corn:
Something good from the '80s

At least a decade ago, a small company wrote and released a program that would eventually evolve into a popular desktop publishing package for the Atari ST platform. Originally released as Publishing Partner, the program later became known as PageStream.

The original program, or one of its early updates, included some sample documents which demonstrated the program's uses and features. One of those sample documents was a recipe for caramel corn (!) which was not only a supremely tasty treat, it was exceptionally easy to make (no thermometer! no dropping glops of sugary goo into water!) and it was "goof proof". I no longer have the program or the original document file, but to this day I still make the caramel corn treat every year at Christmas.

So that no one need go another Christmas season without this neato treat, I am posting it here for your pleasure.

Enjoy!

Atari Caramel Corn

Utensils:

Large saucepan, cup and spoon measures, long-handled wooden spoon, 2 cookie sheets or cake pans with at least 1" sides, paper grocery bag.

Ingredients:

6 quarts popcorn (1 cup unpopped corn)
1 cup butter
2 cups firmly packed light brown sugar
1/2 cup light corn syrup
1 teaspoon salt
1/2 teaspoon baking soda
1 teaspoon vanilla
spray cooking oil

Pop corn in advance, using as little oil as possible. If you have an air-popper, so much the better. Set aside.

In a large saucepan, stir in brown sugar, corn syrup, salt and butter. Bring to a good rolling boil, stirring constantly. Reduce heat to medium and continue boiling without stirring for 5 minutes.

While mixture is boiling, lightly treat the inside of a paper grocery bag with spray oil. Place popped corn in bag. Treat the two cooking sheets lightly with spray oil.

Remove candy mixture from heat, stir in baking soda and vanilla. (CAUTION: adding vanilla will likely cause some splattering, be very careful!) Make sure the mixture is completely stirred as the soda tends to avoid the lower edges of the pan. Pour mixture over popped corn and mix gently with a wooden spoon.

Roll the top of the paper bag and place in microwave oven, preferably on a microwave-safe surface, NOT on metal rack. Nuke for two minutes, and then stir the popcorn again. (WATCH FOR STEAM WHEN YOU OPEN BAG!) Repeat this procedure twice more, nuking for 1-minute intervals until corn is completely coated. Variant: you may add some redskin peanuts during the last stir, but DO NOT microwave peanuts as they can add an unsavory smokey flavor to the corn.

Pour candied corn equally onto cooking sheets. As the corn cools, continue to stir to prevent clumping. Variant: I've never done this, but you could probably form corn into popcorn balls.

That's it! You've just made yourself a batch of Atari Caramel Corn!

The original Publishing Partner recipe called for using a warm oven instead of a microwave to keep candy hot for stirring/coating the popcorn. It was convoluted and took approximately an hour. The microwave is much faster and easier and makes no noticeable difference in the final product. (You'd have to be a Windoze user to ruin this treat!)

This recipe is certified Y2K compliant!

> Dan Ackerman
> aka baldrick
> once known as baldrick@terminator.rs.itd.umich.edu
>
> That should be fun for the spam bots ;)

I should say so!

--
MOlin@terminator.rs.itd.umich.edu

3833. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 14:53:54 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <aj58d5$1b1h$1@feed.centurytel.net>
Source record: 28404

Ohhh well I guess thats the cost of going to war with america....
maybe all you english should start throwing your phones into the thames to
protest....
call it the thames phone party....
Ed
"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:c83clu8bjer919rj2mreds8t3r8ltvl87b@4ax.com...
> On Sun, 11 Aug 2002 00:03:25 -0400, Roy G Biv
> <erasmus@6502.chip.old.folks.home> wrote:
>
> > Oh, pulleeeze! Not this "pay to read" stuff again! In America,
> >which is a First-World country, nobody's paying per byte anymore
> >for internet access, much less at 300 baud or whatever. The poster,
> >who's apparently across the pond in England, might do well to either
> >upgrade to a "real" ISP, or maybe buy a higher-baud dixie cup-and-
> >string modem for his 8-bit. (Note: "dixie cup" is a brand of paper
> >cup, usually 3 or 6 ounces. I'm not gonna explain ounces. Let's
> >just say it's a small cup.)
>
> You're apparently unaware that the English don't pay a flat rate for
> their telephone service - they pay according to the time they use. To
> them, spam is literally costing them money every time they download
> it. It doesn't matter what ISP they use - if they're on dial-up,
> they're stuck.
>
> > As for the issue of advertising, I have no problem with it.
>
> I don't either, when it's done within reason. Bravo Sierra crosses
> the line, IMO.
>
> Mike
>

3834. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 15:08:11 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <c9vclucboe192vpmmvpp4jvepl8o9i0620@4ax.com>
Source record: 28405

On Sun, 11 Aug 2002 09:53:54 -0500, "Digital Data Factory"
<digitaldatafactory@centurytel.net> wrote:

>Ohhh well I guess thats the cost of going to war with america....
>maybe all you english should start throwing your phones into the thames to
>protest....
>call it the thames phone party....

Lol..You get the 'Silliest post of the week' award... :-)
--
Paul

I hate the smell of fear......

3835. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 17:16:43 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D569BFB.7040308@volcano.net>
Source record: 28406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>>>Exactly my point.
>>>
>>That he should continue "airing his grievances with the entire group" as
>>there is no "newsgroup owner"?
>
> The point is: You can't do anything about it. So why complain and moan?

Because complaining IS what he can do about it...

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3836. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 18:31:09 UTC
From: Matthias Reichl <usenet-20020811@hias.horus.com>
Message-ID: <slrnaldbhj.1dn.usenet-20020811@camel.hias.horus.com>
Source record: 28407

Hi!

On 9 Aug 2002 08:09:18 GMT, Thomas Richter wrote:
> Hi Larry,
>
> > Does anyone know how a 3-1/2" disk drive keeps track of its timing? There is
> > no timing hole as in a 5-1/4" disk, but there is some type of a little device
> > on the rotating platter inside the drive mech. Does anyone know how this
> > works, or if it really is related to the timing.
>
> It depends on the firmware whether anything makes use of this "index" signal.
> It could also be used by the drive internally for the motor speed control,
> and this signal also appears at a designated pin of the drive.
>
> [...]
>
> However, except for internal speed control, this index signal is never really
> used by the software, neither is the track hole of the 5-1/4" disks. The
> firmware of the drive identifies the sectors on the disk rather by reading
> the data and decoding a "sector header" that contains information which sector
> it has read and which track it belongs to.

Well, that's not quite correct. Actually the index signal is very
important:

It is needed by the FDC for several commands, eg. for the "format track"
command - this command will start at the first index pulse and end
at the next encountered index pulse. Another use for this signal is
an internal timeout-counter in the FDC: If a sector header is not found
within, lets say, 5 index pulses (=disk rotations), a read/write
operation is aborted and the "record not found" flag is set.

The idea behind this index - signal is to have a common reference so
that the physical sector-layout will be the same for all drives, and
such ensure interoperability between different disk drives.

Even the FDC used in the 1050 (WD2793) needs an index signal. Since
the drive mechanics of the 1050 does not have an index sensors, it
has to be generated by the internal timer of the 6532. Have a look
into the schematics of the 1050 and you will see that the IRQ output
of the 6532 is connected to the index-hole input of the 2793.

Now, what's really causing troubles is that the index signal can
interfere with certain FDC operations:

Usually, the index-signal occurs as kind of a 'start' mark of the track, but never within a sector of a track. Most FDCs rely on this fact and use this signal to abort a running operation if an index signal occurs. You can consider this as kind of error-checking within the FDC: every operation has to be finished 'til the end of the track - otherwise one would overwrite data at the beginning of the track which is not a good idea in general.

And that's the reason why you can't reliably read disks formatted by a 1050 on a PC: since the 1050 doesn't care about the index hole, an index-pulse can occur within a sector...

so long,

Hias

3837. Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 19:02:51 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-9ABD04.14025111082002@news.supernews.com>
Source record: 28408

Hello,

I'd like to have a FAQ section all about the various kinds of R:
handlers for use with the various kinds of modems/modem interfaces.

However, I don't know that I'm knowledgeable enough to do it well myself.

Anyone want to take a crack at it?

Thanks,

-Michael

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

3838. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 19:19:28 UTC
From: lp <gfa@basic.net>
Message-ID: <B97C3100.862C%gfa@basic.net>
Source record: 28410

in article c83clu8bjer919rj2mreds8t3r8ltvl87b@4ax.com, Mike Kohary at mkohary@earthlink.net wrote on 8/11/02 3:08 AM:

> On Sun, 11 Aug 2002 00:03:25 -0400, Roy G Biv
> <erasmus@6502.chip.old.folks.home> wrote:
>
>> Oh, pulleeeze! Not this "pay to read" stuff again! In America,
>> which is a First-World country, nobody's paying per byte anymore
>> for internet access, much less at 300 baud or whatever. The poster,
>> who's apparently across the pond in England, might do well to either
>> upgrade to a "real" ISP, or maybe buy a higher-baud dixie cup-and-
>> string modem for his 8-bit. (Note: "dixie cup" is a brand of paper
>> cup, usually 3 or 6 ounces. I'm not gonna explain ounces. Let's
>> just say it's a small cup.)

That is very funny. ;-) Those are available at Wal-Mart.

> You're apparently unaware that the English don't pay a flat rate for
> their telephone service - they pay according to the time they use. To
> them, spam is literally costing them money every time they download
> it. It doesn't matter what ISP they use - if they're on dial-up,
> they're stuck.

Have a read and see what Ben has to say about spam:
http://www.aracnet.com/~atari/antispam.htm

News Flash: There are news readers that scan just headers you know. Anoyone downloading the entire messages is asking for it. It's 2002, even an Atari user can find a news reader that scans headers, 20 or so bytes ain't gonna make someone go broke. Also there is the killfile that apparently some are just too lazy to use.

I've been harrased by some moron (Steve) about quoting in the past for the same lame reason... same applies here. Get over it and get a real news reader cause you can't do jack about it.

Lonny Pursell

3839. A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 19:19:39 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <aj6dee$r91$1@news.chatlink.com>
Source record: 28409

full manual and package scans now available on http://retrobits.net
enjoy!
-Dan

3840. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 19:41:49 UTC
From: "Gregory D. George" <gregg@ataritimes.com>
Message-ID: <3D56BEBD.93E972B1@ataritimes.com>
Source record: 28411
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

The Maverick wrote:

> > The point is: You can't do anything about it. So why complain and moan?
>
> Because complaining IS what he can do about it...

It doesn't do any good. It just makes HIM look like a whiner and doesn't
reflect on the original poster at all.

--
Gregory D. George

=-=-=-

3841. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 21:14:45 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208111314.41669bd1@posting.google.com>
Source record: 28412

i have the super archiver and the bit writer addon.. both are working
and they cannot copy te SA disk..

i also have a happy, a speedy with ms copy 1.8 and both cannot copy
the sa disks

i also tried copyin the SA with TMOS multy drive (a polish drive) and
same result. even ANADISK on the PC did not copy it..

this is still an unfinished task for me

nir

3842. Re: Operating System Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-11 22:24:45 UTC
From: david_p@istop.com
Message-ID: <9267B1B81davidpistopcom@205.189.152.45>
Source record: 28413

adgrey@comcast.net (Andy Grey) wrote in
<04n59.194482$nm.7765547@bin5.nnrp.aus1.giganews.com>:

>In my attempts to play around with my Atari programming lately I keep
>coming across references to the Atari "Operating System Manual". Is
>there such a beast? Anyone know where I can get it?
>
>Andy

Many vendors still list it - check www.myatari.com. Big, hefty book with
lots of information.

David P.

3843. Re: TDLINE -Sparta -v- SDX 4.22

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 00:07:37 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <aj6ua4$44a$1@news.chatlink.com>
Source record: 28414

Hi James,
I didn't follow the original instructions to the letter. I didn't find BEDIT either, although any hex editor will do. I used a program called frhed, or "Free Hex Editor" for Win NT. The main thing is to just modify the string of bytes that are described. I don't know where the offset is in the cart eprom dump... it really depends on the version. Just search for the pattern that is mentioned in the mod. Then re-burn the eprom into a 27C512. Heck, if you want my modified eprom dump, just let me know... I think I still have it around here somewhere....
-Dan

"James E. King" <utah_lanman@yahoo.com> wrote in message news:e89cb68d.0208091755.15c9c739@posting.google.com...
> I can't find BEDIT.COM anywhere. Could somebody point me in the right
> direction or email it?

3844. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 02:52:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d5722ea$0$1431$272ea4a1@news.execpc.com>
Source record: 28415

I was waiting to see if some of the questions were answered (where you at,
NTSC or PAL, Amiga?).
The post is interesting, but not much info, just a lot
of neat stuff. I guess there's no URL with more info,
and this isn't a e-bay sale.
With all those 8-bits, where are the disk drives?
Has the seller (Ed) sold anything, I'd like to hear from
someone who bought stuff from him.
Regards,
Russg

3845. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 03:31:32 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <aj7a6ksai1@terabinaries.xmission.com>
Source record: 28416

Russ Gilbert <russg@en.com> wrote:
> With all those 8-bits, where are the disk drives?
> Has the seller (Ed) sold anything, I'd like to hear from

I sent email on the same day the post came out, requesting the purchase of
7 systems, but have not yet received an email response.

If anybody has a very clean XL or XE for sale, let me know, as I need a
MUX master. Must have functioning PBI and CART ports.

3846. XF551 Upgrades to 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 03:59:13 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d573380$1_3@nopics.sjc>
Source record: 28417

I noticed that Andreas posted the original XF551 upgrade from AIM magazine. I would like to add the later changes that you might wish to make in addition to the originals. Some of the original changes have been deleted and some values have changed. I do not enable spin-up at $0C1D and $0E25 anymore. I do not enable spin-up on a seek at $057B, $09D1, or $0B15 (the values have changed). The stock Atari XF551 will only switch from DD to SD when it tries to read a new disk. It will NOT switch from SD to DD unless you are reading sectors 1-3. This makes it very difficult to read a sequence of disks that contain both densities. Once you boot a DD disk and then read a SD disk, you have to re-boot to read another DD disk. With the additional code, you can just wait for the drive to get an error (or, you can hit BREAK) and when it re-tires, it will try the other density. Try it - you'll like it! I have done hundreds of disks with this version with no problems at all.

Here are the changes made to a standard XF551 ROM :

ADDR TO

1. $0528 $00 spin-up on FORMAT only.
2. $0680 $50 make 80 tracks.
3. $080F $60 2's compl of max sector.
4. $0811 $FA hi byte of #3.
5. $053D $03 seek to 3ms+spin-up.
6. $057B $1B seek to 3ms.
7. $09D1 $0B seek to 3ms.
8. $0B15 $1B seek to 3ms.
9. $061D $F4 write with precomp.
10. $0621 $F4 write with precomp.
11. $0D0D $A0 write with precomp.

To alter the retry restore (where the drive is trying to re-read a track that gave him an error), add a JMP $E0 (24,E0) at $09AF. AT $9E0 and $9F0, add the patch:

a. $9E0 $09 INPUT A P1
$53,08 AND #08
$C6,F0 JZ $F0 jump if zero
$9A,CF AND P2 #CF
$8A,10 OR P2 #10
$99,E7 AND P1 #E7
$24,B1 JMP $B1
b. $9F0 $8A,30 OR P2 #30
$89,08 OR P1 #08
$99,EF AND P1 #EF
$24,B1 JMP $B1

This will force the alternate density every time you do a retry restore
and thus switch you to DD when you need it. It works on 5 1/4 and 3 1/2 and
is independent of the other changes.

Bob Woolley

3847. looking for ram extension

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 04:05:39 UTC
From: aldn@tiscali.be
Message-ID: <3d57332a.23937133@news.tiscali.be>
Source record: 28418

Hi all

I'm looking for 2 ram extensions for atari xl or xe
I've seen that it exists a 1mo extension, it'd be really cool to have
such extension on my Atari

There's a site on the net explaining how to build one, but I'm not
skilled enough

Is there anyone here who can sell me two of them ?
I can pay a good price for them

Please mail me if you think you can sell me what I'm looking for

Cheers

aldn

3848. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 04:22:58 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <2vdelughp233fabhjhcjkir959jgu3le11@4ax.com>
Source record: 28419

On Sun, 11 Aug 2002 09:53:54 -0500, "Digital Data Factory"
<digitaldatafactory@centurytel.net> wrote:

>Ohhh well I guess thats the cost of going to war with america....

Are you ignorant?

>maybe all you english should start throwing your phones into the thames to
>protest....
>call it the thames phone party....

I'm not English. They would have to tell you why they pay by the
minute, but I doubt it has anything to do with America's hard-won
fight for independence more than two centuries ago.

Mike

3849. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 09:37:46 UTC
From: Richard Kilpatrick <richard@dmc12.demon.co.uk>
Message-ID: <LXFjOKAqH4V9EwEu@dmc12.demon.co.uk>
Source record: 28420

In article <c83clu8bjer919rj2mreds8t3r8ltvl87b@4ax.com>, Mike Kohary
<mkohary@earthlink.net> writes
>
>You're apparently unaware that the English don't pay a flat rate for
>their telephone service - they pay according to the time they use. To
>them, spam is literally costing them money every time they download
>it. It doesn't matter what ISP they use - if they're on dial-up,
>they're stuck.

The /British/ can and often do pay a flat rate for internet access, be
it through British Telecom or cable operators. We're not /that/ far
behind, if it weren't for the low population density in outlying areas
and crap penetration of cable, we'd have the same sort of service.

But I agree than Ben's postings are too frequent and too long. Smacks of
desperation.

Richard
--
Classic Consoles: Atari Jaguar, NES, Atari Lynx II |\ _,,,---,,_
Philips NMS8250, Acorn Cambridge Workstation, BBC B+ /,`.-'`' -. ;-;;,
Apples? http://www.dmc12.demon.co.uk/retrotech/ |,4-))-,_. ,\ (`'::.
Music? http://www.mp3.com/RichardKilpatrick/ '----''(_/--' `-'_)Morticia

3850. XE Oscillator

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 10:55:36 UTC
From: Wef Dinaini <not@here.com>
Message-ID: <3d579425$0$222$4d4ebb8e@news.nl.uu.net>
Source record: 28421

Hi all,

I am looking for someone who can offer me a 14,187576 Mhz oscillator to
put in a 130XE computer.

Anyone knowing where I can get one would be great, too!

Thanks, and regards,

Wef

3851. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 12:25:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <ek9fluc2ccttrb9tfmdjco2s5h28aqv9jk@4ax.com>
Source record: 28422

On Sun, 11 Aug 2002 21:22:58 -0700, Mike Kohary
<mkohary@earthlink.net> wrote:

>On Sun, 11 Aug 2002 09:53:54 -0500, "Digital Data Factory"
><digitaldatafactory@centurytel.net> wrote:
>
>>Ohhh well I guess thats the cost of going to war with america....
>
>Are you ignorant?
>
It certainly was a silly comment which I hoped was said in jest rather
than a genuine knock at Brits.

>>maybe all you english should start throwing your phones into the thames to
>>protest....
>>call it the thames phone party....
>
>I'm not English. They would have to tell you why they pay by the
>minute, but I doubt it has anything to do with America's hard-won
>fight for independence more than two centuries ago.
>
Yep, being a Brit we do get shafted on the dial-up stakes thanks to
the monopoly BT has but thankfully ADSL is becoming more available.

Maybe I should start playing the pipes and marching with my drums..
--
Paul

I hate the smell of fear......

3852. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 14:57:42 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D57CCE6.2030009@volcano.net>
Source record: 28423
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Gregory D. George wrote:

> The Maverick wrote:
>
>>>The point is: You can't do anything about it. So why complain and moan?
>>>
>>Because complaining IS what he can do about it...
>
> It doesn't do any good.

Sure it does.

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

3853. Re: A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 15:18:01 UTC
From: Video61@webtv.net
Message-ID: <22130-3D57D1A9-416@storefull-2111.public.lawson.webtv.net>
Source record: 28425

hi,
i have the rights to that game, and we are trying to port it to a cart.
thanks for the excellent job on coverage of the game, it is in basic so
i do not know if it can be done but we are trying,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3854. Re: looking for ram extension

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 15:40:37 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ullflu4b7999mgllk8hfue8a9lh7n3amld@4ax.com>
Source record: 28424

On Mon, 12 Aug 2002 04:05:39 GMT, aldn@tiscali.be wrote:

>Hi all
>
>I'm looking for 2 ram extensions for atari xl or xe
>I've seen that it exists a 1mo extension, it'd be really cool to have
>such extension on my Atari
>
>There's a site on the net explaining how to build one, but I'm not
>skilled enough
>
>Is there anyone here who can sell me two of them ?
>I can pay a good price for them

http://www.napri.sk/web/satantronic/

look here and ask them. They have created a SIMM Extension which is
compatible to conventional ram expansions. Ask them for
building-plans.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

3855. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 16:32:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D57E317.B7028CC@students.uni-mainz.de>
Source record: 28426

Hello Freddy,
so Bernd Dongus was the author/programmer and Ulf Peterson the
vendor/seller (copyright holder/owner?!?) of this program. -Andreas.

Freddy Offenga schrieb:
>
> The "Ultra Copier" is from Accolon, Bernd Dongus.
> I have the original with V1.1 on side A and 2.0 on side B.
> V1.1 is used for Single Density and is limited to 21 sectors/track.
> V2.0 is for Enhanced Density (don't know the sector limit. At least 28 seems
> to work).
>
> Freddy.
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3D53EF0A.6EC326@students.uni-mainz.de...
> > Nope,
> > ultracopier was produced by Ulf Petersen (maybe also written by him).
> > bernhard engl produced the Turbo 1050 drive, the turbo-freezer and the
> > backup-machine which was a part of the turbo 1050 rom; it only copied
> > single density, even the latest versions backup machine III and IV could
> > only copy single density. I once owned ultra Copier, MS-copy and
> > disk-Master (the copy-protection creator program, not the disk/sector
> > editor), but I gave them all to Stefan Dorndorf.
> >
> > I think Ulf Peterson has or had a homepage. Many of his programs (like
> > Black Magic Composer and such) could be downladed there... -Andreas.
> >
> >
> > Fox-1 schrieb:
> > >
> > > "Beowolfs" wrote
> > >
> > > > I dont mind paying for Ultracopy... is there a site that I can go to
> > > > and purchase it?
> > >
> > > I don't think it's available anymore. "UltraCopy" was a German
> commercial program, written by (iirc) Bernard Engle (sp?). There
> > > were at least two versions of it. V1.0 only copies single-density disks
> (double?) where V2.0 would only do Medium/Enhance density.
> > > I only have V2.0 myself, which supports multiple Speedy- and Happy-1050
> diskdrives.
> > >
> > > --

> > >
> > > Grtx, Sysop Fox-1 http://thunderdome.atari.org
> > >
> > > Remember what the Dormouse said...

3856. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 16:35:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D57E3E6.B5B00E5C@students.uni-mainz.de>
Source record: 28427

Well,
in my eyes spam would be something that does not have Atari 8bit as a
subject here. And Bens postings all deal with Atari 8bit software. thus
they are no spam!! -Andreas.

Mike Kohary schrieb:
>
> On Fri, 9 Aug 2002 14:02:31 +0000 (UTC), James King
> <utah_lanman@yahooo.com> wrote:
>
> >All this negatively toward Ben's posting is childish. If you dont want
> >to read it, ignore it or killfile it.
>
> It's not childish. His postings are clearly spam. There's nothing
> childish about not tolerating spam.
>
> Mike

3857. Re: A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 16:42:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D57E56F.1497B8F0@students.uni-mainz.de>
Source record: 28428

Well,
maybe you can use a basic compiler, like ABC, MMG and such to produce a
ML file.
-Andreas.

Lance Ringquist schrieb:
>
> hi,
> i have the rights to that game, and we are trying to port it to a cart.
> thanks for the excellent job on coverage of the game, it is in basic so
> i do not know if it can be done but we are trying,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

3858. A8 vendors... update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 17:06:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D57EB20.23536E42@students.uni-mainz.de>
Source record: 28429

Hello Folks,
her is an update of Michael Current`s vendor list. I have made the
following changes:

- Firma Mileng, Berlin, Germany; does not exist anymore!
- Databyte / M.faust Internetservice (Germany): went bankrupt 2000 or
2001
(www.atari-computer.de also does not exist anymore because of this
case!)
- Strange invasion magazine (S.Lausberg, Germany): does not exist
anymore
for quite a long time now!!
- Verlag Thomas Eberle / computer Flohmarkt (Germany): does not exist
any longer
in its original form; T.eberle publishes nowadays only a
paper-magazine
called "Musik-Flohmarkt" (where you can buy/sell LPs, CDs, EPs,
Singles
and such stuff); the magazine Computer flohmarkt appears together with
Go 64! a Commodore 64 magazine...
- Highlander Soft (R.Altmayer, Germany): He is a private person, and he
told me
that he does not want to appear in this list!
- Vogtlander (H.Weidner, Germany): He is also a private person...
- Roland buehler (Germany): Since the regional group of ABBUC called
ARGS
disappeared, he does no longer support the Atari or at least he no
longer
develops or sells his atari items...
- HS Computertechnik (T.Hang, Germany): He is a private person and does
no longer
develop nor sell any atari stuff...
- Hofacker (Germany): They may still have stuff like Atmas 2 and such;
the given
ZIP-code is 8150 Holzkirchen, this is the old (4-digit) zip-code; in
1991
Germany upgraded to 5-digit zip-code, unfortunately I do not know the
new Zip
code of Hofacker... (I do not have a Zipcode-book!)
- Micro Discount: some 3 or 4 weeks ago I had email contact with Derek
Fern and
he told me, that he no longer sells any atari items, allthough he
still has
the copyrights; think he is searching for someone who will "overtake"

all his
stuff and copyrights; anyway, it does not make sense to list him any
longer...

Think thats all so far. sorry for so many negative updates. Maybe one
should erase Marek Tomczyk for all the german entries, since most of
them do no longer exist... -Andreas

updated vendor list follows:

Betreff: Atari 8-Bit Computers: Vendors and Developers
Datum: 12 Aug 2002 19:12:10 GMT
Von: Michael Current <mcurrent@carleton.edu>
Firma: Carleton College
Foren: comp.sys.atari.8bit,comp.answers,news.answers
Follow-Up an: comp.sys.atari.8bit

Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
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Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send
to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.07.17: Darren Schebek updated (new web/email addresses)
2002.07.14: Sijmen Schouten/MyIDE updated
2002.07.14: Christian Groessler/Atari800 for Sega Dreamcast updated
2002.07.14: Petr Stehlik / Atari800 updated
2002.07.14: Satantronic updated
2002.07.07: minor updates to DGS info

2002.06.24: added Thimo Graef (vendor of new software)
2002.06.24: added Olivier Le Bihan (CAS2BAS)
2002.06.24: added Sauron (used software)
2002.06.24: added Individual Computers (Catweasel developer)
2002.06.24: removed Norbert Haley (New Zealand Catweasel vendor)
2002.06.08: conventions section tweaks
2002.06.08: added Artur Burzynski (j131), producer of SIO2PC cables
2002.06.05: added Foundation Two

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
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It is courteous when writing to any new correspondent to cover in advance
their postage costs in replying to you. If they are in the same country it's a
simple matter to enclose an SAE (stamped addressed envelope), which is known
in American English as an SASE (self-addressed stamped envelope). It is not
always obvious how to do this for correspondents in another country. One

answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You
can then send the IRC to someone in another country who can cash it in at a
Post Office there for a postage stamp covering the minimum rate for an Airmail
letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not
much more than a couple of sheets of paper. So if you want a reply with more
than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.
"Hi!" to Alex Martin, who has done the same for the land of Poland.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen)
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 11-6pm Tuesday thru Saturday
mailto:4jays@ccnet.com
http://www.4jays.com/
Vendor: used hardware and software

8-Bits Forever (book)
See: GFH Marketing

A-ONE Magazine - Atari Online News, Etc.
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org

http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
USA
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
mailto:ejohnson@alltronics.com
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213

USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes
(8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply
(SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050
upgrade,
RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The Atari Phoenix Project (Timothy Kline)
mailto:atariphoenix@morloc.com
http://atariphoenix.com

Publisher: The Atari Phoenix Project E-Zine (free .pdf Atari 8-bit-only magazine)

The Atari Warehouse
c/o Richard Smith
Barrie Ontario
Canada
mailto:rsmith@planeteer.com
http://toronto.planeteer.com/~rsmith/atari.htm
Vendor: commercial software, some hardware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso)
5917 Stope Way
El Dorado, CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific)
FAX: (530) 295-9271
mailto:myatari2@juno.com

http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Eric Bacher
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.7.1 - C crosscompiler / crossassembler combo for
6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts,
Triangles

Best Electronics
672 Commercial Street
San Jose, CA 95112
USA
Telephone: 408-278-1070 (Monday through Friday 1:00pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software)
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware),
Golfer, H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0,
plus many other game and demo programs...

Adam Bienias
Poland

mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x;

B.G. Micro 4/02
555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski)
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters Computer Group
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski
(Miker)
http://www.bitbusters.topnet.pl/
Developer: Bobsland (Intro), Extract (Graphic Collection), More!
(Intro),
Sheol (Demo Disk), Timless Announcement (Demo), Waves (Intro)

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon, USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
mailto:atari@benjamin.net or mailto:atari@aracnet.com
or mailto:BenSells@atari.org
http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/
or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker,
Animals,
Mathematics, Fractals

Zdenek Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
mailto:burian@infos.cz
http://flop.atari.org/
Publisher: FLOP disk magazine (mainly czech. language), annual!

Artur Burzynski (j131)
Gdynia
Poland
mailto:j131@inetia.pl
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

B. Utschig (vendor)
Suite G-304
208 SW 319th Lane

Federal Way, WA 98023
USA
Vendor: PD/freeware/shareware

Subject: C

C&T ComputerActive (Rusty Cryer)
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: PD/freeware/shareware

Sidney Cadot
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's
Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker,
Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea
Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail
Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix:
Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The
Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

Computer Games Plus
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:cgp@digitaldeluge.com
http://www.digitaldeluge.com/gamesplus/
Vendor: commercial software

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box
Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),

XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS
4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton)
United Kingdom
mailto:David@cyberpeeps.freeserve.co.uk
http://www.cyberpeeps.freeserve.co.uk/
Vendor: some hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/
Publisher: Halcyon Days: Interviews with Classic Computer and Video
Game
Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DGS
See: Dean Garraghty

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat

mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000,
Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility),
a8jdpeg - 0.7 (07Aug01), JpegView - 0.2 (07Aug01), JpegShow - 0.1
(07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 &
16 bit
machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder
ONLY!
No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA

tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator
for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

David Firth
United Kingdom
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/
Developer: Alien Encounter, Superman, Test Computer Language (TCL),
UltraSpeed Copier 2.3, 1050 Menu, Atari800 Emulator 0.8.6

Flashback Classic Video Games
See: Games + (Games Plus)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The
source
format is backward compatible with Quick Assembler.

Subject: G

Paul Gallier (Panther)
USA
mailto:panther@strangeworld.com
http://www.pacificnet.net/~panther/Atari/
Developer: ADIR.ZIP - Atari 8-bit ATR/DSK file viewer/extractor

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com
http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) 7/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
includes
International English versions of Power Per Post (PPP) software from
Germany
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Germany
Developer: XL-it! 0.20 (no longer supported by himself!)
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/
Another one is at http://opossum.ml.org/~atlan/emu/index.htm

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster
(Marian

Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Thimo Graef
6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Christian Groessler
7/02
mailto:chris@groessler.org

http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/
Developer: Atari800 for SEGA Dreamcast 0.7 (emulator)

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride, HIP format (HARD Interlace Picture format);

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger,
Hackers)
ftp://ftp.pulsarinteractive.com/pub/

Mike Hill
USA
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [old ZIP CODE]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G

Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair Shop.

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400,
800,
800XL, 810

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4
Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility,
Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to
access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to
run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for
Windows),
ATOS (graphical desktop environment)

Subject: I

individual Computers (Jens Schonfeld)
6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
mailto:jens@jschoenfeld.de
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under development). 3 Catweasel

versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC
compiler

Jay Software (Jan Krupka and Stanislav Opichal)
Czech Republic
http://www.inf.upol.cz/~krupkaj/jay/
http://www.inf.upol.cz/~krupkaj/jay/atari8.htm
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor
for
all densities (not complete version), Minesweeper for 8bit atari (not
complete
version)

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
USA
Vendor: ????

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time
Software,
TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit
CD-ROM,
1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO
Repair Shop. (computers, disk drives, MIO)

Nick Kennedy
6/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
http://www.cswnet.com/~nkennedy/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX,
TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo
2.0,
EmuXL v0.32 (emulator for Falcon030)

Jindrich Kubec (Jindroush) (1/02)
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02
(PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for
Win9X/NT)

Olivier Le Bihan 6/02
mailto:olivier.lebihan@free.fr
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon
C/o T. Pazdan
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Vendor: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money &
Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper,
Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action,
The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface,
ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI
(6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:
MEMDRV10

Ivan Mackintosh
United Kingdom
mailto:ivan@rcp.co.uk

http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS,
dozens of games for Tynesoft, Red Rat, Zeppelin games and
other vendors/distributors;

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make
cables for
SIO ports joystick replacement cables and cable extensions (catalog
available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator
of
a large number of systems, including the 8-bit Atari computers, which
can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski 3/02
Gdansk
Poland
mailto:marekm@aritech.com.pl
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE--interface IDE devices such as hard drives and
CD-ROM drives to the Atari 8-bit. Latest version 3.0

MiKRO
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikrosoft.miesto.sk/
Developer: Sprite Editor 1.1

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, Ore 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MTS Creations
P.O. Box 56762
Chicago, IL 60656
USA
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
UNITED KINGDOM

mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
USA
Developer: Print Shop icons

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File
Selector,
MuxChat, Colorizer, DigiPlay Menu.

Nelson Nieves
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS tools: Undelete, DualTest, xErase, Delete Tree,
xType,
Check Disk, Clear Memory (Main Bank only), Reset, SpartaDOS X On, Cls,
TS (Text Search)

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
USA
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: O

OMC Games (James Garvin)
P.O. Box 8107
Austin, TX 78713
USA
mailto:omcinfo@omcgames.com
http://www.omcgames.com/
Developer: The Assassin. Release Date: 3rd or 4th Quarter '99

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
USA
tel: (815) 633-6300
Repair Shop.

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-Magazin / PD-Mag / PD World Versand / PD-World
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB), some hardware
Developer: Power Per Post products and ATARImagazin rights,
KE-Soft product rights (as part of the PPP rights)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the
programs
from all numbers. Will return to print if there are enough buyers!)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
USA
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Burkhard Rau (HCRBurk)
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari), ATARI FileManagement 1.5 0128
(WIN 95/98/NT Floppy-Emulator, like Ape/SIO2PC)

Rambit
16 The Green
Thurlby
Bourne

Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
USA
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction;
Software
systems design, developement, and coding; Media conversion from magnetic
to
optical and imaging; Consulting on system purchases and requirements;
Film
production from short to feature length

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT)
4/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks
on the
PC), WriteAtr V0.92 (write double density ATR-images to Atari floppy
disks on
your PC; also create ATR-images of double density floppy disks), MyPDOS
V2.1
(small "gamedos" that can read COM, EXE, BIN and BAS files; supports
MYDOS
subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032

USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
USA
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 7/02
Slovakia
mailto:satantronic@atari.org
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (working prototype),
XRAM 0.17.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa
Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
mailto:di_conza@libero.it
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
mailto:dschebek@shaw.ca
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire
Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 7/02
The Netherlands
mailto:myide@atari.myweb.nl
http://www.atari.myweb.nl/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DSK2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk
Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware
CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR
(Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image
system),
CAS2WAV (Create a clean .wav file from a Digital Cassette Image),
POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super
Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm

http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Vendor: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial
software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft
games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and
Black
Box interfaces)

ST Informer (online magazine)
See: MacDonald Associates

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel,
7/02
Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.2.3 emulator source code, plus binaries for:
Linux, X11, DOS, TOS, Windows, WinCE and more.

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY
(connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron
lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead

SteveR's Classic Cartridges (Steve Reed)
USA
mailto:steverd@cet.com
http://prowlers.net/stever
BBS: Prowler's DOMAIN 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/

Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 3.0

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
USA
Vendor/Developer: education related

Telegames
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commcerial software

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from
Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance
calculator,
several other programs

Steven J. Tucker
4/02
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.00
for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE
Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image
Conversion
System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion
System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP)
conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon
6/02
mailto:dan@retrobits.net
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist)
2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw
Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana
Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie
II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris
II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS
3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 6.0 beta

Video Game Depot
130 Hoffman Lane
Islandia, NY 11722
USA
tel: 516-582-5663
FAX: 800-327-0455
mailto:Sales@videogamedepot.com
http://www.videogamedepot.com/
Vendor: new hardware and commercial software (small selection)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542

USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail
(US)
2-disk set: 5.20x READY TO GO, Online Manual, macros,
addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie
Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles:
$3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS
4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

```
------------------------------

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com
http://www.freeyellow.com/members2/zsystem/
Vendor: new and used hardware

========================================================================
End of atari-8-bit/vendev
========================================================================
```

3859. Re: A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 17:51:07 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <aj8skb$a3b$1@news.chatlink.com>
Source record: 28430

Thanks Lance,
I would buy a cart version if you are successful in producing it. Keep up
the good work.
-Dan

3860. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 17:54:38 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <51tflu85kk5ksgmd34afuqas63buim9t90@4ax.com>
Source record: 28431

On Mon, 12 Aug 2002 18:35:50 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>in my eyes spam would be something that does not have Atari 8bit as a
>subject here. And Bens postings all deal with Atari 8bit software. thus
>they are no spam!! -Andreas.
>
I think that technically they would be classed as spam because of the
cross posting and the regularity BUT that's merely on a technical
viewpoint.

Personally I'd only ask that Ben put ADV: or COMM: in front of them
which is totally accepted usenet practice. If he does not then I won't
lose sleep as I am happy to see the 8bit still being provided for.

Not so sure of the wording at times tho ;-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

3861. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 18:21:51 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <aj88ur$2c4v$1@feed.centurytel.net>
Source record: 28432
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

It was meant not to anger other than at the Telecom monopoly over there
I was saying if everyone got together as we did here in the states and
refused to use
the phones that maybe it would be like our "boston tea party" and start a
spark of thought and revolution in the telecom market over there........
that was all Geeeeeeeeee... or is that GTE/CenturyTel/Whoever today......
Ed
"The Maverick" <themaverick@volcano.net> wrote in message
news:3D57CCE6.2030009@volcano.net...
> Gregory D. George wrote:
>
> > The Maverick wrote:
> >
> >>>The point is: You can't do anything about it. So why complain and moan?
> >>>
> >>Because complaining IS what he can do about it...
> >
> > It doesn't do any good.
>
>
> Sure it does.
>
> the Mav
>
>
>
>
> --
>
> "Never give up -- never surrender!" Commander Peter Quincy Taggart
>

3862. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 18:36:17 UTC
From: Digital Data Factory <digitaldatafactory@centurytel.net>
Message-ID: <aj89pt$2ci6$1@feed.centurytel.net>
Source record: 28433

This is to all who have posted questions or sent email......
sorry I've not responded sooner I've been swamped and have not had a chance
to reply to all of you yet.........
gimme some time guyz.......

Q: Do you have a website?
A: Not at this time

Q: How much do you want for the XXXXXXXXX?
A: Make me an offer

Q: Are they NTSC or PAL?
A: They are all NTSC.

Q: Can I get a Qty Discount?
A: No and Maybe.... (I'm not wal-mart) (but I will entertain offers)

Q: Why don't you put the items on E-Bay so I can bid on them?
A: I don't like E-Bay I like dealing one-on-one.

Q: What kind of warranty do you offer?
A: I will guarantee against DOA for 30 Days. and will repair at my
discression.

Q: I will offer you 1.00 per cartridge?
A: NO Enough said....

Q: Why don't you give this stuff away?
A: It all has value to me.

Q: Will you trade?
A: Yes.... for dollars

Please folks just have patience....

BTW: I do have ST Monitors B/W&Color
and a few stock 1050 Drives and US Doublers

I also have a large collection of Equipment IN ORIGINAL BOXES that I want to
sell as a system (coming soon)

Thanks
Ed
"Digital Data Factory" <digitaldatafactory@centurytel.net> wrote in message
news:aj06ia$2itn$1@feed.centurytel.net...
> Hi,
> I'm Liquidating 20+ Years of Atari,Amiga,ST,PC Items
> make me an offer on anything or everything

> 30+ 800XL's all working in Great Condition
> 10 800XL's with Omnimon
> 5 800XL's with Omniview
> 35+ 130XE's all working Great Condition
> 10 130XE's with Omnimon
> 5 800's Stock
> 1 800 with Omnimon
> 1 ATR8000
> 1 Astra Big D Dual Drive in BOX
> Several 1040ST's
> Several 520ST's
> Several Mega ST's both 2 and 4
> 1 Mega ST4 with Dave Small SST Processor upgrade Board
> 2 Mega STe's
> 1 Atari TT with 1 GB Harddrive and 4MB ST Ram
> Just about any Cartridge you could want
> Thanks
> Ed
> ed@digitaldatafactory.com
>
>
>
>

3863. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 20:11:47 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7EU59.1664713$yP6.59178851@Flipper>
Source record: 28434

I would think that the author (Bernd) has the rights. I got my version not
from Ulf, but from a Dutch seller including a Dutch manual.

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3D57E317.B7028CC@students.uni-mainz.de...
> Hello Freddy,
> so Bernd Dongus was the author/programmer and Ulf Peterson the
> vendor/seller (copyright holder/owner?!?) of this program. -Andreas.
>
>
> Freddy Offenga schrieb:
> >
> > The "Ultra Copier" is from Accolon, Bernd Dongus.
> > I have the original with V1.1 on side A and 2.0 on side B.
> > V1.1 is used for Single Density and is limited to 21 sectors/track.
> > V2.0 is for Enhanced Density (don't know the sector limit. At least 28
seems
> > to work).
> >
> > Freddy.
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3D53EF0A.6EC326@students.uni-mainz.de...
> > > Nope,
> > > ultracopier was produced by Ulf Petersen (maybe also written by him).
> > > bernhard engl produced the Turbo 1050 drive, the turbo-freezer and the
> > > backup-machine which was a part of the turbo 1050 rom; it only copied
> > > single density, even the latest versions backup machine III and IV
could
> > > only copy single density. I once owned ultra Copier, MS-copy and
> > > disk-Master (the copy-protection creator program, not the disk/sector
> > > editor), but I gave them all to Stefan Dorndorf.
> > >
> > > I think Ulf Peterson has or had a homepage. Many of his programs (like
> > > Black Magic Composer and such) could be downladed
re... -Andreas.
> > >
> > >
> > > Fox-1 schrieb:
> > > >
> > > > "Beowolfs" wrote
> > > >
> > > > > I dont mind paying for Ultracopy... is there a site that I can go

to
> > > > > and purchase it?
> > > >
> > > > I don't think it's available anymore. "UltraCopy" was a German
> > commercial program, written by (iirc) Bernard Engle (sp?). There
> > > > were at least two versions of it. V1.0 only copies single-density
disks
> > (double?) where V2.0 would only do Medium/Enhance density.
> > > > I only have V2.0 myself, which supports multiple Speedy- and
Happy-1050
> > diskdrives.
> > > >
> > > > --
> > > >
> > > > Grtx, Sysop Fox-1
http://thunderdome.atari.org
> > > >
> > > > Remember what the Dormouse said...

3864. Re: XE Oscillator

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 21:05:14 UTC
From: Christopher Strong <strong@innosystech.com>
Message-ID: <3D58230A.2060606@innosystech.com>
Source record: 28435

Wef Dinaini wrote:
> Hi all,
>
> I am looking for someone who can offer me a 14,187576 Mhz oscillator to
> put in a 130XE computer.
>
> Anyone knowing where I can get one would be great, too!
>

Any major electronics supplier such as Digikey, Jameco or JDR will have
them. This is a standard, off-the-shelf part.

3865. Re: Atari Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 21:09:04 UTC
From: Christopher Strong <strong@innosystech.com>
Message-ID: <3D5823F0.8010102@innosystech.com>
Source record: 28436

John Thackeray wrote:
> Visit my Website
> Regards
> John

You don't offer any Atari 8-bit software on your site, yet you advertise
the site to Atari 8-bit computer users???

You don't even have a section for it.

Please don't waste my time unless you actually have something.

-Chris

3866. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-12 22:32:38 UTC
From: Anders Carlsson <anders.carlsson@mds.mdh.se>
Message-ID: <k2g1y931zeh.fsf@legolas.mdh.se>
Source record: 28437
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

Larry Anderson <foxnhare@bigvalley.net> wrote on July 20th:

> Looks like Sinclair is leading in entries.

Three weeks later, it seems the majority of entries are for C= machines.
We're approaching 25 entries. Will we beat the last year's 30 entries?

--
Anders Carlsson

3867. Re: Atari Software for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 00:21:41 UTC
From: bill@newbreedsoftware.com
Message-ID: <piY59.7509$lk.142034@typhoon.sonic.net>
Source record: 28438

Christopher Strong <strong@innosystech.com> wrote:
> John Thackeray wrote:
>> Visit my Website
>> Regards
>> John
>
>
> You don't offer any Atari 8-bit software on your site, yet you advertise
> the site to Atari 8-bit computer users???
>
> You don't even have a section for it.

Hehe.. All I got was a pop-up menu telling me to "bookmark" them
(with Ctrl-D ... and that wouldn't do a thing. It's Alt-K in my browser!)
and then a big Error 404 page :)

Not Found

The requested object does not exist on this server. The link you followed
is either outdated, inaccurate, or the server has been instructed not to
let you have it.

-bill!

3868. Re: A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 00:30:14 UTC
From: Video61@webtv.net
Message-ID: <12189-3D585316-204@storefull-2115.public.lawson.webtv.net>
Source record: 28439

hi andreas,
yup that is what we are going to try,
thanks,
lance

Well,
maybe you can use a basic compiler, like ABC, MMG and such to produce a
ML file.
-Andreas.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

3869. Ultima III -- Emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 02:21:47 UTC
From: ganggreen@alienarmada.com
Message-ID: <5d44c2ec.0208121821.e9428b7@posting.google.com>
Source record: 28440

Is it possible to play Ultima III for the Atari 800 using an Emulator?
I've not had too much luck using WinPlus 3.0.

3870. Re: Operating System Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 02:33:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Rd_59.1369$wF2.135364@newsread1.prod.itd.earthlink.net>
Source record: 28441

Also out there somewhere, will look for the link...

--
Ron

http://www.atariland.com/members/oldatarian

"David A Paterson" <david_p@istop.com> wrote in message
news:9267B1B81davidpistopcom@205.189.152.45...
> adgrey@comcast.net (Andy Grey) wrote in
> <04n59.194482$nm.7765547@bin5.nnrp.aus1.giganews.com>:
>
> >In my attempts to play around with my Atari programming lately I keep
> >coming across references to the Atari "Operating System Manual". Is
> >there such a beast? Anyone know where I can get it?
> >
> >Andy
>
> Many vendors still list it - check www.myatari.com. Big, hefty book with
> lots of information.
>
> David P.
>
>

3871. Re: A.I. Star Trek 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 03:52:42 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <eo%59.216$zb7.84058177@newssvr30.news.prodigy.com>
Source record: 28442

Or would it be possible to make it a right hand cart to be used along with
the BASIC cart?
Mo

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3D57E56F.1497B8F0@students.uni-mainz.de...
> Well,
> maybe you can use a basic compiler, like ABC, MMG and such to produce a
> ML file.
> -Andreas.
>
>
> Lance Ringquist schrieb:
> >
> > hi,
> > i have the rights to that game, and we are trying to port it to a cart.
> > thanks for the excellent job on coverage of the game, it is in basic so
> > i do not know if it can be done but we are trying,
> > thanks,
> > lance
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
> > www.atarisales.com

3872. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 06:26:02 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <sh9hlu4lpf2c0bcc3127ng7ef80e7q93ri@4ax.com>
Source record: 28443

On Mon, 12 Aug 2002 18:35:50 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>in my eyes spam would be something that does not have Atari 8bit as a
>subject here. And Bens postings all deal with Atari 8bit software. thus
>they are no spam!! -Andreas.

Too frequent, too long, sometimes misleading and sometimes libelous.
Literally there's no question it's spam, but it would be more easily
tolerated were it not for these faults.

Mike

3873. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 09:08:25 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1029229650@rtfm.mit.edu>
Source record: 28444
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

3874. Re: Wanted: MAC/65 assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 12:02:40 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208130402.733f0e68@posting.google.com>
Source record: 28445

There's actually one for sale on e-bay as we speak. I was going to get it, but then I came across a home-built cartridge that a guy did that has MAC/65, Action!, Basic XE, and BASIC XL, all in 1 cartridge (uses dip switches to set the cartridge you want).

Anyway, there's an Action! cartridge and a Mac/65 cartridge available on e-bay at this moment.

Pete

"Andy Grey" <adgrey@comcast.net> wrote in message news:<Q3h59.160320$vg.6617639@bin2.nnrp.aus1.giganews.com>...
> I haven't a clue but I want one bad. Name your price....
>
> Andy
>
> "Thomas Meyer" <mnemo@t-online.de> wrote in message
> news:aj1g5r$ll9$07$1@news.t-online.com...
> > Andy Grey wrote:
> > > Anyone got one for sale or know someplace I could get one?
> >
> > Hmmm... I have one lying around, packaging, manual and all, in excellent
> > condition, but I'm not sure if I want to part with it. How much are they
> > going for nowadays?
> >
> > Thomas
> >
> >

3875. ROMcode extraction tool for BB needed (software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 13:07:31 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajb0ak$a56$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28446

Howdy folks

As many of you probably already know, one can find the latest version of the BlackBox ROM (version 2.16) on my BlackBox page. Unfortunately, this is in a form that the Flash routine (for the FlashROM upgrade for the BB) will understand and therefore exists of 30 files of 2kB each.

I'ld like to put this code up on my page as one, ready to burn file. (Bob Puff has given me permission to put this code on my BlackBox page. He himself has trouble accessing his Atari harddrive.)

Does any of you guys or gals have a utility that I can use to read the code from the BB ROM (without taking the ROM from the BB) in such a manner that I will end up one ready to burn file?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3876. SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 13:12:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajb0kraft1@nets3.rz.RWTH-Aachen.DE>
Source record: 28297

Howdy folks

I've been looking at IDE harddrives (I'm starting to like the SIO2IDE interface more and more. Check out http://www.atari.cuprum.com.pl/) and have come up with some questions:

- What's the difference between CHS and LBA mode? (advantages/disadvantages?)
- What's the small 3 pin connector for that most have next to the IDE and power connectors?
- Are Quantum and Seagate still the brands to look for? Are there 'better' and 'worse' brands?
- Is there an easy way to test if a disk is OK? (I've found two shoeboxes of IDE drives at the local recycling show, but haven't bought anythign since I can't test anything yet)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3877. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 13:48:52 UTC
From: "Brett J. Latchford" <brett@rogers.com>
Message-ID: <87869.1261$NBd1.455@news01.bloor.is.net.cable.rogers.com>
Source record: 28298

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> interface more and more. Check out http://www.atari.cuprum.com.pl/)
got an English version?

> and have come up with some questions:
>
> - What's the difference between CHS and LBA mode?
> (advantages/disadvantages?)
> - What's the small 3 pin connector for that most have next to the IDE and
> power connectors?
> - Are Quantum and Seagate still the brands to look for? Are there
'better'
> and 'worse' brands?
> - Is there an easy way to test if a disk is OK? (I've found two shoeboxes
> of IDE drives at the local recycling show, but haven't bought anythign
since
> I can't test anything yet)
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3878. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 14:03:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajb3k1dmv1@nets3.rz.RWTH-Aachen.DE>
Source record: 28299

Howdy Brett, folks

> > I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> > interface more and more. Check out http://www.atari.cuprum.com.pl/)

> got an English version?

Sorry, no. But there is english tests (lot's of it) in 'wersja 3.0' and
'wersja 3.1'. Sorry if I misspelled those two. I don't speak Polish.

CU Mathy van Nisselroy

3879. BREMMSPUNKT added to site

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 14:06:54 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajb3pvdrn1@nets3.rz.RWTH-Aachen.DE>
Source record: 28300

Howdy folks

I just added Bremmspunkt (a game by Mad Butscher/F2 for the MultiJoy interface. If you don't know what the MultiJoy Interface is, check out my site too) to my site.
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm
It's in the MultiJoy/MultiLink section near the bottom.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3880. Re: Ultima III -- Emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 14:11:01 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Vr869.2078$wF2.211535@newsread1.prod.itd.earthlink.net>
Source record: 28301

"GangGreen" <ganggreen@alienarmada.com> wrote in message
news:5d44c2ec.0208121821.e9428b7@posting.google.com...
> Is it possible to play Ultima III for the Atari 800 using an Emulator?
> I've not had too much luck using WinPlus 3.0.

I've played it using Xforner for DOS a bit. Lack of music and the unusual
keyboard layout used for controlling your character made it a short run.

3881. Re: A8 vendors... update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 14:46:14 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-CF2B4E.09461413082002@news.supernews.com>
Source record: 28302

In article <3D57EB20.23536E42@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:

> Hello Folks,
> her is an update of Michael Current`s vendor list. I have made the
> following changes:

Thanks a lot Andreas. I'll be making all of the updates for the next
posting of the list.

Now, to start weeding out all the outdated North American entries....

-Michael

3882. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 14:57:18 UTC
From: buckle64 <email@home.com>
Message-ID: <Xns926953BAE2B3buckle64attbicom@216.148.227.77>
Source record: 28303

"Digital Data Factory" <digitaldatafactory@centurytel.net> wrote in
news:aj89pt$2ci6$1@feed.centurytel.net:

> Q: I will offer you 1.00 per cartridge?
> A: NO Enough said....
>

Well, I guess so :/ . Usually in an instance when someone shoots an offer,
a counter offer is suggested. A buck a cart for some of the commons is not
a bad deal, actually. Do you know which are more rare or not? Do you have
any idea what ballpark figure for any/all of these carts? Or do you know
which are which and have separate prices for each? I hate guessing...

Anyone else hate to 'make offers'?

Seems like Ebay would definately be the fairest/sanest way to unload all
this stuff. People will end up driving you crazy as I can see you are
already starting to crack.

Good luck,
buckler

3883. Re: MiniGame update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 16:49:29 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p141y92u2jq.fsf@panini.cling.gu.se>
Source record: 28306
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit,comp.sys.amstrad.8bit

```
>>>>> "AC" == Anders Carlsson <anders.carlsson@mds.mdh.se> writes:

AC> Three weeks later, it seems the majority of entries are for C=
AC> machines. We're approaching 25 entries. Will we beat the last
AC> year's 30 entries?

Yes, I know of at least 8 more entries that are in production. I'm
getting almost one new game every day, so it's actually quite a bit of
work to keep the site updated with screenshots and descriptions :) Not
that I'm complaining though, keep them coming!

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

3884. Re: ROMcode extraction tool for BB needed (software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 16:49:58 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajbdc4$6s$1@news1.xs4all.nl>
Source record: 28304

Hi Mathy,

The best thing to do is to disassemble each 2Kb block, because the ROM does bank switching and the routines are writen so that each routine is inside 1 block.

This FlashOS program reads out the blocks and write them into Flash so you also know, or this program knows how the 2Kb blocks needs to be linked to have the complete ROM again.

So ask the programmer of FlashOS program if he can tell you if on which address block 0,1,2 etc is 'burned' in to the Flash and then you have all info needed.

I would like to help you out with the dissassembly.

You can use DIS6502 on PC and make a special EQUATES file for the known addresses from the Black-box manual and the you also know the Base addresses of the PIA, VIA and ACIA so this info can be added and you will have a more readable code. With this program you can easy make text fields and more and output it in MAC/65 code.

TXG/MNX

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:ajb0ak$a56$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> As many of you probably already know, one can find the latest version of the
> BlackBox ROM (version 2.16) on my BlackBox page. Unfortunately, this is in
> a form that the Flash routine (for the FlashROM upgrade for the BB) will
> understand and therefore exists of 30 files of 2kB each.
>
> I'ld like to put this code up on my page as one, ready to burn file. (Bob
> Puff has given me permission to put this code on my BlackBox page. He
> himself has trouble accessing his Atari harddrive.)
>
> Does any of you guys or gals have a utility that I can use to read the code
> from the BB ROM (without taking the ROM from the BB) in such a manner that I
> will end up one ready to burn file?
>
> CU Mathy van Nisselroy

>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3885. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 16:55:03 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajbdoo$104$1@news1.xs4all.nl>
Source record: 28305

Hi,

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> interface more and more. Check out http://www.atari.cuprum.com.pl/)
> and have come up with some questions:
>
> - What's the difference between CHS and LBA mode?
> (advantages/disadvantages?)

CHS = Cylinder, Head, Sectors
LBA = Logical Block Addressing

LBA is used these days because most software on PC had a 1024 cylinder, 16
head and xx sector limit which could not be expanded in the CHS mode.
LBA translates block as an address so it works like a lineair memory for
0-xxxxxxx the drive translates this automaticly for you to the right
cylinder/head/sector.

> - What's the small 3 pin connector for that most have next to the IDE and
> power connectors?

?? Check the datasheet of the harddisk for this....

> - Are Quantum and Seagate still the brands to look for? Are there
'better'
> and 'worse' brands?

These days I like Maxtor but also Seagate and WDC is ok.
The quality of the drives today is much better so there are only good and
very good drives around.

> - Is there an easy way to test if a disk is OK? (I've found two shoeboxes
> of IDE drives at the local recycling show, but haven't bought anythign
since
> I can't test anything yet)

Yes use spinrite or some other scantools on pc.

TXG/MNX

3886. Atari 8-bit PC CD-ROM of PPP/DGS Products (Quick, SAM, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 18:07:37 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1029262185.11386.0@iris.uk.clara.net>
Source record: 28307

1. What is the Atari 8-bit PPP/DGS PC CD-ROM?

I have created a PC CD-ROM containing commercial (NOT PD) Atari 8-bit software published by Power Per Post (PPP) and Dean Garraghty Software (DGS). The CD contains the software in both DCM and ATR formats. When the DCM files are transferred to the Atari (by various suitable methods) they will convert back into bootable Atari disks by use of Disk Communicator 3 or above (a freely available Atari 8-bit PD product). The ATR files are for use with PC Atari 8-bit emulators (such as XL-It!), some of which are free and available on the Internet. Each product is supplied with a full manual in PDF format. The Adobe Acrobat Reader (a free product) is required to read/print these.

2. What does the CD contain?

The CD contains the following products:

* Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
* Quick Support Disks 1 and 2
* SAM (Screen Aided Management) V1.25i (80-col desktop system, similar to GEM - no additional hardware needed)
* SAM Budget (spreadsheet)
* SAM Designer (DTP/designer package with circuit diagram creation facilities)
* SAM Utility Extensions (conversion between SAM and non-SAM formats)
* 4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
* QuickEd (Character set editor for mouse, joystick and touch tablet)
* Digi-Studio (digitized sounds/music utility)
* Issues 1-14 of our News-Disk on-disk magazine
* Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)
* Issues 20-26(last issue) of the on-disk magazine carrying on from the printed mags
* News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

3. What does the CD cost?

U.S based users: The CD costs just US$15 when bought on-line using your credit/debit/charge card via the *secure* PayPal, which INCLUDES shipping. You may, if you prefer, pay in cash in US$. However, cash is sent at your own risk and is subject to higher exchange fees. For this reason, the cash price is US$20 which INCLUDES shipping. You can, if you wish, pay in cash in UK pounds. The price is £10 (including shipping). It may well be cheaper at

your bank to get £10 in cash.

U.K based users: Please pay using PayPal if possible. Otherwise, the CD costs just £10 including P&P. You may order by cheque.

Users in other countries: Please pay using PayPal if possible. Otherwise, the CD costs just UK£10 INCLUDING shipping. Please pay in cash in UK£.

4. Can I see the stuff working first?

You can download old fully functional German versions of Quick and SAM from the CD-ROM info page on our website (address below).

5. How do I order?

Please go to my website at http://www.dgs.clara.net and then click the link to the CD-ROM info/order page. You will find full ordering information, along with extended information on each product on the CD. There are also screen grabs of the PPP software running in the XL-It! PC emulator.

6. How long will it take for my order to arrive?

Delivery times from the UK to the US are about 5-10 days, depending on where you live. Orders are dispatched within 24 hours when ordered on-line. Please be aware of time zone differences. Most orders arrive during the night here, so please take this into account. Orders to UK addresses are sent first class mail.

7. Special Notes

Please note that due to legal reasons, I am not allowed to sell this CD to anyone living in Germany, Austria, or Switzerland.

The PPP products do not run on the 1200XL. They do run OK in most PC emulators. Digi-Studio does not run on most PC emulators, but does run fine on all Atari XL/XE machines.

The products are offered without support, but are all mature versions and have no known problems.

3887. Re: Ultima III -- Emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 19:44:27 UTC
From: ganggreen@alienarmada.com
Message-ID: <5d44c2ec.0208131144.5b9e6968@posting.google.com>
Source record: 28308

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<Vr869.2078$wF2.211535@newsread1.prod.itd.earthlink.net>...
> "GangGreen" <ganggreen@alienarmada.com> wrote in message
> news:5d44c2ec.0208121821.e9428b7@posting.google.com...
> > Is it possible to play Ultima III for the Atari 800 using an Emulator?
> > I've not had too much luck using WinPlus 3.0.
>
> I've played it using Xforner for DOS a bit. Lack of music and the unusual
> keyboard layout used for controlling your character made it a short run.

What about Ultima IV? Since it used 4 disks it seems to be quite a
challenge. I can get the emulator to recognize disks 1 and 2 (Program
and Britania), but anytime I try to enter a town, it seems to hang up
instead of prompting me to insert the towne disk.

3888. Re: Atari 8-bit PC CD-ROM of PPP/DGS Products (Quick, SAM, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 22:12:03 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2F9295.17120313082002@news.supernews.com>
Source record: 28309

In article <1029262185.11386.0@iris.uk.clara.net>,
"Dean Garraghty" <dgs@clara.net> wrote:

> 1. What is the Atari 8-bit PPP/DGS PC CD-ROM?

BTW mine arrived remarkably quickly. It's a nice collection of
commercial games and apps, plus lots of text files that aren't online.
For the price, how can you go wrong?

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

3889. Re: ROMcode extraction tool for BB needed (software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-13 22:26:19 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <flf69.1700749$yP6.60632403@Flipper>
Source record: 28310

Hi Mathy,

I once made a small program to dump my BB ROM.
Is this what you want. I'm not sure...

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ajb0ak$a56$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> As many of you probably already know, one can find the latest version of
the
> BlackBox ROM (version 2.16) on my BlackBox page. Unfortunately, this is
in
> a form that the Flash routine (for the FlashROM upgrade for the BB) will
> understand and therefore exists of 30 files of 2kB each.
>
> I'ld like to put this code up on my page as one, ready to burn file. (Bob
> Puff has given me permission to put this code on my BlackBox page. He
> himself has trouble accessing his Atari harddrive.)
>
> Does any of you guys or gals have a utility that I can use to read the
code
> from the BB ROM (without taking the ROM from the BB) in such a manner that
I
> will end up one ready to burn file?
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3890. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 00:24:59 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d59a448_1@nopics.sjc>
Source record: 28311

I would say that the best way to approach it would be to key a pulse generator when the motor is turned on. Make a short index pulse at a 200ms rate - that would look like an index to the controller although it would have no relationship to the actual disk in the drive (you probably could format a piece of paper between the heads, actually). You could do it with just a 555 timer IC, I expect.

Bob

"LLpwhite" <llpwhite@cs.com> wrote in message news:20020810092945.02449.00002773@mb-fv.news.cs.com...
> Hi all-
> Thanks for the several replies.
>
> Long post warning...
> I wasn't too clear about what I'm trying to accomplish. My 551's all work
> fine, but of course, will not format the back side of a 5-1/4" disk And in
> truth, that's not much of a problem, because I can always format the back side
> on other drives, or get out my template (cut-up 5-1/4" disk shell) and punch a
> 2nd hole. But it just "bugs" me to no end that it can't format the back side.
> So every so often, I start thinking about how to fix this issue.
>
> The Radio Shack IR LED pair that I tried is mounted in a common shell, so I
> would have to depend on reflecting the IR light back to the receptor. I
> couldn't get that to work. Actually, I've learned quite a bit thus far by
> disassembling a 551 far beyond what I'd done before -- trying to get to the
> original LED's used for timing. Amazingly, the drive still works after I put
> it back together!
>
> An interesting thing that I found was that the direct drive (spindle) motor has
> its windings and *very powerful* magnets that are located directly below the
> disk -- I'd say less than 1/2". So I don't think that using a small magnet and
> reed switch or Hall-Effect transducer would be a big issue. OTOH, I would
> think that even stock, I would not want to leave a "good" disk in the

mechanism
> for long periods of time. I don't have any measurements other than I did
take
> my "field-strength meter" (a compass) and the 551 definitely has enough of
a
> field to move the pointer.
>
> The micro-switch idea would be pretty simple to implement, and I might try
it,
> but seems like it might be noisy -- click, click, click with every
revolution.
> And that would be irritating -- especially when the 551 is such a quiet
drive.
>
> Any new ideas?
>
> Thanks,
> Larry
>
>
>
>
>

3891. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 00:45:11 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d59a904$1_1@nopics.sjc>
Source record: 28312

You cannot access more than a 4GB drive (or, is it 8GB??) in CHS mode. If you get bigger than that, you must use LBA mode. LBA mode requires a 16 bit interface to implement (which is why I'm working on a 16 bit version - so I can use my 80GB drives...). CHS works with 8 bits.

There are Master/Slave/Cable Select pins on many drives.

Seagate makes drives with 1.2million hour MTBF - I vote for them!!!

There is no way to test a drive. A common failure is to scramble your data every 60 days or so.... You want to run a test for 60 days? The tests that are available will tell you if a drive is bad, but no way to tell if it is good. If it is important, buy a new drive every 3 years. If it isn't, cross your fingers.

What attracts you to the SIO2IDE interface?

Bob

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> interface more and more. Check out http://www.atari.cuprum.com.pl/)
> and have come up with some questions:
>
> - What's the difference between CHS and LBA mode?
> (advantages/disadvantages?)
> - What's the small 3 pin connector for that most have next to the IDE and
> power connectors?
> - Are Quantum and Seagate still the brands to look for? Are there
'better'
> and 'worse' brands?
> - Is there an easy way to test if a disk is OK? (I've found two shoeboxes
> of IDE drives at the local recycling show, but haven't bought anythign
since
> I can't test anything yet)
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue

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> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

3892. Power for 256k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 01:53:26 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ajcd6m$94h$1@terabinaries.xmission.com>
Source record: 28313

I was fortunate enough to have been given a 256k MIO, but it does not have a power supply. Upon reading many posts in CSA8 from years back, it wasnt clear if 9vac or 9vdc was required.. but I used a standard 1050 9vac 31va power supply, the MIO light came on, but I coudnt access it from my 130XE.

I tried RESET/SELECT, but only got the Internal self test on the XE.

The XE is currently in use with a BB, so I know the XE is good.

Any advice/suggestions appreciated.

3893. MYIDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 01:54:53 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ajcd9d$94h$2@terabinaries.xmission.com>
Source record: 28314

Soon, I hope to be an owner of a MYIDE interface.. question, though - does anybody know if I'll be able to run a Syquest IDE ES135 removable drive? I use the SCSI version on my BB now.

3894. Re: Wanted: MAC/65 assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 03:06:44 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <8Pj69.56494$Ce.2907809@bin3.nnrp.aus1.giganews.com>
Source record: 28315

Thanks, I actually looked on Ebay. Did a search on "Atari Computer". Guess
that didn't find it...

Andy

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208130402.733f0e68@posting.google.com...
> There's actually one for sale on e-bay as we speak. I was going to get
> it, but then I came across a home-built cartridge that a guy did that
> has MAC/65, Action!, Basic XE, and BASIC XL, all in 1 cartridge (uses
> dip switches to set the cartridge you want).
>
> Anyway, there's an Action! cartridge and a Mac/65 cartridge available
> on e-bay at this moment.
>
> Pete
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
news:<Q3h59.160320$vg.6617639@bin2.nnrp.aus1.giganews.com>...
> > I haven't a clue but I want one bad. Name your price....
> >
> > Andy
> >
> > "Thomas Meyer" <mnemo@t-online.de> wrote in message
> > news:aj1g5r$ll9$07$1@news.t-online.com...
> > > Andy Grey wrote:
> > > > Anyone got one for sale or know someplace I could get one?
> > >
> > > Hmmm... I have one lying around, packaging, manual and all, in
excellent
> > > condition, but I'm not sure if I want to part with it. How much are
they
> > > going for nowadays?
> > >
> > > Thomas
> > >
> > >

3895. Re: Ultima III -- Emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 03:57:12 UTC
From: ASI Industries <ASIIndustries@usa.SPAMnet>
Message-ID: <01c24346$b046d900$95801f3e@asi01>
Source record: 28322

Probally a corrupted image!
--
Andrew Mcintosh
ASIIndustries@usa.SPAMnet
No Attachments, No HTML, remove `SPAM' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3896. Re: Power for 256k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 04:46:51 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <%gl69.11225$uO4.2980@nwrddc01.gnilink.net>
Source record: 28316

Mine is a 9vdc
"James King" <utah_lanman@yahooo.com> wrote in message
news:ajcd6m$94h$1@terabinaries.xmission.com...
> I was fortunate enough to have been given a 256k MIO, but it does not have
> a power supply. Upon reading many posts in CSA8 from years back, it wasnt
> clear if 9vac or 9vdc was required.. but I used a standard 1050 9vac 31va
> power supply, the MIO light came on, but I coudnt access it from my 130XE.
>
> I tried RESET/SELECT, but only got the Internal self test on the XE.
>
> The XE is currently in use with a BB, so I know the XE is good.
>
> Any advice/suggestions appreciated.
>
>

3897. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 04:48:16 UTC
From: ASI Industries <ASIIndustries@usa.SPAMnet>
Message-ID: <01c2434d$d246e700$95801f3e@asi01>
Source record: 28323

Hi Nir, has anyone tried copying that disk with the 1050 US Duplicator mod?

I still have the US Duplicator in my Quad 1050 which does enhanced density
130k protected backups, but i have no US Duplicator disks now, as i sent
them to you with the manuals a while back, i would be willing to have a go
if you still have the 1050 Duplicator V2.5 disk, an atr image or diskcomm32
file of the disk would be ok, along with the disk in question that so far
cant be copied!

Send me an email for my full postal address
--
Andrew Mcintosh
ASIIndustries@usa.SPAMnet
No Attachments, No HTML, remove `SPAM' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!
I also come from Bonnybridge, Stirlingshire, UK, Where aliens come to visit!

3898. Re: Power for 256k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 05:00:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d59e3f5$0$1431$272ea4a1@news.execpc.com>
Source record: 28317

The power supply is ok, I'm almost positive.
I've heard the ps can be either a/c or d/c, 9 V.
As for the self test, I can't figure why. I'd try
another computer. SELECT\RESET should give
you the MIO menu. It won't of course if you're using
a non-PBI OS, say, like Omnimon.
Russg

3899. Re: ROMcode extraction tool for BB needed (software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 05:54:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajcrb0$g1p$1@news1.xs4all.nl>
Source record: 28318

Hi Freddy,

Post this program somewhere or e-mail me also a copy please.

Thx,
TXG/MNX

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:fIf69.1700749$yP6.60632403@Flipper...
> Hi Mathy,
>
> I once made a small program to dump my BB ROM.
> Is this what you want. I'm not sure...
>
> Freddy.
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message news:ajb0ak$a56$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > As many of you probably already know, one can find the latest version of
> the
> > BlackBox ROM (version 2.16) on my BlackBox page. Unfortunately, this is
> in
> > a form that the Flash routine (for the FlashROM upgrade for the BB) will
> > understand and therefore exists of 30 files of 2kB each.
> >
> > I'ld like to put this code up on my page as one, ready to burn file.
(Bob
> > Puff has given me permission to put this code on my BlackBox page. He
> > himself has trouble accessing his Atari harddrive.)
> >
> > Does any of you guys or gals have a utility that I can use to read the
> code
> > from the BB ROM (without taking the ROM from the BB) in such a manner
that
> I
> > will end up one ready to burn file?
> >
> > CU Mathy van Nisselroy
> >
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.

> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
neue
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> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
nieuwe
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> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>

3900. Re: Wanted: MAC/65 assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 06:15:11 UTC
From: jjatkin@hotmail.com
Message-ID: <85e1b4d4.0208132215.5176c644@posting.google.com>
Source record: 28319

Here is the link to the auctions. Same person for Action and Mac/65
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=mageorge44&include=0&since=-1&sort=3&rows=25

pdavis68@hotmail.com (P. Davis) wrote in message news:<8e43b66c.0208130402.733f0e68@posting.google.com>...
> There's actually one for sale on e-bay as we speak. I was going to get
> it, but then I came across a home-built cartridge that a guy did that
> has MAC/65, Action!, Basic XE, and BASIC XL, all in 1 cartridge (uses
> dip switches to set the cartridge you want).
>
> Anyway, there's an Action! cartridge and a Mac/65 cartridge available
> on e-bay at this moment.
>
> Pete
>
> "Andy Grey" <adgrey@comcast.net> wrote in message news:<Q3h59.160320$vg.6617639@bin2.nnrp.aus1.giganews.com>...
> > I haven't a clue but I want one bad. Name your price....
> >
> > Andy
> >
> > "Thomas Meyer" <mnemo@t-online.de> wrote in message
> > news:aj1g5r$ll9$07$1@news.t-online.com...
> > > Andy Grey wrote:
> > > > Anyone got one for sale or know someplace I could get one?
> > >
> > > Hmmm... I have one lying around, packaging, manual and all, in excellent
> > > condition, but I'm not sure if I want to part with it. How much are they
> > > going for nowadays?
> > >
> > > Thomas
> > >
> > >

3901. 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 07:12:22 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com>
Source record: 28320

I remember seeing an article somewhere about adding a switch to disable the write protect feature of the 1050 drive - avoiding having to notch the opposite side of a disk in order to use it. I remember doing it years ago. Anybody have any info on where I might find this?

Andy

3902. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 08:44:53 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ajd5a5$3qp$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 28321

>> However, except for internal speed control, this index signal is never really
>> used by the software, neither is the track hole of the 5-1/4" disks. The
>> firmware of the drive identifies the sectors on the disk rather by reading
>> the data and decoding a "sector header" that contains information which sector
>> it has read and which track it belongs to.

> Well, that's not quite correct. Actually the index signal is very
> important:

Not for the Atari drives, at least, as you pointed out correctly. (-; They
don't use it. Neither it is for other drive firmware (i.e. the Amiga doesn't
use Index sync as well). I'm not sure for the PC as I don't know its
hardware/firmware good enough.

Fact is, there's nothing to care about the index sync sensor because
there is none. (-;

> It is needed by the FDC for several commands, eg. for the "format track"
> command - this command will start at the first index pulse and end
> at the next encountered index pulse. Another use for this signal is
> an internal timeout-counter in the FDC: If a sector header is not found
> within, lets say, 5 index pulses (=disk rotations), a read/write
> operation is aborted and the "record not found" flag is set.

> The idea behind this index - signal is to have a common reference so
> that the physical sector-layout will be the same for all drives, and
> such ensure interoperability between different disk drives.

I doubt that this really applies. I'd say that the interoperability is
rather guaranteed by having a PLL that syncs on the FM/MFM encoded data
on the drive and hence is able to compensate for differences in the
drive rotation rate within some suitable tolerance.

> Even the FDC used in the 1050 (WD2793) needs an index signal. Since
> the drive mechanics of the 1050 does not have an index sensors, it
> has to be generated by the internal timer of the 6532. Have a look
> into the schematics of the 1050 and you will see that the IRQ output
> of the 6532 is connected to the index-hole input of the 2793.

Hmm - just because I got curious now: Where do I find the schematics
of the 1050, BTW?

> Now, what's really causing troubles is that the index signal can
> interfere with certain FDC operations:

> Usually, the index-signal occurs as kind of a 'start' mark of the
> track, but never within a sector of a track. Most FDCs rely on

> this fact and use this signal to abort a running operation if
> an index signal occurs. You can consider this as kind of error-
> checking within the FDC: every operation has to be finished 'til
> the end of the track - otherwise one would overwrite data at the
> beginning of the track which is not a good idea in general.

Sounds pretty reasonable, but a simple time-controlled loop could
do the same - actually, it *does* do the same in the 1050 as I
know now.

> And that's the reason why you can't reliably read disks formatted
> by a 1050 on a PC: since the 1050 doesn't care about the
> index hole, an index-pulse can occur within a sector...

So long,
Thomas

3903. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 13:00:09 UTC
From: Matthias Reichl <usenet-20020814@hias.horus.com>
Message-ID: <slrnalkl9i.1au.usenet-20020814@camel.hias.horus.com>
Source record: 28324

Hi!

On 14 Aug 2002 08:44:53 GMT, Thomas Richter wrote:
>
> > Well, that's not quite correct. Actually the index signal is very
> > important:
>
> Not for the Atari drives, at least, as you pointed out correctly. (-; They
> don't use it. Neither it is for other drive firmware (i.e. the Amiga doesn't
> use Index sync as well). I'm not sure for the PC as I don't know its
> hardware/firmware good enough.
>
> Fact is, there's nothing to care about the index sync sensor because
> there is none. (-;

<nitpicking>
That's only true for the 1050 and 810. The XF551 uses the hardware
index sensor.
</nitpicking>

> Hmm - just because I got curious now: Where do I find the schematics
> of the 1050, BTW?

I've got the "1050 service manual" from the ABBUC Bauplanservice.
But, unfortunately, the schematics are of quite poor quality
(i.e. very small and quite bad copies).

If someone knows an online source where I could download a better
copy I'd very appreciate to know about it!

> Sounds pretty reasonable, but a simple time-controlled loop could
> do the same - actually, it *does* do the same in the 1050 as I
> know now.

Yes, but this method basically has two important drawbacks:

* It's sensitive to varying rotation speeds.

* It's incompatible to uPD765 (and compatible) FDCs, since an
index pule can occur within a sector.

IMHO the 1050 is a good example for "how not to design a floppy drive".
A non-standard, belt driven mechanics (I had to replace the belt
of one of my 1050s some time ago since it was completely worn out),
non-standard rotation speed, crippeled "double density", ...

so long,

Hias

3904. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 15:00:24 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <cgu69.181298$s8.3414670@twister.tampabay.rr.com>
Source record: 28325

I to have been keeping my eye on those ide interfaces for sometime now.
First there easy to build and cheap (only 3 chip) and some small parts. But
I dont like the idea of putting it on the slowest Atari port (SIO) and to
top it off running Mydos only with no ultra speed. (tape speed) to me.
But my god what are you going to do with 80 gigs on the 8bit? I ran a BBS
for 11 years and it grew from just a floppie setup to 500 megs and at that
point it can get messy trying to keep all the partitions in order on the
black box. However Im still interested in you new interface :) darn with
that much space I can run a 8bit server on the internet.
Please keep us posted!

-Atari8man-

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d59a904$1_1@nopics.sjc...
> You cannot access more than a 4GB drive (or, is it 8GB??) in CHS mode. If
> you get bigger than that, you must use LBA mode. LBA mode requires a 16
bit
> interface to implement (which is why I'm working on a 16 bit version - so
I
> can use my 80GB drives...). CHS works with 8 bits.
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> There are Master/Slave/Cable Select pins on many drives.
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> There is no way to test a drive. A common failure is to scramble your data
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> are available will tell you if a drive is bad, but no way to tell if it is
> good. If it is important, buy a new drive every 3 years. If it isn't,
cross
> your fingers.
>
> What attracts you to the SIO2IDE interface?
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> Bob
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> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> > interface more and more. Check out http://www.atari.cuprum.com.pl/)
> > and have come up with some questions:

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> > - What's the difference between CHS and LBA mode?
> > (advantages/disadvantages?)
> > - What's the small 3 pin connector for that most have next to the IDE
and
> > power connectors?
> > - Are Quantum and Seagate still the brands to look for? Are there
> 'better'
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> > - Is there an easy way to test if a disk is OK? (I've found two
shoeboxes
> > of IDE drives at the local recycling show, but haven't bought anythign
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> > I can't test anything yet)
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> > CU Mathy van Nisselroy
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> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
nieuwe
> > adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>
>

3905. Re: MYIDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 15:20:54 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5a7643$1_3@nopics.sjc>
Source record: 28326

Most of the removable drives use the ATAPI protocol, which requires a 16 bit interface, The SyQuest does not and should work just fine as a standard IDE drive. At least it did on mine.

Bob

"James King" <utah_lanman@yahooo.com> wrote in message news:ajcd9d$94h$2@terabinaries.xmission.com...
> Soon, I hope to be an owner of a MYIDE interface.. question, though - does
> anybody know if I'll be able to run a Syquest IDE ES135 removable drive?
> I use the SCSI version on my BB now.
>
>

3906. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 15:45:22 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5a7bff$1_1@nopics.sjc>
Source record: 28327

80GB??

Yes - actually, I don't have much use for 80GB either (lets see..... from my 1050 at 1KB per second... 80 million seconds.... not counting swapping disks.... ummm, 22,222 hours.... ahhh, 31 months.... almost three years just to load it!

But, if you want to use a new HDD instead of some old clunker, you will only find the really big ones for sale. And, if you want to explore CDROMs and such, you need 16 bits. My favorite is the LS-120 drive since it will read floppies and removable HDD media.

Although the 80GB drives still work in CHS mode.... at 2.1GB or so.

The Compact Flash cards are getting really cheap. Like $30 for 16MB. We could use them probably. Even 128MB is only $70. There are lots of possibilities.

Bob

"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message
news:cgu69.181298$s8.3414670@twister.tampabay.rr.com...
> I to have been keeping my eye on those ide interfaces for sometime now.
> First there easy to build and cheap (only 3 chip) and some small parts.
But
> I dont like the idea of putting it on the slowest Atari port (SIO) and to
> top it off running Mydos only with no ultra speed. (tape speed) to me.
> But my god what are you going to do with 80 gigs on the 8bit? I ran a
BBS
> for 11 years and it grew from just a floppie setup to 500 megs and at that
> point it can get messy trying to keep all the partitions in order on the
> black box. However Im still interested in you new interface :) darn
with
> that much space I can run a 8bit server on the internet.
> Please keep us posted!
>
> -Atari8man-
>
>
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d59a904$1_1@nopics.sjc...
> > You cannot access more than a 4GB drive (or, is it 8GB??) in CHS mode.
If
> > you get bigger than that, you must use LBA mode. LBA mode requires a 16
> bit

> > interface to implement (which is why I'm working on a 16 bit version -
so
> I
> > can use my 80GB drives...). CHS works with 8 bits.
> >
> > There are Master/Slave/Cable Select pins on many drives.
> >
> > Seagate makes drives with 1.2million hour MTBF - I vote for them!!!
> >
> > There is no way to test a drive. A common failure is to scramble your
data
> > every 60 days or so.... You want to run a test for 60 days? The tests
that
> > are available will tell you if a drive is bad, but no way to tell if it
is
> > good. If it is important, buy a new drive every 3 years. If it isn't,
> cross
> > your fingers.
> >
> > What attracts you to the SIO2IDE interface?
> >
> > Bob
> >
> >
> > "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> > message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> > > Howdy folks
> > >
> > > I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> > > interface more and more. Check out http://www.atari.cuprum.com.pl/)
> > > and have come up with some questions:
> > >
> > > - What's the difference between CHS and LBA mode?
> > > (advantages/disadvantages?)
> > > - What's the small 3 pin connector for that most have next to the IDE
> and
> > > power connectors?
> > > - Are Quantum and Seagate still the brands to look for? Are there
> > 'better'
> > > and 'worse' brands?
> > > - Is there an easy way to test if a disk is OK? (I've found two
> shoeboxes
> > > of IDE drives at the local recycling show, but haven't bought anythign
> > since
> > > I can't test anything yet)
> > >
> > > CU Mathy van Nisselroy
> > >
> > >
> > > --

> > > ---
> > > My old email address has ceased to exist, please use my new address.
> > > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
> neue
> > > Adresse.
> > > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
> nieuwe
> > > adres.
> > > mathy.van_nisselroy@post.rwth-aachen.de
> > > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> > >
> > >
> >
> >
> >
>
>

3907. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 15:55:56 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5a7e79$1_2@nopics.sjc>
Source record: 28328

In defense of the 1050, at the time it was designed, all drives used belt drive - the pancake motor was not yet in use. The mechanism is a standard mechanical assembly from Tandon - it is just without electronics. The 1050 density allows you to write higher density tracks without using 256 byte sectors. Once you increase your sector size, you need larger buffers in DOS - which cuts down on available memory. As it is, DOS 2.0 can still use the first 720 sectors on an ED disk.

Bob

"Matthias Reichl" <usenet-20020814@hias.horus.com> wrote in message news:slrnalkl9i.1au.usenet-20020814@camel.hias.horus.com...
> Hi!
>
> On 14 Aug 2002 08:44:53 GMT, Thomas Richter wrote:
> >
> > > Well, that's not quite correct. Actually the index signal is very
> > > important:
> >
> > Not for the Atari drives, at least, as you pointed out correctly. (-; They
> > don't use it. Neither it is for other drive firmware (i.e. the Amiga doesn't
> > use Index sync as well). I'm not sure for the PC as I don't know its
> > hardware/firmware good enough.
> >
> > Fact is, there's nothing to care about the index sync sensor because
> > there is none. (-;
>
> <nitpicking>
> That's only true for the 1050 and 810. The XF551 uses the hardware
> index sensor.
> </nitpicking>
>
> > Hmm - just because I got curious now: Where do I find the schematics
> > of the 1050, BTW?
>
> I've got the "1050 service manual" from the ABBUC Bauplanservice.
> But, unfortunately, the schematics are of quite poor quality
> (i.e. very small and quite bad copies).
>
> If someone knows an online source where I could download a better
> copy I'd very appreciate to know about it!
>
> > Sounds pretty reasonable, but a simple time-controlled loop could

> > do the same - actually, it *does* do the same in the 1050 as I
> > know now.
>
> Yes, but this method basically has two important drawbacks:
>
> * It's sensitive to varying rotation speeds.
>
> * It's incompatible to uPD765 (and compatible) FDCs, since an
> index pule can occur within a sector.
>
> IMHO the 1050 is a good example for "how not to design a floppy drive".
> A non-standard, belt driven mechanics (I had to replace the belt
> of one of my 1050s some time ago since it was completely worn out),
> non-standard rotation speed, crippeled "double density", ...
>
> so long,
>
> Hias

3908. Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 16:41:16 UTC
From: llpwhite@cs.com
Message-ID: <20020814124116.20267.00000219@mb-ms.news.cs.com>
Source record: 28329

I am considering buying a desoldering machine. I have used a "plunger" type vacuuming iron that has worked so-so for quite a few years. I've tried other devices, and the results have been disappointing. I'm tired of not being able to get the solder out of holes and lifting traces. :-(

I would suspect that a few of our group has had some experience with one of these. Do they do a good job? Are they relatively easy to maintain? I would probably use it 3-4 times a year doing upgrades and repairs.

Thanks,
Larry

3909. Re: 720K Disk Timing

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 16:47:56 UTC
From: Matthias Reichl <usenet-20020814@hias.horus.com>
Message-ID: <slrnall2kn.1i0.usenet-20020814@camel.hias.horus.com>
Source record: 28330

Hi Bob!

On Wed, 14 Aug 2002 08:55:56 -0700, Bob Woolley wrote:
> In defense of the 1050, at the time it was designed, all drives used belt
> drive - the pancake motor was not yet in use.

Ah, that's interesting - I didn't know it before.

> The mechanism is a standard
> mechanical assembly from Tandon - it is just without electronics.

Yes, you are right. Now that you mention it, I remember it, too....

so long & thanks for the corrections,

Hias

3910. 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 17:35:01 UTC
From: sam_5_5_5_0@yahoo.com
Message-ID: <afd7bec5.0208140935.3cbc965@posting.google.com>
Source record: 28331

I am interested in using the joystick ports on my 65XE to drive some external electronics. However, I cannot find the what the limit on current coming in/out of these ports is (most importantly, the four ports that are used for the joystick).

Any help would be apprceated.

3911. Re: Liquidating all Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 18:10:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d5a9d0d$0$1419$272ea4a1@news.execpc.com>
Source record: 28332

(Anyone else hate to 'make offers'?)
I guess I wouldn't mind making an offer.
Most of this stuff is, well, close to being maybe worth
the shipping, so it depends a great deal on where
the seller is located, from California to New York
would be different from Indiana to Ohio. I'm sure
the seller wishes to maximize his return, which is
natural. Jim King's offer to buy 7 computers would
cost plenty shipping and packaging. I know I feel
I don't want to sell much or anything over the internet
as lots of potential problems successfully completing
a deal (seller slow in sending, seller's requirements
for payments, buyer payment, what happens if there's
a problem with it when it arrives (even with a 30 day
exchange/repair) and finally a great big hassle packing
and shipping (a SC1224 Monitor would probably cost
$30 just to ship it, assuming you had a box.)
I dunno, the stuff is interesting, if the seller lived near
me, I'd like to just go pay cash and pick it up myself.
Rambling Russg

3912. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 18:22:38 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Odx69.1904$LO1.160879@newsread2.prod.itd.earthlink.net>
Source record: 28333

"Sam" <sam_5_5_5_0@yahoo.com> wrote in message
news:afd7bec5.0208140935.3cbc965@posting.google.com...
> I am interested in using the joystick ports on my 65XE to drive some
> external electronics. However, I cannot find the what the limit on
> current coming in/out of these ports is (most importantly, the four
> ports that are used for the joystick).

They are standard 6520 PIA ports<Port A I think>. IIRC Atari added
additional series resistors and some other stuff maybe to reduce RFI.

The 6520 port just has a passive pullup resistor on chip that ties to the +5
V. With the protection circuitry you will be lucky to get .3 mamp. They will
sink a lot more current, but then the protection circuitry has something
like 220-880 Ohm resistance so you will never be able to sink more then a
mamp or three.

They will drive CMOS directly and if you either use a transistors like
3906/3904 with a hfe of 40 or greater you can drive a small relay.

I seem to recall Radio Shack had a photo triac that could be used to switch
a 110V ~7 amp triac.

3913. Re: Power for 256k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 18:31:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d5aa217$0$1424$272ea4a1@news.execpc.com>
Source record: 28334

You've probably figured it out by now.
An Omnimon you're not using, as you use a BB with
this computer. Just a few points.
The green power light coming on is good.
You turn the MIO on before the computer.
When you turn the computer on, the red LED should
blink for a second, this indicates the MIO and computer
are connected and talking. If it doesn't, there's a problem.
Interested in how it is going.
Actually you can damage the MIO and/or the computer
if you power on the computer with the MIO connected but not turned on, the
MIO then draws power from
the computer.
Russg

3914. Re: Power for 256k MIO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 18:57:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d5aa81d$0$1421$272ea4a1@news.execpc.com>
Source record: 28335

If the MIO still isn't working right, the first thing
I wold suspect is the flat ribbon cable from MIO
to PBI. It gets stretched/pulled a lot because it
is short. A continuity check from the pins inside to the
block connector might disclose a open wire. It is
the only successful fix I've ever done on a MIO,
replacing that ribbon. The power to the MIO is
probably good, as the green light comes on, so
the bridge rectifier with four diodes is probably good.
Russg

3915. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 19:41:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1029354229.1241.0@iris.uk.clara.net>
Source record: 28336

An article on how to do this (with a diagram) was published in one of our old News-Paper magazines. This issue, along with all the other 25, and all the PPP/DGS products, can be found on our Atari 8-bit PC CD-ROM. Info and ordering at http://www.dgs.clara.net

Dean Garraghty

"Andy Grey" <adgrey@comcast.net> wrote in message news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> I remember seeing an article somewhere about adding a switch to disable the
> write protect feature of the 1050 drive - avoiding having to notch the
> opposite side of a disk in order to use it. I remember doing it years ago.
> Anybody have any info on where I might find this?
>
> Andy
>
>

3916. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 19:53:07 UTC
From: Dan <baldrick@youshouldknow.netset.com>
Message-ID: <3d5ab4b2$0$1422$6d5eecc5@news.eurekanet.com>
Source record: 28337

Sam <sam_5_5_5_0@yahoo.com> wrote in message
news:afd7bec5.0208140935.3cbc965@posting.google.com...
> I am interested in using the joystick ports on my 65XE to drive some
> external electronics. However, I cannot find the what the limit on
> current coming in/out of these ports is (most importantly, the four
> ports that are used for the joystick).
>
> Any help would be apprceated.

I don't remember what the values are, but there used to be commercial
kits that did all kinds of things driven from the Joystick ports. A friend
of mine
had a thermometer hooked up to his hanging outside his window, so that you
could see the outside temperature from his BBS.

Dan Ackerman
aka baldrick

3917. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 21:10:46 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <qHz69.1579$XA1.146617@newsfep1-gui.server.ntli.net>
Source record: 28338

> The Compact Flash cards are getting really cheap. Like $30 for 16MB. We
> could use them probably. Even 128MB is only $70. There are lots of
> possibilities.
>

Now THAT I would be interested in !

PB

3918. Re: Ultima III -- Emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-14 21:31:01 UTC
From: ganggreen@alienarmada.com
Message-ID: <5d44c2ec.0208141331.6573038d@posting.google.com>
Source record: 28339

"ASI Industries" <ASIIndustries@usa.SPAMnet> wrote in message
news:<01c24346$b046d900$95801f3e@asi01>...
> Probally a corrupted image!

Anyone know where I can find a good one? Can I create one from my own
disks from the original game?

3919. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 00:07:06 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <KgC69.185052$s8.3482418@twister.tampabay.rr.com>
Source record: 28340

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d5a7bff$1_1@nopics.sjc...
> 80GB??
>
> Yes - actually, I don't have much use for 80GB either (lets see..... from
my
> 1050 at 1KB per second... 80 million seconds.... not counting swapping
> disks.... ummm, 22,222 hours.... ahhh, 31 months.... almost three years
> just to load it!

lol!
Just think after loading it up the drive was a bad one and dies! (horror!)
After I posted the message, I was thinking on what your plans where to
format it? Ok you might get away with the low level format but not the high
level partition format and information. I once did a 1 gig scsi on the
blackbox about 8 years ago and it took forever just to high level the many
many partitions .

-Atari8man-

3920. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 03:13:31 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208141913.4ee7b61d@posting.google.com>
Source record: 28343

llpwhite@cs.com (LLpwhite) wrote in message
news:<20020814124116.20267.00000219@mb-ms.news.cs.com>...
> I am considering buying a desoldering machine. I have used a "plunger" type
> vacuuming iron that has worked so-so for quite a few years. I've tried other
> devices, and the results have been disappointing. I'm tired of not being able
> to get the solder out of holes and lifting traces. :-(
>
> I would suspect that a few of our group has had some experience with one of
> these. Do they do a good job? Are they relatively easy to maintain? I would
> probably use it 3-4 times a year doing upgrades and repairs.
>
> Thanks,
> Larry

I can recommend the $100 Xytronic One Shot Desoldering gun from Jameco,
more than enough for the hobbiest without mortgaging your first born.
And with a little upkeep will keep on performing for years. I use a
pin vise type drill bit set for welding outfits to keep the orfice(s)
clear and able to breath. But you will still have to watch out for
those darn XE motherboards - they still want to lift a trace sometimes
unless the chip will fall out on its own that is. And with this gun,
that has happened to me (falling out), but not often enough.

3921. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 04:43:07 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <vjG69.738$vq.297239687@newssvr30.news.prodigy.com>
Source record: 28344

I've got the 'deluxe' switch that came with my Happy upgrade. It has a three position with a lamp to indicate write enabled. Honestly I believe it would be as simple as cutting the traces to the little switch inside and soldering leads to a two position switch mounted in the faceplate. It should be very obvious which switch inside to bypass.
Mo

"Andy Grey" <adgrey@comcast.net> wrote in message news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> I remember seeing an article somewhere about adding a switch to disable the
> write protect feature of the 1050 drive - avoiding having to notch the
> opposite side of a disk in order to use it. I remember doing it years ago.
> Anybody have any info on where I might find this?
>
> Andy
>
>

3922. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 05:13:23 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208142113.685c89c2@posting.google.com>
Source record: 28345

Hi Andrew..

i also tried with the US Duplicator and got the same result... the Duplicator works similar to the happy drive..

anyway.. the .atr are in your way..

p.s. do you have the instruction for the 1meg newel upgrade?

3923. Newel 1meg Upgrade instellation docs wanted..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 05:30:04 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208142130.bb56624@posting.google.com>
Source record: 28346

Does anyone still have thte Newel 1 meg upgrade instellation docs??? i pulled this upgrade from one of my non working 130xe and i would like to put it back in another machine

nir

3924. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 05:55:20 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <cnH69.12907$SS.463248@bin3.nnrp.aus1.giganews.com>
Source record: 28247

I don't have a Happy....

Andy

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:vjG69.738$vq.297239687@newssvr30.news.prodigy.com...
> I've got the 'deluxe' switch that came with my Happy upgrade. It has a
three
> position with a lamp to indicate write enabled. Honestly I believe it
would
> be as simple as cutting the traces to the little switch inside and
soldering
> leads to a two position switch mounted in the faceplate. It should be very
> obvious which switch inside to bypass.
> Mo
>
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> > I remember seeing an article somewhere about adding a switch to disable
> the
> > write protect feature of the 1050 drive - avoiding having to notch the
> > opposite side of a disk in order to use it. I remember doing it years
ago.
> > Anybody have any info on where I might find this?
> >
> > Andy
> >
> >
>
>

3925. Re: Newel 1meg Upgrade instellation docs wanted..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 06:20:03 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2shmluop4hf3jan9jvaovocff2b2o1c407@4ax.com>
Source record: 28248

On 14 Aug 2002 22:30:04 -0700, nir@minicom.com (Nir) wrote:

>Does anyone still have thte Newel 1 meg upgrade instellation docs??? i
>pulled this upgrade from one of my non working 130xe and i would like
>to put it back in another machine
>
>nir

Hmmm... What happened to Wes Newell's homepage? It used to be at
http://users.ticnet.com/newell and he had made all the documentation on his
upgrades avaialble there...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

3926. Re: Wanted: Happy 1050 upgrade (or 1050 with happy installed)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 06:25:51 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208142225.3a7e3873@posting.google.com>
Source record: 28249

"Andy Grey" <adgrey@comcast.net> wrote in message
news:<a8j59.127984$yc3.5456466@bin4.nnrp.aus1.giganews.com>...
> Anyone have one for sale?
>
> Andy

i do have an extra one.. and i will post it on ebay, including manual and disks

Nir

3927. FA: 1200XL + 800XL + 1050

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 09:38:21 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <hEK69.153580$6Z1.7162402@bin6.nnrp.aus1.giganews.com>
Source record: 28250

All tested & work...

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2046407472

Paul

3928. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 12:23:46 UTC
From: Fox-1
Message-ID: <2yC69.34518$48.3394517@zwoll1.home.nl>
Source record: 28341

"LLpwhite" wrote

> I am considering buying a desoldering machine.

> I would suspect that a few of our group has had some experience with one of
> these.

Since I'm an audio repairer I have two at work, a very expensive one (Weller), and a bit cheaper one (Hako). Well, I can say those
things indeed suck :-) I rarely use it anymore since you can desolder only a few pins before it's stuck again with trash and then
you'll have to take it apart to clean it again. Too time-consuming, so I use an old fashioned mechanic one with a spring.

> Do they do a good job? Are they relatively easy to maintain? I would
> probably use it 3-4 times a year doing upgrades and repairs.

In my opinion it's a bad investment for only a few desoldering-jobs a year. A small mechanic one will do also...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3929. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 12:35:57 UTC
From: Fox-1
Message-ID: <4yC69.34520$48.3394841@zwoll1.home.nl>
Source record: 28342

> > I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> > interface more and more. Check out http://www.atari.cuprum.com.pl/)
> > and have come up with some questions:

"Bob Woolley" wrote

> What attracts you to the SIO2IDE interface?

Don't know what attracts him, but I ordered one to make it possible to use the same harddisk on both my 130XE's, simultaneously.
Since it's connected to the SIO-bus I can plug it after my SIO-splitter interface to share the device on both computers (as I do
with some diskdrives also). This makes it easy to use the same data on 2 computers, like, 1 for coding and assembling, the other
to run the assembled executable. As a bonus it will also work with my black-box', so I can exchange data between my blackbox' when
using the SIO2IDE as a buffer-drive...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

3930. Re: Wanted: Happy 1050 upgrade (or 1050 with happy installed)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 14:17:42 UTC
From: Lannie Schafroth <lannie_schafroth@hotmail.com>
Message-ID: <3d5cf8c3_13@news.teranews.com>
Source record: 28269

So what you are saying is, you don't want to sell it to Andy? You want as much out of it as possible instead?

Lannie

"Nir" <nir@minicom.com> wrote in message news:83cd76b4.0208142225.3a7e3873@posting.google.com...
> "Andy Grey" <adgrey@comcast.net> wrote in message news:<a8j59.127984$yc3.5456466@bin4.nnrp.aus1.giganews.com>...
> > Anyone have one for sale?
> >
> > Andy
>
>
> i do have an extra one.. and i will post it on ebay, including manual and disks
>
> Nir

3931. NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 14:46:35 UTC
From: "Brett J. Latchford" <brett@rogers.com>
Message-ID: <f9P69.2829$sa1.2359@news01.bloor.is.net.cable.rogers.com>
Source record: 28251

Here are a few questions I have, since I've never really understood this issue properly...
1) PAL Carts don't work on North American machines?
2) All carts are either PAL or NTSC?
3) Disk based software is fine? If so why is this?
4) What is Australia's standard (there are a few things on ebay from Australia I wouldn't mind bidding on)
5) If your using the monitor out, instead of RF does the difference still apply?

3932. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:03:17 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5bfbe2$1_3@nopics.sjc>
Source record: 28252

These ports come from a 6520 IC thru a 220 ohm resistor. I would guess that
you could pull 5ma or so? Not much....

Bob

"Sam" <sam_5_5_5_0@yahoo.com> wrote in message
news:afd7bec5.0208140935.3cbc965@posting.google.com...
> I am interested in using the joystick ports on my 65XE to drive some
> external electronics. However, I cannot find the what the limit on
> current coming in/out of these ports is (most importantly, the four
> ports that are used for the joystick).
>
> Any help would be apprceated.

3933. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:10:19 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5bfd88_3@nopics.sjc>
Source record: 28254

In what form? How would you use these cards? The reason I ask is that you could plug them in your cartridge port - but then what? You read a bunch of data into memory? And...? The only thing I can think to use them for is to load a battery-backed up ramdisk. You could dump 512K into your machine pretty fast. Or, you could dump your HDD files to CF backup thru the cartridge port. Other than that - what?

Bob

"Paul Barker" <pbarker@ntlworld.com> wrote in message news:qHz69.1579$XA1.146617@newsfep1-gui.server.ntli.net...
>
> > The Compact Flash cards are getting really cheap. Like $30 for 16MB. We
> > could use them probably. Even 128MB is only $70. There are lots of
> > possibilities.
> >
>
> Now THAT I would be interested in !
>
> PB
>
>

3934. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:12:31 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5bfe0c$1_1@nopics.sjc>
Source record: 28255

Nice thing about IDE is that you don't do ANY kind of format - just read and write.

Bob

"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message news:KgC69.185052$s8.3482418@twister.tampabay.rr.com...
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d5a7bff$1_1@nopics.sjc...
> > 80GB??
> >
> > Yes - actually, I don't have much use for 80GB either (lets see..... from
> my
> > 1050 at 1KB per second... 80 million seconds.... not counting swapping
> > disks.... ummm, 22,222 hours.... ahhh, 31 months.... almost three years
> > just to load it!
>
> lol!
> Just think after loading it up the drive was a bad one and dies! (horror!)
> After I posted the message, I was thinking on what your plans where to
> format it? Ok you might get away with the low level format but not the high
> level partition format and information. I once did a 1 gig scsi on the
> blackbox about 8 years ago and it took forever just to high level the many
> many partitions .
>
> -Atari8man-
>
>
>
>
>

3935. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:14:18 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <e4T69.442$Jj7.422@nwrddc01.gnilink.net>
Source record: 28253

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d5bfbe2$1_3@nopics.sjc...
> These ports come from a 6520 IC thru a 220 ohm resistor. I would guess
that
> you could pull 5ma or so? Not much....

5mA? I could run the world on 5mA.....

3936. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:21:12 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <IaT69.458$Jj7.226@nwrddc01.gnilink.net>
Source record: 28256

I've done a storage device using a compact flash card and a Mitsubishi M38049 chip for work. I was thinking of making an Atari compatable SIO drive using the cards. The only thing holding me back was finding out if there was interest in me making them... Maybe selling them complete for $25-30 dollars, without a CF card.

If anyone would be interested in buying one, email me and maybe I'll go ahead.

Tony

my email: arudzki at yahoo dot com

3937. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:50:37 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208151150.23aafcde@posting.google.com>
Source record: 28257

"Brett J. Latchford" <brett@rogers.com> wrote in message
news:<f9P69.2829$sa1.2359@news01.bloor.is.net.cable.rogers.com>...
> Here are a few questions I have, since I've never really understood this
> issue properly...
> 1) PAL Carts don't work on North American machines?
> 2) All carts are either PAL or NTSC?
> 3) Disk based software is fine? If so why is this?
> 4) What is Australia's standard (there are a few things on ebay from
> Australia I wouldn't mind bidding on)
> 5) If your using the monitor out, instead of RF does the difference still
> apply?

here are some info

1) Yes ATARI 800/XL/XE Pal cartridges games will not work properly on
NTSC machines
2) all atari official cartridge release will work on PAL & NTSC
Ataries.. there are some unofficial / home made Pal carts from
germany/poland etc.. that will not work on un-modified ntsc computers
3) same on disk based software.. dues to timing / scan line differens
some games developed on PAL counters (europe etc..) will not work
properly on NTSC machines (music will be faster, screen flicker and
even game crashes)
4) Australia standard is PAL
5) using monitor out will not solve the problem.. you need to replace
your ANTIC chip with PAL antic chip and use a Multy system monitor or
tv. .then you run all PAL games on NTSC atari computer

nir

3938. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 19:56:35 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5c0860$1_1@nopics.sjc>
Source record: 28258

The CF interface is IDE - they would probably work on the SIO2IDE circuit that exists today. How about a SIO2IDE built on a 6502 chip? You know, the 850 is a 6502 (6507) on the SIO.... you could use that. Then folks could mess with it!

Bob

"tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message news:IaT69.458$Jj7.226@nwrddc01.gnilink.net...
> I've done a storage device using a compact flash card and a Mitsubishi
> M38049 chip for work. I was thinking of making an Atari compatable SIO
> drive using the cards. The only thing holding me back was finding out if
> there was interest in me making them... Maybe selling them complete for
> $25-30 dollars, without a CF card.
>
> If anyone would be interested in buying one, email me and maybe I'll go
> ahead.
>
> Tony
>
> my email: arudzki at yahoo dot com
>
>
>
>

3939. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 21:34:11 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <m7V69.2431$Vu3.102910@newsfep2-gui>
Source record: 28259

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d5bfd88_3@nopics.sjc...
> In what form? How would you use these cards? The reason I ask is that you
> could plug them in your cartridge port - but then what? You read a bunch
of
> data into memory? And...? The only thing I can think to use them for is to
> load a battery-backed up ramdisk. You could dump 512K into your machine

Why would it need to be battery backed ? My CF cards in my iPaq PDA and
Digital camera don't loose their data when you eject them.

If you got the reader interface right could you not just use it like a hard
disk partiton ? You could have a reader and as many 16Mb cards as you liked
(16Mb card costs about 15 / 20 UK).

Cheaper and much less prone to damage than floppies or a black box HDD
combo.

By the way I'm no electronics expert - just a hobyist so I could be talking
hot air and this could be impossible.

Just me two penneth ...

Paul

3940. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 22:57:35 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <zlW69.1520$ET4.468271294@newssvr11.news.prodigy.com>
Source record: 28260

This doesn't sound like a bad idea. I would probably take mine apart and engineer it into the right hand cart port of my 800 for an authentic feel.
Mo

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:m7V69.2431$Vu3.102910@newsfep2-gui...
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d5bfd88_3@nopics.sjc...
> > In what form? How would you use these cards? The reason I ask is that
you
> > could plug them in your cartridge port - but then what? You read a bunch
> of
> > data into memory? And...? The only thing I can think to use them for is
to
> > load a battery-backed up ramdisk. You could dump 512K into your machine
>
> Why would it need to be battery backed ? My CF cards in my iPaq PDA and
> Digital camera don't loose their data when you eject them.
>
> If you got the reader interface right could you not just use it like a
hard
> disk partiton ? You could have a reader and as many 16Mb cards as you
liked
> (16Mb card costs about 15 / 20 UK£).
>
> Cheaper and much less prone to damage than floppies or a black box HDD
> combo.
>
> By the way I'm no electronics expert - just a hobyist so I could be
talking
> hot air and this could be impossible.
>
> Just me two penneth ...
>
> Paul
>
>

3941. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 22:59:31 UTC
From: leaver@alphalink.com.au
Message-ID: <3d5c3253@news.alphalink.com.au>
Source record: 28261

On 15 Aug 2002 14:46:35 , "Brett J. Latchford" wrote:
>Here are a few questions I have, since I've never really understood this
>issue properly...
>1) PAL Carts don't work on North American machines?
>2) All carts are either PAL or NTSC?
>3) Disk based software is fine? If so why is this?
>4) What is Australia's standard (there are a few things on ebay from
>Australia I wouldn't mind bidding on)
>5) If your using the monitor out, instead of RF does the difference still
>apply?

The 6502 is synchronised with the line-scan rate of the display, so
the PAL machines run at at about 2.1 mhz while the NTSC ones run at
1.8 mhz.

Since the display occupies the same number of scan lines, the chief
effect is that there are more clock cycles available in the vertical
blank period on a PAL machine (more blanked lines, slower frame rate,
faster clock speed). Thus it is possible to write a vertical blank
interrupt routine that has time to run on a PAL machine but not on a
NTSC one. I don't know if anybody has actually done so.

Apart from that there is no reason why a program in any form,
cartridge or disc, should not run on both standards.

David

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

Susan and David Leaver 10 Goodparla St,
e-mail leaver@alphalink.com.au Hawker, ACT 2614
leaver@austarmetro.com.au Australia

3942. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-15 23:57:14 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3wuqr1xr9.fsf@europa.pienet>
Source record: 28262

> I am considering buying a desoldering machine. I have used a "plunger" type
> vacuuming iron that has worked so-so for quite a few years. I've tried other
> devices, and the results have been disappointing. I'm tired of not being able
> to get the solder out of holes and lifting traces. :-(
>
> I would suspect that a few of our group has had some experience with one of
> these. Do they do a good job? Are they relatively easy to maintain? I would
> probably use it 3-4 times a year doing upgrades and repairs.

Though I've not tried desoldering on an Atari motherboard, I've had
pretty reasonable success with the red rubber bulb solder sucker.
Radio Shack sells them- the nozzle tends to clog pretty fast, but a
teeny screwdriver is good enough to poke the solder into the bulb, so
it only takes a moment to clean. The bulb slurps a good bit of air,
so it can grab a big pool of solder or move enough air thru a hole to
clear it. Probably not as good as an expensive solder sucker, but
they are pretty cheap- and would make a good cat toy if nothing else.

Gregm

3943. SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 02:26:03 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <%oZ69.16866$m91.1015302@bin5.nnrp.aus1.giganews.com>
Source record: 28263

Hello to anybody who might be interested and could help. I have, in the past built a few differnt 6502 based devices consisting of 6502, various amounts of static RAM, 8k EPROM (programmed with Larry Woodgeard's eprom eprom burner that plugs into the joystick ports) LCD displays, and 6821 I/O chips. One of the projects was a printer interface that converts that screwy Atari serial protocol to centronics parallel. I'm sure there are better, simpler, easier ways of doing it - but just for the fun of it I intend to build a 6502 based device that sits on the SIO bus. The device will have 32k of RAM and a female cartridge slot and will read cartridges to its on-board memory. It will then transfer the dump to the computer via the SIO bus. I'll put an LCD in it just for status messages. I've been visiting various atari related sites people have put tohether, reading reference material like Mapping the Atari, Computer System Reference Guide, etc. to bone up on cartridges. I wonder if anyone can answer a few questions to help me out:

1) Does anyone have any female 15 position SIO jacks for sale?
2) Does anyone have the female cartridge connector that's in all the computers complete with the plastic piece that pushes the cartridge cover back I could buy?
3) I assume that, assuming I can make it work, have transferred a cart to memory, I will then need a dummy cart for the computer to make it think there's a cart installed and the software is not actually being run from RAM. How do present cart dumping, running software take care of the possibility that the cart software will try to write a number to a cart location and if it can change it, and if it can, then refuse to run because the area must be RAM? Once a cart has been dumped does the software have to be disassembled, and then cracked to remove the RAM/ROM check?

Any information or assistance anyone could render would be appreciated.

Andy

3944. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 02:27:24 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D5C632F.E2312980@rogers.com>
Source record: 28264

LLpwhite wrote:

> I am considering buying a desoldering machine. I have used a "plunger" type
> vacuuming iron that has worked so-so for quite a few years. I've tried other
> devices, and the results have been disappointing. I'm tired of not being able
> to get the solder out of holes and lifting traces. :-(
>
> I would suspect that a few of our group has had some experience with one of
> these. Do they do a good job? Are they relatively easy to maintain? I would
> probably use it 3-4 times a year doing upgrades and repairs.
>
> Thanks,
> Larry

Hi Larry

After working (and getting college education in) electronics the way I find easiest for myself is a fine point soldering iron and good desoldring wick with a small bottle of liquid flux. When doing repairs at work (in a previous jobs) a microscope (with built in lamp) made the job easier on some of the fine pitch components. Another idea is to find an electronics surplus store and find a busted board from some old device (it dont really matter what it is) to practice on before working on your 8bit.

3945. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 02:29:34 UTC
From: llpwhite@cs.com
Message-ID: <20020815222934.04902.00000906@mb-ca.news.cs.com>
Source record: 28265

I found an article with this mod reprinted in Z-Mag #190. The Z-Mags are archived in several places, but if anyone needs the article, let me know and I'll be happy to email it. This is not a difficult mod, and I have added it successfully to two 1050's.

There is also a mod to add a switch to change the drive number in Z-Mag #128. Perhaps not quite as useful, but still quite handy at times.

Larry

3946. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 03:03:52 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5c6c86_1@nopics.sjc>
Source record: 28266

Yes - the CF cards retain their data without batteries. I was thinking of loading from the CF card to an internal ramdisk in the computer that is battery - backed.

You could use the CF as a normal hard drive, but that takes an internal or PBI upgrade. If you do that, you could just use a real HDD and/or an LS-120 (for removable media storage). The cartridge idea is cool because it would work on any machine with no modifications - even a stock 400 (you would have to bypass the cartridge cover interlock).

One nice thing about CF storage is that it draws very little current and can be powered by the host machine.

Thanks for your input - we bounce this around and something really great may pop out!

Bob

"Paul Barker" <pbarker@ntlworld.com> wrote in message
news:m7V69.2431$Vu3.102910@newsfep2-gui...
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d5bfd88_3@nopics.sjc...
> > In what form? How would you use these cards? The reason I ask is that
you
> > could plug them in your cartridge port - but then what? You read a bunch
> of
> > data into memory? And...? The only thing I can think to use them for is
to
> > load a battery-backed up ramdisk. You could dump 512K into your machine
>
> Why would it need to be battery backed ? My CF cards in my iPaq PDA and
> Digital camera don't loose their data when you eject them.
>
> If you got the reader interface right could you not just use it like a
hard
> disk partiton ? You could have a reader and as many 16Mb cards as you
liked
> (16Mb card costs about 15 / 20 UK£).
>
> Cheaper and much less prone to damage than floppies or a black box HDD
> combo.
>
> By the way I'm no electronics expert - just a hobyist so I could be
talking

> hot air and this could be impossible.
>
> Just me two penneth ...
>
> Paul
>
>

3947. My Site and Google

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 13:16:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajitv5$f17$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28267

Howdy folks

Since I told Google where to find my site, traffic seems to have increased enormously. Anybody know how/if I can check if this is:

- Google checking for changes
- Idiots looking for email addresses
- Atari users interested in my site
- Next of kin, who are entering their own last name in search engines
- People that are looking for whatever on the net that are accidently guided to my site. (like they wanna know more about blackboxes used on aeroplanes and pointed to my BlackBox page.)

(I can use a Guestbook, but since I never sign one on other peoples site......)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

3948. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 13:32:40 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajiutq$ft0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28268

Howdy Bob

> What attracts you to the SIO2IDE interface?

The fact that it uses the SIO bus. Which means I can use it on all my computers, even the XEGS. And with the Automatic 2 computer Interface (check out my site to learn more about that one http://www-users.rwth-aachen.de/mathy.van_nisselroy click on 'some stuff I collected' and scroll down almost to the bottom.) I can use it on 2 computers at once.

CU Mathy van Nisselroy

3949. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 14:31:04 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <I0879.6333$I6.519674@newsread1.prod.itd.earthlink.net>
Source record: 28270

I did mine also years ago from a short instruction file found on a
BBS. No longer have the file, but have the drive and it was very
simple and straight forward. Will open the 1050 and attempt to
decipher what we did.

--
Ron

http://www.atariland.com/members/oldatarian

> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> I remember seeing an article somewhere about adding a switch to
> disable the write protect feature of the 1050 drive - avoiding having
> to notch the opposite side of a disk in order to use it. I remember
> doing it years ago.
> Anybody have any info on where I might find this?
>
> Andy

3950. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 14:41:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Ua879.6359$I6.520990@newsread1.prod.itd.earthlink.net>
Source record: 28271

What is the accepted range for that Z-128 drive # mod? I might be interested
in more about it.

--
Ron

http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020815222934.04902.00000906@mb-ca.news.cs.com...
>
> I found an article with this mod reprinted in Z-Mag #190. The Z-Mags are
> archived in several places, but if anyone needs the article, let me know
and
> I'll be happy to email it. This is not a difficult mod, and I have added
it
> successfully to two 1050's.
>
> There is also a mod to add a switch to change the drive number in Z-Mag
#128.
> Perhaps not quite as useful, but still quite handy at times.
>
> Larry

3951. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 15:59:55 UTC
From: llpwhite@cs.com
Message-ID: <20020816115955.24805.00000760@mb-ft.news.cs.com>
Source record: 28272

> What is the accepted range for that Z-128 drive # mod? I might be interested in more about it. <

As written, it says D1, D2, or D3.

Larry

3952. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 16:32:46 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ajj9hj$5uv$1@news.chatlink.com>
Source record: 28273

I think Jindroush is the resident expert on cart dumping. You probably should check out his site. He has close to 400 cart dumps so far. He made a pass-thru cart (like the R-Time8), and some software that pretty much will dump anything:

Atari Cartridge Dumping Project:
http://www2.asw.cz/~kubecj/acartdp.htm

dumping device:
http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg

3953. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 16:39:27 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ajj9u4$689$1@news.chatlink.com>
Source record: 28274

Someone recently posted that the new NumeN (http://numen.scene.pl/) demo wouldn't run on an NTSC machine with a PAL antic. Any ideas about why this would be? Perhaps the machine in question didn't have the "Nir-Pal" OS mod?

>. .then you run all PAL games on NTSC atari computer
>
> nir

3954. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 17:01:20 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ajjb76$7be$1@news.chatlink.com>
Source record: 28275

by "Nir-Pal" OS mod, I mean changing the PAL flag at $C386 to 1 to make the
OS think you have a PAL GTIA too.

"Dan Vernon" <newsgroups@retrobits.net> wrote in message
news:ajj9u4$689$1@news.chatlink.com...
> Someone recently posted that the new NumeN (http://numen.scene.pl/) demo
> wouldn't run on an NTSC machine with a PAL antic. Any ideas about why
this
> would be? Perhaps the machine in question didn't have the "Nir-Pal" OS
mod?
>
> >. .then you run all PAL games on NTSC atari computer
> >
> > nir
>
>

3955. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 18:30:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D5D44AC.DE5CD216@students.uni-mainz.de>
Source record: 28276

Well,
didn`t IBM produce harddisks that are small like "matchlights" or
matchlight boxes ?!? Are these IDE or SCSI harddisks ?!? Think they are
available in megabytes and a few gigabytes (a)300-800 MB and b) 1 or 2
GB). Just what one needs for the small atari: a small harddisk with less
than 2 GB. But I am not sure if these harddisks will work with any of
the Atari harddisk interfaces floating around... -Andreas.

P.S. Bob, why not try a standard tape recorder instead (600 Baud) ?!?
hahaha...

Bob Woolley schrieb:
>
> 80GB??
>
> Yes - actually, I don't have much use for 80GB either (lets see..... from my
> 1050 at 1KB per second... 80 million seconds.... not counting swapping
> disks.... ummm, 22,222 hours.... ahhh, 31 months.... almost three years
> just to load it!
>
> But, if you want to use a new HDD instead of some old clunker, you will only
> find the really big ones for sale. And, if you want to explore CDROMs and
> such, you need 16 bits. My favorite is the LS-120 drive since it will read
> floppies and removable HDD media.
>
> Although the 80GB drives still work in CHS mode.... at 2.1GB or so.
>
> The Compact Flash cards are getting really cheap. Like $30 for 16MB. We
> could use them probably. Even 128MB is only $70. There are lots of
> possibilities.
>
> Bob
>
> "Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message
> news:cgu69.181298$s8.3414670@twister.tampabay.rr.com...
> > I to have been keeping my eye on those ide interfaces for sometime now.
> > First there easy to build and cheap (only 3 chip) and some small parts.
> But
> > I dont like the idea of putting it on the slowest Atari port (SIO) and to
> > top it off running Mydos only with no ultra speed. (tape speed) to me.
> > But my god what are you going to do with 80 gigs on the 8bit? I ran a
> BBS
> > for 11 years and it grew from just a floppie setup to 500 megs and at that
> > point it can get messy trying to keep all the partitions in order on the
> > black box. However Im still interested in you new interface :) darn

> with
> > that much space I can run a 8bit server on the internet.
> > Please keep us posted!
> >
> > -Atari8man-
> >
> >
> >
> > "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> > news:3d59a904$1_1@nopics.sjc...
> > > You cannot access more than a 4GB drive (or, is it 8GB??) in CHS mode.
> If
> > > you get bigger than that, you must use LBA mode. LBA mode requires a 16
> > bit
> > > interface to implement (which is why I'm working on a 16 bit version -
> so
> > I
> > > can use my 80GB drives...). CHS works with 8 bits.
> > >
> > > There are Master/Slave/Cable Select pins on many drives.
> > >
> > > Seagate makes drives with 1.2million hour MTBF - I vote for them!!!
> > >
> > > There is no way to test a drive. A common failure is to scramble your
> data
> > > every 60 days or so.... You want to run a test for 60 days? The tests
> that
> > > are available will tell you if a drive is bad, but no way to tell if it
> is
> > > good. If it is important, buy a new drive every 3 years. If it isn't,
> > cross
> > > your fingers.
> > >
> > > What attracts you to the SIO2IDE interface?
> > >
> > > Bob
> > >
> > >
> > > "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> > > message news:ajb0kraft1@nets3.rz.RWTH-Aachen.DE...
> > > > Howdy folks
> > > >
> > > > I've been looking at IDE harddrives (I'm starting to like the SIO2IDE
> > > > interface more and more. Check out http://www.atari.cuprum.com.pl/)
> > > > and have come up with some questions:
> > > >
> > > > - What's the difference between CHS and LBA mode?
> > > > (advantages/disadvantages?)
> > > > - What's the small 3 pin connector for that most have next to the IDE
> > and

> > > > power connectors?
> > > > - Are Quantum and Seagate still the brands to look for? Are there
> > > 'better'
> > > > and 'worse' brands?
> > > > - Is there an easy way to test if a disk is OK? (I've found two
> > shoeboxes
> > > > of IDE drives at the local recycling show, but haven't bought anythign
> > > since
> > > > I can't test anything yet)
> > > >
> > > > CU Mathy van Nisselroy
> > > >
> > > >
> > > > --
> > > > ---
> > > > My old email address has ceased to exist, please use my new address.
> > > > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
> > neue
> > > > Adresse.
> > > > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
> > nieuwe
> > > > adres.
> > > > mathy.van_nisselroy@post.rwth-aachen.de
> > > > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> > > >
> > > >
> > >
> > >
> > >
> >
> >

3956. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 18:34:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D5D45BE.13F85B97@students.uni-mainz.de>
Source record: 28277

Well,
think I have a Happy tool in my collection which at least emulates a)
the US Doubler and b) another drive (Duplicator? Archiver ? don`t know!)
Unfortunately I do not have a Happy drive and the program merely works
on a Happy (it immediately searches for a Happy drive)...
-Andreas.

Nir schrieb:
>
> Hi Andrew..
>
> i also tried with the US Duplicator and got the same result... the
> Duplicator works similar to the happy drive..
>
> anyway.. the .atr are in your way..
>
> p.s. do you have the instruction for the 1meg newel upgrade?

3957. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 19:55:05 UTC
From: sam_5_5_5_0@yahoo.com
Message-ID: <afd7bec5.0208161155.32c52854@posting.google.com>
Source record: 28278

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<Odx69.1904$LO1.160879@newsread2.prod.itd.earthlink.net>...

> They are standard 6520 PIA ports<Port A I think>. IIRC Atari added
> additional series resistors and some other stuff maybe to reduce RFI.
>
> The 6520 port just has a passive pullup resistor on chip that ties to the +5
> V. With the protection circuitry you will be lucky to get .3 mamp. They will
> sink a lot more current, but then the protection circuitry has something
> like 220-880 Ohm resistance so you will never be able to sink more then a
> mamp or three.
>
> They will drive CMOS directly and if you either use a transistors like
> 3906/3904 with a hfe of 40 or greater you can drive a small relay.

Can the ground and +5 drive a chip directly, or should I connect it to
the external power supply (as the end result will be driving relays,
there will be an external power supply.)

3958. Re: My Site and Google

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 20:06:42 UTC
From: Matthias Reichl <usenet-20020816@hias.horus.com>
Message-ID: <slrnalqn01.1hv.usenet-20020816@camel.hias.horus.com>
Source record: 28279

Hi Mathy!

On Fri, 16 Aug 2002 15:16:20 +0200, Mathy van Nisselroy wrote:
> Since I told Google where to find my site, traffic seems to have increased
> enormously. Anybody know how/if I can check if this is:
>
> - Google checking for changes
> - Idiots looking for email addresses
> - Atari users interested in my site
> - Next of kin, who are entering their own last name in search engines
> - People that are looking for whatever on the net that are accidently guided
> to my site. (like they wanna know more about blackboxes used on aeroplanes
> and pointed to my BlackBox page.)

Technically, that's quite easy: just analyze the logs of the webserver.
More precisely: look at the referrer URL.

For example:
AAA.BBB.CCC.DDD - - [14/Aug/2002:10:18:00 +0200] "GET /~hias/atari/ HTTP/1.0" 200 3468
"http://www.abbuc.de/cgi4/index.html" "Mozilla/4.0 (compatible; MSIE 5.5; Windows 95)"

-> this tells me someone reached my page from the ABBUC page.

AAA.BBB.CCC.DDD - - [13/Aug/2002:17:05:29 +0200] "GET /~hias/atari/ HTTP/1.0" 200 3468
"http://www.google.com.pl/search?q=writeatr&ie=UTF-8&oe=UTF-8&hl=pl" "Mozilla/4.0
(compatible; MSIE 5.5; Windows 98; Win 9x 4.90)"

-> Someone reached my webpage when searching for "writeatr" with google.

BTW: I replaced the originating IP-addresses with AAA.BBB.CCC.DDD

If you want to learn more about how to analyze logfiles, just search
the web, there are lots of fine documents about this topic.

Your main problem will be how to get the log file. Unless you are
running the webserver by yourself, you'll have to contact your
ISP or webhoster. Their polices vary widely. Some will allow you
to download the full (access- and error-) logs, some won't give
you any access at all...

so long & good luck,

Hias

3959. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 22:41:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dcf79.6639$LO1.559678@newsread2.prod.itd.earthlink.net>
Source record: 28280

Andy;
I opened my 1050 (invert, remove 4 screws on bottom plus 2 in front bezel, upright, lift rear of case top half and jiggle forward such that bezel separates from bottom half and remains with top) to reveal the write protect mod from about 1985.

All connections are made to the front one of 5 connectors along the left rear of circuit board marked J11. I cannot see the screen printing on my board, but a schematic found online indicates pin 1 of J11 is to the rear. All of the wires from J11 are white resulting in some slight uncertainty concerning the two connections to RB and LT. Logic and wire lengths seem to indicate they should be as depicted, but anything is possible and LT - RB could be easily reversed to achieve functionality.

Components are an LED (mine blinks red) and a double pole mini switch with three positions and center off. Is that a triple throw DPTT? Connections were made with 20-24 gage wire and some shrink tubing; allow about 30cm for each of six main leads.

The LED is mounted near upper left corner of front bezel with the switch below it centered on the left side of the bezel where the clearance is maximum, the body is about 13x13x13mm plus the terminals and the toggle. The layout is as follows and this may render slightly better in a mono spaced font such as Notepad:

The key is Left, Right, Top, Center and Bottom.
```
--------
LT | o o | RT
LC | o o | RC
LB | o o | RB
--------
```

Add a lead to J11 rear pin 1 maintaining current connection and join this lead to the LED long lead. Break the connection to J11 2nd from rear pin 2. Connect pin 2 to the RC right center terminal and the wire cut from pin 2 to RB right bottom terminal.

Add a lead to J11 2nd from front pin 3 maintaining current circuit and join it to LB left bottom treminal. Break the connections to J11 front pin 4 and connect pin 4 to LC left center terminal; connect the wire cut from pin 4 to LT left top terminal.

Finaally join the LED short lead to TR top right terminal, double check connections and reassemble. I used a twist tie in the upper left vent holes to hold leads and preclude pinching by screw stands and internal mechanisms during assembly and then slipped it out gently.

This mod presents three settings for your convenience and peace of mind.
Centered is PROTECT mode where you cannot write to any disk even if it is
notched. Down is the standard NORMAL mode for writing to notched media only.
Up is the new UNIVERSAL WRITE mode for writing to the back of a disk or to
media with a tab covering the write-protect notch. The LED warns you of the
dangers of this setting!

Hope this was what you wanted; if I can locate that original article, it
will go up on my site. Btw, I thought early Analog had an 810 mod which
might be similar and could explain circuitry enough to verify the pin 2 and
pin 4 uncertainty, but I did not locate it; perhaps it was Compute!...

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> I remember seeing an article somewhere about adding a switch to disable
the
> write protect feature of the 1050 drive - avoiding having to notch the
> opposite side of a disk in order to use it. I remember doing it years ago.
> Anybody have any info on where I might find this?
>
> Andy

3960. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 22:45:35 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <jgf79.6647$LO1.560136@newsread2.prod.itd.earthlink.net>
Source record: 28281

What is the difference in it and the existing D1 to D4 switch? I thought
maybe it allowed up to D8...

--
Ron

http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020816115955.24805.00000760@mb-ft.news.cs.com...
> > What is the accepted range for that Z-128 drive # mod? I might be
interested
> in more about it. <
>
> As written, it says D1, D2, or D3.
>
> Larry
>
>
>

3961. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 22:58:31 UTC
From: david_p@istop.com
Message-ID: <926CC8AF8davidpistopcom@205.189.152.45>
Source record: 28282

For parts, check oout www.myatari.com (B&C Computervisions) and www.best-electronics-ca.com (Best Electronics).

Both stock SIO and cart parts.

David P.

3962. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-16 23:16:37 UTC
From: Matthias Reichl <usenet-20020817@hias.horus.com>
Message-ID: <slrnalr26h.202.usenet-20020817@camel.hias.horus.com>
Source record: 28283

Hi!

On Fri, 16 Aug 2002 20:30:04 +0200, Andreas Magenheimer wrote:
> Well,
> didn`t IBM produce harddisks that are small like "matchlights" or
> matchlight boxes ?!?

Yes, I think you mean the IBM Microdrive. You can find some more
information at the IBM webpage: http://www.storage.ibm.com/hdd/micro/

> Are these IDE or SCSI harddisks ?!?

They are IDE, and usually come as compact flash (CF) cards. A CF
card is basically an IDE device, just with a smaller connector.
So if you are crazy enough, you could even solder the wires of an
IDE cable directly to the CF card - I wouldn't recommend it, but
it is possible :-)

> Think they are
> available in megabytes and a few gigabytes (a)300-800 MB and b) 1 or 2
> GB).

I haven't seen the 2GB drive yet (although IIRC it was announced some
time ago). The 1GB drive currently costs approx. 300-400 EUR.
Not too cheap for a harddrive, but IMHO affordable if you really
want a small storage device.

> Just what one needs for the small atari: a small harddisk with less
> than 2 GB.

If you really need a small device, and price doesn't matter: ACK

Otherwise: you can get an old 1GB 2.5" harddrive for (almost) free
- eg. from an old, broken laptop. Even new 2.5" drives are far
cheaper than the microdrive (10GB cost ~100-120 EUR).

so long,

Hias

3963. XF551 3.5 Inch

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 00:05:08 UTC
From: Brett Latchford <brett@rogers.com>
Message-ID: <Uqg79.12497$sa1.3933@news01.bloor.is.net.cable.rogers.com>
Source record: 28284

Well i just got this magical wondrous device, and i have a few questions, since it came with no documentation. Where else to turn but comp.sys.atari.8bit? Anyway here goes, disks format fine with SpartaDos X, but not so good with MyDos 4.53/4 I only am getting 708 free sectors, or atleast that's what it is reporting, is that accurate or does MyDos not support 3.5 inch drives and densities? Just curious.....

3964. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 01:14:58 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5da47e$1_2@nopics.sjc>
Source record: 28285

You wouldn't want to solder to your CF card - they make little adaptors that do the job - costs about $20 at SiliconKit.com.

I got one and plugged the CF card into my 1200XL - worked great! Reads about 125 sectors per second. Writing is a little tougher since the CF controller has to execute a routine to replace the array data. If you string together too many writes, you have to wait a bit. I haven't figured out how many sectors you can write, but it is more than you'll do on your Atari unless you're sector copying another HDD.

A 64MB CF card costs about $30...

Bob

"Matthias Reichl" <usenet-20020817@hias.horus.com> wrote in message news:slrnalr26h.202.usenet-20020817@camel.hias.horus.com...
> Hi!
>
> On Fri, 16 Aug 2002 20:30:04 +0200, Andreas Magenheimer wrote:
> > Well,
> > didn`t IBM produce harddisks that are small like "matchlights" or
> > matchlight boxes ?!?
>
> Yes, I think you mean the IBM Microdrive. You can find some more
> information at the IBM webpage: http://www.storage.ibm.com/hdd/micro/
>
> > Are these IDE or SCSI harddisks ?!?
>
> They are IDE, and usually come as compact flash (CF) cards. A CF
> card is basically an IDE device, just with a smaller connector.
> So if you are crazy enough, you could even solder the wires of an
> IDE cable directly to the CF card - I wouldn't recommend it, but
> it is possible :-)
>
> > Think they are
> > available in megabytes and a few gigabytes (a)300-800 MB and b) 1 or 2
> > GB).
>
> I haven't seen the 2GB drive yet (although IIRC it was announced some
> time ago). The 1GB drive currently costs approx. 300-400 EUR.
> Not too cheap for a harddrive, but IMHO affordable if you really
> want a small storage device.
>
> > Just what one needs for the small atari: a small harddisk with less
> > than 2 GB.

>
> If you really need a small device, and price doesn't matter: ACK
>
> Otherwise: you can get an old 1GB 2.5" harddrive for (almost) free
> - eg. from an old, broken laptop. Even new 2.5" drives are far
> cheaper than the microdrive (10GB cost ~100-120 EUR).
>
> so long,
>
> Hias

3965. Re: XF551 3.5 Inch

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 01:17:43 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5da523$1_2@nopics.sjc>
Source record: 28286

Did you configure the drive with the "O" command before you formatted the disk (80tracks, double - sided)? Also, set DD with the "P" command. This should give you 2880 sectors...

Bob

"Brett Latchford" <brett@rogers.com> wrote in message news:Uqg79.12497$sa1.3933@news01.bloor.is.net.cable.rogers.com...
> Well i just got this magical wondrous device, and i have a few questions,
> since it came with no documentation. Where else to turn but
> comp.sys.atari.8bit? Anyway here goes, disks format fine with SpartaDos X,
> but not so good with MyDos 4.53/4 I only am getting 708 free sectors, or
> atleast that's what it is reporting, is that accurate or does MyDos not
> support 3.5 inch drives and densities? Just curious.....
>
>

3966. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 02:22:54 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <2si79.27312$m91.1697161@bin5.nnrp.aus1.giganews.com>
Source record: 28287

Hi Dan. Thanks for responding. I've been to his site and there's a lot of good stuff there. However, the questions I have aren't answered there. He hasn't responded to any of my emails...

Andy

"Dan Vernon" <newsgroups@retrobits.net> wrote in message news:ajj9hj$5uv$1@news.chatlink.com...
> I think Jindroush is the resident expert on cart dumping. You probably
> should check out his site. He has close to 400 cart dumps so far. He made
> a pass-thru cart (like the R-Time8), and some software that pretty much will
> dump anything:
>
> Atari Cartridge Dumping Project:
> http://www2.asw.cz/~kubecj/acartdp.htm
>
> dumping device:
> http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg
>
>

3967. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 02:32:58 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <tBi79.181103$6Z1.8356043@bin6.nnrp.aus1.giganews.com>
Source record: 28288

Thanks for the info and for opening up your drive for me...

Andy

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:dcf79.6639$LO1.559678@newsread2.prod.itd.earthlink.net...
> Andy;
> I opened my 1050 (invert, remove 4 screws on bottom plus 2 in front bezel,
> upright, lift rear of case top half and jiggle forward such that bezel
> separates from bottom half and remains with top) to reveal the write
protect
> mod from about 1985.
>
> All connections are made to the front one of 5 connectors along the left
> rear of circuit board marked J11. I cannot see the screen printing on my
> board, but a schematic found online indicates pin 1 of J11 is to the rear.
> All of the wires from J11 are white resulting in some slight uncertainty
> concerning the two connections to RB and LT. Logic and wire lengths seem
to
> indicate they should be as depicted, but anything is possible and LT - RB
> could be easily reversed to achieve functionality.
>
> Components are an LED (mine blinks red) and a double pole mini switch with
> three positions and center off. Is that a triple throw DPTT? Connections
> were made with 20-24 gage wire and some shrink tubing; allow about 30cm
for
> each of six main leads.
>
> The LED is mounted near upper left corner of front bezel with the switch
> below it centered on the left side of the bezel where the clearance is
> maximum, the body is about 13x13x13mm plus the terminals and the toggle.
The
> layout is as follows and this may render slightly better in a mono spaced
> font such as Notepad:
>
> The key is Left, Right, Top, Center and Bottom.
> --------
> LT | o o | RT
> LC | o o | RC
> LB | o o | RB
> --------
>
> Add a lead to J11 rear pin 1 maintaining current connection and join this
> lead to the LED long lead. Break the connection to J11 2nd from rear pin
2.

> Connect pin 2 to the RC right center terminal and the wire cut from pin 2
to
> RB right bottom terminal.
>
> Add a lead to J11 2nd from front pin 3 maintaining current circuit and
join
> it to LB left bottom treminal. Break the connections to J11 front pin 4
and
> connect pin 4 to LC left center terminal; connect the wire cut from pin 4
to
> LT left top terminal.
>
> Finaally join the LED short lead to TR top right terminal, double check
> connections and reassemble. I used a twist tie in the upper left vent
holes
> to hold leads and preclude pinching by screw stands and internal
mechanisms
> during assembly and then slipped it out gently.
>
> This mod presents three settings for your convenience and peace of mind.
> Centered is PROTECT mode where you cannot write to any disk even if it is
> notched. Down is the standard NORMAL mode for writing to notched media
only.
> Up is the new UNIVERSAL WRITE mode for writing to the back of a disk or to
> media with a tab covering the write-protect notch. The LED warns you of
the
> dangers of this setting!
>
> Hope this was what you wanted; if I can locate that original article, it
> will go up on my site. Btw, I thought early Analog had an 810 mod which
> might be similar and could explain circuitry enough to verify the pin 2
and
> pin 4 uncertainty, but I did not locate it; perhaps it was Compute!...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> > I remember seeing an article somewhere about adding a switch to disable
> the
> > write protect feature of the 1050 drive - avoiding having to notch the
> > opposite side of a disk in order to use it. I remember doing it years
ago.
> > Anybody have any info on where I might find this?
> >
> > Andy
>

>
>
>
>

3968. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 04:37:17 UTC
From: llpwhite@cs.com
Message-ID: <20020817003717.20694.00000767@mb-fb.news.cs.com>
Source record: 28289

> What is the difference in it and the existing D1 to D4 switch? I thought maybe it allowed up to D8...<

The difference is that with this selector switch, you can flip the switch (presumably installed on the front of the drive) if/when you need to change the drive number. It is just a matter of increased convenience.
Larry

3969. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 07:21:46 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208162321.7efd7c8b@posting.google.com>
Source record: 28290

Excellent, Ron, thanks. The switch would be a double pole, double throw
(DPDT) and if it had three postitions with center off then CO is one
way of putting that or on-off-on is another.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<dcf79.6639$LO1.559678@newsread2.prod.itd.earthlink.net>...
> Andy;
> I opened my 1050 (invert, remove 4 screws on bottom plus 2 in front bezel,
> upright, lift rear of case top half and jiggle forward such that bezel
> separates from bottom half and remains with top) to reveal the write protect
> mod from about 1985.
>
> All connections are made to the front one of 5 connectors along the left
> rear of circuit board marked J11. I cannot see the screen printing on my
> board, but a schematic found online indicates pin 1 of J11 is to the rear.
> All of the wires from J11 are white resulting in some slight uncertainty
> concerning the two connections to RB and LT. Logic and wire lengths seem to
> indicate they should be as depicted, but anything is possible and LT - RB
> could be easily reversed to achieve functionality.
>
> Components are an LED (mine blinks red) and a double pole mini switch with
> three positions and center off. Is that a triple throw DPTT? Connections
> were made with 20-24 gage wire and some shrink tubing; allow about 30cm for
> each of six main leads.
>
> The LED is mounted near upper left corner of front bezel with the switch
> below it centered on the left side of the bezel where the clearance is
> maximum, the body is about 13x13x13mm plus the terminals and the toggle. The
> layout is as follows and this may render slightly better in a mono spaced
> font such as Notepad:
>
> The key is Left, Right, Top, Center and Bottom.
> --------
> LT | o o | RT
> LC | o o | RC
> LB | o o | RB
> --------
>
> Add a lead to J11 rear pin 1 maintaining current connection and join this
> lead to the LED long lead. Break the connection to J11 2nd from rear pin 2.
> Connect pin 2 to the RC right center terminal and the wire cut from pin 2 to
> RB right bottom terminal.
>
> Add a lead to J11 2nd from front pin 3 maintaining current circuit and join

> it to LB left bottom treminal. Break the connections to J11 front pin 4 and
> connect pin 4 to LC left center terminal; connect the wire cut from pin 4 to
> LT left top terminal.
>
> Finaally join the LED short lead to TR top right terminal, double check
> connections and reassemble. I used a twist tie in the upper left vent holes
> to hold leads and preclude pinching by screw stands and internal mechanisms
> during assembly and then slipped it out gently.
>
> This mod presents three settings for your convenience and peace of mind.
> Centered is PROTECT mode where you cannot write to any disk even if it is
> notched. Down is the standard NORMAL mode for writing to notched media only.
> Up is the new UNIVERSAL WRITE mode for writing to the back of a disk or to
> media with a tab covering the write-protect notch. The LED warns you of the
> dangers of this setting!
>
> Hope this was what you wanted; if I can locate that original article, it
> will go up on my site. Btw, I thought early Analog had an 810 mod which
> might be similar and could explain circuitry enough to verify the pin 2 and
> pin 4 uncertainty, but I did not locate it; perhaps it was Compute!...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
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> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> > I remember seeing an article somewhere about adding a switch to disable
> the
> > write protect feature of the 1050 drive - avoiding having to notch the
> > opposite side of a disk in order to use it. I remember doing it years ago.
> > Anybody have any info on where I might find this?
> >
> > Andy

3970. [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 09:06:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <Kmo79.10052$lk.201503@typhoon.sonic.net>
Source record: 28291

OSNews.com interviewed me the other day [asking about how I got into developing games for Linux]. Enjoy!

http://www.osnews.com/story.php?news_id=1549

-bill!

3971. Re: My Site and Google

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 09:15:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <ruo79.10053$lk.201488@typhoon.sonic.net>
Source record: 28292

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy folks
>
> Since I told Google where to find my site, traffic seems to have increased
> enormously. Anybody know how/if I can check if this is:
>
> - Google checking for changes
> - Idiots looking for email addresses
> - Atari users interested in my site
> - Next of kin, who are entering their own last name in search engines
> - People that are looking for whatever on the net that are accidently guided
> to my site. (like they wanna know more about blackboxes used on aeroplanes
> and pointed to my BlackBox page.)
>
> (I can use a Guestbook, but since I never sign one on other peoples
> site......)
>

HTTP Referrer information is captured by most webservers, so you can
see what the last page they were on before they hit your site.

With search engines, this often includes info. about what they were
searching for.

e.g., if they go to:

www.some_search_engine.com

and type in "atari" and search, they may end up at the results page:

www.some_search_enginge.com/search.cgi?keywords=ATARI

and if they go to your website from the result page, that URL will be
in the 'HTTP referer' part of their request.

Say the page on your site they hit was: www.mathy.org/atari_stuff/junk/,
the entry in your weblogs would include both:

/atari_stuff/junk/ [the page that was accessed], and:
www.some_search_enginge.com/search.cgi?keywords=ATARI

... the referring page. (It'll also include extra junk like their IP
address or domain, what browser & version they were using, etc.)

Many web log analyzers do all the hard work for you, and can actually
show you a list of what search engine keywords were used to hit your
site (to the best of the analyzer's knowledge...):

Google: atari 123 hits
nisselroy 46 hits

Yahoo: atari 41 hits
nisselroy 74 hits
blackbox 5 hits

...and so forth.

Good luck!

-bill!

3972. Re: My Site and Google

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 09:16:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <uvo79.10054$lk.201546@typhoon.sonic.net>
Source record: 28293

Matthias Reichl <usenet-20020816@hias.horus.com> wrote:
>
> Your main problem will be how to get the log file. Unless you are
> running the webserver by yourself, you'll have to contact your
> ISP or webhoster. Their polices vary widely. Some will allow you
> to download the full (access- and error-) logs, some won't give
> you any access at all...
>
> so long & good luck,

And some have web analysis done for you already, so you just go to
a special URL, or log in to some HTTPS server and poke around your
account tools.

-bill!

3973. Re: SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 10:52:08 UTC
From: Matthias Reichl <usenet-20020817@hias.horus.com>
Message-ID: <slrnalsaup.7q9.usenet-20020817@camel.hias.horus.com>
Source record: 28294

On Fri, 16 Aug 2002 18:14:58 -0700, Bob Woolley wrote:
> You wouldn't want to solder to your CF card - they make little adaptors that
> do the job - costs about $20 at SiliconKit.com.

Argh... That's correct. Actually, I wrote a paragraph about adapters,
but I managed to delete it prior to posting my message. Well, that's
the risk of using vi late in the evening when you are a tired :-)

BTW: I haven't yet looked at the adaptors from SiliconKit.com, but
there are lots of different adaptors available: CF to 2.5" IDE,
CF to 3.5" IDE, small ones (basically just the two connectors),
and larger ones (that'll fit in a 3.5" bay as a direct
replacement for a standard harddisk).

so long,

Hias

I hope I didn't accidentally delete some text again :-)

3974. Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 11:53:31 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208170353.50daedc6@posting.google.com>
Source record: 28295

I'm thinking about building a power supply for my ataris.

I have several reasons for wanting to do this. The main idea, though, is to have a single power supply with a number of fairly short cables coming from a single supply. Not quite as messy.

My plan was to do the floppies and the computers.

Basically, I'd power up to 1-130XEs and 2-1050s.

I'd just like to verify that I'm not going to blow anything up.

From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A and for the 1050s, I need 9v @ 2A x 2.

Is this correct?

My concern is the power supply for the hard drives. Both drives would be coming off the same source. I actually can't afford to pull 2A off of both drives at once. In fact, even without the computer, I'd be close to the maximum that the transformer can handle with both drives pulling 2A.

My guess is that the Atari supplies carried extra juice just in case.

My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this going to cut it or am I pushing it too hard?

Thanks.

Pete

3975. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 14:04:12 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <wJs79.188602$6Z1.8667076@bin6.nnrp.aus1.giganews.com>
Source record: 28296

Well, he finally responded. Basically told me to get lost...

Andy

"Dan Vernon" <newsgroups@retrobits.net> wrote in message
news:ajj9hj$5uv$1@news.chatlink.com...
> I think Jindroush is the resident expert on cart dumping. You probably
> should check out his site. He has close to 400 cart dumps so far. He
made
> a pass-thru cart (like the R-Time8), and some software that pretty much
will
> dump anything:
>
> Atari Cartridge Dumping Project:
> http://www2.asw.cz/~kubecj/acartdp.htm
>
> dumping device:
> http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg
>
>

3976. Re: [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 15:06:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d5e6679$0$1431$272ea4a1@news.execpc.com>
Source record: 28197

Nice interview.
The only thing I miss from having Linux partition on
my PC is 'Koules'. I like those 'negative gravity'
games. There was a good one on the ST called
'Rejection'. These games are sorta like air hockey
in reverse, the objects repel each other instead of
bounce. You tried 'Koules' Bill?
Russg

3977. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:01:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dru79.8906$LO1.695632@newsread2.prod.itd.earthlink.net>
Source record: 28198

"Sam" <sam_5_5_5_0@yahoo.com> wrote in message
news:afd7bec5.0208161155.32c52854@posting.google.com...
> "richard cortese" <ricortes@earthlink.net> wrote in message
news:<Odx69.1904$LO1.160879@newsread2.prod.itd.earthlink.net>...
<snip>
> > They will drive CMOS directly and if you either use a transistors like
> > 3906/3904 with a hfe of 40 or greater you can drive a small relay.
>
> Can the ground and +5 drive a chip directly, or should I connect it to
> the external power supply (as the end result will be driving relays,
> there will be an external power supply.)

Yes. The reccomended maximum current you can draw off the +5V line is .2
amps. If you pick some of the micro relays their coil resistance is ~80 Ohms
I think => they draw about 60 mamp each. You could probably draw a lot more
but the problem you will run into is the Atari power supplies themselves
barely supply enough current to run the computer w/o burning up.

The simplist design you could use would be a PNP<3906 type> transistor
driven directly by the port pin. The 220 Ohm resistor that Bob mentioned
will limit base current. You can just wire the collector/emitter in series
with the relay's coil and the coil resistance should limit current through
the transistor to safe levels.

You may get some glitches with voltage spikes from the relay coil crashing
the computer on switching. The solution was simple for me, just switched
which side of the coil the transistor was wired to. Can't remember if it
ended up being on the ground side or 5V side.

3978. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:02:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5e747d$1_7@nopics.sjc>
Source record: 28199

You need to be very careful here...

The nice thing about separate supplies is that each unit has a transformer isolated power source. With the devices interconnected, you are wiring them all together at some point - which is OK if you're isolated. It may not be if you're all common on one supply. You could get some serious fireworks under some failure circumstances, or just nasty ground loops.

12.6 volts AC is way too much power for the Atari. The 1050 is on the point of meltdown at 9 volts - 12.6 will kill you.

Bob

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208170353.50daedc6@posting.google.com...
> I'm thinking about building a power supply for my ataris.
>
> I have several reasons for wanting to do this. The main idea, though,
> is to have a single power supply with a number of fairly short cables
> coming from a single supply. Not quite as messy.
>
> My plan was to do the floppies and the computers.
>
> Basically, I'd power up to 1-130XEs and 2-1050s.
>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.
>
> Is this correct?
>
> My concern is the power supply for the hard drives. Both drives would
> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
>

> Pete

3979. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:02:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5e769a_1@nopics.sjc>
Source record: 28200

You need to be very careful here...

The nice thing about separate supplies is that each unit has a transformer isolated power source. With the devices interconnected, you are wiring them all together at some point - which is OK if you're isolated. It may not be if you're all common on one supply. You could get some serious fireworks under some failure circumstances, or just nasty ground loops.

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> Basically, I'd power up to 1-130XEs and 2-1050s.
>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.
>
> Is this correct?
>
> My concern is the power supply for the hard drives. Both drives would
> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
>

> Pete

3980. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:02:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5e79b0$1_4@nopics.sjc>
Source record: 28202

You need to be very careful here...

The nice thing about separate supplies is that each unit has a transformer isolated power source. With the devices interconnected, you are wiring them all together at some point - which is OK if you're isolated. It may not be if you're all common on one supply. You could get some serious fireworks under some failure circumstances, or just nasty ground loops.

12.6 volts AC is way too much power for the Atari. The 1050 is on the point of meltdown at 9 volts - 12.6 will kill you.

Bob

"P. Davis" <pdavis68@hotmail.com> wrote in message
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>
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>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.
>
> Is this correct?
>
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> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
>

> Pete

3981. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:02:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5ee7d0$1_7@nopics.sjc>
Source record: 28206

You need to be very careful here...

The nice thing about separate supplies is that each unit has a transformer isolated power source. With the devices interconnected, you are wiring them all together at some point - which is OK if you're isolated. It may not be if you're all common on one supply. You could get some serious fireworks under some failure circumstances, or just nasty ground loops.

12.6 volts AC is way too much power for the Atari. The 1050 is on the point of meltdown at 9 volts - 12.6 will kill you.

Bob

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208170353.50daedc6@posting.google.com...
> I'm thinking about building a power supply for my ataris.
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> I have several reasons for wanting to do this. The main idea, though,
> is to have a single power supply with a number of fairly short cables
> coming from a single supply. Not quite as messy.
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> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
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>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
>

> Pete

3982. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:11:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5e77c9$1_1@nopics.sjc>
Source record: 28201

Yeah, well....

You know, one way to do what you want is to just alter the cartridge selection hardware such that you can control cartridge access. Re-wire the RD4 and RD5 lines from the cartridge itself to PB2 and PB3 on the 6520 PIA chip. Then you can boot with "no cartridge", load your dump software, and turn on the cartridge to access the data. All you really need is to be able to take control at boot time.

I use old, wasted 600XLs for cartridge parts and such. You could use the whole machine in this case.

Bob

"Andy Grey" <adgrey@comcast.net> wrote in message
news:wJs79.188602$6Z1.8667076@bin6.nnrp.aus1.giganews.com...
> Well, he finally responded. Basically told me to get lost...
>
> Andy
>
>
> "Dan Vernon" <newsgroups@retrobits.net> wrote in message
> news:ajj9hj$5uv$1@news.chatlink.com...
> > I think Jindroush is the resident expert on cart dumping. You probably
> > should check out his site. He has close to 400 cart dumps so far. He
> made
> > a pass-thru cart (like the R-Time8), and some software that pretty much
> will
> > dump anything:
> >
> > Atari Cartridge Dumping Project:
> > http://www2.asw.cz/~kubecj/acartdp.htm
> >
> > dumping device:
> > http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg
> >
> >
>
>

3983. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:11:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5e7add$1_4@nopics.sjc>
Source record: 28203

Yeah, well....

You know, one way to do what you want is to just alter the cartridge selection hardware such that you can control cartridge access. Re-wire the RD4 and RD5 lines from the cartridge itself to PB2 and PB3 on the 6520 PIA chip. Then you can boot with "no cartridge", load your dump software, and turn on the cartridge to access the data. All you really need is to be able to take control at boot time.

I use old, wasted 600XLs for cartridge parts and such. You could use the whole machine in this case.

Bob

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news:wJs79.188602$6Z1.8667076@bin6.nnrp.aus1.giganews.com...
> Well, he finally responded. Basically told me to get lost...
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> "Dan Vernon" <newsgroups@retrobits.net> wrote in message
> news:ajj9hj$5uv$1@news.chatlink.com...
> > I think Jindroush is the resident expert on cart dumping. You probably
> > should check out his site. He has close to 400 cart dumps so far. He
> made
> > a pass-thru cart (like the R-Time8), and some software that pretty much
> will
> > dump anything:
> >
> > Atari Cartridge Dumping Project:
> > http://www2.asw.cz/~kubecj/acartdp.htm
> >
> > dumping device:
> > http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg
> >
> >
>
>

3984. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 16:11:25 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5ee7d1_7@nopics.sjc>
Source record: 28207

Yeah, well....

You know, one way to do what you want is to just alter the cartridge selection hardware such that you can control cartridge access. Re-wire the RD4 and RD5 lines from the cartridge itself to PB2 and PB3 on the 6520 PIA chip. Then you can boot with "no cartridge", load your dump software, and turn on the cartridge to access the data. All you really need is to be able to take control at boot time.

I use old, wasted 600XLs for cartridge parts and such. You could use the whole machine in this case.

Bob

"Andy Grey" <adgrey@comcast.net> wrote in message
news:wJs79.188602$6Z1.8667076@bin6.nnrp.aus1.giganews.com...
> Well, he finally responded. Basically told me to get lost...
>
> Andy
>
>
> "Dan Vernon" <newsgroups@retrobits.net> wrote in message
> news:ajj9hj$5uv$1@news.chatlink.com...
> > I think Jindroush is the resident expert on cart dumping. You probably
> > should check out his site. He has close to 400 cart dumps so far. He
> made
> > a pass-thru cart (like the R-Time8), and some software that pretty much
> will
> > dump anything:
> >
> > Atari Cartridge Dumping Project:
> > http://www2.asw.cz/~kubecj/acartdp.htm
> >
> > dumping device:
> > http://www2.asw.cz/~kubecj/data/acarts/hackopen.jpg
> >
> >
>
>

3985. Re: [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-17 17:34:19 UTC
From: bill@newbreedsoftware.com
Message-ID: <vOv79.10137$lk.203717@typhoon.sonic.net>
Source record: 28205

Russ Gilbert <russg@en.com> wrote:
> Nice interview.

Thanks ;) I suck as a writer, so it's always difficult for me to not
come out sounding real, like.. uh.. dumb and junk?

;)

> You tried 'Koules' Bill?

No... Sounds interesting, though. :)

-bill!

3986. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 01:09:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <VsC79.9736$I6.800985@newsread1.prod.itd.earthlink.net>
Source record: 28208

The 130XE takes 5 V DC and the 1050s need 9 V AC; I am not certain exactly how many amps they pull. I plan on using an old AT power supply for that 5 V DC when the stock one finally goes. I have seen plans on one of the OHAUG disks to build 9 V AC transformers from one side of an 18 V unit; don't know if the Shack still stocks these or not.

--
Ron

http://www.atariland.com/members/oldatarian

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208170353.50daedc6@posting.google.com...
> I'm thinking about building a power supply for my ataris.
>
> I have several reasons for wanting to do this. The main idea, though,
> is to have a single power supply with a number of fairly short cables
> coming from a single supply. Not quite as messy.
>
> My plan was to do the floppies and the computers.
>
> Basically, I'd power up to 1-130XEs and 2-1050s.
>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.
>
> Is this correct?
>
> My concern is the power supply for the hard drives. Both drives would
> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
> Pete

3987. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 02:22:43 UTC
From: sam_5_5_5_0@yahoo.com
Message-ID: <afd7bec5.0208171822.7ae1a91b@posting.google.com>
Source record: 28209

> A friend
> of mine
> had a thermometer hooked up to his hanging outside his window, so that you
> could see the outside temperature from his BBS.
>
> Dan Ackerman
> aka baldrick

How do the analog ports work? As far as I can tell, they measure
resistance from ground to the input. If this is true, it may be
helpfull...

3988. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 02:26:27 UTC
From: sam_5_5_5_0@yahoo.com
Message-ID: <afd7bec5.0208171826.49d6fe91@posting.google.com>
Source record: 28210

>
> Yes. The reccomended maximum current you can draw off the +5V line is .2
> amps. If you pick some of the micro relays their coil resistance is ~80 Ohms
> I think => they draw about 60 mamp each. You could probably draw a lot more
> but the problem you will run into is the Atari power supplies themselves
> barely supply enough current to run the computer w/o burning up.
>
> The simplist design you could use would be a PNP<3906 type> transistor
> driven directly by the port pin. The 220 Ohm resistor that Bob mentioned
> will limit base current. You can just wire the collector/emitter in series
> with the relay's coil and the coil resistance should limit current through
> the transistor to safe levels.
>
> You may get some glitches with voltage spikes from the relay coil crashing
> the computer on switching. The solution was simple for me, just switched
> which side of the coil the transistor was wired to. Can't remember if it
> ended up being on the ground side or 5V side.

What if I need more than one relay? Should I use more than one
tranistor?
(Don't worry about the Atari powering the relays themselves, I know
for a fact I will need an external power supply.)

3989. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 03:40:39 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208171940.5b0bf0b7@posting.google.com>
Source record: 28211

pdavis68@hotmail.com (P. Davis) wrote in message
news:<8e43b66c.0208170353.50daedc6@posting.google.com>...
> I'm thinking about building a power supply for my ataris.
>
> I have several reasons for wanting to do this. The main idea, though,
> is to have a single power supply with a number of fairly short cables
> coming from a single supply. Not quite as messy.
>
> My plan was to do the floppies and the computers.
>
> Basically, I'd power up to 1-130XEs and 2-1050s.
>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.
>
> Is this correct?
>
> My concern is the power supply for the hard drives. Both drives would
> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>
> Thanks.
>
> Pete

No, 12 volts DC will not power a 1050 as it was designed to use a 9 volt
AC power supply. The 1050 utilizes what are called voltage doublers in
its power rectifier circuits that effectively doubles the 9 volts to 18.
But I can't recommend that you use 18 volts DC either - I would leave
well enough alone as far as the disk drive power supplies go.
Ground loops could get very dicey, as Bob pointed out. Atari went to
great measures to avoid that possiblitily by using AC isolated power
supplies for the disk drives, why ruin a good thing?

3990. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 05:05:43 UTC
From: Fox-1
Message-ID: <bjv79.47810$48.5246339@zwoll1.home.nl>
Source record: 28204

"LLpwhite" wrote

> There is also a mod to add a switch to change the drive number in Z-Mag #128.
> Perhaps not quite as useful, but still quite handy at times.

Changing drives-numbers can be very useful for those who have their 1050's upgraded with a Speedy D / DS mod. This upgrade has a
built-in DOS on EPROM that will boot when no disk is inserted. There are several versions of the Speedy. The standard one has
BiBo-Dos built-in, while the Turbo-Speedy has Turbo-Dos built in. Since you can only boot from "D1:", changing the devicenumber
comes in handy (redirecting the drive in modified o.s' or black-box will not work)

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

3991. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 11:02:16 UTC
From: Matthias Reichl <usenet-20020818@hias.horus.com>
Message-ID: <slrnaluvtk.193.usenet-20020818@camel.hias.horus.com>
Source record: 28212

Hi!

On Sat, 17 Aug 2002 09:11:25 -0700, Bob Woolley wrote:
> You know, one way to do what you want is to just alter the cartridge
> selection hardware such that you can control cartridge access. Re-wire the
> RD4 and RD5 lines from the cartridge itself to PB2 and PB3 on the 6520 PIA
> chip. Then you can boot with "no cartridge", load your dump software, and
> turn on the cartridge to access the data. All you really need is to be able
> to take control at boot time.

That's a nice idea!

In 1986 the german "Happy Computer" magazine published a special issue
about Atari 8bit computers ("1. Atari Sonderheft") containing a very
interesting project: a cartridge experimenting system.

That was basically a circuit consisting of 16k RAM chips, a cartridge
slot, several TTL ICs and a lot of switches. This circuit was plugged
into the cartridge slot of an Atari and could do almost everything
one wanted at this time:

* it could emulate 8k, 16k, and 16k bankswitched carts
* you could disable/enable the circuit at every time
* you could switch between the circuit's RAM and an plugged-in cart
* you could put the RAM of the circuit into read-only-mode
* etc....

So it was a very nice device if you wanted to create your own carts,
copy carts (dump the cart to file and later load it into the
circuit's RAM) and all that stuff. Back then I used it for several
experiments and it helped me a lot understanding some of the
concepts (eg. "diagnostic" carts vs. "normal" carts).

If you are interested, contact me by email. I could then search for
the article and scan it. But beware, the description is in
german... (at least, the circuit diagram should be obvious)

so long,

Hias

3992. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 13:02:12 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208180502.180af4e4@posting.google.com>
Source record: 28213

Bob,

I think there's a little misunderstanding. I'm running the 12.6 volts through voltage regulators. Several LM7805s (5V @ 1A) in parallel and several LM7809s (9V @ 1A) in parallel to handle the amperage required.

I'm building in short-circuit and reversed-voltage protection and will have a fuse to handle excessive amperage.

While I expect a bit of heat dissipation because of the voltage difference on the 5V, I've got heatsinks and a fan to minimize the problem.

Pete

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:<3d5e747d$1_7@nopics.sjc>...
> You need to be very careful here...
>
> The nice thing about separate supplies is that each unit has a transformer
> isolated power source. With the devices interconnected, you are wiring them
> all together at some point - which is OK if you're isolated. It may not be
> if you're all common on one supply. You could get some serious fireworks
> under some failure circumstances, or just nasty ground loops.
>
> 12.6 volts AC is way too much power for the Atari. The 1050 is on the point
> of meltdown at 9 volts - 12.6 will kill you.
>
> Bob
>
>
> "P. Davis" <pdavis68@hotmail.com> wrote in message
> news:8e43b66c.0208170353.50daedc6@posting.google.com...
> > I'm thinking about building a power supply for my ataris.
> >
> > I have several reasons for wanting to do this. The main idea, though,
> > is to have a single power supply with a number of fairly short cables
> > coming from a single supply. Not quite as messy.
> >
> > My plan was to do the floppies and the computers.
> >
> > Basically, I'd power up to 1-130XEs and 2-1050s.
> >
> > I'd just like to verify that I'm not going to blow anything up.
> >

> > From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> > and for the 1050s, I need 9v @ 2A x 2.
> >
> > Is this correct?
> >
> > My concern is the power supply for the hard drives. Both drives would
> > be coming off the same source. I actually can't afford to pull 2A off
> > of both drives at once. In fact, even without the computer, I'd be
> > close to the maximum that the transformer can handle with both drives
> > pulling 2A.
> >
> > My guess is that the Atari supplies carried extra juice just in case.
> >
> > My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> > going to cut it or am I pushing it too hard?
> >
> > Thanks.
> >
> > Pete

3993. MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 13:09:04 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208180509.34d2c11a@posting.google.com>
Source record: 28214

Does anyone know where I can find documentation on the MyDOS disk formats? Particularly, the higher density formats.

I'm writing a Windows-based ATR editor. I want to have drag and drop from the Explorer and the ability to open multiple ATR files and drag and drop between them as well.

My first concern is with the MyDOS layout, but I'd also like to know the SpartaDOS format for larger disks for later development as well.

I've created a 65535 sector ATR file with MyDOS and found the VTOC begins at sector 651 and the directory at sector 717.

For Atari DOS, the VTOC is at sector 360 and the directory begins at 361.

Thanks for any help anyone can provide.

Pete

3994. Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 13:33:09 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com>
Source record: 28215

Hi,

My Atari 800 appears to require a warm up period before the screen is recognizable. First the screen is severely distorted diagonally, the after 20-30 seconds becomes readable but still fritzed horizontally:

http://www.digitalironworks.com/screen1.jpg

That picture is after the computer has been off for 30 seconds or so and turned back on. It's worse initially but the picture is representative of the type of problem. It eventually settles down into a stable picture.

What is failing on my machine and what can I do about it?

Thanks,

Paul

3995. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 14:27:30 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m38z341bu5.fsf@europa.pienet>
Source record: 28217

pdavis68@hotmail.com (P. Davis) writes:

> I'm thinking about building a power supply for my ataris.
>
> I have several reasons for wanting to do this. The main idea, though,
> is to have a single power supply with a number of fairly short cables
> coming from a single supply. Not quite as messy.
>
> My plan was to do the floppies and the computers.
>
> Basically, I'd power up to 1-130XEs and 2-1050s.
>
> I'd just like to verify that I'm not going to blow anything up.
>
> From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> and for the 1050s, I need 9v @ 2A x 2.

I belive the 1050's require an AC supply.

>
> Is this correct?
>
> My concern is the power supply for the hard drives. Both drives would
> be coming off the same source. I actually can't afford to pull 2A off
> of both drives at once. In fact, even without the computer, I'd be
> close to the maximum that the transformer can handle with both drives
> pulling 2A.
>
> My guess is that the Atari supplies carried extra juice just in case.
>
> My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> going to cut it or am I pushing it too hard?
>

For the 1050's, I think you'd be better off putting a couple 9V
transformers in parallel (being careful to get the polarity matched
for both the primary and secondary). Jameco has reasonable units.

You could probably tap off the paralleled transformers for your 7805.
Power supply design is very tricky but it looks deceptively simple.
Be careful...

Gregm

3996. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 16:48:00 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <4dQ79.10772$I6.913946@newsread1.prod.itd.earthlink.net>
Source record: 28218

"Sam" <sam_5_5_5_0@yahoo.com> wrote in message
news:afd7bec5.0208171826.49d6fe91@posting.google.com...
> >
> > Yes. The reccomended maximum current you can draw off the +5V line is .2
> > amps. If you pick some of the micro relays their coil resistance is ~80
Ohms
> > I think => they draw about 60 mamp each. You could probably draw a lot
more
> > but the problem you will run into is the Atari power supplies themselves
> > barely supply enough current to run the computer w/o burning up.
> >
> > The simplist design you could use would be a PNP<3906 type> transistor
> > driven directly by the port pin. The 220 Ohm resistor that Bob mentioned
> > will limit base current. You can just wire the collector/emitter in
series
> > with the relay's coil and the coil resistance should limit current
through
> > the transistor to safe levels.
> >
> > You may get some glitches with voltage spikes from the relay coil
crashing
> > the computer on switching. The solution was simple for me, just switched
> > which side of the coil the transistor was wired to. Can't remember if it
> > ended up being on the ground side or 5V side.
>
> What if I need more than one relay? Should I use more than one
> tranistor?

I had a couple of boards that I used for fooling around. One used two small
relays, a MC3040 triac driver I thought; there is a similar circuit here I
found that uses a 3041 so my memory may be failing
http://www.discolitez.com/images/triaccircuit.gif and I had some simple
thermisters and a light sensors wired to the analog ports.

The most you are going to be able to use off a joystick port is 4 outputs, 2
analog inputs, and a on-off type switch.

For the transistor it will depend on the relay you use. The small signal
transistors that the port can power can't really drive a lot of load. The
alternative is to go with a power darlington with a hfe of
400-1000<guessimate> or one of the VMOS type transistors. I think I used
something like a TIP31 driven directly by a CMOS chip to drive a solenoid on
a digital combination lock I made.

The analog<from your other post> ports just measure time for a capacitor to charge through a resistance to a logic level 1. It is fairly easy to get stuff on scale with them but you may not have the full 7 bits of resolution. Just use a ~100k Ohm trim pot in series with your detector with 5V supplied to it. Even the Radio Shack ~7k thermistors work well for gross measurements.

I fooled around with some other projects I got out of an old Forrest Mimm's<sp?> article in an electronics magazine. Kind of simple, just solder wires to two pennies and place some conductive foam in between them. As the foam gets compressed the conductance increases so you have a 2 strain gauge.

3997. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 19:03:08 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5ff059$1_5@nopics.sjc>
Source record: 28220

The horizontal sync is screwed up - either because ANTIC is losing his place
or,,,, ,,,,ANTIC is losing his place... :>)

Try a new ANTIC.

Bob

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com...
> Hi,
>
> My Atari 800 appears to require a warm up period before the screen is
> recognizable. First the screen is severely distorted diagonally, the
after
> 20-30 seconds becomes readable but still fritzed horizontally:
>
> http://www.digitalironworks.com/screen1.jpg
>
> That picture is after the computer has been off for 30 seconds or so and
> turned back on. It's worse initially but the picture is representative of
> the type of problem. It eventually settles down into a stable picture.
>
> What is failing on my machine and what can I do about it?
>
> Thanks,
>
> Paul
>
>
>
>

3998. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 19:17:57 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d5ff3d2_2@nopics.sjc>
Source record: 28221

You have to power the 1050 with AC voltage unless you want to go inside and solder stuff. It takes 9 volts AC, no more.

If you are going to do something like this, try the high current adjustable regulators. I seem to recall T03 devices up to 5 amps. LM323K? I disremember.

You could build a 60HZ square-wave switcher to run the 1050s.... Or, actually, an even higher frequency may work better on the voltage doubler in there. Send in 9 volts peak-to-peak instead of RMS and it will even help the 1050's heat problems.....

You sure you want to do this? I have considered building a multi-port supply using all my old dead (the fuse blows inside them usually) Atari supplies. Just yank out the transformer and mount a bunch of them in a case with fuses and such. But, one transformer per cable....

Bob

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208180502.180af4e4@posting.google.com...
> Bob,
>
> I think there's a little misunderstanding. I'm running the 12.6
> volts through voltage regulators. Several LM7805s (5V @ 1A) in
> parallel and several LM7809s (9V @ 1A) in parallel to handle the
> amperage required.
>
> I'm building in short-circuit and reversed-voltage protection and
> will have a fuse to handle excessive amperage.
>
> While I expect a bit of heat dissipation because of the voltage
> difference on the 5V, I've got heatsinks and a fan to minimize the
> problem.
>
> Pete
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:<3d5e747d$1_7@nopics.sjc>...
> > You need to be very careful here...
> >
> > The nice thing about separate supplies is that each unit has a
transformer
> > isolated power source. With the devices interconnected, you are wiring
them
> > all together at some point - which is OK if you're isolated. It may not

be
> > if you're all common on one supply. You could get some serious fireworks
> > under some failure circumstances, or just nasty ground loops.
> >
> > 12.6 volts AC is way too much power for the Atari. The 1050 is on the
point
> > of meltdown at 9 volts - 12.6 will kill you.
> >
> > Bob
> >
> >
> > "P. Davis" <pdavis68@hotmail.com> wrote in message
> > news:8e43b66c.0208170353.50daedc6@posting.google.com...
> > > I'm thinking about building a power supply for my ataris.
> > >
> > > I have several reasons for wanting to do this. The main idea, though,
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> > > coming from a single supply. Not quite as messy.
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> > > My plan was to do the floppies and the computers.
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> > > Basically, I'd power up to 1-130XEs and 2-1050s.
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> > > I'd just like to verify that I'm not going to blow anything up.
> > >
> > > From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> > > and for the 1050s, I need 9v @ 2A x 2.
> > >
> > > Is this correct?
> > >
> > > My concern is the power supply for the hard drives. Both drives would
> > > be coming off the same source. I actually can't afford to pull 2A off
> > > of both drives at once. In fact, even without the computer, I'd be
> > > close to the maximum that the transformer can handle with both drives
> > > pulling 2A.
> > >
> > > My guess is that the Atari supplies carried extra juice just in case.
> > >
> > > My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> > > going to cut it or am I pushing it too hard?
> > >
> > > Thanks.
> > >
> > > Pete

3999. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 20:38:44 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <oBT79.66500$SS.2996108@bin3.nnrp.aus1.giganews.com>
Source record: 28222

Thanks...which contacts?

Paul

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:ajoam6$i5$1@news1.xs4all.nl...
> Hi,
>
> I think your 800 has some bad contact problems. I have seen this on
several
> 800 computers.
> It also could be the power supply.
>
> TXG/MNX
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com...
> > Hi,
> >
> > My Atari 800 appears to require a warm up period before the screen is
> > recognizable. First the screen is severely distorted diagonally, the
> after
> > 20-30 seconds becomes readable but still fritzed horizontally:
> >
> > http://www.digitalironworks.com/screen1.jpg
> >
> > That picture is after the computer has been off for 30 seconds or so
and
> > turned back on. It's worse initially but the picture is representative
of
> > the type of problem. It eventually settles down into a stable picture.
> >
> > What is failing on my machine and what can I do about it?
> >
> > Thanks,
> >
> > Paul
> >
> >
> >
> >
>
>

4000. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 22:13:05 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <mm60mucjmn9l0ibnaon13e25r0jjme2j56@4ax.com>
Source record: 28224

On Sun, 18 Aug 2002 13:33:09 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Hi,
>
> My Atari 800 appears to require a warm up period before the screen is
>recognizable. First the screen is severely distorted diagonally, the after
>20-30 seconds becomes readable but still fritzed horizontally:
>
>http://www.digitalironworks.com/screen1.jpg

Hmmm...I can't remember how much of the 800 was socketed..

You might want to try the old 1 inch drop fix..

No, it's real :-)

Some chips get oxidation on the legs and basically don't make contact
and may be unseated in their sockets. Basically you pick up the
machine and drop it from an inch DO NOT GO MAD AND GO HIGHER!!!

That normally reseats any chips..

If you don't feel confident then don't do it but it really IS an old
trade fix :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4001. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-18 23:23:38 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajoam6$i5$1@news1.xs4all.nl>
Source record: 28216

Hi,

I think your 800 has some bad contact problems. I have seen this on several
800 computers.
It also could be the power supply.

TXG/MNX

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com...
> Hi,
>
> My Atari 800 appears to require a warm up period before the screen is
> recognizable. First the screen is severely distorted diagonally, the
after
> 20-30 seconds becomes readable but still fritzed horizontally:
>
> http://www.digitalironworks.com/screen1.jpg
>
> That picture is after the computer has been off for 30 seconds or so and
> turned back on. It's worse initially but the picture is representative of
> the type of problem. It eventually settles down into a stable picture.
>
> What is failing on my machine and what can I do about it?
>
> Thanks,
>
> Paul
>
>
>
>

4002. Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 00:27:56 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d603b60.34169122@basic.bs.webusenet.com>
Source record: 28225

tks

ron

4003. Re: [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 00:53:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d604168$0$1426$272ea4a1@news.execpc.com>
Source record: 28226

> > Nice interview.
>
> Thanks ;) I suck as a writer, so it's always difficult for me to not
> come out sounding real, like.. uh.. dumb and junk?
>
> ;)
>
Not at all.
>
> > You tried 'Koules' Bill?
>
> No... Sounds interesting, though. :)
>
Koules was by Jan Hubick. It should be in just about any Linux games
archive. A Google search for it shows it has/had a security problem of some
sort, mostly could give root access with some error or something. I guess
it accesses video hardware such that it has to have root access. As with
all GNU stuff, the source is available, I think. I'm sure I have it on some
of my Linux distribution CDs (you know the 7 CD sets for $19.99), they read
with a PC.
> -bill!

4004. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 03:44:09 UTC
From: llpwhite@cs.com
Message-ID: <20020818234409.09188.00001264@mb-ml.news.cs.com>
Source record: 28227

Thanks for the replies and suggestions. I haven't made a final decision yet, but it will either be the Xytronics 968 (console-type) or hand held, based on the info I've found thus far. Incidently, Jameco had the best prices that I found on the web.
Larry

4005. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 03:57:07 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <n0_79.67392$2p2.3258951@bin4.nnrp.aus1.giganews.com>
Source record: 28228

Thanks to all who posted their answers. I swapped in the GTIA from another 800 I picked up and that solved the problem. The chip is cheap ($5 at B&C) so I'm on my way :)

Thanks again all...

Paul

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com...
> Hi,
>
> My Atari 800 appears to require a warm up period before the screen is
> recognizable. First the screen is severely distorted diagonally, the
after
> 20-30 seconds becomes readable but still fritzed horizontally:
>
> http://www.digitalironworks.com/screen1.jpg
>
> That picture is after the computer has been off for 30 seconds or so and
> turned back on. It's worse initially but the picture is representative of
> the type of problem. It eventually settles down into a stable picture.
>
> What is failing on my machine and what can I do about it?
>
> Thanks,
>
> Paul
>
>
>
>

4006. A question of personality

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 04:08:26 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <_a_79.57939$m91.3195758@bin5.nnrp.aus1.giganews.com>
Source record: 28229

In troubleshooting a video problem I replaced the GTIA in my 800 with one from another 800 (problem solved). In doing so I noticed quite a difference in the "personality" board - the one containing the CPU - between the my 800 and the extra I have. The layout of the board from the extra computer didn't match mine...you can see the board in question here:

http://www.digitalironworks.com/per_board.jpg

It also has fewer chips than mine.

Searching around I learned that the 6502 in this board is "Sally" (CO14806), so is a 6502C. My 6502 is CO14377. I read a brief technical description of the difference but what I'm curious about is when the change was introduced to the line. Is my computer (with CO14377) an early 800 or is the computer with CO14806 a late 800? I found conflicting notes on the web so maybe someone here knows the answer.

Thanks,

Paul

4007. XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 04:09:15 UTC
From: llpwhite@cs.com
Message-ID: <20020819000915.09199.00001451@mb-ml.news.cs.com>
Source record: 28230

While doing a Google search on the XF551, I ran across a second reference to the XF551 having a 6502 (in this case 65C02) processor coupled with a 2793 FDC.

The original reference that I saw was a review in Antic -- probably about 1988. I have never seen a 551 with a 6502. But until a couple of years ago, I had never seen a Rana with a 6502 -- and then I got one. So I can't rule it out. Likewise, IIRC, the 2793 does not support double-side operation (2797 does), so unless Atari was prototyping a SS version of the 551, a 2793 wouldn't work. According to the info released, the forerunner of the 551 was a 3-1/2" version (351?), which would mean that the electronics would have to have supported the IBM-type standard drive. But then to complicate the logic, Atari supposedly had created a 3-1/2" version of the 1050, also. Anyway... has anyone ever seen a 551 with a 6502?
Larry

4008. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 05:12:54 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <pgv0muo32g1jv4jqreve7tvp560sfmfue2@4ax.com>
Source record: 28231

On 18 Aug 2002 06:09:04 -0700, pdavis68@hotmail.com (P. Davis) wrote:

>Does anyone know where I can find documentation on the MyDOS disk
>formats? Particularly, the higher density formats.
>
Wasn't the documentation included with the 4.50 version, available
on the Internet in quite a few sites?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4009. Re: [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 05:37:58 UTC
From: bill@newbreedsoftware.com
Message-ID: <Wu%79.10880$lk.225230@typhoon.sonic.net>
Source record: 28233

Russ Gilbert <russg@en.com> wrote:
> Koules was by Jan Hubick. It should be in just about any Linux games
> archive. A Google search for it shows it has/had a security problem of some
> sort, mostly could give root access with some error or something. I guess
> it accesses video hardware such that it has to have root access. As with
> all GNU stuff, the source is available, I think. I'm sure I have it on some
> of my Linux distribution CDs (you know the 7 CD sets for $19.99), they read
> with a PC.

Debian seemed to have already installed it for me. :)

I'm being confused by it as I write this. :)

What's the.. uh.. objective?

-bill!

4010. Re: Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 06:42:53 UTC
From: Adam <nobody@important.com>
Message-ID: <Xns926F1BA28F109nobodyimportantcom@167.206.3.2>
Source record: 28234

Tortin <tom@med.com> wrote in news:Xns926718E3B9B25tommedcom@216.168.3.40:

> Adam <nobody@important.com> wrote in
> news:Xns9267945254F7nobodyimportantcom@167.206.3.2:
>
>> http://www.gilligames.com/Space_Horse/TheGame.asp
>>
>
> you can always use a NES emu for the xbox and play MULE over the internet
>

First of all, the NES version of MULE sucks. Secondly, Space Horse is for the PC, not XBOX, and its the best MULE you ever played! Seriously worth every penny.

4011. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 06:50:14 UTC
From: Fox-1
Message-ID: <SRR79.52724$48.5998975@zwoll1.home.nl>
Source record: 28219

"P. Davis" wrote

> While I expect a bit of heat dissipation because of the voltage
> difference on the 5V, I've got heatsinks and a fan to minimize the
> problem.

It would be a better idea to drive some 2N3055's (get the RCA brand) or alike with an LM regulator. They can handle more power and
better cooled.

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

4012. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 07:11:00 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d601b76$0$45623$e4fe514c@dreader3.news.xs4all.nl>
Source record: 28223

```
Hi,

The chips that are inside. When they are in a socket.
Just try to clean the ANTIC/GTIA chips when it doesn't work try to exchange
them like Bob wrote.

TXG/MNX
"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:oBT79.66500$SS.2996108@bin3.nnrp.aus1.giganews.com...
> Thanks...which contacts?
>
> Paul
>
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:ajoam6$i5$1@news1.xs4all.nl...
> > Hi,
> >
> > I think your 800 has some bad contact problems. I have seen this on
> several
> > 800 computers.
> > It also could be the power supply.
> >
> > TXG/MNX
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:pmN79.56147$2p2.2753631@bin4.nnrp.aus1.giganews.com...
> > > Hi,
> > >
> > > My Atari 800 appears to require a warm up period before the screen
is
> > > recognizable. First the screen is severely distorted diagonally, the
> > after
> > > 20-30 seconds becomes readable but still fritzed horizontally:
> > >
> > > http://www.digitalironworks.com/screen1.jpg
> > >
> > > That picture is after the computer has been off for 30 seconds or so
> and
> > > turned back on. It's worse initially but the picture is
representative
> of
> > > the type of problem. It eventually settles down into a stable
picture.
> > >
```

> > > What is failing on my machine and what can I do about it?
> > >
> > > Thanks,
> > >
> > > Paul
> > >
> > >
> > >
> > >
> >
> >
>
>

4013. Re: Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 07:36:39 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <be189.216620$6Z1.10103345@bin6.nnrp.aus1.giganews.com>
Source record: 28235

> First of all, the NES version of MULE sucks. Secondly, Space Horse is for
> the PC, not XBOX, and its the best MULE you ever played! Seriously worth
> every penny.

Ok Todd. We get the point...

4014. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 08:36:11 UTC
From: dlicht@ccc.at
Message-ID: <3d60abea.4000242@news.chello.at>
Source record: 28236

On 17 Aug 2002 04:53:31 -0700, pdavis68@hotmail.com (P. Davis) wrote:

>I'm thinking about building a power supply for my ataris.
>
>I have several reasons for wanting to do this. The main idea, though,
>is to have a single power supply with a number of fairly short cables
>coming from a single supply. Not quite as messy.
>
>My plan was to do the floppies and the computers.

Take a look at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Hardware/hard.html
or (all in German) the original page at http://www.abbuc-raf.de/

With a Servus from Vienna

Dieter Lichtenegger

4015. Re: Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 09:06:05 UTC
From: switchblade <xxx@nospam.com>
Message-ID: <0y289.56444$hv6.550356@news.easynews.com>
Source record: 28237

"Adam" <nobody@important.com> wrote in message
news:Xns926F1BA28F109nobodyimportantcom@167.206.3.2...
> Tortin <tom@med.com> wrote in news:Xns926718E3B9B25tommedcom@216.168.3.40:
>
> > Adam <nobody@important.com> wrote in
> > news:Xns9267945254F7nobodyimportantcom@167.206.3.2:
> >
> >> http://www.gilligames.com/Space_Horse/TheGame.asp
> >>
> >
> > you can always use a NES emu for the xbox and play MULE over the
internet
> >
>
> First of all, the NES version of MULE sucks. Secondly, Space Horse is for
> the PC, not XBOX, and its the best MULE you ever played! Seriously worth
> every penny.

I disagree, SpaceHorse is not anywhere as good as the original Atari/C64. It
seems to have lost all the fun bits!

4016. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 10:29:10 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208190229.697314b1@posting.google.com>
Source record: 28238

pdavis68@hotmail.com (P. Davis) wrote in message
news:<8e43b66c.0208180509.34d2c11a@posting.google.com>...
> Does anyone know where I can find documentation on the MyDOS disk
> formats? Particularly, the higher density formats.
>
> I'm writing a Windows-based ATR editor. I want to have drag and drop
> from the Explorer and the ability to open multiple ATR files and drag
> and drop between them as well.
>
> My first concern is with the MyDOS layout, but I'd also like to know
> the SpartaDOS format for larger disks for later development as well.
>
> I've created a 65535 sector ATR file with MyDOS and found the VTOC
> begins at sector 651 and the directory at sector 717.
>
> For Atari DOS, the VTOC is at sector 360 and the directory begins at
> 361.
>
> Thanks for any help anyone can provide.
>
> Pete

I'd sure love to know which MyDOS you were using and the emulator or
hard drive system that resulted in your finding the directory at
sector 717. Perhaps you were looking at a subdirectory? MyDOS should
always build its main directory at sector 361 thru 368 and then the
VTOC starts at 360 and goes down as far as it needs to to record all
available sectors on the disk or drive formatted. The first byte of
sector 360 also contains the number of VTOC sectors -1, the next two
bytes are free sector count at format, and the next two bytes contain
the current free sector count.

I suspect you made an error somewhere, somehow. At least try it again
to see if you can replicate your current disk as it is faulty by MyDOS
standards and any disk or drive that I have seen using either a large
ramdisk and BUG65 to look at that or a good double density disk editor
on my Black Box looking at a real 16 meg partiton.

Please see Mathy's MyDOS page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/

4017. Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 10:44:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208190340090.2278-100000@shell1.aracnet.com>
Source record: 28239
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly half-over! Times getting short. So submit your entry, while you have time!

http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!

Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm announcing a Contest! Whoever can write the best Submission for the "Why you should buy Atari from Bravo Sierra Contest!" My Customers are living examples of why to buy from Bravo Sierra! More satisfied Customers & the number keeps growing! Submissions judged on persuasiveness. Originality would be nice but not required. Personal testimonials preferred! Please include your real name (No aliases without your real name!) and where your from. Please submit your entry by Thursday, August 15th. Contest will last 6 weeks, but could last longer should I deem necessary. Prize for the most persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can come from any Country! All entries become the property of Bravo Sierra Computers! Please E-Mail all entries to atari@aracnet.com plus results will be shown at the HotLink Below!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4018. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 10:46:55 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208190344260.2278-100000@shell1.aracnet.com>
Source record: 28240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4019. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 11:15:23 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1029755724.61661@pikachu.atari-source.com>
Source record: 28241
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/whybuyben.htm Well, the contest is nearly
> half-over! Times getting short. So submit your entry, while you have time!
>
> http://www.aracnet.com/~atari/whatsnew.htm Incoming, incoming!
>
> Hi, I'm Ben Smith of Bravo Sierra Computers. A reseller of Used and New
> Atari 8 Bit & ST Computer Lines as well as Atari Jaguar Game systems! I'm
> announcing a Contest! Whoever can write the best Submission for the "Why
> you should buy Atari from Bravo Sierra Contest!" My Customers are living
> examples of why to buy from Bravo Sierra! More satisfied Customers & the
> number keeps growing! Submissions judged on persuasiveness. Originality
> would be nice but not required. Personal testimonials preferred! Please
> include your real name (No aliases without your real name!) and where your
> from. Please submit your entry by Thursday, August 15th. Contest will last
> 6 weeks, but could last longer should I deem necessary. Prize for the most
> persuasive entry Wins $25 U.S. Dollars in Cash or Money Order. Entries can
> come from any Country! All entries become the property of Bravo Sierra
> Computers! Please E-Mail all entries to atari@aracnet.com plus results
> will be shown at the HotLink Below!
>
> Please Direct all Replies Through E-Mail to: atari@benjamin.net or
> atari@aracnet.com. If you can't reach me at benjamin.net see my
> E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Bravo Sierra Computers has moved to a new Internet Provider
> atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software,
> Hardware/Accessories & References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari or at Ben's SubDomain at
> http://www.atari.benjamin.net Catalogs Requested by and Received Through
> E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari
> 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

ARRRgggh!?

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

4020. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 12:11:53 UTC
From: llpwhite@cs.com
Message-ID: <20020819081153.02558.00001377@mb-mh.news.cs.com>
Source record: 28242

> The XF551 uses the 8040 cpu + external ROM or 8050 cpu with internal ROM.

There was an upgrade XF-SPEEDY this replaced the 8040 CPU with a 65C02 + ROM
+ Memory. <

Interesting. I had never heard of the XF Speedy. And replacing the 8040 with
a 65C02 sounds like really "starting from scratch".
Larry

4021. Re: ROMcode extraction tool for BB needed (software)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 12:37:59 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajqor8$s11$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28243

Howdy TXG, folks

> So ask the programmer of FlashOS program if he can tell you if on which
> address block 0,1,2 etc is 'burned' in to the Flash and then you have all
> info needed.

I'll do that.

> I would like to help you out with the dissassembly.

I'ld love to do that, but unfortunately, have no time for such a big project
at the moment. But you can begin without me.....:-))

The main reason why I want to be able to read out BB code right now is that
I'ld like to be able to put it up on my site so that everybody can update
there BB ROM. (I'ld prefer it if people would all convert their BB's to
have FlashROMs, but that probably isn't gonna happen very soon)

CU Mathy van Nisselroy

4022. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 12:56:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajqpun$t51$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28244

Howdy Rene

> There was an upgrade XF-SPEEDY this replaced the 8040 CPU with a 65C02 +
ROM
> + Memory.

Tell us more. (you should know enough, you bought most of the prototypes)

CU Mathy van Nisselroy

4023. Ideas for MultiJoy and MultiLink games

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 13:34:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ajqs4t$26i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 28245

Howdy folks

I've added some ideas for MultiLink and MultiJoy games to my site. Go to the site mentioned below, click on 'Some Stuf I collected' and scroll all the way down. New ideas are welcome.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4024. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 13:45:36 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208190545.3098d6c9@posting.google.com>
Source record: 28246

Actually, I was thinking about using some power transistors to drive
the current, you're right, they will handle the current better with
less heat. I was browsing through the chapter on power supplies, of
"The Art of Electronics", and that's what made me start thinking about
it. The way I have it designed, I can always go back and add that if
the board produces too much heat.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:<SRR79.52724$48.5998975@zwoll1.home.nl>...
> "P. Davis" wrote
>
> > While I expect a bit of heat dissipation because of the voltage
> > difference on the 5V, I've got heatsinks and a fan to minimize the
> > problem.
>
>
> It would be a better idea to drive some 2N3055's (get the RCA brand) or alike with an LM
regulator. They can handle more power and
> better cooled.

4025. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 13:47:57 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208190547.2642de45@posting.google.com>
Source record: 28147

Bob,
I didn't realize the 1050s ran on 9V AC. That does change things.
Yeah, I could do a square wave generator, but that adds a lot more
complexity than I planned on, and frankly, I don't have any expience
doing AC power supplies. In fact, all the circuits I've ever built are
DC (with the exception of using a transformer and rectifier to create
DC from AC).

Oh well, that kinda sucks. Blows my whole reason for doing my own
supply.

Pete

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:<3d5ff3d2_2@nopics.sjc>...
> You have to power the 1050 with AC voltage unless you want to go inside and
> solder stuff. It takes 9 volts AC, no more.
>
> If you are going to do something like this, try the high current adjustable
> regulators. I seem to recall T03 devices up to 5 amps. LM323K? I
> disremember.
>
> You could build a 60HZ square-wave switcher to run the 1050s.... Or,
> actually, an even higher frequency may work better on the voltage doubler in
> there. Send in 9 volts peak-to-peak instead of RMS and it will even help the
> 1050's heat problems.....
>
> You sure you want to do this? I have considered building a multi-port supply
> using all my old dead (the fuse blows inside them usually) Atari supplies.
> Just yank out the transformer and mount a bunch of them in a case with fuses
> and such. But, one transformer per cable....
>
> Bob
>
> "P. Davis" <pdavis68@hotmail.com> wrote in message
> news:8e43b66c.0208180502.180af4e4@posting.google.com...
> > Bob,
> >
> > I think there's a little misunderstanding. I'm running the 12.6
> > volts through voltage regulators. Several LM7805s (5V @ 1A) in
> > parallel and several LM7809s (9V @ 1A) in parallel to handle the
> > amperage required.
> >
> > I'm building in short-circuit and reversed-voltage protection and
> > will have a fuse to handle excessive amperage.

> >
> > While I expect a bit of heat dissipation because of the voltage
> > difference on the 5V, I've got heatsinks and a fan to minimize the
> > problem.
> >
> > Pete
> >
> > "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:<3d5e747d$1_7@nopics.sjc>...
> > > You need to be very careful here...
> > >
> > > The nice thing about separate supplies is that each unit has a
> transformer
> > > isolated power source. With the devices interconnected, you are wiring
> them
> > > all together at some point - which is OK if you're isolated. It may not
> be
> > > if you're all common on one supply. You could get some serious fireworks
> > > under some failure circumstances, or just nasty ground loops.
> > >
> > > 12.6 volts AC is way too much power for the Atari. The 1050 is on the
> point
> > > of meltdown at 9 volts - 12.6 will kill you.
> > >
> > > Bob
> > >
> > >
> > > "P. Davis" <pdavis68@hotmail.com> wrote in message
> > > news:8e43b66c.0208170353.50daedc6@posting.google.com...
> > > > I'm thinking about building a power supply for my ataris.
> > > >
> > > > I have several reasons for wanting to do this. The main idea, though,
> > > > is to have a single power supply with a number of fairly short cables
> > > > coming from a single supply. Not quite as messy.
> > > >
> > > > My plan was to do the floppies and the computers.
> > > >
> > > > Basically, I'd power up to 1-130XEs and 2-1050s.
> > > >
> > > > I'd just like to verify that I'm not going to blow anything up.
> > > >
> > > > From the FAQ, it appears that all I need for the 130XEs is 5V @ 1.5A
> > > > and for the 1050s, I need 9v @ 2A x 2.
> > > >
> > > > Is this correct?
> > > >
> > > > My concern is the power supply for the hard drives. Both drives would
> > > > be coming off the same source. I actually can't afford to pull 2A off
> > > > of both drives at once. In fact, even without the computer, I'd be
> > > > close to the maximum that the transformer can handle with both drives

> > > > pulling 2A.
> > > >
> > > > My guess is that the Atari supplies carried extra juice just in case.
> > > >
> > > > My transformer is the real bottleneck. I've got a 12.6V @ 3A. Is this
> > > > going to cut it or am I pushing it too hard?
> > > >
> > > > Thanks.
> > > >
> > > > Pete

4026. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 14:19:08 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d607fcf$0$45623$e4fe514c@dreader3.news.xs4all.nl>
Source record: 28232

Hi,

This wasa mistake. Atari has even printed this info in there manual from DOS 2.5 for the XF551. These specs are from the 1050.
The XF551 uses the 8040 cpu + external ROM or 8050 cpu with internal ROM.

There was an upgrade XF-SPEEDY this replaced the 8040 CPU with a 65C02 + ROM + Memory.

TXG/MNX
"LLpwhite" <llpwhite@cs.com> wrote in message news:20020819000915.09199.00001451@mb-ml.news.cs.com...
> While doing a Google search on the XF551, I ran across a second reference to
> the XF551 having a 6502 (in this case 65C02) processor coupled with a 2793 FDC.
>
> The original reference that I saw was a review in Antic -- probably about 1988.
> I have never seen a 551 with a 6502. But until a couple of years ago, I had
> never seen a Rana with a 6502 -- and then I got one. So I can't rule it out.
> Likewise, IIRC, the 2793 does not support double-side operation (2797 does), so
> unless Atari was prototyping a SS version of the 551, a 2793 wouldn't work.
> According to the info released, the forerunner of the 551 was a 3-1/2" version
> (351?), which would mean that the electronics would have to have supported the
> IBM-type standard drive. But then to complicate the logic, Atari supposedly
> had created a 3-1/2" version of the 1050, also. Anyway... has anyone ever seen
> a 551 with a 6502?
> Larry
>
>

4027. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 14:50:05 UTC
From: Beowolfs <Beowolfs@proxima.com>
Message-ID: <5a12muo4nhisnbq9a0llie9da7pkn2lqqh@4ax.com>
Source record: 28148

I Heard the company uses a Unix program to do the duplicating for the
SA disk.

On 11 Aug 2002 14:14:45 -0700, nir@minicom.com (Nir) wrote:

>i have the super archiver and the bit writer addon.. both are working
>and they cannot copy te SA disk..
>
>i also have a happy, a speedy with ms copy 1.8 and both cannot copy
>the sa disks
>
>i also tried copyin the SA with TMOS multy drive (a polish drive) and
>same result. even ANADISK on the PC did not copy it..
>
>this is still an unfinished task for me
>
>nir

4028. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:01:20 UTC
From: Beowolfs <Beowolfs@proxima.com>
Message-ID: <eu12mugnu94acim05pj7olu4s8n1gisuk0@4ax.com>
Source record: 28149

Do you have an atr of that tool.. I have a happy drive and am willing
to give it a shot! so far, nothing I've tried has worked.

On Fri, 16 Aug 2002 20:34:38 +0200, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>think I have a Happy tool in my collection which at least emulates a)
>the US Doubler and b) another drive (Duplicator? Archiver ? don`t know!)
>Unfortunately I do not have a Happy drive and the program merely works
>on a Happy (it immediately searches for a Happy drive)...
>-Andreas.
>
>
>Nir schrieb:
>>
>> Hi Andrew..
>>
>> i also tried with the US Duplicator and got the same result... the
>> Duplicator works similar to the happy drive..
>>
>> anyway.. the .atr are in your way..
>>
>> p.s. do you have the instruction for the 1meg newel upgrade?

4029. Re: Need Help.. Super Archiver Software!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:04:59 UTC
From: Beowolfs <Beowolfs@proxima.com>
Message-ID: <o522muk57mb8ck2vn9k48jqoo8t0ede844@4ax.com>
Source record: 28150

Can I by a copy from you.. or do you have an atr of this disk I can
convert.?

On Fri, 9 Aug 2002 12:08:30 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>
>"Beowolfs" wrote
>
>> I dont mind paying for Ultracopy... is there a site that I can go to
>> and purchase it?
>
>I don't think it's available anymore. "UltraCopy" was a German commercial program, written
by (iirc) Bernard Engle (sp?). There
>were at least two versions of it. V1.0 only copies single-density disks (double?) where
V2.0 would only do Medium/Enhance density.
>I only have V2.0 myself, which supports multiple Speedy- and Happy-1050 diskdrives.

4030. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:22:33 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208190722.1a3bbb30@posting.google.com>
Source record: 28151

Paul Irvine <mclane.dellosyourfinger@btinternet.com> wrote in message
news:<mm60mucjmn9l0ibnaon13e25r0jjme2j56@4ax.com>...
> On Sun, 18 Aug 2002 13:33:09 GMT, "Paul Gifford"
> <paul.gifford@comcast.excise-this.net> wrote:
>
[SNIP]
>
> You might want to try the old 1 inch drop fix..
>
[SNIP]

Back in my old days of computer repair, we were a little more drastic,
and we called it the "Six inch diagnostic drop." It was usually a last
resort, but it's surprising how many times that fixed things. We were
dropping the components onto a carpeted floor, though, so you needed
the extra height ;-)

Pete

4031. Re: Help me diagnose my 800 video problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:49:30 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <pp42muchfao46sb4t7i7gpq8ph2v55fqdg@4ax.com>
Source record: 28153

On 19 Aug 2002 08:22:33 -0700, pdavis68@hotmail.com (P. Davis) wrote:

>Paul Irvine <mclane.dellosyourfinger@btinternet.com> wrote in message
news:<mm60mucjmn9l0ibnaon13e25r0jjme2j56@4ax.com>...
>> On Sun, 18 Aug 2002 13:33:09 GMT, "Paul Gifford"
>> <paul.gifford@comcast.excise-this.net> wrote:
>>
>[SNIP]
>>
>> You might want to try the old 1 inch drop fix..
>>
>[SNIP]
>
>Back in my old days of computer repair, we were a little more drastic,
>and we called it the "Six inch diagnostic drop." It was usually a last
>resort, but it's surprising how many times that fixed things. We were
>dropping the components onto a carpeted floor, though, so you needed
>the extra height ;-)
>
>Pete

Lol....

At least I have had it confirmed as a genuine trade fix rather than me
just wanting to trash someones machine :-)

And as you say, it does work :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4032. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:50:45 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <9t42mu8jv1mjqdjpd52h0vhp06hanr0flq@4ax.com>
Source record: 28154

On Mon, 19 Aug 2002 07:15:23 -0400, Mark Duckworth
<mduckworth@spaamnot.atari-source.com> wrote:

>ARRRgggh!?

Mark, if you don't like his ad's then why repost the whole thing
again?
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4033. Re: A question of personality

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 15:51:21 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Zt889.12663$I6.1078351@newsread1.prod.itd.earthlink.net>
Source record: 28155

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:_a_79.57939$m91.3195758@bin5.nnrp.aus1.giganews.com...
<snip>
> It also has fewer chips than mine.

Congrats. The 6502C was a redesign of the 6502B that eliminated the need for 3 chips IIRC. Sounds like you have one of the early models and I would advise you hold onto it.

The only versions have value, at least to me, beyond the 6502C versions. Rockwell 6502Cs have a tendancy to go up in smoke and they ain't making any more of them puppies. The older boards like you have let you plug in a 65C02 which cuts power consumption and gives you an expanded instruction set.

You are also supposed to be able to use a 65802 but I have never been able to find one. Closest I ever came was Apple turbo mod that used one that went up for auction and I lost.

4034. Re: [Plug] Interview with me!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 17:57:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d613178$0$1420$272ea4a1@news.execpc.com>
Source record: 28157

(What's the objective of Koules.)
Shows what kind of game I like, not too hard.
You move your man around and shove the Koules
off the board. There are really 'heavy' balls that
suck you in. I don't remember real well, it has been
so long since I played it, just remember I liked the
game, one of few I actually finished. You have to
avoid getting sucked in by the 'black holes'. Dang,
I can't remember. How about porting it to the PC?
I'd like to play it again. (I know you don't use Win.
so I guess that's out.) You have to accumulate weight
as I remember to be able to deal with the BIG BALLS.
I dunno.
Russ

4035. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 18:54:04 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208191054.246d96cb@posting.google.com>
Source record: 28158

I am running MyDOS 4.53/4 using Atari800Win.

The disk I created is 65,535 sectors (16Megs). The VTOC starts at sector 561 I believe, this is off the top of my head, I don't have the info here at work) and the main directory (not a subdirectory) starts at sector 717.

The disk has 128 byte sectors (according to the .ATR header).

The directory begins at the 91792nd byte in the file. 717 x 128 = 91,776. Add 16 bytes for the .ATR header, and you get 91792.

The .ATR file works fine with MyDOS, but obviously doesn't show anything with Atari DOS and fails with several utilities for dealing with ATR files, including one that is specifically supposed to work with MyDOS. I've sent a copy of the file to that utilty's author.

If you would like a copy of the .ATR file (it zips down to about 26k), I'll be happy to e-mail it to you for your perusal.

If you'd like to test this, create a blank disk. Run MyDOS 4.53/4

Select the "O" option. Configure as a high capacity drive with 65,535 sectors

You should be able to reproduce my results. I wrote DOS to create the directory.

Pete

melee5@my-deja.com (Lee) wrote in message news:<a57ea28d.0208190229.697314b1@posting.google.com>...
> pdavis68@hotmail.com (P. Davis) wrote in message news:<8e43b66c.0208180509.34d2c11a@posting.google.com>...
> > Does anyone know where I can find documentation on the MyDOS disk
> > formats? Particularly, the higher density formats.
> >
> > I'm writing a Windows-based ATR editor. I want to have drag and drop
> > from the Explorer and the ability to open multiple ATR files and drag
> > and drop between them as well.
> >
> > My first concern is with the MyDOS layout, but I'd also like to know
> > the SpartaDOS format for larger disks for later development as well.
> >
> > I've created a 65535 sector ATR file with MyDOS and found the VTOC
> > begins at sector 651 and the directory at sector 717.
> >

> > For Atari DOS, the VTOC is at sector 360 and the directory begins at
> > 361.
> >
> > Thanks for any help anyone can provide.
> >
> > Pete
>
> I'd sure love to know which MyDOS you were using and the emulator or
> hard drive system that resulted in your finding the directory at
> sector 717. Perhaps you were looking at a subdirectory? MyDOS should
> always build its main directory at sector 361 thru 368 and then the
> VTOC starts at 360 and goes down as far as it needs to to record all
> available sectors on the disk or drive formatted. The first byte of
> sector 360 also contains the number of VTOC sectors -1, the next two
> bytes are free sector count at format, and the next two bytes contain
> the current free sector count.
>
> I suspect you made an error somewhere, somehow. At least try it again
> to see if you can replicate your current disk as it is faulty by MyDOS
> standards and any disk or drive that I have seen using either a large
> ramdisk and BUG65 to look at that or a good double density disk editor
> on my Black Box looking at a real 16 meg partiton.
>
> Please see Mathy's MyDOS page at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/

4036. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 18:56:38 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208191056.11268295@posting.google.com>
Source record: 28159

Unfortunately, I don't speak any German. If you have something in
English, French, Spanish, or Italian, that would be great.

Pete

dlicht@ccc.at (Dieter Lichtenegger) wrote in message
news:<3d60abea.4000242@news.chello.at>...
> On 17 Aug 2002 04:53:31 -0700, pdavis68@hotmail.com (P. Davis) wrote:
>
> >I'm thinking about building a power supply for my ataris.
> >
> >I have several reasons for wanting to do this. The main idea, though,
> >is to have a single power supply with a number of fairly short cables
> >coming from a single supply. Not quite as messy.
> >
> >My plan was to do the floppies and the computers.
>
> Take a look at:
> http://www.uni-karlsruhe.de/~Marek.Tomczyk/Hardware/hard.html
> or (all in German) the original page at http://www.abbuc-raf.de/
>
> With a Servus from Vienna
>
> Dieter Lichtenegger

4037. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 19:11:01 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d6143b2_6@nopics.sjc>
Source record: 28160

Yep - sure do. Why?

Bob

<ronfucci@bellsouth.net> wrote in message
news:3d603b60.34169122@basic.bs.webusenet.com...
> tks
>
> ron
>

4038. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 19:27:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <REb89.12892$LO1.1068654@newsread2.prod.itd.earthlink.net>
Source record: 28161

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208191054.246d96cb@posting.google.com...
> I am running MyDOS 4.53/4 using Atari800Win.
>
> The disk I created is 65,535 sectors (16Megs). The VTOC starts at
> sector 561 I believe, this is off the top of my head, I don't have the
> info here at work) and the main directory (not a subdirectory) starts
> at sector 717.
>
> The disk has 128 byte sectors (according to the .ATR header).
>
> The directory begins at the 91792nd byte in the file. 717 x 128 =
> 91,776. Add 16 bytes for the .ATR header, and you get 91792.

Something is wrong here. (65,535)(128) => ~8 megs. You may want to start
over with a fresh image just in case this one has some errors in it.

4039. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 19:29:06 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d6147ef_2@nopics.sjc>
Source record: 28162

The 3.5 inch 1050 was a 1055 - saw one, but didn't buy it..... the 3.5 inch XF was an XF351 - looks like an ST drive. The manual that came with the early XF551s (DOS 2.5) claimed it had a 6502.... not hardly. Putting a 6502 in one would be a bear.

Bob

"LLpwhite" <llpwhite@cs.com> wrote in message news:20020819000915.09199.00001451@mb-ml.news.cs.com...
> While doing a Google search on the XF551, I ran across a second reference to
> the XF551 having a 6502 (in this case 65C02) processor coupled with a 2793 FDC.
>
> The original reference that I saw was a review in Antic -- probably about 1988.
> I have never seen a 551 with a 6502. But until a couple of years ago, I had
> never seen a Rana with a 6502 -- and then I got one. So I can't rule it out.
> Likewise, IIRC, the 2793 does not support double-side operation (2797 does), so
> unless Atari was prototyping a SS version of the 551, a 2793 wouldn't work.
> According to the info released, the forerunner of the 551 was a 3-1/2" version
> (351?), which would mean that the electronics would have to have supported the
> IBM-type standard drive. But then to complicate the logic, Atari supposedly
> had created a 3-1/2" version of the 1050, also. Anyway... has anyone ever seen
> a 551 with a 6502?
> Larry
>
>

4040. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 19:49:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <YYb89.13061$I6.1111709@newsread1.prod.itd.earthlink.net>
Source record: 28163

#1 that SIO cnnector is 13 pin; I once salvaged 2 jacks from a dead 1020 printer, but both plugs and jacks are not common. Try Best or B&C.

#2 unless Best or B&C have these cartridge receptors, you are down to scavenging old 400, 800, 600XL etc. units.

#3 the least amount of hardware is needed when you can disassemble the code and remove what checks for RAM by writing to cart memory as copy protection. The Cart Clone solution wired a 74LS04 thru a DPDT to toggle the RAM/ROM configuration. I inherited an 800XL with this built in rather than have a plug in cart needed. Can provide the schematic if helpful.

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:%oZ69.16866$m91.1015302@bin5.nnrp.aus1.giganews.com...
> Hello to anybody who might be interested and could help. I have, in the
past
> built a few differnt 6502 based devices consisting of 6502, various
amounts
> of static RAM, 8k EPROM (programmed with Larry Woodgeard's eprom eprom
> burner that plugs into the joystick ports) LCD displays, and 6821 I/O
chips.
> One of the projects was a printer interface that converts that screwy
Atari
> serial protocol to centronics parallel. I'm sure there are better,
simpler,
> easier ways of doing it - but just for the fun of it I intend to build a
> 6502 based device that sits on the SIO bus. The device will have 32k of
RAM
> and a female cartridge slot and will read cartridges to its on-board
memory.
> It will then transfer the dump to the computer via the SIO bus. I'll put
an
> LCD in it just for status messages. I've been visiting various atari
related
> sites people have put tohether, reading reference material like Mapping
the
> Atari, Computer System Reference Guide, etc. to bone up on cartridges. I
> wonder if anyone can answer a few questions to help me out:
>
> 1) Does anyone have any female 15 position SIO jacks for sale?
> 2) Does anyone have the female cartridge connector that's in all the

> computers complete with the plastic piece that pushes the cartridge cover
> back I could buy?
> 3) I assume that, assuming I can make it work, have transferred a cart to
> memory, I will then need a dummy cart for the computer to make it think
> there's a cart installed and the software is not actually being run from
> RAM. How do present cart dumping, running software take care of the
> possibility that the cart software will try to write a number to a cart
> location and if it can change it, and if it can, then refuse to run
because
> the area must be RAM? Once a cart has been dumped does the software have
to
> be disassembled, and then cracked to remove the RAM/ROM check?
>
> Any information or assistance anyone could render would be appreciated.
>
> Andy

4041. Quick, SAM, etc. on CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 21:17:26 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1029791977.83526.0@iapetus.uk.clara.net>
Source record: 28165

Hello All,

Sorry to bug you all again, but I'm still far off getting to the 25 copies of my new PPP/DGS CD-ROM I need to sell to cover costs. I won't post the full info here again for now, but if you want a collection of top quality Atari 8-bit commercial software on PC CD-ROM for a good price, then please visit http://www.dgs.clara.net and click the link to the PC CD-ROM. You can buy on-line using a credit card with PayPal.

Dean Garraghty

4042. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 21:38:45 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <Fzd89.81578$SS.3744300@bin3.nnrp.aus1.giganews.com>
Source record: 28166

Hi Ron, That's what I was looking for. Going through the reference material I found I can create a cartridge that plays with the rd4 and rd5 lines to make the machine think ROM is there. You agree that I would still need to hack the cart code to keep it from verifying that by attempting to change the contents of the cart area? Making the custom art doesn't cover that possibility?

Andy

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:YYb89.13061$I6.1111709@newsread1.prod.itd.earthlink.net...
> #1 that SIO cnnector is 13 pin; I once salvaged 2 jacks from a dead 1020
> printer, but both plugs and jacks are not common. Try Best or B&C.
>
> #2 unless Best or B&C have these cartridge receptors, you are down to
> scavenging old 400, 800, 600XL etc. units.
>
> #3 the least amount of hardware is needed when you can disassemble the code
> and remove what checks for RAM by writing to cart memory as copy protection.
> The Cart Clone solution wired a 74LS04 thru a DPDT to toggle the RAM/ROM
> configuration. I inherited an 800XL with this built in rather than have a
> plug in cart needed. Can provide the schematic if helpful.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:%oZ69.16866$m91.1015302@bin5.nnrp.aus1.giganews.com...
> > Hello to anybody who might be interested and could help. I have, in the
> past
> > built a few differnt 6502 based devices consisting of 6502, various
> amounts
> > of static RAM, 8k EPROM (programmed with Larry Woodgeard's eprom eprom
> > burner that plugs into the joystick ports) LCD displays, and 6821 I/O
> chips.
> > One of the projects was a printer interface that converts that screwy
> Atari
> > serial protocol to centronics parallel. I'm sure there are better,
> simpler,
> > easier ways of doing it - but just for the fun of it I intend to build a
> > 6502 based device that sits on the SIO bus. The device will have 32k of

> RAM
> > and a female cartridge slot and will read cartridges to its on-board
> memory.
> > It will then transfer the dump to the computer via the SIO bus. I'll put
> an
> > LCD in it just for status messages. I've been visiting various atari
> related
> > sites people have put tohether, reading reference material like Mapping
> the
> > Atari, Computer System Reference Guide, etc. to bone up on cartridges. I
> > wonder if anyone can answer a few questions to help me out:
> >
> > 1) Does anyone have any female 15 position SIO jacks for sale?
> > 2) Does anyone have the female cartridge connector that's in all the
> > computers complete with the plastic piece that pushes the cartridge
cover
> > back I could buy?
> > 3) I assume that, assuming I can make it work, have transferred a cart
to
> > memory, I will then need a dummy cart for the computer to make it think
> > there's a cart installed and the software is not actually being run from
> > RAM. How do present cart dumping, running software take care of the
> > possibility that the cart software will try to write a number to a cart
> > location and if it can change it, and if it can, then refuse to run
> because
> > the area must be RAM? Once a cart has been dumped does the software have
> to
> > be disassembled, and then cracked to remove the RAM/ROM check?
> >
> > Any information or assistance anyone could render would be appreciated.
> >
> > Andy
>
>
>

4043. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 21:57:13 UTC
From: Ken Siders <atari8bitREMOVE@columbus.rr.com>
Message-ID: <ZQd89.25655$ja.4208775@twister.columbus.rr.com>
Source record: 28167

"P. Davis" <pdavis68@hotmail.com> wrote in message
news:8e43b66c.0208191054.246d96cb@posting.google.com...
> I am running MyDOS 4.53/4 using Atari800Win.
>
> The disk I created is 65,535 sectors (16Megs). The VTOC starts at
> sector 561 I believe, this is off the top of my head, I don't have the
> info here at work) and the main directory (not a subdirectory) starts
> at sector 717.
>
> The disk has 128 byte sectors (according to the .ATR header).
>
> The directory begins at the 91792nd byte in the file. 717 x 128 =
> 91,776. Add 16 bytes for the .ATR header, and you get 91792.
>
> The .ATR file works fine with MyDOS, but obviously doesn't show
> anything with Atari DOS and fails with several utilities for dealing
> with ATR files, including one that is specifically supposed to work
> with MyDOS. I've sent a copy of the file to that utilty's author.

Sector 360 would start at offset 91792 on a disk with 256 byte sectors.
3*128 + (360-3)*256 + 16 = 91792.

If 128 byte sectors, the disk would only be 8 meg.

---Ken

4044. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 22:23:37 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <8qr2mu0aguo5tfha6e9ea3hklrn4kpajbq@4ax.com>
Source record: 28168
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Enough is enough!

PLONK
--
All viruses and spams are automatically removed by my ISP before
reaching my inbox. To reply, change digi.mon to tds.net
Free virus check: http://housecall.antivirus.com/housecall/start_corp.asp

4045. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-19 23:24:15 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d617dfe.12418536@basic.bs.webusenet.com>
Source record: 28169

I have the cart without instructions for DDT. Can I get a copy ? Tks

ron

On Mon, 19 Aug 2002 12:11:01 -0700, "Bob Woolley"
<ataribob@directvinternet.com> wrote:

>Yep - sure do. Why?
>
>Bob
>
><ronfucci@bellsouth.net> wrote in message
>news:3d603b60.34169122@basic.bs.webusenet.com...
>> tks
>>
>> ron
>>
>
>

4046. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 00:22:43 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1029869451.40309.2@iris.uk.clara.net>
Source record: 28179

Hi Mark & Co.

>> Bravo Sierra Computers wrote:

> ARRRgggh!?

When I started complaining about this spam ages ago everyone jumped on me in this brain damaged assholes defence!, now it don't suit so many peop's anymore they resort to complaining.

Ha-Ha!!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.381 / Virus Database: 214 - Release Date: 02/08/2002

4047. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 00:26:26 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajr2nc$1r0$1@news1.xs4all.nl>
Source record: 28152

Hi,

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ajqpun$t51$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Rene
>
> > There was an upgrade XF-SPEEDY this replaced the 8040 CPU with a 65C02 +
> ROM
> > + Memory.
>
> Tell us more. (you should know enough, you bought most of the prototypes)
>

That's write I have all prototypes that where left after KP did quit the
Atari 8-bit scene. I have build one myself but it didn't ran stable, this is
a know thing with this upgrade and also why it wasn't sold I think. But when
I can make 1 working version I would have a reference and could build maybe
some more.

But ask me if you need more info...

TXG/MNX

4048. replacement for 74HCT86 (freezer) needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 01:09:14 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <_Eg89.219932$s8.4361740@twister.tampabay.rr.com>
Source record: 28170

Hi,
Radio Shack no longer sell the 74HCT86 ic chip.
What other chip can be used for the freezer.

-Atari8man-

4049. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 05:45:39 UTC
From: Fox-1
Message-ID: <g%989.57621$48.6580366@zwoll1.home.nl>
Source record: 28156

"LLpwhite" wrote

> While doing a Google search on the XF551, I ran across a second reference to
> the XF551 having a 6502 (in this case 65C02) processor coupled with a 2793 FDC.

> Anyway... has anyone ever seen
> a 551 with a 6502?

I.i.r.c. the Speedy-XF uses a 6502, replacing the original processor, but this is a third-party upgrade, not a factory-made
peripheral...

--

Grtx, Sysop Fox-1 http://thunderdome.atari.org

Remember what the Dormouse said...

4050. Re: XF551 with 6502?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 06:17:29 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ajrn9k$au6$1@news1.xs4all.nl>
Source record: 28164

Hi,
"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:g%989.57621$48.6580366@zwoll1.home.nl...
> "LLpwhite" wrote
>
> > While doing a Google search on the XF551, I ran across a second
reference to
> > the XF551 having a 6502 (in this case 65C02) processor coupled with a
2793 FDC.
>
> > Anyway... has anyone ever seen
> > a 551 with a 6502?
>
> I.i.r.c. the Speedy-XF uses a 6502, replacing the original processor, but
this is a third-party upgrade, not a factory-made
> peripheral...

XF-Speedy was indeed a third-party upgrade like the HAPPY, SPEEDY, US
DOUBLER & SUPERMAX for the 1050...

TXG/MNX

4051. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 07:42:17 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208192342.6c5f9417@posting.google.com>
Source record: 28171

pdavis68@hotmail.com (P. Davis) wrote in message
news:<8e43b66c.0208191054.246d96cb@posting.google.com>...
> I am running MyDOS 4.53/4 using Atari800Win.
>
> The disk I created is 65,535 sectors (16Megs). The VTOC starts at
> sector 561 I believe, this is off the top of my head, I don't have the
> info here at work) and the main directory (not a subdirectory) starts
> at sector 717.
>
> The disk has 128 byte sectors (according to the .ATR header).
>
> The directory begins at the 91792nd byte in the file. 717 x 128 =
> 91,776. Add 16 bytes for the .ATR header, and you get 91792.
>
> The .ATR file works fine with MyDOS, but obviously doesn't show
> anything with Atari DOS and fails with several utilities for dealing
> with ATR files, including one that is specifically supposed to work
> with MyDOS. I've sent a copy of the file to that utilty's author.
>
> If you would like a copy of the .ATR file (it zips down to about 26k),
> I'll be happy to e-mail it to you for your perusal.
>
> If you'd like to test this, create a blank disk. Run MyDOS 4.53/4
>
> Select the "O" option. Configure as a high capacity drive with 65,535
> sectors
>
> You should be able to reproduce my results. I wrote DOS to create the
> directory.
>
> Pete
>

Thanks, Pete. As both Ken and Rick have stated, you can't have a 16 meg
image using 128 byte sectors. I would think the best way to create such
an image file would be to start with a blank file of zeros of the correct
size, then rename it .atr and then have the emulator mount it, then see
if MyDOS will format it. I'll give it a try and see if I can do it, but
I don't know if MyDOS will readily accept such a 'disk' as usually when
using a real hard drive, one would use a Format Utility to do the actual
formatting. Using the built in disk formatting routines of MyDOS often
lead to 16 meg partitions with 708 free sectors - which is a real
problem. OTOH emulators as good as they are may also have such foibles,
it might be best to see if some kind soul will email you a zipped image

already done years past?

4052. BASIC compiler in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 11:17:37 UTC
From: PeterH <s9918227@student.up.ac.za>
Message-ID: <3D622551.FFA3AABE@student.up.ac.za>
Source record: 28172

As part of my university compiler construction course, I hit upon the idea of writing a compiler for Atari 8K basic in basic. Would like to know three things, though:

1. Would this work?
2. Is there any point?
3. Where can I find a list of the ATASCII codes of all the assembly language commands and a brief description of what they do?

.Peter

4053. Re: BASIC compiler in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 13:00:10 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ajtegqcqi1@mamenchi.zrz.TU-Berlin.DE>
Source record: 28173

Hi Peter,

> As part of my university compiler construction course, I hit upon the
> idea of writing a compiler for Atari 8K basic in basic. Would like to
> know three things, though:

> 1. Would this work?

Yes, of course. In fact, there is even an Atari 8 bit basic compiler
that's written in Basic. This is the ABC "Monarch Data" compiler.

> 2. Is there any point?

Well, if this is for an university project, you could learn something,
in fact.

> 3. Where can I find a list of the ATASCII codes of all the assembly
> language commands and a brief description of what they do?

Huh, do you want to learn assembly for it? Ok, I suppose you'd need
an 6502 programming manual then, and quite some time to study it.
A good starting point would be:

http://www.6502.org/

However, I suppose it might make more sense to either generate a
p-Code (similar to what the ABC compiler does), or to generate the
assembly in text form and run it thru a compiler for the final output.

In fact, you still would have more to provide than just the compiler to
run the compiled programs: You'd need to provide some runtime library
that implements the basic commands (like PRINT or DRAWTO). Most of
this is basic Os communication, though.

So long,
Thomas

4054. Re: replacement for 74HCT86 (freezer) needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 15:06:28 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d625be0$1_5@nopics.sjc>
Source record: 28174

You can use the 74LS86 or 74HC86. That is pretty much it unless you do it with AND and OR gates.... Try Jameco or JDR Microdevices online. They both do mail-order.

Bob

"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message news:_Eg89.219932$s8.4361740@twister.tampabay.rr.com...
> Hi,
> Radio Shack no longer sell the 74HCT86 ic chip.
> What other chip can be used for the freezer.
>
> -Atari8man-
>
>

4055. PAL SYSTEMA TV BOY 2 - ANYONE HAVE INFO

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 15:12:55 UTC
From: sidjames <bone_idle_bastard@hotmail.com>
Message-ID: <u3t89.840$7d1.71710@newsfep1-gui.server.ntli.net>
Source record: 28175

anyone have a record (or know of anywhere that has one) of the 127 games which are on this handheld unit ive acquired? id like to know which game is which if possible.... tia, email-paul_e_harris@hotmail.com

4056. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 15:15:34 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d625e02$1_5@nopics.sjc>
Source record: 28176

I was afraid that you were going to ask for a copy.... this manual is bound rather than loose-leaf. Making a copy would be really, really difficult. Has anyone cut theirs apart? Dan?

Bob

<ronfucci@bellsouth.net> wrote in message news:3d617dfe.12418536@basic.bs.webusenet.com...
> I have the cart without instructions for DDT. Can I get a copy ? Tks
>
> ron
>
> On Mon, 19 Aug 2002 12:11:01 -0700, "Bob Woolley"
> <ataribob@directvinternet.com> wrote:
>
> >Yep - sure do. Why?
> >
> >Bob
> >
> ><ronfucci@bellsouth.net> wrote in message
> >news:3d603b60.34169122@basic.bs.webusenet.com...
> >> tks
> >>
> >> ron
> >>
> >>
> >>
>
>

4057. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 15:19:49 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d625f02$1_4@nopics.sjc>
Source record: 28177

OK - I retract that statement about the manual. All of my loose-leaf MAC65s
were BUG65 and all the bound books were DDT.... except the next one I found.
It is a DDT in a binder.

Bob

<ronfucci@bellsouth.net> wrote in message
news:3d617dfe.12418536@basic.bs.webusenet.com...
> I have the cart without instructions for DDT. Can I get a copy ? Tks
>
> ron
>
> On Mon, 19 Aug 2002 12:11:01 -0700, "Bob Woolley"
> <ataribob@directvinternet.com> wrote:
>
> >Yep - sure do. Why?
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> >
> ><ronfucci@bellsouth.net> wrote in message
> >news:3d603b60.34169122@basic.bs.webusenet.com...
> >> tks
> >>
> >> ron
> >>
> >>
> >>
>
>

4058. Re: replacement for 74HCT86 (freezer) needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 16:38:06 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d627063$0$1421$272ea4a1@news.execpc.com>
Source record: 28178

BGMICRO has the ls and the hc. They also carry
hct, but not the 86. These are like .28 cents.
www.bgmicro.com, page 4.

4059. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 19:14:18 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D62950A.3ED4D364@asw.cz>
Source record: 28192

Andy Grey wrote:
>
> Hi Ron, That's what I was looking for. Going through the reference material
> I found I can create a cartridge that plays with the rd4 and rd5 lines to
> make the machine think ROM is there.

This is called PILL and is under something like 'Dummy cartridge' on
Craig Lisowski's site: http://aegis.mcs.kent.edu/~clisowsk/8bit.html. I
wrote you that ;-)

> You agree that I would still need to
> hack the cart code to keep it from verifying that by attempting to change
> the contents of the cart area? Making the custom art doesn't cover that
> possibility?

The hacked dumps of cartridges are already available in form of ATRs or
EXEs. If you use PILL, you don't need to hack anything.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4060. Re: replacement for 74HCT86 (freezer) needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-20 20:45:37 UTC
From: ProfesserFesterTesterBester <vermin69@rcn.com>
Message-ID: <3D62AA71.D7E2F9D0@rcn.com>
Source record: 28180

Hi, all you need to do is a search on google. I came up with
http://www.futurlec.com/IC74HCT00Series.html
They list it for 40 cents.
John

Guy Ferrante wrote:

> Hi,
> Radio Shack no longer sell the 74HCT86 ic chip.
> What other chip can be used for the freezer.
>
> -Atari8man-

4061. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 00:17:32 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <fsm5mug7gub3ospv50k4gojk005dilgcba@4ax.com>
Source record: 28181

On Tue, 20 Aug 2002 01:22:43 +0100, "Steve Sweet"
<stevesweet@freeuk.com> wrote:

>Hi Mark & Co.
>
>>> Bravo Sierra Computers wrote:
>
>> ARRRgggh!?
>
>When I started complaining about this spam ages ago everyone jumped on me in this brain damaged assholes defence!, now it don't suit so many peop's anymore they resort to complaining.
>
>Ha-Ha!!.

Complaining is one thing but complaining and repeating the entire post
that he was complaining about is something quite daft.

Personally Steve, I'd kill-file Ben's stuff if you don't like it.
Whatever your viewpoint it's going to continue.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4062. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 00:45:12 UTC
From: lp <gfa@basic.net>
Message-ID: <B9885AD8.8954%gfa@basic.net>
Source record: 28182

in article fsm5mug7gub3ospv50k4gojk005dilgcba@4ax.com, Paul Irvine at
mclane.dellosyourfinger@btinternet.com wrote on 8/20/02 8:17 PM:

>> When I started complaining about this spam ages ago everyone jumped on me in
>> this brain damaged assholes defence!, now it don't suit so many peop's
>> anymore they resort to complaining.
>>
>> Ha-Ha!!.
>
> Complaining is one thing but complaining and repeating the entire post
> that he was complaining about is something quite daft.
>
> Personally Steve, I'd kill-file Ben's stuff if you don't like it.
> Whatever your viewpoint it's going to continue.

You are exactly right. I put Steve in my kill-file some time ago.
Problem solved. Perhaps someone needs to make a FAQ file how
to setup a kill-file for all the popular news readers. ;o)

Lonny Pursell

4063. SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 02:04:38 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d62f507$1_4@corp-news.newsgroups.com>
Source record: 28183

I'm running SIO2PC and I can't get it to work. I built the cable myself. I've double-checked over and over, and all the connections appear to be good. I've double-checked the cables to see that all the lines are going to the right place.

Now, I ran a serial port monitor, and when I start up the computer, I get the following stream of data over COM1:

00 00 31 53 00 00 84 31 53 00 00 84 31 53 00 00 ..1S..€1S..€1S..
84 31 53 00 00 84 31 53 00 00 84 31 53 00 00 84 €1S..€1S..€1S..€
31 53 00 00 84 31 53 00 00 84 31 53 00 00 84 31 1S..€1S..€1S..€1
53 00 00 84 31 53 00 00 84 31 53 00 00 84 31 53 S..€1S..€1S..€1S
00 00 84 31 53 00 00 84 31 53 00 00 84 31 53 00 ..€1S..€1S..€1S.
00 84 31 53 00 00 84 31 53 00 00 84 31 53 00 00 .€1S..€1S..€1S..
84 31 53 00 00 84 31 53 00 00 84 31 53 00 00 84 €1S..€1S..€1S..€
31 53 00 00 84 31 53 00 00 84 31 53 00 00 84 31 1S..€1S..€1S..€1
53 00 00 84 31 53 00 00 84 31 53 00 00 84 4F 40 S..€1S..€1S..€O@
4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F OO.O@OO.O@OO.O@O
4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F O.O@OO.O@OO.O@OO
2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E .O@OO.O@OO.O@OO.
4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F O@OO.O@OO.O@OO.O
40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 @OO.O@OO.O@OO.O@
4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F OO.O@OO.O@OO.O@O
4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F O.O@OO.O@OO.O@OO
2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 4F 4F 2E .O@OO.O@OO.O@OO.
4F 40 4F 4F 2E 4F 40 4F 4F 2E 4F 40 00 00 8F 4F O@OO.O@OO.O@..€O
40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 @..€O@..€O@..€O@
00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 ..€O@..€O@..€O@.
00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 .€O@..€O@..€O@..
8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F €O@..€O@..€O@..€
4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F O@..€O@..€O@..€O
40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 @..€O@..€O@..€O@
00 00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 ..€O@..€O@..€O@.
00 8F 4F 40 00 00 8F 4F 40 00 00 8F 4F 40 00 00 .€O@..€O@..€O@..
8F 4F 40 00 00 8F €O@..€

SIO2PC doesn't seem to see any of this. I'm running Windows XP, so this may be a problem.

Any ideas?

Pete

4064. Re: SIO Cart reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 02:07:43 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PBC89.15869$I6.1368757@newsread1.prod.itd.earthlink.net>
Source record: 28184

Let me rephrase what I said. Code disassembly and patch eliminates need to
toggle rd4-5; it is a software solution needing no hardware.

The Cart Clone and equivalents are hardware and make RAM appear as ROM thus
software alteration is unnessarry.

The SIO plug is still 13 pin...

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:Fzd89.81578$SS.3744300@bin3.nnrp.aus1.giganews.com...
> Hi Ron, That's what I was looking for. Going through the reference
material
> I found I can create a cartridge that plays with the rd4 and rd5 lines to
> make the machine think ROM is there. You agree that I would still need to
> hack the cart code to keep it from verifying that by attempting to change
> the contents of the cart area? Making the custom art doesn't cover that
> possibility?
>
> Andy
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:YYb89.13061$I6.1111709@newsread1.prod.itd.earthlink.net...
> > #1 that SIO cnnector is 13 pin; I once salvaged 2 jacks from a dead 1020
> > printer, but both plugs and jacks are not common. Try Best or B&C.
> >
> > #2 unless Best or B&C have these cartridge receptors, you are down to
> > scavenging old 400, 800, 600XL etc. units.
> >
> > #3 the least amount of hardware is needed when you can disassemble the
> code
> > and remove what checks for RAM by writing to cart memory as copy
> protection.
> > The Cart Clone solution wired a 74LS04 thru a DPDT to toggle the RAM/ROM
> > configuration. I inherited an 800XL with this built in rather than have
a
> > plug in cart needed. Can provide the schematic if helpful.
> >
> > --
> > Ron
> >

> > http://www.atariland.com/members/oldatarian

4065. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 02:24:18 UTC
From: llpwhite@cs.com
Message-ID: <20020820222418.20671.00001321@mb-fb.news.cs.com>
Source record: 28185

Hello Pete-

* Can you boot your PC with (a real) DOS disk and see what happens?
* Which cable did you build (Max 232 or?)
* Did you connect the RI line?
* Running at regular SIO speed (19.2K)?
* To get it running, don't have any more than 1 real drive in the system.
* Whose plan did you use to construct the cable -- Nick Kennedy's?

Larry

4066. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 02:33:17 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d62fbbf$1_4@corp-news.newsgroups.com>
Source record: 28186

Larry,
I don't have a DOS disk (for my PC), believe it or not.

The cable I built is the Nick Kennedy one with a minor modification. I used a National Semiconductors 14C232 instead of a Max232, so I replaced the 22uF caps with 1uF caps.

Otherwise, it's wired exactly as in this image:
http://www.tcainternet.com/wa5bdu/sio2pc.gif

So, as for the RI line, yes, I did use it.

I didn't have any real drives attached to the system. Should I boot off of a real drive?

Pete

"LLpwhite" <llpwhite@cs.com> wrote in message news:20020820222418.20671.00001321@mb-fb.news.cs.com...
>
> Hello Pete-
>
> * Can you boot your PC with (a real) DOS disk and see what happens?
> * Which cable did you build (Max 232 or?)
> * Did you connect the RI line?
> * Running at regular SIO speed (19.2K)?
> * To get it running, don't have any more than 1 real drive in the system.
> * Whose plan did you use to construct the cable -- Nick Kennedy's?
> Larry
>
>

4067. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 03:01:38 UTC
From: llpwhite@cs.com
Message-ID: <20020820230138.20682.00001405@mb-fb.news.cs.com>
Source record: 28187

> I don't have a DOS disk (for my PC), believe it or not. <
That will make troubleshooting difficult. You might see if you can borrow one from a friend

> The cable I built is the Nick Kennedy one with a minor modification. I used a National Semiconductors 14C232 instead of a Max232, so I replaced the 22uF caps with 1uF caps. <

Hmm. I can't respond to that other than to say that the cable as drawn up by Nick works very well.

> I didn't have any real drives attached to the system. Should I boot off of a real drive? <

So long as you have "mounted" a bootable image as D1, then you should have no problem.

Larry

4068. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 03:39:30 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d630b69$0$1425$272ea4a1@news.execpc.com>
Source record: 28188

I guess you checked all the configurations in the
sio2pc software (either APE or sio2pc.)
The serial line on your cable, I bet, is RING,
APE, I think defaults to DSR.
Other than that, I dunno.

4069. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 05:00:55 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ajv6sh$ep4$1@news.chatlink.com>
Source record: 28189

Well... yeah, I've cut mine apart and put it in a ring binder. I'm planning on scanning in the manual and posting it on my site... maybe DDT would be a good place to start?
-Dan

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3d625e02$1_5@nopics.sjc...
> I was afraid that you were going to ask for a copy.... this manual is bound
> rather than loose-leaf. Making a copy would be really, really difficult. Has
> anyone cut theirs apart? Dan?
>
> Bob

4070. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 05:06:34 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ajv775$f2g$1@news.chatlink.com>
Source record: 28190

Hi Pete,

The data from your serial monitor looks fine. SIO2PC doesn't work under Win XP. You shoud try either APE for Windows (shareware) or Atari810 (freeware), both of which work under XP.

www.atarimax.com (APE)

www.retrobits.net (Atari810)

-Dan

"Pete Davis" <pdavis68@hotmail.com> wrote in message news:3d62f507$1_4@corp-news.newsgroups.com...
> I'm running SIO2PC and I can't get it to work....
<snip>
> SIO2PC doesn't seem to see any of this. I'm running Windows XP, so this may
> be a problem.
>
> Any ideas?
>
> Pete
>
>

4071. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 10:44:14 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d636ecf$1_2@corp-news.newsgroups.com>
Source record: 28191

Thanks Dan.

Actually, APE has been highly unstable on my machine. I'm going to have to uninstall it. It crashes a lot and won't unload from memory, even trying to force it from task manager.

I'll give 810 a try. Thanks.

Pete

"Dan Vernon" <newsgroups@retrobits.net> wrote in message
news:ajv775$f2g$1@news.chatlink.com...
> Hi Pete,
>
> The data from your serial monitor looks fine. SIO2PC doesn't work under
Win
> XP. You shoud try either APE for Windows (shareware) or Atari810
> (freeware), both of which work under XP.
>
> www.atarimax.com (APE)
>
> www.retrobits.net (Atari810)
>
> -Dan
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d62f507$1_4@corp-news.newsgroups.com...
> > I'm running SIO2PC and I can't get it to work....
> <snip>
> > SIO2PC doesn't seem to see any of this. I'm running Windows XP, so this
> may
> > be a problem.
> >
> > Any ideas?
> >
> > Pete
> >
> >
>
>

4072. FA: SIO2PC on ebay by j131

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 11:13:56 UTC
From: j131@inetia.pl
Message-ID: <ajvslk$4av$1@korweta.task.gda.pl>
Source record: 28193

Hi all, this is just FYI - I am back online and my recent auction can be found at:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047189734

j131

4073. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 11:26:59 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6378d4_2@corp-news.newsgroups.com>
Source record: 28194

Dan, no luck with 810 either, but since you provide source, that gives me a big head start. Tried it with and without atariSioDriver.exe running. No dice.

Using Nick Kennedy's schematic, I thought it was possible that I had the diode on the "Data to Atari" line backwards, but that doesn't appear to be the case (tried it both ways and with just a jumper). There's nothing about what kind of diode to use. I'm using a 1N914. Maybe it's not a good choice.

I'll probably drop by radio shack tonight and pick up a 1489 and try the circuit Rick Cortese built.

Pete

"Dan Vernon" <newsgroups@retrobits.net> wrote in message
news:ajv775$f2g$1@news.chatlink.com...
> Hi Pete,
>
> The data from your serial monitor looks fine. SIO2PC doesn't work under
Win
> XP. You shoud try either APE for Windows (shareware) or Atari810
> (freeware), both of which work under XP.
>
> www.atarimax.com (APE)
>
> www.retrobits.net (Atari810)
>
> -Dan
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d62f507$1_4@corp-news.newsgroups.com...
> > I'm running SIO2PC and I can't get it to work....
> <snip>
> > SIO2PC doesn't seem to see any of this. I'm running Windows XP, so this
> may
> > be a problem.
> >
> > Any ideas?
> >
> > Pete
> >
> >
>
>

4074. Re: SIO2PC on ebay by j131

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 11:30:42 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6379b4_4@corp-news.newsgroups.com>
Source record: 28195

I have to say, your SIO2PC cable is nicer than mine. Mine's on a big ugly prototype board between the two cables. If I can't get it working, maybe I'll bid on the one you're selling...

Pete
<j131@inetia.pl> wrote in message news:ajvslk$4av$1@korweta.task.gda.pl...
> Hi all, this is just FYI - I am back online and my recent auction can be found
> at:
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047189734
>
> j131

4075. POKEY Stereo Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 13:19:01 UTC
From: twh1@gmx.de
Message-ID: <3d639127.21176380@news.tgz-ilmenau.de>
Source record: 28196

Howdy *.*!

I'm looking for building plans for the pokey stereo upgrade in german
or english. What versions are there availble? What are the differences
between the various upgrades?

-thomsen@ilm

--
-=olDsK00l foReVa!=- & take those atarian care.
p.s.: Sturz des Zaren!

4076. Re: POKEY Stereo Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 15:18:31 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <bbO89.1979325$yP6.70800412@Flipper>
Source record: 28097

There is the original Stereo Upgrade 'Gumby' from Chuck Steinman:
http://trident.mcs.kent.edu/~clisowsk/8bit/pokey.html

And the Stereo Deluxe. Look here:
http://home.allgaeu.org/aklinner/Texts/060/060-13.htm

Freddy.

P.S. I still have some empty boards available.

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3d639127.21176380@news.tgz-ilmenau.de...
> Howdy *.*!
>
> I'm looking for building plans for the pokey stereo upgrade in german
> or english. What versions are there availble? What are the differences
> between the various upgrades?
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

4077. Re: Operating System Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 17:37:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <QdQ89.1362$HJ1.76478@newsread1.prod.itd.earthlink.net>
Source record: 28098

Andy;

I think this is what you want:
http://trident.mcs.kent.edu/~clisowsk/8bit/atrpref.html
&
http://trident.mcs.kent.edu/~clisowsk/8bit/atrtblc.html

The 2nd link is Table of Contents; this is sometimes called the Technical
Reference Notes whichI thought was a separate document. There is also a
source code listing for the OS; not sure it is on-line.

--
Ron

http://www.atariland.com/members/oldatarian

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Rd_59.1369$wF2.135364@newsread1.prod.itd.earthlink.net...
> Also out there somewhere, will look for the link...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "David A Paterson" <david_p@istop.com> wrote in message
> news:9267B1B81davidpistopcom@205.189.152.45...
> > adgrey@comcast.net (Andy Grey) wrote in
> > <04n59.194482$nm.7765547@bin5.nnrp.aus1.giganews.com>:
> >
> > >In my attempts to play around with my Atari programming lately I keep
> > >coming across references to the Atari "Operating System Manual". Is
> > >there such a beast? Anyone know where I can get it?
> > >
> > >Andy
> >
> > Many vendors still list it - check www.myatari.com. Big, hefty book
with
> > lots of information.
> >
> > David P.

4078. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 18:55:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <MmR89.817$yd1.79058@newsread2.prod.itd.earthlink.net>
Source record: 28099

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d62f507$1_4@corp-news.newsgroups.com...
> Now, I ran a serial port monitor, and when I start up the computer, I get
> the following stream of data over COM1:
<snip>
> Any ideas?

Whew! Only time I have seen something like that is when it is wired wrong.
The boot sequence for an Atari should be nothing like that. The system just
basically looks for a boot device and this doesn't take more then a few
tries and a few bytes.

The two things I would check first are the +5V and ground going to the chip.
Next I would check the data out<Orange> from the Atari all the way to the
IBM serial port.

4079. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-21 21:08:28 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d64012c.94844679@basic.bs.webusenet.com>
Source record: 28101

fox,

this is great stuff of course, but does not include the ddt manual ;(

ron

On Thu, 22 Aug 2002 10:33:32 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>
>"Dan Vernon" wrote
>
>> Well... yeah, I've cut mine apart and put it in a ring binder. I'm planning
>> on scanning in the manual and posting it on my site...
>
>
>
>http://www7.brinkster.com/atari/mac65.htm#topofpage
>
>This is the HTML MAC/65 manual I did, but it's for the disk-based version. Later there
were notes inserted with extra
>info/differences with the cartridge-version. However this is not a straight copy of the
original manual. all info is on my page
>(it all came from the original manual), albeit sometimes in a different order, or
different numbered chapters...
>
>
>--
>
>Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4080. Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 00:37:45 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0208211637.74653751@posting.google.com>
Source record: 28102

Hi,

I have many new Crossbow carts , but the boxes have been damaged by
water a long time ago.

Crossbow isnï¿½t the most wanted game of the world and certainly not as
cart without box.

So can this cart be used for own stuff ?

Is Crossbow a 32K/64K or 128K cart ?

I have an Eprom Burner and some old EPROMs (which contained PC BIOS).

I have at least 10 of these carts with heavily damaged boxes.

Thimo

4081. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 02:13:38 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6448a6_3@corp-news.newsgroups.com>
Source record: 28103

Oops, I think I e-mailed Richard instead of replying to the group.

Okay, I initially wasn't paying attention and plugged my probe into the ampmeter instead of the voltage meter. Doh. I'm surprised I didn't blow the fuse in my multimeter.

I'm getting 4.9 volts from +5 to ground. I'm getting about .03 between the data out (orange) to ground. I think when I reversed the diode I may have put it in backwards (I think I had it right the first time. It's a 1N914. It's half black, half orange. I had the black end to pin 12 of the 232. Is that correct?

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:MmR89.817$yd1.79058@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d62f507$1_4@corp-news.newsgroups.com...
> > Now, I ran a serial port monitor, and when I start up the computer, I get
> > the following stream of data over COM1:
> <snip>
> > Any ideas?
>
> Whew! Only time I have seen something like that is when it is wired wrong.
> The boot sequence for an Atari should be nothing like that. The system just
> basically looks for a boot device and this doesn't take more then a few
> tries and a few bytes.
>
> The two things I would check first are the +5V and ground going to the chip.
> Next I would check the data out<Orange> from the Atari all the way to the
> IBM serial port.
>
>

4082. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 02:27:07 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%ZX89.2274$HJ1.160599@newsread1.prod.itd.earthlink.net>
Source record: 28104

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d6448a6_3@corp-news.newsgroups.com...
> Oops, I think I e-mailed Richard instead of replying to the group.
>
> Okay, I initially wasn't paying attention and plugged my probe into the
> ampmeter instead of the voltage meter. Doh. I'm surprised I didn't blow
the
> fuse in my multimeter.
>
> I'm getting 4.9 volts from +5 to ground. I'm getting about .03 between
the
> data out (orange) to ground. I think when I reversed the diode I may have
> put it in backwards (I think I had it right the first time. It's a 1N914.

Atari data out is right, it uses positive logic. The side of the diode that
is closest to the MAX232 chip/MAX232 output pin should be reading about -9V.

4083. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 02:36:54 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d644e16$1_1@corp-news.newsgroups.com>
Source record: 28105

I reversed the diode, and the data appears more orderly out of the serial port monitor. I get a 0xFF followed by a long string of 0x00s.

However, I'm not getting -9V on the "inside" of the diode. I'm not using a MAX232. I'm using a 14C232 (a National Semiconductor IC. pin for pin compatible, for the most part).

The voltage, on both sides of the diode, is pretty close to 5V relative to ground. Do I have the diode backwards?

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:%ZX89.2274$HJ1.160599@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6448a6_3@corp-news.newsgroups.com...
> > Oops, I think I e-mailed Richard instead of replying to the group.
> >
> > Okay, I initially wasn't paying attention and plugged my probe into the
> > ampmeter instead of the voltage meter. Doh. I'm surprised I didn't blow
> the
> > fuse in my multimeter.
> >
> > I'm getting 4.9 volts from +5 to ground. I'm getting about .03 between
> the
> > data out (orange) to ground. I think when I reversed the diode I may
have
> > put it in backwards (I think I had it right the first time. It's a
1N914.
>
> Atari data out is right, it uses positive logic. The side of the diode
that
> is closest to the MAX232 chip/MAX232 output pin should be reading
about -9V.
>
>

4084. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 03:42:52 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net>
Source record: 28106

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d644e16$1_1@corp-news.newsgroups.com...
> I reversed the diode, and the data appears more orderly out of the serial
> port monitor. I get a 0xFF followed by a long string of 0x00s.
>
> However, I'm not getting -9V on the "inside" of the diode. I'm not using a
> MAX232. I'm using a 14C232 (a National Semiconductor IC. pin for pin
> compatible, for the most part).
>
> The voltage, on both sides of the diode, is pretty close to 5V relative to
> ground. Do I have the diode backwards?

Nope, the voltage doubler/inverter isn't working -=at all=- from the looks of things. It could be something like a reversed or shorted capacitor. You have about 4-5 of them right? IIRC some of the polarities are right when they look backwards. Could be a solder bridge too for that matter.

I made a mistake on the output levels I think; when the Atari is putting out 0V you should see +9V on the output pin to the diode and when the Atari is putting out +5V you should see -9V on the pin. This will trasition much to fast to see with a VOM but you could see it with a scope or a LED. 5V is not good news.

4085. Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 03:48:08 UTC
From: Eric Scharff <edsZZZ_2@yahoo.com>
Message-ID: <3d645ef8@cs.colorado.edu>
Source record: 28107

(An emulation question, with apologies to real Atari users.)

I am attempting to run Koronis Rift for the Atari 800 in a PC emulator (Atari800Win 3.0). The splash screen with the Lucasfilm logo comes up, and then the green Koronis Rift startup screen. From there nothing seems to work. A green cursor blinks at the bottom right corner of the screen, perhaps on the real screen, perhaps added by Atari800Win. Pressing various keys and pushing joystick buttons doesn't seem to do anything.

This seems to happen on a number of different disk images for this game, so I suspect I'm doing something very foolish.

Any help would be greatly appreciated.

-Eric
(Genuine email replies, remove ZZZ from address)

4086. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 03:56:15 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6460af_1@corp-news.newsgroups.com>
Source record: 28108

I've got 4 electrolytic caps that are 1uF. I believe they're all properly laid out, according to the doc and the data sheet. The negative is pretty clearly marked on all of them.

I'm sure it's possible I screwed one up. Wouldn't there be a short in the cap if I had it backwards? I checked them all, adn none of them are shorted.

There's also a decoupling cap (ceramic) between +5 and ground. The writing on it is 104. I think that's .1uF, but I'm not sure.

Just to let me know when I do have it right, what kind of data should I see go across the serial port when it is working?

It's getting late, my guess is I'll rebuild from scratch tomorrow. This one is getting a bit messy from desoldering and resoldering connections (and reversing the diode several times).

I appreciate all your help. Thanks.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message
news:05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d644e16$1_1@corp-news.newsgroups.com...
> > I reversed the diode, and the data appears more orderly out of the
serial
> > port monitor. I get a 0xFF followed by a long string of 0x00s.
> >
> > However, I'm not getting -9V on the "inside" of the diode. I'm not using
a
> > MAX232. I'm using a 14C232 (a National Semiconductor IC. pin for pin
> > compatible, for the most part).
> >
> > The voltage, on both sides of the diode, is pretty close to 5V relative
to
> > ground. Do I have the diode backwards?
>
> Nope, the voltage doubler/inverter isn't working -=at all=- from the looks
> of things. It could be something like a reversed or shorted capacitor. You
> have about 4-5 of them right? IIRC some of the polarities are right when
> they look backwards. Could be a solder bridge too for that matter.
>
> I made a mistake on the output levels I think; when the Atari is putting
out
> 0V you should see +9V on the output pin to the diode and when the Atari is

> putting out +5V you should see -9V on the pin. This will trasition much to
> fast to see with a VOM but you could see it with a scope or a LED. 5V is
not
> good news.
>
>

4087. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 04:07:40 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <gsZ89.8613$Aw4.474849@bin2.nnrp.aus1.giganews.com>
Source record: 28109

"Eric Scharff" <edsZZZ_2@yahoo.com> wrote in message
news:3d645ef8@cs.colorado.edu...
> (An emulation question, with apologies to real Atari users.)

Don't apologize...I use an emulator at work. During lunch, of course :)
Agent USA anyone? :)

Paul

4088. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 04:14:15 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6464e6$1_3@corp-news.newsgroups.com>
Source record: 28110

Me too (Agent USA at work). Thank God for the emulators.

As for Eric's problem, I'm not sure. I haven't played Koronis Rift, and while I like Atari800Win, it does have problems with a number of programs (Action! can't load or save code, Ultima III won't let me into cities and making characters is a bit sketchy too, etc...)

It's possible that it just doesn't work. I've fixed a couple of bugs in it which I tried to report to the author, only to have the e-mail returned. In general, though, I find it very difficult to fix the bugs. Mainly because I don't know the Atari inside and out.

Pete

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:gsZ89.8613$Aw4.474849@bin2.nnrp.aus1.giganews.com...
>
> "Eric Scharff" <edsZZZ_2@yahoo.com> wrote in message
> news:3d645ef8@cs.colorado.edu...
> > (An emulation question, with apologies to real Atari users.)
>
> Don't apologize...I use an emulator at work. During lunch, of course :)
> Agent USA anyone? :)
>
> Paul
>
>

4089. Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 04:30:53 UTC
From: Buckler <ohxxyre@lnubb.pbz>
Message-ID: <njp8musb0u3ps34rm1ohhr1lql16nte4bf@4ax.com>
Source record: 28111

Hi folks. I was hoping someone here could help me to identify a game I spent many an hour playing on my Atari 800, right around 1985.

It was a first-person space fighter simulation; the player was cast as a pilot charged with helping to eradicate the forces of a corporation called the PRC. Kills were tallied, and as you docked at various landbases to take on fuel and repair your ship, bounties would be paid out for your collected kills.

Further details are sketchy, but I recall that the energy weapon systems had three modes: beam, wave, and cone; each mode applied damage differently. I recall that one type of enemy ship was called the "PRC Exxonerator".

I seem to think the title of the game was simply "Star Fighter" (NOT the one released by Atari), but I could be wrong.

Any information you can provide would be appreciated.

Thanks much,
Buckler

To respond via email, apply ROT13 to my email address.
"Time is nature's way of making sure that everything doesn't happen all at once."
- Buckaroo Banzai

4090. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 05:09:09 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <UI_89.125046$2p2.5705435@bin4.nnrp.aus1.giganews.com>
Source record: 28112
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <MPG.17ba548bce2579e998971d@News.CIS.DFN.DE>,
netguy <netguy@netguy.net> wrote:

>?? I don't get it. Where would we be without eBay or other www auction
>sites? That's easy, back to conducting auctions on this newsgroup.

Those were the days...

--

$ lynx http://www.eff.org/alerts/20020322_eff_cbdtpa_alert.html
$ rm -fr CBDTPA SSSCA 'Senator Fritz Hollings (D-SC)'

4091. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 07:25:53 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208212325.75608f15@posting.google.com>
Source record: 28113

After some poking around here is what I come up with. I'm using Atari800Win 2.7b. It creates a large .atr just fine, but won't allow MyDOS to use the 'Y' (sio21) option to format it as double density. I get error #146 which is 'Function not implemented in handler', which can't be - so it must be a fault of Atari800Win not allowing it, but handing MyDOS that error code to report. Oddly enough, it does allow you to use the 'A' (sio22) option to format which should be enhanced density only - but the results appear to be in double density anyway? I get the opposite functions when using a real hard drive in that option 'A' errors out and only 'Y' will do a proper format - and this is the way it should be in the emulator too using a double density .atr

Ken's formula on the face of it looks to be exactly right - but there is a built in flaw with it. Look at this cheesed version to find the offset to sector 1.

(1x128) + 16 = 144 or 90h

That's just plain wrong as the first sector starts at 16 or 10h offset. I thought that the 'no sector zero' disk system was supposed to help just this very kind of calculation(s) error!! This revised formula shows that Atari800Win is doing it exactly right. This (better?) formula avoids multiplying by zero for those systems who might crash doing that.

SD & ED
(360x128) -128 +16 = 45968 or B390h

DD
(360x256) -256 +16 -(128x3) = 91536 or 16590h

The .atr I created appears to be fine in every way. But there does appear to be something slightly wrong with MyDOS and big disk formats. Different versions of MyDOS result in different format data. 4.51 reports 65,472 free sectors and the VTOC starts with FFh as byte 1 - which is an obvious fault somewhere. 4.50, 4.53/4 and Fmt.com (only used on the Black Box) all report 65,491 free sectors and the first VTOC byte is 23h-35. But if you count 34 sectors down, the end of the VTOC is not there in any version, emulator or real hard drive??? The emulator creates a 'long' .atr image in that it ends at offset 00FFFFFFh-16,777,215 and when corrected to 00FFFD8Fh-16,776,591 for 'short' boot sectors and then formatted - its length is back to 00FFFFFFh??? The .atr header is correct to begin with and does not change, however.

In testing various things out I have come across a major bug in MyDOS 4.51. FFh as the first byte of VTOC sector 360 is just one symptom, wrong data is also stored thoughout that sector when using 4.51, so I would not suggest formatting a very large disk with 4.51 or our beta2 derivative till I can get beta2 fixed. VTOCfix.com should be run on such a drive, which is something I forgot to try last night. I do recall one of the co-authors commenting to the other in the source code for 4.51, 'Do we really want to do this?', I think I'll start there. :)

Mathy's MyDOS page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/

PS - check here for SpartaDOS info
SpartaDOS Construction Set Manual
http://my.en.com/~russg/

hedit - PC hex editor short, simple and free
http://www.fairlie.f9.co.uk/
http://members.ozemail.com.au/~rossstew/drs/sec3.html#bk31

4092. Re: Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 07:59:11 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D6499CF.AEB9DCD@asw.cz>
Source record: 28114

Destiny: The Cruiser.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4093. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 08:03:21 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D649AC9.473D1D66@asw.cz>
Source record: 28115

Crossbow is 128k XEGS bankswitched cart. Schematics could be found on my page.

I sent some info to Thorsten S. how to make homebrew 64k cart, which was verified. I also send him the possible way how to make 128k cart, but this was not confirmed yet (I don't have resources to try it by myself).

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4094. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 08:33:32 UTC
From: Fox-1
Message-ID: <vGS89.70510$48.8177387@zwoll1.home.nl>
Source record: 28100

"Dan Vernon" wrote

> Well... yeah, I've cut mine apart and put it in a ring binder. I'm planning
> on scanning in the manual and posting it on my site...

http://www7.brinkster.com/atari/mac65.htm#topofpage

This is the HTML MAC/65 manual I did, but it's for the disk-based version. Later there were notes inserted with extra
info/differences with the cartridge-version. However this is not a straight copy of the original manual. all info is on my page
(it all came from the original manual), albeit sometimes in a different order, or different numbered chapters...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4095. Re: POKEY Stereo Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 11:07:55 UTC
From: twh1@gmx.de
Message-ID: <3d64c5af.12725538@news.tgz-ilmenau.de>
Source record: 28117

On Wed, 21 Aug 2002 15:18:31 GMT, "Freddy Offenga"
<taf.offenga@chello.nl> wrote:

>Freddy.
>
>P.S. I still have some empty boards available.

Sounds interesting! For what is the empty board needed? I always
thought, that you just plug-over the second pokey and hardwire some
cables. What is the advantage of your board?

-thomsen@ilm

--
-=olDsK00l foReVa!=- & take those atarian care.
p.s.: Sturz des Zaren!

4096. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 11:28:26 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d64caa9$1_3@corp-news.newsgroups.com>
Source record: 28116

You're finding, more or less, the same results that I ran into with how
MyDOS formats. It may very wellbe a bug in Atarin800Win.

Pete
"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0208212325.75608f15@posting.google.com...
> After some poking around here is what I come up with. I'm using
> Atari800Win 2.7b. It creates a large .atr just fine, but won't
> allow MyDOS to use the 'Y' (sio21) option to format it as double
> density. I get error #146 which is 'Function not implemented in
> handler', which can't be - so it must be a fault of Atari800Win
> not allowing it, but handing MyDOS that error code to report.
> Oddly enough, it does allow you to use the 'A' (sio22) option to
> format which should be enhanced density only - but the results
> appear to be in double density anyway? I get the opposite
> functions when using a real hard drive in that option 'A' errors
> out and only 'Y' will do a proper format - and this is the way it
> should be in the emulator too using a double density .atr
>
> Ken's formula on the face of it looks to be exactly right - but
> there is a built in flaw with it. Look at this cheesed version
> to find the offset to sector 1.
>
> (1x128) + 16 = 144 or 90h
>
> That's just plain wrong as the first sector starts at 16 or 10h
> offset. I thought that the 'no sector zero' disk system was
> supposed to help just this very kind of calculation(s) error!!
> This revised formula shows that Atari800Win is doing it exactly
> right. This (better?) formula avoids multiplying by zero for
> those systems who might crash doing that.
>
> SD & ED
> (360x128) -128 +16 = 45968 or B390h
>
> DD
> (360x256) -256 +16 -(128x3) = 91536 or 16590h
>
> The .atr I created appears to be fine in every way. But there
> does appear to be something slightly wrong with MyDOS and big
> disk formats. Different versions of MyDOS result in different
> format data. 4.51 reports 65,472 free sectors and the VTOC
> starts with FFh as byte 1 - which is an obvious fault somewhere.
> 4.50, 4.53/4 and Fmt.com (only used on the Black Box) all report

> 65,491 free sectors and the first VTOC byte is 23h-35. But if
> you count 34 sectors down, the end of the VTOC is not there in
> any version, emulator or real hard drive??? The emulator creates
> a 'long' .atr image in that it ends at offset 00FFFFFFh-
> 16,777,215 and when corrected to 00FFFD8Fh-16,776,591 for
> 'short' boot sectors and then formatted - its length is back to
> 00FFFFFFh??? The .atr header is correct to begin with and does
> not change, however.
>
> In testing various things out I have come across a major bug in
> MyDOS 4.51. FFh as the first byte of VTOC sector 360 is just one
> symptom, wrong data is also stored thoughout that sector when
> using 4.51, so I would not suggest formatting a very large disk
> with 4.51 or our beta2 derivative till I can get beta2 fixed.
> VTOCfix.com should be run on such a drive, which is something I
> forgot to try last night. I do recall one of the co-authors
> commenting to the other in the source code for 4.51, 'Do we
> really want to do this?', I think I'll start there. :)
>
> Mathy's MyDOS page at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/
>
> PS - check here for SpartaDOS info
> SpartaDOS Construction Set Manual
> http://my.en.com/~russg/
>
> hedit - PC hex editor short, simple and free
> http://www.fairlie.f9.co.uk/
> http://members.ozemail.com.au/~rossstew/drs/sec3.html#bk31

4097. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 12:00:47 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <v7k9mu87dfrl4vpcjtimpvl6rr0b1vlnro@4ax.com>
Source record: 28118

On 21 Aug 2002 21:48:08 -0600, Eric Scharff <edsZZZ_2@yahoo.com>
wrote:

>(An emulation question, with apologies to real Atari users.)
>
>I am attempting to run Koronis Rift for the Atari 800 in a PC emulator
>(Atari800Win 3.0). The splash screen with the Lucasfilm logo comes up,
>and then the green Koronis Rift startup screen. From there nothing seems
>to work. A green cursor blinks at the bottom right corner of the screen,
>perhaps on the real screen, perhaps added by Atari800Win. Pressing
>various keys and pushing joystick buttons doesn't seem to do anything.
>
It does work, I just made 100% sure..

Best step thru I can think of is

1. Make sure it's in XL mode by the ATARI tab and select it in the
machine type.

2. In the same TAB look for OPTION and tick disable basic

3. Same place Again, make sure SIO patch is ticked. Only reason I say
this is because the program loads a lot of sectors according to my
sector counter and if SIO wasn't patched it would take a good while.

If none of this fixes it then mail me and I'll help you with the image
as it might be stuffed?
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4098. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 12:02:15 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <ojk9muskcoc24jjtpba52cado7o4cob58s@4ax.com>
Source record: 28119

On Thu, 22 Aug 2002 00:14:15 -0400, "Pete Davis"
<pdavis68@hotmail.com> wrote:

>Me too (Agent USA at work). Thank God for the emulators.
>
>As for Eric's problem, I'm not sure. I haven't played Koronis Rift, and
>while I like Atari800Win, it does have problems with a number of programs
>(Action! can't load or save code, Ultima III won't let me into cities and
>making characters is a bit sketchy too, etc...)
>
>It's possible that it just doesn't work. I've fixed a couple of bugs in it
>which I tried to report to the author, only to have the e-mail returned. In
>general, though, I find it very difficult to fix the bugs. Mainly because I
>don't know the Atari inside and out.
>
>Pete

Pete, didn't you mail me the bits you were talking about?

If not then give me an email (remember the spamtrap) and I'll see what
I can do (possibly again).
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4099. Re: Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 14:16:32 UTC
From: Buckler <ohxxyre@lnubb.pbz>
Message-ID: <ncs9mu0hup22i1voost1iad1hacmrqmd19@4ax.com>
Source record: 28120

On Thu, 22 Aug 2002 09:59:11 +0200, Jindrich Kubec <kubecj@asw.cz>
wrote:

>Destiny: The Cruiser.

That's it! Thank you, thank you, THANK YOU! You have no idea how long
that'd been bugging me.

Cheers to you!

Buckler

To respond via email, apply ROT13 to my email address.
"Time is nature's way of making sure that everything doesn't happen all at once."
- Buckaroo Banzai

4100. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 17:37:44 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <lj999.793$ld4.78239@newsread2.prod.itd.earthlink.net>
Source record: 28121

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d6460af_1@corp-news.newsgroups.com...

Since you verified your parts are good then it is probably down to something like a solder bridge, bent out pin, that kind of stuff. The starting from scratch idea you posted is probably good or do the 1489 design. Then again I would probably sit there staring at the thing for 10-12 hours trying to figure out what is wrong; kind of obsessive that way. The 1489 design is much easier to execute and you can pretty much reuse all the parts you have now.
> Just to let me know when I do have it right, what kind of data should I see
> go across the serial port when it is working?

Argghh! I should really go down in my basement and get my OS listing so I can be sort of accurate. On boot I believe the Atari just sends a 5 byte status command looking for a response from the disk drive. I don't remember how many retries it does, 3-5 I think. The format is

Device ID which is always $31 for the first disk drive. Ataris only boot drive one.
Command which is $53 or S for (S)tatus
two AUX bytes, zeros for status I think.
Checksum <no idea what it is or how it is calculated>

I'm not sure if it is inverted data now that I think about it. Worse case is you have to invert it by doing an exclusive OR with $FF.
>
> It's getting late, my guess is I'll rebuild from scratch tomorrow. This one
> is getting a bit messy from desoldering and resoldering connections (and
> reversing the diode several times).
>
> I appreciate all your help. Thanks.
>
> Pete
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net...
> > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > news:3d644e16$1_1@corp-news.newsgroups.com...
> > > I reversed the diode, and the data appears more orderly out of the
> serial
> > > port monitor. I get a 0xFF followed by a long string of 0x00s.
> > >

> > > However, I'm not getting -9V on the "inside" of the diode. I'm not
using
> a
> > > MAX232. I'm using a 14C232 (a National Semiconductor IC. pin for pin
> > > compatible, for the most part).
> > >
> > > The voltage, on both sides of the diode, is pretty close to 5V
relative
> to
> > > ground. Do I have the diode backwards?
> >
> > Nope, the voltage doubler/inverter isn't working -=at all=- from the
looks
> > of things. It could be something like a reversed or shorted capacitor.
You
> > have about 4-5 of them right? IIRC some of the polarities are right when
> > they look backwards. Could be a solder bridge too for that matter.
> >
> > I made a mistake on the output levels I think; when the Atari is putting
> out
> > 0V you should see +9V on the output pin to the diode and when the Atari
is
> > putting out +5V you should see -9V on the pin. This will trasition much
to
> > fast to see with a VOM but you could see it with a scope or a LED. 5V is
> not
> > good news.
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>

4101. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 20:39:33 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d656804$1_1@nopics.sjc>
Source record: 28126

The OS tries to pick up D1: 32 times, I think. The 850 snags try number 27
to load his handler..... Checksum is just add all the bytes up as they go
by - throwing away the carry on each add, I think.

you keep an OS listing in yer basement? ......with your Renoirs? :>)

Bob

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Ij999.793$ld4.78239@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6460af_1@corp-news.newsgroups.com...
>
> Since you verified your parts are good then it is probably down to
something
> like a solder bridge, bent out pin, that kind of stuff. The starting from
> scratch idea you posted is probably good or do the 1489 design. Then again
I
> would probably sit there staring at the thing for 10-12 hours trying to
> figure out what is wrong; kind of obsessive that way. The 1489 design is
> much easier to execute and you can pretty much reuse all the parts you
have
> now.
> > Just to let me know when I do have it right, what kind of data should I
> see
> > go across the serial port when it is working?
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> Argghh! I should really go down in my basement and get my OS listing so I
> can be sort of accurate. On boot I believe the Atari just sends a 5 byte
> status command looking for a response from the disk drive. I don't
remember
> how many retries it does, 3-5 I think. The format is
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> Device ID which is always $31 for the first disk drive. Ataris only boot
> drive one.
> Command which is $53 or S for (S)tatus
> two AUX bytes, zeros for status I think.
> Checksum <no idea what it is or how it is calculated>
>
> I'm not sure if it is inverted data now that I think about it. Worse case
is
> you have to invert it by doing an exclusive OR with $FF.
> >
> > It's getting late, my guess is I'll rebuild from scratch tomorrow. This
> one

> > is getting a bit messy from desoldering and resoldering connections (and
> > reversing the diode several times).
> >
> > I appreciate all your help. Thanks.
> >
> > Pete
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net...
> > > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > > news:3d644e16$1_1@corp-news.newsgroups.com...
> > > > I reversed the diode, and the data appears more orderly out of the
> > serial
> > > > port monitor. I get a 0xFF followed by a long string of 0x00s.
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> > > > However, I'm not getting -9V on the "inside" of the diode. I'm not
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4102. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 20:39:33 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d65728a$1_3@nopics.sjc>
Source record: 28128

The OS tries to pick up D1: 32 times, I think. The 850 snags try number 27
to load his handler..... Checksum is just add all the bytes up as they go
by - throwing away the carry on each add, I think.

you keep an OS listing in yer basement? ......with your Renoirs? :>)

Bob

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Ij999.793$ld4.78239@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6460af_1@corp-news.newsgroups.com...
>
> Since you verified your parts are good then it is probably down to
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> like a solder bridge, bent out pin, that kind of stuff. The starting from
> scratch idea you posted is probably good or do the 1489 design. Then again
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> would probably sit there staring at the thing for 10-12 hours trying to
> figure out what is wrong; kind of obsessive that way. The 1489 design is
> much easier to execute and you can pretty much reuse all the parts you
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> > Just to let me know when I do have it right, what kind of data should I
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> > go across the serial port when it is working?
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> Device ID which is always $31 for the first disk drive. Ataris only boot
> drive one.
> Command which is $53 or S for (S)tatus
> two AUX bytes, zeros for status I think.
> Checksum <no idea what it is or how it is calculated>
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> I'm not sure if it is inverted data now that I think about it. Worse case
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> >
> > I appreciate all your help. Thanks.
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> > Pete
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> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net...
> > > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > > news:3d644e16$1_1@corp-news.newsgroups.com...
> > > > I reversed the diode, and the data appears more orderly out of the
> > serial
> > > > port monitor. I get a 0xFF followed by a long string of 0x00s.
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> > > > However, I'm not getting -9V on the "inside" of the diode. I'm not
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much
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> > > fast to see with a VOM but you could see it with a scope or a LED. 5V
is
> > not
> > > good news.
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4103. Re: Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 21:06:06 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <1nc99.46931$IU4.1468537@newsfep2-win.server.ntli.net>
Source record: 28122

Does anyone have any instructions or further info on this game ? I just grabbed a copy from Holmes (since I've never heard of it before much less played it) and it looks very interesting.

Been bashing keys randomly but would prefer to have at least an idea of what to do ;-)

Cheers

Paul
"Buckler" <ohxxyre@lnubb.pbz> wrote in message news:ncs9mu0hup22i1voost1iad1hacmrqmd19@4ax.com...
> On Thu, 22 Aug 2002 09:59:11 +0200, Jindrich Kubec <kubecj@asw.cz>
> wrote:
>
> >Destiny: The Cruiser.
>
> That's it! Thank you, thank you, THANK YOU! You have no idea how long
> that'd been bugging me.
>
> Cheers to you!
>
> Buckler
>
>
>
> To respond via email, apply ROT13 to my email address.
> "Time is nature's way of making sure that everything doesn't happen all at once."
> - Buckaroo Banzai

4104. Re: POKEY Stereo Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 22:19:43 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <3sd99.2021573$yP6.72530825@Flipper>
Source record: 28124

Thomas,

The board holds the few electronic parts and two holders for the Pokeys.
When the original Pokey is in a socket, you can simply remove the Pokey and
replace it by the Stereo board. The addition to Gumby is a switch used to
turn the upgrade on/off. The upgrade is more Pokey-chip 'friendly' because
you don't have to solder on the chips. :)

Freddy.

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:3d64c5af.12725538@news.tgz-ilmenau.de...
> On Wed, 21 Aug 2002 15:18:31 GMT, "Freddy Offenga"
> <taf.offenga@chello.nl> wrote:
>
> >Freddy.
> >
> >P.S. I still have some empty boards available.
>
> Sounds interesting! For what is the empty board needed? I always
> thought, that you just plug-over the second pokey and hardwire some
> cables. What is the advantage of your board?
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

4105. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 22:58:46 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <G0e99.1371$ld4.120435@newsread2.prod.itd.earthlink.net>
Source record: 28127

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d656804$1_1@nopics.sjc...
> The OS tries to pick up D1: 32 times, I think. The 850 snags try number 27
> to load his handler..... Checksum is just add all the bytes up as they go
> by - throwing away the carry on each add, I think.
>
> you keep an OS listing in yer basement? ......with your Renoirs? :>)

Yeah but it from the Technical Ref, Revision A I think. Not like it revised
version with the PBI handlers.

4106. Re: Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-22 23:43:54 UTC
From: Buckler <ohxxyre@lnubb.pbz>
Message-ID: <cktamusuuc6itahhdnphnu8tqkqveen1k8@4ax.com>
Source record: 28129

On Thu, 22 Aug 2002 22:06:06 +0100, "Paul Barker"
<pbarker@ntlworld.com> wrote:

>Does anyone have any instructions or further info on this game ? I just
>grabbed a copy from Holmes (since I've never heard of it before much less
>played it) and it looks very interesting.
>
>Been bashing keys randomly but would prefer to have at least an idea of what
>to do ;-)
>
>Cheers
>
>Paul

Found it at:

http://www.crestviewfl.com/~richard/DESTINY.TXT

Enjoy!
Buckler

To respond via email, apply ROT13 to my email address.
"Time is nature's way of making sure that everything doesn't happen all at once."
- Buckaroo Banzai

4107. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 00:53:53 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6587ad$1_2@corp-news.newsgroups.com>
Source record: 28130

Oops, Richard, I did it again. I e-mailed you instead of sending to the group, but this time, it went out by accident. I hate when you hit a shortcut by accident :-(

Okay, it looks like it was probably working partly. The bytes coming to the PC were:

"richard cortese" <ricortes@earthlink.net> wrote in message news:Ij999.793$ld4.78239@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6460af_1@corp-news.newsgroups.com...
>
> Since you verified your parts are good then it is probably down to something
> like a solder bridge, bent out pin, that kind of stuff. The starting from
> scratch idea you posted is probably good or do the 1489 design. Then again I
> would probably sit there staring at the thing for 10-12 hours trying to
> figure out what is wrong; kind of obsessive that way. The 1489 design is
> much easier to execute and you can pretty much reuse all the parts you have
> now.
> > Just to let me know when I do have it right, what kind of data should I
> see
> > go across the serial port when it is working?
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> Argghh! I should really go down in my basement and get my OS listing so I
> can be sort of accurate. On boot I believe the Atari just sends a 5 byte
> status command looking for a response from the disk drive. I don't remember
> how many retries it does, 3-5 I think. The format is
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> Device ID which is always $31 for the first disk drive. Ataris only boot
> drive one.
> Command which is $53 or S for (S)tatus
> two AUX bytes, zeros for status I think.
> Checksum <no idea what it is or how it is calculated>
>
> I'm not sure if it is inverted data now that I think about it. Worse case is
> you have to invert it by doing an exclusive OR with $FF.
> >
> > It's getting late, my guess is I'll rebuild from scratch tomorrow. This
> one
> > is getting a bit messy from desoldering and resoldering connections (and

> > reversing the diode several times).
> >
> > I appreciate all your help. Thanks.
> >
> > Pete
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:05Z89.2460$HJ1.174736@newsread1.prod.itd.earthlink.net...
> > > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > > news:3d644e16$1_1@corp-news.newsgroups.com...
> > > > I reversed the diode, and the data appears more orderly out of the
> > serial
> > > > port monitor. I get a 0xFF followed by a long string of 0x00s.
> > > >
> > > > However, I'm not getting -9V on the "inside" of the diode. I'm not
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> > > > The voltage, on both sides of the diode, is pretty close to 5V
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> > to
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> > > Nope, the voltage doubler/inverter isn't working -=at all=- from the
> looks
> > > of things. It could be something like a reversed or shorted capacitor.
> You
> > > have about 4-5 of them right? IIRC some of the polarities are right
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> > > they look backwards. Could be a solder bridge too for that matter.
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> > > good news.
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>

4108. Re: SIO2PC problem

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 00:56:29 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d65880b$1_1@corp-news.newsgroups.com>
Source record: 28131

Damn, I did it again. Ctrl-Enter. ARGH....

Okay, this is what's coming across:

31 53 00 00 84

That would be 31 for drive 1, 53 for status, 2 zeros, and finally, 84, which looks like a regular sum.

So, the data was coming over to the PC, it looks like it just wasn't able to reply to the Atari. Bummer. I found a 75LS189 in one of my drawers, so I'm going to go with the easier method. Got plenty of parts to try with.

I'll let you know how it goes.

Pete
"richard cortese" <ricortes@earthlink.net> wrote in message
news:Ij999.793$ld4.78239@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6460af_1@corp-news.newsgroups.com...
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> Since you verified your parts are good then it is probably down to
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> > > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > > news:3d644e16$1_1@corp-news.newsgroups.com...
> > > > I reversed the diode, and the data appears more orderly out of the
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4109. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 01:19:20 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3ptwa9xt3.fsf@europa.pienet>
Source record: 28048

sam_5_5_5_0@yahoo.com (Sam) writes:

> >
> > You may get some glitches with voltage spikes from the relay coil crashing
> > the computer on switching. The solution was simple for me, just switched
> > which side of the coil the transistor was wired to. Can't remember if it
> > ended up being on the ground side or 5V side.

A somewhat better solution is to add a diode across the relay coil with the cathode towards the positive voltage, and add a non-electrolytic cap across as well (something between .01 and ~2uf is fine- the value isn't critical). Relay coils don't have polarity and reversing which side of the transistor its connected to can disturb the operation of the circuit- and it won't affect the spikes either. Changing the location of the coil will change where the spikes are seen, but they're still present. When a relay coil is actuated, 2 spikes are seen; one as current is applied- its polarity is opposed to the polarity of the actuating current, the effect is to slow down the current rise thru the coil- its not really noticable in this scenario. The other spike occurs when current is removed. Since the current is abruptly stopped, the magnetic field collapses very fast, applying current to the circuit connected to the relay. Since the circuit's resistance is high (the transistor being off), E=IR causes a (very) high voltage to develop- easily over 100v. The polarity of the spike will be the reverse of the polarity of the current applied to actuate the coil, thus the reversed diode will pass the spike's current but not the actuating current. The duration of the spike is proportional to the circuit's resistance, the higher the resistance, the shorter and bigger the spike is. The diode and cap will short the current spike right back to the coil so the rest of the circuit effectively won't see it.

> What if I need more than one relay? Should I use more than one
> tranistor?
> (Don't worry about the Atari powering the relays themselves, I know
> for a fact I will need an external power supply.)

A 3904/3906 can handle up to about 1 amp, so you can pile up a bunch of relays.

Gregm

4110. Re: Operating System Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 02:13:53 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <BTg99.140059$SS.6158256@bin3.nnrp.aus1.giganews.com>
Source record: 28132

Got it Ron. Thank you...

Andy

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:QdQ89.1362$HJ1.76478@newsread1.prod.itd.earthlink.net...
> Andy;
>
> I think this is what you want:
> http://trident.mcs.kent.edu/~clisowsk/8bit/atrpref.html
> &
> http://trident.mcs.kent.edu/~clisowsk/8bit/atrtblc.html
>
> The 2nd link is Table of Contents; this is sometimes called the Technical
> Reference Notes whichI thought was a separate document. There is also a
> source code listing for the OS; not sure it is on-line.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Rd_59.1369$wF2.135364@newsread1.prod.itd.earthlink.net...
> > Also out there somewhere, will look for the link...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> >
> > "David A Paterson" <david_p@istop.com> wrote in message
> > news:9267B1B81davidpistopcom@205.189.152.45...
> > > adgrey@comcast.net (Andy Grey) wrote in
> > > <04n59.194482$nm.7765547@bin5.nnrp.aus1.giganews.com>:
> > >
> > > >In my attempts to play around with my Atari programming lately I keep
> > > >coming across references to the Atari "Operating System Manual". Is
> > > >there such a beast? Anyone know where I can get it?
> > > >
> > > >Andy
> > >
> > > Many vendors still list it - check www.myatari.com. Big, hefty book
> with
> > > lots of information.

> > >
> > > David P.
>
>
>

4111. SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 02:28:33 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d659d9f$1_1@corp-news.newsgroups.com>
Source record: 28133

Okay, I'm still having problems. ARGH.

I did the 75LS189. At least Atari810 is showing something, but it's basically showing "Unknown" and all the data coming across seems to be zeros.

I added the diode, but I may remove that to make things simpler.

I've got a .1uF cap between pins 1 & 14. I may also remove that, again, just to get rid of possible problems.

I've got no shorts between any pins (my multimeter has a setting for checking just that). I had two, but I cleaned them and they're fine now.

There's no short anywhere near the diode (from the Atari orange line to pin 8), but my multimeter is showing about +5V DC relative to ground there, on both sides of the diode.

For once, my soldering job is actually very clean. Pins 13 & 14 are tied together cleanly.

Pin 14 shows +5V relative to pin 7.

Any ideas? Sorry to be such a pain... I want my SIO2PC :-(

Pete

4112. SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 02:34:26 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <Sah99.24696$Aw4.1135779@bin2.nnrp.aus1.giganews.com>
Source record: 28134

Can anyone point me to a schematic of the 1489 version?

Andy

4113. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 02:39:12 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d65a020_2@corp-news.newsgroups.com>
Source record: 28136

http://trident.mcs.kent.edu/~clisowsk/8bit/sio2pc-1489.html

"Andy Grey" <adgrey@comcast.net> wrote in message
news:Sah99.24696$Aw4.1135779@bin2.nnrp.aus1.giganews.com...
> Can anyone point me to a schematic of the 1489 version?
>
> Andy
>
>
>
>

4114. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 02:39:55 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208221839.4006b7c4@posting.google.com>
Source record: 28135

My main point though was that the .atr that Atari800Win made for me, was fine in every way. I sent it to you by email, now let's have a look see at yours. And VTOCfix.com works very well on the mis-written 4.51 VTOC data, so that can be a temporary fix for now. Use the hex editor to veiw the structure of an .atr - in particular the offset to the VTOC. Or any file.

"Pete Davis" <pdavis68@hotmail.com> wrote in message news:<3d64caa9$1_3@corp-news.newsgroups.com>...
> You're finding, more or less, the same results that I ran into with how
> MyDOS formats. It may very wellbe a bug in Atarin800Win.
>
> Pete

4115. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 03:00:27 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d65a519$1_1@corp-news.newsgroups.com>
Source record: 28137

I found a version of the 75LS189 circuit on a Czech website that has an 1uF electrolytic cap between pins 14 and 7 as well as a direct line from pin 13 to ground and a 5k6 resistor between pins 8 and 14.

What's this all about?

Pete

"Pete Davis" <pdavis68@hotmail.com> wrote in message news:3d659d9f$1_1@corp-news.newsgroups.com...
> Okay, I'm still having problems. ARGH.
>
> I did the 75LS189. At least Atari810 is showing something, but it's
> basically showing "Unknown" and all the data coming across seems to be
> zeros.
>
> I added the diode, but I may remove that to make things simpler.
>
> I've got a .1uF cap between pins 1 & 14. I may also remove that, again,
just
> to get rid of possible problems.
>
> I've got no shorts between any pins (my multimeter has a setting for
> checking just that). I had two, but I cleaned them and they're fine now.
>
> There's no short anywhere near the diode (from the Atari orange line to
pin
> 8), but my multimeter is showing about +5V DC relative to ground there, on
> both sides of the diode.
>
> For once, my soldering job is actually very clean. Pins 13 & 14 are tied
> together cleanly.
>
> Pin 14 shows +5V relative to pin 7.
>
> Any ideas? Sorry to be such a pain... I want my SIO2PC :-(
>
> Pete
>
>

4116. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 03:21:48 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d65aa19$1_4@corp-news.newsgroups.com>
Source record: 28139

Okay, PROGRESS!!!!

I removed the diode and the cap between pin 1 and 14.

Atari 810 gets the status signal, and sometimes, will begin to boot, but
then it loses it somewhere along the way. Usually it gets to sector 2-5,
though once it made it to sector 13.

Any ideas on what might clean this up?

Am I correct in assuming that a ceramic cap with 104 written on the side is
a .1uF cap?

Pete

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d659d9f$1_1@corp-news.newsgroups.com...
> Okay, I'm still having problems. ARGH.
>
> I did the 75LS189. At least Atari810 is showing something, but it's
> basically showing "Unknown" and all the data coming across seems to be
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>
> I added the diode, but I may remove that to make things simpler.
>
> I've got a .1uF cap between pins 1 & 14. I may also remove that, again,
just
> to get rid of possible problems.
>
> I've got no shorts between any pins (my multimeter has a setting for
> checking just that). I had two, but I cleaned them and they're fine now.
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> There's no short anywhere near the diode (from the Atari orange line to
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> 8), but my multimeter is showing about +5V DC relative to ground there, on
> both sides of the diode.
>
> For once, my soldering job is actually very clean. Pins 13 & 14 are tied
> together cleanly.
>
> Pin 14 shows +5V relative to pin 7.
>
> Any ideas? Sorry to be such a pain... I want my SIO2PC :-(
>
> Pete
>

>

4117. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 03:22:44 UTC
From: Eric Scharff <edsZZZ_2@yahoo.com>
Message-ID: <3d65aa84@cs.colorado.edu>
Source record: 28138

Paul Irvine <mclane.dellosyourfinger@btinternet.com> wrote:

> 3. Same place Again, make sure SIO patch is ticked. Only reason I say
> this is because the program loads a lot of sectors according to my
> sector counter and if SIO wasn't patched it would take a good while.

This was the main point. I turned *off* the SIO patch, assuming it was
doing some timing-specific stuff whilst loading and got messed up.

The *real* problem was that I wasn't patient enough.

For the record:

The game isn't done loading when the splash screen comes up. In fact, it
still has quite a bit to load.

If you press a key while it is loading, that interrupts the load sequence
and messes everything up.

So, if you simply hit *no* keys, and wait a half minute for it to finish
virtually loading, it works fine.

Thanks to everyone for their help!

-Eric
(Genuine email replies, remove ZZZ from address)

4118. Re: Newel 1meg Upgrade instellation docs wanted..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 03:32:33 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D65ACD1.BF8C84DA@cswebmail.com>
Source record: 28140

Nir wrote:

> Does anyone still have thte Newel 1 meg upgrade instellation docs??? i
> pulled this upgrade from one of my non working 130xe and i would like
> to put it back in another machine
>
> nir

I have the 1 meg Newell ram upgrade docs, will scan and post in a day or
two.

Rick D.

4119. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 04:46:48 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Y6j99.2099$ob2.183544@newsread1.prod.itd.earthlink.net>
Source record: 28141

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d65aa19$1_4@corp-news.newsgroups.com...
> Okay, PROGRESS!!!!
>
> I removed the diode and the cap between pin 1 and 14.

Make sure you don't plug anything else into the chain like a real 1050.
>
> Atari 810 gets the status signal, and sometimes, will begin to boot, but
> then it loses it somewhere along the way. Usually it gets to sector 2-5,
> though once it made it to sector 13.
>
> Any ideas on what might clean this up?

There is such a thing as a bad POKEY/Atari serial chip. I have also fixed
one for somebody that just had a wire broken loose in 13 pin hood. Could be
anything really. Both SIO2PC and APE have built in monitors that will give
things like error codes.

I would make sure you have a single density image that isn't Sparta DOS.

Just to make sure, are you doing this in a 1200XL?

If you want me to look at the cable I will fix it<them> for you. Kind of
curious myself now.
>
> Am I correct in assuming that a ceramic cap with 104 written on the side
is
> a .1uF cap?

Yes.

In answer to your other post about designs, the reason for the other designs
was because ~70% of the people trying to build Nick's MAX232 design had
problems with assembly. I started off with simple designs based chips like a
74LS00 and 4049, but people were saying "There are no 4049s in France" kind
of stuff. A look through the Radio Shack catalog showed they stocked 1489s
and everyone seemed to agree they could get them.

I think in my first 1489 post to the newsgroup I said a few things like you
could add a decoupling capacitor but I left them out of the original design
just to keep it simple. There are a few other things I and others took the
liberty of changing. When I first did the design I tied unused input to
either +5 or ground. I found out later that this is unnecessary as they have
this on chip already. I am a minimalist I guess.

Some people say they get better performance with a pullup resistor so they added it to the design. Actually I think it should be a pulldown if anything but people swear by the mod.

IMO: Ask what
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047189734

is doing under the hood with his. He has 132 feedbacks, all positive!

4120. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 05:36:10 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <eRj99.143089$SS.6299841@bin3.nnrp.aus1.giganews.com>
Source record: 28142

Thanks....

Andy

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d65a020_2@corp-news.newsgroups.com...
> http://trident.mcs.kent.edu/~clisowsk/8bit/sio2pc-1489.html
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:Sah99.24696$Aw4.1135779@bin2.nnrp.aus1.giganews.com...
> > Can anyone point me to a schematic of the 1489 version?
> >
> > Andy
> >
> >
> >
> >
>
>

4121. Re: MYIDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 06:10:02 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3D65D1B9.9060707@swbell.net>
Source record: 28143

James King wrote:
> Soon, I hope to be an owner of a MYIDE interface.. question, though - does
> anybody know if I'll be able to run a Syquest IDE ES135 removable drive?
> I use the SCSI version on my BB now.
>
>

Just to pop in since I use the Atari 800 version of the MyIDE I can
definately say I'm not sure. :) Something to be tried.

Doctor Clu

4122. CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 06:17:09 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3D65D359.20101@swbell.net>
Source record: 28144
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Give the JYBOLAC BBS a "Call" at:

jybolac.homelinux.com port 800

This is a real Atari 8-bit BBS ran off a XEGS.

We have a message areas for the Atari 8-bit, Atari ST, and a
continue the story board. The BBS is viewable in the glory of the
ATASCII graphics (and all 40 columns!) and has online games and a
download area.

So give us a "ring"! We'd love to have you there!

Doctor Clu
co-sysop of the JYBOLAC-TNG BBS

4123. VECTOR GAME! NEED HELP

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 06:36:49 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d655aa1$0$33210$e4fe514c@dreader4.news.xs4all.nl>
Source record: 28123

Hi,

Q: When will be full version of the game released?

A: I have no idea. I'm still looking for a creative person to design the levels and draw the graphics.
Thanks for all your entries in the guestbook, it's the reason why this project isn't dead.
But it won't step any further without a person that will cooperate with me (I've started this project because I had many promises).
Do you really want to have a new 3D game for a very very old computer? I only have the 3D engine, does anyone want to do the rest?

Are there some good Duke Nukem Level designers in this news-group who can make levels also people who can make graphics.

TXG/MNX

http://atariarea.nostalgia.pl/vector/

4124. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 07:36:09 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208222336.3f637ab1@posting.google.com>
Source record: 28145

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3D649AC9.473D1D66@asw.cz>...
> Crossbow is 128k XEGS bankswitched cart. Schematics could be found on my
> page.
>
> I sent some info to Thorsten S. how to make homebrew 64k cart, which was
> verified. I also send him the possible way how to make 128k cart, but
> this was not confirmed yet (I don't have resources to try it by myself).

you right Jind, with crossbow you can made a 64k cart, and a 128k
(verified my me ;).. i also made a 256k, 512k and 1024k cart using
this pcb.. also verified ;)

nir

4125. Re: Koronis Rift Loading

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 09:32:49 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <kvvbmu89m535t6chfktinmocf3fcb9vrj2@4ax.com>
Source record: 28146

On 22 Aug 2002 21:22:44 -0600, Eric Scharff <edsZZZ_2@yahoo.com>
wrote:

>Paul Irvine <mclane.dellosyourfinger@btinternet.com> wrote:
>
>> 3. Same place Again, make sure SIO patch is ticked. Only reason I say
>> this is because the program loads a lot of sectors according to my
>> sector counter and if SIO wasn't patched it would take a good while.
>
>This was the main point. I turned *off* the SIO patch, assuming it was
>doing some timing-specific stuff whilst loading and got messed up.
>
>The *real* problem was that I wasn't patient enough.

Lol..Patience is a virtue :-)

Glad it's working, I think most people forget the real Atari's were
not the fastest loaders in the world and with the emulators running
with the I/O off they can actually load slower than the real thing
sometimes.

Always keep the fast I/O on unless the program simply won't work on
any other configuration, then try with it off.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4126. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 10:29:31 UTC
From: Fox-1
Message-ID: <trd99.77790$48.8983245@zwoll1.home.nl>
Source record: 28125

<ronfucci@bellsouth.net> wrote

> fox,
>
> this is great stuff of course, but does not include the ddt manual ;(

That's right. Didn't convert that one yet to HTML, but I should have it laying around as a TXT file somewhere.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4127. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 10:48:25 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6612c7$1_3@corp-news.newsgroups.com>
Source record: 28047

Richard,
No bad Pokey (I tried another Atari). It's been tested with an 800xl and
130xe.

I guess I'll just double-check all the connections and stuff, pull on the
wires, rip out my hair, etc...

I've got enough parts that I can continue this exercise 2 or 3 more times
before I need to go out and buy more parts. Eventually I gotta get it right.

I realized I had screwed up the coupling cap. I had misread from Pin 1 to
Pin 14, and it was Pin 7 to Pin 14, so I put that back. Put the diode back
in as well. The performance is the same. It sometimes just shows a status
for the drive, other times it will start reading sectors. Sector 13 is the
farthest I've gotten.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Y6j99.2099$ob2.183544@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d65aa19$1_4@corp-news.newsgroups.com...
> > Okay, PROGRESS!!!!
> >
> > I removed the diode and the cap between pin 1 and 14.
>
> Make sure you don't plug anything else into the chain like a real 1050.
> >
> > Atari 810 gets the status signal, and sometimes, will begin to boot, but
> > then it loses it somewhere along the way. Usually it gets to sector 2-5,
> > though once it made it to sector 13.
> >
> > Any ideas on what might clean this up?
>
> There is such a thing as a bad POKEY/Atari serial chip. I have also fixed
> one for somebody that just had a wire broken loose in 13 pin hood. Could
be
> anything really. Both SIO2PC and APE have built in monitors that will give
> things like error codes.
>
> I would make sure you have a single density image that isn't Sparta DOS.
>
> Just to make sure, are you doing this in a 1200XL?
>
> If you want me to look at the cable I will fix it<them> for you. Kind of
> curious myself now.

> >
> > Am I correct in assuming that a ceramic cap with 104 written on the side
> is
> > a .1uF cap?
>
> Yes.
>
> In answer to your other post about designs, the reason for the other
designs
> was because ~70% of the people trying to build Nick's MAX232 design had
> problems with assembly. I started off with simple designs based chips like
a
> 74LS00 and 4049, but people were saying "There are no 4049s in France"
kind
> of stuff. A look through the Radio Shack catalog showed they stocked 1489s
> and everyone seemed to agree they could get them.
>
> I think in my first 1489 post to the newsgroup I said a few things like
you
> could add a decoupling capacitor but I left them out of the original
design
> just to keep it simple. There are a few other things I and others took the
> liberty of changing. When I first did the design I tied unused input to
> either +5 or ground. I found out later that this is unnecessary as they
have
> this on chip already. I am a minimalist I guess.
>
> Some people say they get better performance with a pullup resistor so they
> added it to the design. Actually I think it should be a pulldown if
anything
> but people swear by the mod.
>
> IMO: Ask what
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047189734
>
> is doing under the hood with his. He has 132 feedbacks, all positive!
>
>

4128. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 11:34:25 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d661d8f_4@corp-news.newsgroups.com>
Source record: 28049

Okay, additional tesitng and messing around with the setup, and I'm pretty much in the same place. I tried reversing the diode. Clearly, I had it right the first time, as the Atari receives nothing if I reverse it.

It appears that the Atari is sending data and the PC is receiving it. The problem appears to be that at some point, after the first few frames, the Atari stops receiving data for some reason. I've rechecked all line associated with the xmit line, from the DB9, all the way to the Atari's orange cable. All the connections have been de-soldered and resoldered, and no dice.

Is it possible that running a pull-up or pull-down on pin 8 would help?

Could it be some sort of grounding issue?

Thanks.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Y6j99.2099$ob2.183544@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d65aa19$1_4@corp-news.newsgroups.com...
> > Okay, PROGRESS!!!!
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> > I removed the diode and the cap between pin 1 and 14.
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> > then it loses it somewhere along the way. Usually it gets to sector 2-5,
> > though once it made it to sector 13.
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> There is such a thing as a bad POKEY/Atari serial chip. I have also fixed
> one for somebody that just had a wire broken loose in 13 pin hood. Could
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> anything really. Both SIO2PC and APE have built in monitors that will give
> things like error codes.
>
> I would make sure you have a single density image that isn't Sparta DOS.
>
> Just to make sure, are you doing this in a 1200XL?
>
> If you want me to look at the cable I will fix it<them> for you. Kind of

> curious myself now.
> >
> > Am I correct in assuming that a ceramic cap with 104 written on the side
> is
> > a .1uF cap?
>
> Yes.
>
> In answer to your other post about designs, the reason for the other
designs
> was because ~70% of the people trying to build Nick's MAX232 design had
> problems with assembly. I started off with simple designs based chips like
a
> 74LS00 and 4049, but people were saying "There are no 4049s in France"
kind
> of stuff. A look through the Radio Shack catalog showed they stocked 1489s
> and everyone seemed to agree they could get them.
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> I think in my first 1489 post to the newsgroup I said a few things like
you
> could add a decoupling capacitor but I left them out of the original
design
> just to keep it simple. There are a few other things I and others took the
> liberty of changing. When I first did the design I tied unused input to
> either +5 or ground. I found out later that this is unnecessary as they
have
> this on chip already. I am a minimalist I guess.
>
> Some people say they get better performance with a pullup resistor so they
> added it to the design. Actually I think it should be a pulldown if
anything
> but people swear by the mod.
>
> IMO: Ask what
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2047189734
>
> is doing under the hood with his. He has 132 feedbacks, all positive!
>
>

4129. Wanted: Atari posters

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 12:29:49 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ak59rtpht1@terabinaries.xmission.com>
Source record: 28050

I'm looking to acquire any good condition 800-130xe and full size arcade style posters from Atari.

If you have any, and their in framing condition, pleae contact me.

4130. Re: CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 12:31:20 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ak59uopht2@terabinaries.xmission.com>
Source record: 28051
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In comp.sys.atari.8bit Doctor Clu <drclu@swbell.net> wrote:

> Give the JYBOLAC BBS a "Call" at:

What are you using to allow the XEGS to be accessible via Telnet? APE 2?

Also, did you need a modified version of Pro! ? I still have Pro 3.2c -
will that work?

Thanks.

4131. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 12:40:21 UTC
From: dlicht@ccc.at
Message-ID: <3d662c29.20050557@news.chello.at>
Source record: 28052

On 19 Aug 2002 11:56:38 -0700, pdavis68@hotmail.com (P. Davis) wrote:

>Unfortunately, I don't speak any German. If you have something in
>English, French, Spanish, or Italian, that would be great.
>
>Pete
>
Try to mail to Thomas Grasl (tgrasel@abbuc-raf.de), he is the
"ingenieur" of this Power Supply and a very friendly boy. Maybe he can
help you.

With a Servus from Vienna

Dieter Lichtenegger

4132. Re: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 12:43:04 UTC
From: dlicht@ccc.at
Message-ID: <3d662d96.20415864@news.chello.at>
Source record: 28053

On Fri, 23 Aug 2002 02:34:26 GMT, "Andy Grey" <adgrey@comcast.net>
wrote:

>Can anyone point me to a schematic of the 1489 version?
>
>Andy
>
Another adress:

http://www.wolfpup.net/atari/atari.html

Dieter Lichtenegger

4133. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 13:33:37 UTC
From: pdavis68@hotmail.com
Message-ID: <8e43b66c.0208230533.2705d3f7@posting.google.com>
Source record: 28054

I think it's great that you have the MAC/65 manual on your site. I was looking for an online "Action!" manual and never could find one (though you do have the quick reference).

Since nobody else seems to have it up, I thought I'd do it. How did you get the MAC/65 manual done? Did you scan and OCR?

Now that I actually have the real manuals, I wouldn't mind getting them up for the sake of others.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:<vGS89.70510$48.8177387@zwoll1.home.nl>...
> "Dan Vernon" wrote
>
> > Well... yeah, I've cut mine apart and put it in a ring binder. I'm planning
> > on scanning in the manual and posting it on my site...
>
>
>
> http://www7.brinkster.com/atari/mac65.htm#topofpage
>
> This is the HTML MAC/65 manual I did, but it's for the disk-based version. Later there were notes inserted with extra
> info/differences with the cartridge-version. However this is not a straight copy of the original manual. all info is on my page
> (it all came from the original manual), albeit sometimes in a different order, or different numbered chapters...

4134. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 16:15:27 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <zct99.2651$ld4.245407@newsread2.prod.itd.earthlink.net>
Source record: 28055

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3ptwa9xt3.fsf@europa.pienet...
>
> sam_5_5_5_0@yahoo.com (Sam) writes:
>
> > >
> > > You may get some glitches with voltage spikes from the relay coil
crashing
> > > the computer on switching. The solution was simple for me, just
switched
> > > which side of the coil the transistor was wired to. Can't remember if
it
> > > ended up being on the ground side or 5V side.
>
> A somewhat better solution is to add a diode across the relay coil
> with the cathode towards the positive voltage, and add a
> non-electrolytic cap across as well (something between .01 and ~2uf is
> fine- the value isn't critical).

I did that and it still glitched.
> Relay coils don't have polarity and
> reversing which side of the transistor its connected to can disturb
> the operation of the circuit- and it won't affect the spikes either.

I don't see how changing from using a transistor in source mode or sink mode
can disturb the operation of the circuit. Both ways are pretty standard.
There is no way to get rid of the ~.7V spike you still get with even with a
clamping diode. The .7V was enough to glitch the computer in one mode,
didn't bother it in the other.

4135. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 16:24:33 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <5lt99.2678$ld4.246017@newsread2.prod.itd.earthlink.net>
Source record: 28056

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d661d8f_4@corp-news.newsgroups.com...
> Could it be some sort of grounding issue?

Yes. I've seen that kind of 'noise' when the IBM side isn't grounded
properly.

4136. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 17:51:23 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D66761B.56DCE8F3@asw.cz>
Source record: 28057

Nir wrote:
> you right Jind, with crossbow you can made a 64k cart, and a 128k
> (verified my me ;).. i also made a 256k, 512k and 1024k cart using
> this pcb.. also verified ;)

I meant just the simple rom replacement/rewiring. Your design I've seen
was using too many different parts and additional board.

So is your verified 128k design just rom replacement?

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4137. Re: POKEY Stereo Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 17:56:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D667767.BD7312CF@students.uni-mainz.de>
Source record: 28058

Well,
I think the first version made by chuck steinman is the best known one.
Afaik Freddy Offenga (or another dutch atarian) also made some Pokey
upgrades which have the same function but use different layouts (or
PCB`s). The chuck steinman upgrade is described in an english article
(AT/ASCII text)... -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> I'm looking for building plans for the pokey stereo upgrade in german
> or english. What versions are there availble? What are the differences
> between the various upgrades?
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

4138. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 18:06:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D6679B1.9F382420@students.uni-mainz.de>
Source record: 28059

Well,
it can be used - but with limitations. I have a good article written by
nir dary, who describes it (also includes a copy routine for homebrew
games)...
The limitations are: 1) XEGS carts cannot be switched off, thus the game
must not use (nor write to) cartridge area 8000-BFFF (since this area
will be ROM after you insert the cart!); 2) the game must not be
multistage, otherwise it will try to load the nexts parts from Disk or
tape (unless you are a good hacker/patcher and are able to change
this...) 3) the game must not have a certain copy-protection, which
detects the presence of a cart and then locks-up (some games have this
protection, to protect them against cart. hacking tools...)
-Andreas.

Jindrich Kubec schrieb:
>
> Crossbow is 128k XEGS bankswitched cart. Schematics could be found on my
> page.
>
> I sent some info to Thorsten S. how to make homebrew 64k cart, which was
> verified. I also send him the possible way how to make 128k cart, but
> this was not confirmed yet (I don't have resources to try it by myself).
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4139. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 18:32:14 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3fzx51l5d.fsf@europa.pienet>
Source record: 28060

"richard cortese" <ricortes@earthlink.net> writes:

> "Greg Menke" <gregm-news@toadmail.com> wrote in message
> news:m3ptwa9xt3.fsf@europa.pienet...
> >
> > sam_5_5_5_0@yahoo.com (Sam) writes:
> >
> > > >
> > > > You may get some glitches with voltage spikes from the relay coil
> crashing
> > > > the computer on switching. The solution was simple for me, just
> switched
> > > > which side of the coil the transistor was wired to. Can't remember if
> it
> > > > ended up being on the ground side or 5V side.
> >
> > A somewhat better solution is to add a diode across the relay coil
> > with the cathode towards the positive voltage, and add a
> > non-electrolytic cap across as well (something between .01 and ~2uf is
> > fine- the value isn't critical).
>
> I did that and it still glitched.
> > Relay coils don't have polarity and
> > reversing which side of the transistor its connected to can disturb
> > the operation of the circuit- and it won't affect the spikes either.
>
> I don't see how changing from using a transistor in source mode or sink mode
> can disturb the operation of the circuit. Both ways are pretty standard.
> There is no way to get rid of the ~.7V spike you still get with even with a
> clamping diode. The .7V was enough to glitch the computer in one mode,
> didn't bother it in the other.

It depends on the type of transistor, if NPN, putting the coil between
the emitter and ground interferes with the base current- a similar
arrangement applies for PNP. I guess its not all that important in
this case- such things are more important when dealing with
amplifiers, not transistors in saturation as switching devices. It is
worth noting that the current gain of transistors in that
configuration is reduced- again its probably not all that important
here.

I've no doubt moving the coil around might cause the problem to not
appear- it all depends on where the spike shows up. The spike is
there because of the diode's voltage drop, thats what the cap helps to
get rid of.

If it was still glitching with both the cap and the diode, I would begin to suspect some other unforseen interaction- perhaps thru the transistor's base. I worked on one circuit where ground noise caused the net VCC to drop below the device's minimum for just an instant- but enough to corrupt memory.

Gregm

4140. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 18:56:38 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d668653$1_3@nopics.sjc>
Source record: 28061

In situations like this, it helps to increase the switching times of the coil. The faster you change the current in the coil, the bigger the reaction in your system, so slow it down. Maybe a little R/C low-pass network at the input... The joystick already has a resistor in series, try a capacitor to ground at the base. Maybe 5ufd.

The real fix is to use an opto-isolator to the outside world....

Bob

"richard cortese" <ricortes@earthlink.net> wrote in message news:zct99.2651$ld4.245407@newsread2.prod.itd.earthlink.net...
> "Greg Menke" <gregm-news@toadmail.com> wrote in message
> news:m3ptwa9xt3.fsf@europa.pienet...
> >
> > sam_5_5_5_0@yahoo.com (Sam) writes:
> >
> > > >
> > > You may get some glitches with voltage spikes from the relay coil
> crashing
> > > > the computer on switching. The solution was simple for me, just
> switched
> > > > which side of the coil the transistor was wired to. Can't remember
if
> it
> > > > ended up being on the ground side or 5V side.
> >
> > A somewhat better solution is to add a diode across the relay coil
> > with the cathode towards the positive voltage, and add a
> > non-electrolytic cap across as well (something between .01 and ~2uf is
> > fine- the value isn't critical).
>
> I did that and it still glitched.
> > Relay coils don't have polarity and
> > reversing which side of the transistor its connected to can disturb
> > the operation of the circuit- and it won't affect the spikes either.
>
> I don't see how changing from using a transistor in source mode or sink
mode
> can disturb the operation of the circuit. Both ways are pretty standard.
> There is no way to get rid of the ~.7V spike you still get with even with
a
> clamping diode. The .7V was enough to glitch the computer in one mode,
> didn't bother it in the other.
>

>

4141. Re: CALL THE JYBOLAC BBS (XEGS ran)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 18:58:08 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1030129088.937370@pikachu.atari-source.com>
Source record: 28062
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Doesn't actually do anything past the APE screen. Is it because someone is
already using hte BBS?

Thanks
Mark
http://atari-source.com

Doctor Clu wrote:

>
> Give the JYBOLAC BBS a "Call" at:
>
> jybolac.homelinux.com port 800
>
> This is a real Atari 8-bit BBS ran off a XEGS.
>
> We have a message areas for the Atari 8-bit, Atari ST, and a
> continue the story board. The BBS is viewable in the glory of the
> ATASCII graphics (and all 40 columns!) and has online games and a
> download area.
>
> So give us a "ring"! We'd love to have you there!
>
> Doctor Clu
> co-sysop of the JYBOLAC-TNG BBS

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

4142. Re: Newel 1meg Upgrade instellation docs wanted..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 21:08:19 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0208231308.9e4fc84@posting.google.com>
Source record: 28063

"Rick D." <webrickd@cswebmail.com> wrote in message
news:<3D65ACD1.BF8C84DA@cswebmail.com>...
> Nir wrote:
>
> > Does anyone still have thte Newel 1 meg upgrade instellation docs??? i
> > pulled this upgrade from one of my non working 130xe and i would like
> > to put it back in another machine
> >
> > nir
>
> I have the 1 meg Newell ram upgrade docs, will scan and post in a day or
> two.
>
> Rick D.

thanks for the offer Rick, bob sent them to me already ;)

4143. Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 21:52:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1030139701.24683.0@eos.uk.clara.net>
Source record: 28064

Hello All,

Just wanted to clear up some confusion over my Atari 8-bit PPP/DGS CD-ROM. Based on e-mails I've had recently, it appears some people think that I only have 25 copies available. This is untrue. I am allowed to produce as many as I need. The 25 copies I have mentioned recently, is the number of copies I need to sell to reach break-even point. At the moment I am out-of-pocket because I've only sold 13 copies. Please take a look at the info about the new CD at http://www.dgs.clara.net (click the CD-ROM link). You can order on-line with a credit card using PayPal, or pay in cash in US$ or UK pounds.

Dean Garraghty

4144. Re: Seeking info on space-sim game...help?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 22:29:32 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <eHy99.55744$IU4.1682111@newsfep2-win.server.ntli.net>
Source record: 28066

Excellent. Thanks. (BTW You are right this looks like a great game !)

Paul

"Buckler" <ohxxyre@lnubb.pbz> wrote in message
news:cktamusuuc6itahhdnphnu8tqkqveen1k8@4ax.com...
> On Thu, 22 Aug 2002 22:06:06 +0100, "Paul Barker"
> <pbarker@ntlworld.com> wrote:
>
> >Does anyone have any instructions or further info on this game ? I just
> >grabbed a copy from Holmes (since I've never heard of it before much less
> >played it) and it looks very interesting.
> >
> >Been bashing keys randomly but would prefer to have at least an idea of
what
> >to do ;-)
> >
> >Cheers
> >
> >Paul
>
>
> Found it at:
>
> http://www.crestviewfl.com/~richard/DESTINY.TXT
>
> Enjoy!
> Buckler
>
>
> To respond via email, apply ROT13 to my email address.
> "Time is nature's way of making sure that everything doesn't happen all at
once."
> - Buckaroo Banzai

4145. Re: Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 22:33:56 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <oLy99.2053996$yP6.73873589@Flipper>
Source record: 28067

Hi Dean,

I'm just curious, what are the costs you're talking about? Empty CD-ROMs are cheap AFAIK.

Freddy.

"Dean Garraghty" <dgs@clara.net> wrote in message news:1030139701.24683.0@eos.uk.clara.net...
> Hello All,
>
> Just wanted to clear up some confusion over my Atari 8-bit PPP/DGS CD-ROM.
> Based on e-mails I've had recently, it appears some people think that I only
> have 25 copies available. This is untrue. I am allowed to produce as many as
> I need. The 25 copies I have mentioned recently, is the number of copies I
> need to sell to reach break-even point. At the moment I am out-of-pocket
> because I've only sold 13 copies. Please take a look at the info about the
> new CD at http://www.dgs.clara.net (click the CD-ROM link). You can order
> on-line with a credit card using PayPal, or pay in cash in US$ or UK pounds.
>
> Dean Garraghty
>
>

4146. Re: Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 23:08:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <Bfz99.13367$lk.297047@typhoon.sonic.net>
Source record: 28068

Freddy Offenga <taf.offenga@chello.nl> wrote:
> Hi Dean,
>
> I'm just curious, what are the costs you're talking about? Empty CD-ROMs are
> cheap AFAIK.

I can't answer, but I can make a few stabs:

* Licensing?
* Shipping?
* Nifty graphics on the CD itself

It sucks about the "can't sell to Germany, Switzerland, Austria" bit.
What's up with that!?

-bill!

4147. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-23 23:39:24 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d66c777$1_4@corp-news.newsgroups.com>
Source record: 28069

Is there any easy way to test that? I'm using my laptop as the PC side.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message
news:5lt99.2678$ld4.246017@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d661d8f_4@corp-news.newsgroups.com...
> > Could it be some sort of grounding issue?
>
> Yes. I've seen that kind of 'noise' when the IBM side isn't grounded
> properly.
>
>

4148. Re: Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 00:20:42 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <ujA99.2056608$yP6.73977196@Flipper>
Source record: 28070

Yes, I also like to know that! Germany is certainly a potential A8 market.
;-)
Maybe it has to do with the Power Per Post (PPP) rights?
Just to clear up some confusion, hm....

Freddy.

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Bfz99.13367$Ik.297047@typhoon.sonic.net...
> Freddy Offenga <taf.offenga@chello.nl> wrote:
> > Hi Dean,
> >
> > I'm just curious, what are the costs you're talking about? Empty CD-ROMs
are
> > cheap AFAIK.
>
>
> I can't answer, but I can make a few stabs:
>
> * Licensing?
> * Shipping?
> * Nifty graphics on the CD itself
>
>
> It sucks about the "can't sell to Germany, Switzerland, Austria" bit.
> What's up with that!?
>
> -bill!

4149. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 00:49:44 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d66d7f6$1_3@corp-news.newsgroups.com>
Source record: 28071

Okay, I made my THIRD cable. This time I used the Czech design that has the pullup on pin 13. I get EXACTLY the same result as with cable #2, meaning that chances are, this is a grounding issue.

Okay, let's throw in one more variable, which is this: My laptop only has USB ports, no serial port, so I'm using a USB to Serial cable (it's got some circuitry inside). I didn't build this. I bought it. It's professional. Is there any chance that this is the variable?

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:5lt99.2678$ld4.246017@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d661d8f_4@corp-news.newsgroups.com...
> > Could it be some sort of grounding issue?
>
> Yes. I've seen that kind of 'noise' when the IBM side isn't grounded
> properly.
>
>

4150. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 01:22:08 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d66df9b$1_4@corp-news.newsgroups.com>
Source record: 28072

Switching the command line to DSR, I got a lot more success, but I had to use APE, which isn't very stable on my laptop and won't unload from memory, which is something I have issues with.

I was able to boot off of some disks, but it wasn't entirely reliable. I couldn't always boot, and sometimes when I'd boot, I couldn't get to DOS. Other times I could. So, I'm still of the opinion this is probably a grounding issue, but I'm still not sure what to do about it. I don't want to have to run a ground line to an outlet. That would be a tremendous pain.

Any workarounds for this would be very welcome. Thanks.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:5lt99.2678$ld4.246017@newsread2.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d661d8f_4@corp-news.newsgroups.com...
> > Could it be some sort of grounding issue?
>
> Yes. I've seen that kind of 'noise' when the IBM side isn't grounded
> properly.
>
>

4151. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 02:17:43 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <b1C99.3787$ob2.328947@newsread1.prod.itd.earthlink.net>
Source record: 28073

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d66d7f6$1_3@corp-news.newsgroups.com...
> Okay, I made my THIRD cable. This time I used the Czech design that has
the
> pullup on pin 13. I get EXACTLY the same result as with cable #2, meaning
> that chances are, this is a grounding issue.

Well, my favorite mistake is soldering the ground to IBM pin 9, 6, or 1.
Then seeing I already have pin soldered think the one on the other side much
be 9, 6, or 1 so I double my mistake output.
>
> Okay, let's throw in one more variable, which is this: My laptop only has
> USB ports, no serial port, so I'm using a USB to Serial cable (it's got
some
> circuitry inside). I didn't build this. I bought it. It's professional. Is
> there any chance that this is the variable?

No idea, never used one.

4152. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 02:23:29 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d66eded$1_4@corp-news.newsgroups.com>
Source record: 28074

> Well, my favorite mistake is soldering the ground to IBM pin 9, 6, or 1.
> Then seeing I already have pin soldered think the one on the other side
much
> be 9, 6, or 1 so I double my mistake output.

That's funny. I did the same thing with the third cable. Fortunately I caught it before I plugged it in. What I didn't catch was the little short between the +5V and ground busses. I fired up the Atari and got a black screen. Hehe.

Any ideas on how I can stabilize this thing? Even if I can only do DSR, that's fine. I can modify Atari810 to do DSR instead of RI.

Pete

4153. Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 02:37:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208231933040.17386-100000@shell1.aracnet.com>
Source record: 28075
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/specials.htm Today's Specials!
Usually these sales run in July, but I wasnt ready to run it until August!
I'm offering Atarians a Discount giving an opportunity to Buy while I work
on adding more Inventory to my Atari Catalogs. So I'm Currently offering a
25% Discount on All References/Books & Games/SoftWare for Classic 8 Bit &
Atari ST Computer Lines! And while your at it, check out Jaguar HardWare &
Games Catalogs!For Discount Details Check my HotLink above at specials.htm
And you can View/Download all my FREE Atari Catalogs at the HotLink Below!
http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Downloading Area

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4154. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 03:10:24 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <AOC99.3918$ob2.337509@newsread1.prod.itd.earthlink.net>
Source record: 28076

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d66eded$1_4@corp-news.newsgroups.com...
> Any ideas on how I can stabilize this thing? Even if I can only do DSR,
> that's fine. I can modify Atari810 to do DSR instead of RI.

I've never really used much but the DOS versions of APE and SIO2PC. Those
run fine even on an 8088. All I would be doing is repeating some of the
stuff I heard that went something like set tast priority<?> really high.

Email me your address. I will send you a cable verified to work right. If
that solves the problem, then send me back a broken cable.

4155. Talk about no price increase...

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 06:53:19 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <z3G99.160131$2p2.7259762@bin4.nnrp.aus1.giganews.com>
Source record: 28077

Back in the day (1980's) I had a Happy upgrade installed in my 810. Except it wasn't really a Happy upgrade, but a pirate copy of the Happy (now that's irony). Shortly before I went into the Air Force in 1990 my 810 died, so I took it to B&C Computervisions. As it turns out, the B&C folks were friends with the Happy folks (being in the same general area - Santa Clara and Morgan Hill CA) and they refused to fix my drive unless I also purchased a true Happy upgrade.

I then went off to the Air Force and a friend picked up the drive and held it (with my 800) for 10 years...

I finally got it back and it still had the B&C receipt (dated 1 May 1990) taped to the top...in addition to the Happy upgrade ($79.95 installed) my 810 required a side board, $15. I checked their site (www.myatari.com) and the price is still $15. Now that's holding the line on prices :)

Incidentally, the drive didn't work after it was shipped back to me (after 10 years). I had the old side board, the one with the pirate Happy soldered to it (except B&C removed the chips), and between the two boards I was able to assemble 1 good side board, with the Happy chips on one side and the pirate board on the other. Luckily the Warp Speed software disk still booted so I could slow down the drive to boot my original EA disks (guess they didn't like that Happy thing :))

Paul

4156. Re: Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 07:12:57 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1030173310.40130.0@iris.uk.clara.net>
Source record: 28078

I can't sell to any German speaking countries because my original agreement with PPP only allowed me to sell outside of these countries. That's because PPP themselves were selling in these countries, and it would be silly trying to compete with my supplier! The German rights have since been sold to another German supplier, so again I can't sell in these countries. I'm not eager to get sued here!!

Costs are indeed licenses. I bought open-ended licenses which cost $$. I also spent 50 hours of my own time putting this thing together.

Dean Garraghty

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message news:ujA99.2056608$yP6.73977196@Flipper...
> Yes, I also like to know that! Germany is certainly a potential A8 market.
> ;-)
> Maybe it has to do with the Power Per Post (PPP) rights?
> Just to clear up some confusion, hm....
>
> Freddy.
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:Bfz99.13367$Ik.297047@typhoon.sonic.net...
> > Freddy Offenga <taf.offenga@chello.nl> wrote:
> > > Hi Dean,
> > >
> > > I'm just curious, what are the costs you're talking about? Empty CD-ROMs
> are
> > > cheap AFAIK.
> >
> >
> > I can't answer, but I can make a few stabs:
> >
> > * Licensing?
> > * Shipping?
> > * Nifty graphics on the CD itself
> >
> >
> > It sucks about the "can't sell to Germany, Switzerland, Austria" bit.
> > What's up with that!?
> >
> > -bill!
>
>

4157. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 08:30:56 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3d67442e@news.zen.co.uk>
Source record: 28082

Pete Davis wrote:
> Is there any easy way to test that? I'm using my laptop as the PC side.

I could not get a single chip SIO2PC cable to work reliably when using a laptop (Compaq n600c). Works great on my desktop though. May be best to test on a desktop first?

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

4158. atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 08:33:04 UTC
From: nauseous <nauseous_puppy@hotmail.com>
Message-ID: <4xH99.1827$MC2.6864@news-server.bigpond.net.au>
Source record: 28079

can anyone possibly help me out with schematics for the atari 800?
mine has broken down and i can't locate my copies...

any help is greatly appreciated

4159. Re: Does anyone have the Mac65 1.00 Cart Manual and/or the DDT manual ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 10:13:10 UTC
From: Fox-1
Message-ID: <Miy99.83563$48.9605747@zwoll1.home.nl>
Source record: 28065

"P. Davis" wrote

> I think it's great that you have the MAC/65 manual on your site

> Since nobody else seems to have it up, I thought I'd do it. How did
> you get the MAC/65 manual done? Did you scan and OCR?

Well, first I found the MAC/65 manual as ATARI Writer text-files on an Atari disk I found in a large pile of floppies I got when I
bought someones Atari-stuff. Since I bought stuff from several people I have no idea from where it came. This was the manual of
the DISK-based version of the MAC/65 manual, and I saved the AW files as plain ASCII-files, then converted all ATASCII eol's to
ASCII lf's and null-modemed them to my PC system. On there I made the HTML version, by hand!

Later, after it was online for some months, I got a mail from someone who didn't want his name published (copyright issue) and he
offered me to scan his CARTRIDGE manual, OCRing it, and mail it to me. Since making the first HTML version took a lot of time I
decided to compare the chapters of both DISK- and CART version and only added the parts that where different. That's why the
online version has the chapter-numbers of the DISK-based version, but still contains all CART-version info. (it remembers me I
still haven't done the DDT manual...)

> Now that I actually have the real manuals, I wouldn't mind getting
> them up for the sake of others.

I don't have the ACTION! manuals either but would like to have it online too, but since I never use ACTION! myself, it doesn't have
high prioriy for me. The person that did sent me the MAC manual also scanned and OCR-ed the whole Sparta-Dos 2.3 Constuction Kit
for me. I started to HTML-ing that one also, but it's a huge manual! Since I don't have the time anymore I had back then, the
HTML-ing goes slowly, however the major part is done. I also have some more info about the "newer" versions of Sparta-Dos (3.2 and
3.3 versions) I want to include also, but don't hold you breath...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4160. Re: Talk about no price increase...

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 11:52:07 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d677336_2@corp-news.newsgroups.com>
Source record: 28080

Doesn't sound like a happy drive. Sounds more like a bipolar drive ;-)

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:z3G99.160131$2p2.7259762@bin4.nnrp.aus1.giganews.com...
>
> Back in the day (1980's) I had a Happy upgrade installed in my 810.
Except
> it wasn't really a Happy upgrade, but a pirate copy of the Happy (now
that's
> irony). Shortly before I went into the Air Force in 1990 my 810 died, so
I
> took it to B&C Computervisions. As it turns out, the B&C folks were
friends
> with the Happy folks (being in the same general area - Santa Clara and
> Morgan Hill CA) and they refused to fix my drive unless I also purchased a
> true Happy upgrade.
>
> I then went off to the Air Force and a friend picked up the drive and held
> it (with my 800) for 10 years...
>
> I finally got it back and it still had the B&C receipt (dated 1 May 1990)
> taped to the top...in addition to the Happy upgrade ($79.95 installed) my
> 810 required a side board, $15. I checked their site (www.myatari.com)
and
> the price is still $15. Now that's holding the line on prices :)
>
> Incidentally, the drive didn't work after it was shipped back to me (after
> 10 years). I had the old side board, the one with the pirate Happy
soldered
> to it (except B&C removed the chips), and between the two boards I was
able
> to assemble 1 good side board, with the Happy chips on one side and the
> pirate board on the other. Luckily the Warp Speed software disk still
> booted so I could slow down the drive to boot my original EA disks (guess
> they didn't like that Happy thing :))
>
> Paul
>
>
>

4161. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 12:26:03 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d677b27$1_2@corp-news.newsgroups.com>
Source record: 28081

Richard, I'm going to try it out with some other computers and see how that works out. If that doesn't work, I'll do a cable trade with you. I appreciate your offer. That's really nice of you.

I'm convinced that the cable is okay, though. I wouldn't normally say that, except that I built two, slightly different variations, and the results were identical. The chance of me duplicating exactly the same problem are pretty slim. Not to mention, the last one is incredibly clean (for my soldering).

Now, I did notice on thing kind of odd. I added a second coupling capacitor to cable #2, during testing, and at one point, it went up to 34 sectors and then stopped. Previously, sector 13 was the furthest I had gotten with that cable (using the RI line). Using DSR, I had much more success.

Is it possible that some variation of the coupling capacitor, could somehow clean up the ground, assuming it's a ground issue? I just don't know enough about electronics to know this stuff.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message
news:AOC99.3918$ob2.337509@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d66eded$1_4@corp-news.newsgroups.com...
> > Any ideas on how I can stabilize this thing? Even if I can only do DSR,
> > that's fine. I can modify Atari810 to do DSR instead of RI.
>
> I've never really used much but the DOS versions of APE and SIO2PC. Those
> run fine even on an 8088. All I would be doing is repeating some of the
> stuff I heard that went something like set tast priority<?> really high.
>
> Email me your address. I will send you a cable verified to work right. If
> that solves the problem, then send me back a broken cable.
>
>

4162. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 14:51:44 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d679d4d_1@corp-news.newsgroups.com>
Source record: 28083

If this is the case, then it seems there could something wrong with the circuit that keeps it from working with laptops. While I have a desktop, it's not in the same room where I want to use the Atari. It's going to be very inconvenient to use the desktop. In that case, I'd probably just stick with the floppy drives.

Seems to me there ought to be a way to modify the circuit to work with laptops.

Pete

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message news:3d67442e@news.zen.co.uk...
> Pete Davis wrote:
> > Is there any easy way to test that? I'm using my laptop as the PC side.
>
> I could not get a single chip SIO2PC cable to work reliably when using a
> laptop (Compaq n600c). Works great on my desktop though. May be best to
> test on a desktop first?
>
> Mark
>
> --
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

4163. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 15:08:18 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <CjN99.4685$ob2.410573@newsread1.prod.itd.earthlink.net>
Source record: 28084

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d677b27$1_2@corp-news.newsgroups.com...
> Now, I did notice on thing kind of odd. I added a second coupling
capacitor
> to cable #2, during testing, and at one point, it went up to 34 sectors
and
> then stopped. Previously, sector 13 was the furthest I had gotten with
that
> cable (using the RI line). Using DSR, I had much more success.
>
> Is it possible that some variation of the coupling capacitor, could
somehow
> clean up the ground, assuming it's a ground issue? I just don't know
enough
> about electronics to know this stuff.

Sometimes. What can happen with a bad ground or ground to wrong pin is the
cap can charge up and act like a weak battery to power the circuit for a
bit. From the sounds of things I think you may have it cornered with the
USB/Serial thing.

4164. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 15:15:12 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d67a2cc$1_1@corp-news.newsgroups.com>
Source record: 28085

Do you think it would help if I boosted the current on the Data In line for the atari?

What I was thinking was something along the lines of running a transistor with the collector to +5V, the emitter to Data In and the Tx Data from the pc to the base.

Obviously with some resistors in there, but I'm not sure what values to use.

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:CjN99.4685$ob2.410573@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d677b27$1_2@corp-news.newsgroups.com...
> > Now, I did notice on thing kind of odd. I added a second coupling
> capacitor
> > to cable #2, during testing, and at one point, it went up to 34 sectors
> and
> > then stopped. Previously, sector 13 was the furthest I had gotten with
> that
> > cable (using the RI line). Using DSR, I had much more success.
> >
> > Is it possible that some variation of the coupling capacitor, could
> somehow
> > clean up the ground, assuming it's a ground issue? I just don't know
> enough
> > about electronics to know this stuff.
>
> Sometimes. What can happen with a bad ground or ground to wrong pin is the
> cap can charge up and act like a weak battery to power the circuit for a
> bit. From the sounds of things I think you may have it cornered with the
> USB/Serial thing.
>
>

4165. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 16:24:21 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <VqO99.4824$ob2.419805@newsread1.prod.itd.earthlink.net>
Source record: 28086

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d67a2cc$1_1@corp-news.newsgroups.com...
> Do you think it would help if I boosted the current on the Data In line
for
> the atari?

I don't think so. Reason I think that way is all RS232 chips like the MAX or 1489 have an input resistance of >3,000 Ohms. In the 1489's case, it is really just a 3 transistor high gain inverting amplifier on chip. All the parts like pullups and short circuit protection are already there.

The can be tuned for transistion voltage as they have a response control pin. A problem is we don't know if your USB/serial port is giving problems because it needs a pull up or a pull down.

I've probably built about 30 over the last 10 years. The only problems I have seen other then my normal ham fisted soldering are in multiple drive systems with 2 or more 1050s/810s and one bad POKEY chip.

Some Atari systems just seem more robust. I had one 1200XL that worked just fine using a ProSys cable with a 1489 vs. 14C89 for instance. Darn thing was barely running on 3V but it worked just fine.

4166. Find out the RAMDISK Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 17:59:41 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ak8gqd$2c7s$1@innferno.news.tiscali.de>
Source record: 28087

It it possible, to find out the RAMDISK-sequence (23,27,2e,2f...) with a little Turbo-BASIC program? I want to write a short help-program for BOSS-X, that helps to find out theese numbers, the user has to type in the MyDOS-Setup to make the RAMDISK work correct.

Mirko

www.atarixle.de

4167. Re: Find out the RAMDISK Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 19:22:46 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d67dce1_3@corp-news.newsgroups.com>
Source record: 28088

The Atari 8-bit FAQ has the numbers for the different upgrades:

http://www.cs.uu.nl/wais/html/na-dir/atari-8-bit/faq.html

See section 3.8.2

As for doing it programmatically, the only way I can think of, and I'm not even sure what the implications would be of doing this, would be to simply set PORTB to 00-FF and write a unique string of bytes to each page, and then cycle through them again and read in the values to determine which ones work and which ones don't.

I don't know how else you'd do it. Maybe there's some sort of internal table or something, but I don't think so, and I don't know where it would be.

Pete

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:ak8gqd$2c7s$1@innferno.news.tiscali.de...
> It it possible, to find out the RAMDISK-sequence (23,27,2e,2f...) with a
> little Turbo-BASIC program? I want to write a short help-program for
BOSS-X,
> that helps to find out theese numbers, the user has to type in the
> MyDOS-Setup to make the RAMDISK work correct.
>
> Mirko
>
>
> www.atarixle.de
>
>
>

4168. Re: MULE with errors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-24 21:55:23 UTC
From: EMKAY <EMKAY@EUROPEONLINE.COM>
Message-ID: <qqvfmukih6ipnk5ppi80v6t1c2kk062gu8@4ax.com>
Source record: 28090

On Sat, 24 Aug 2002 21:51:08 -0700, Thomas Havemeister <twh1@gmx.de>
wrote:

>
>Can anybody help me? Has anybody a *real* working version for me?
>
>-thomsen

I had exactly the same problem, luckily the guys over at the Dreamcast
Emulation forum sorted me out with a good copy -

http://www.dcemulation.com/phpBB/viewtopic.php?t=11188&highlight=mule

you need to grab a copy of the dreamcast mule cdrom from
http://www.irata.info/ (it's in diskjuggler format) - this has a good
copy of the mule.atr in it.

let me know if you have any problems and I will upload or email it,

btw, the dreamcast Atari 800 emulator is FANTASTIC, anyone with a
dreamcast should grab a copy and try it out...

regards,
Mark

4169. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 01:16:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d682fea$0$1425$272ea4a1@news.execpc.com>
Source record: 28091

I've been reading some of this.
Your description of sometimes working, sometimes
not, makes me think of my setup.
I use APE 1.17. I think my cable is too long or
something else is iffy about it. The DSR line helped
it a lot. I can never get APE Warp (what is it 3X?).
I always configure for 1X and 'Stupid'. If I don't,
I usually lock up after the first few sectors. If you're
using SpartaDOS, 3.2G is probably best, this is mentioned in the
documentation.
russg

4170. ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 02:03:22 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0208241803.542e05b9@posting.google.com>
Source record: 28092

Hi,

Ii¿½ve talked to several people and the idea is :

Release new ATARI games , games which are "in-the-making" on ATARI XE carts.

I have about 200 carts of games like Crossbow,One on One,Thunderfox,Pole Position (games are new,but boxes/manuals have been destroyed).

We could release NEW ATARI XE games on carts , just like new ATARI 2600/5200 games were released (look at www.atariage.com).

Interesting games may be Space Harrier or IK+ , if the programmers agree and can make the games run from cartridge AND if we get the rights (System 3 for IK+ , Sega for Space Harrier).

Or other games.

What we need now are : programmers with new games ; people who could design original-looking ATARI XE boxes and manuals.

Thimo

4171. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 02:13:48 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d683d40_3@corp-news.newsgroups.com>
Source record: 28093

Russ,
Yeah, I can only get it running on DSR. One of the mistakes I made was in reading one of the designs which showed a coupling cap that I mistakenly thought was an electrolytic. I changed it to a ceramic and that improved things even more (electrolytics don't respond as quickly). Rick's original design suggests a ceramic, and I should have stuck with that. I was just trying anything I could think of.

Still, it's somewhat iffy, as you say. I don't think the cable length is too long. My SIO is about 1 meter (~3 feet) and the wires to the DB9 are about 4 inches long.

I'm charging up a battery for a 5V power supply that I made. I'm going to see if adding that in will provide a needed power boost and/or stabilization to the circuit. I'm running out of ideas. If this is going to be of any use to me, it's got to be more reliable than this.

Pete

"Russ Gilbert" <russg@en.com> wrote in message
news:3d682fea$0$1425$272ea4a1@news.execpc.com...
> I've been reading some of this.
> Your description of sometimes working, sometimes
> not, makes me think of my setup.
> I use APE 1.17. I think my cable is too long or
> something else is iffy about it. The DSR line helped
> it a lot. I can never get APE Warp (what is it 3X?).
> I always configure for 1X and 'Stupid'. If I don't,
> I usually lock up after the first few sectors. If you're
> using SpartaDOS, 3.2G is probably best, this is mentioned in the
> documentation.
> russg
>
>

4172. Re: How much for these Current Notes magazines?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 03:52:47 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d685470_3@corp-news.newsgroups.com>
Source record: 28094

<quote from the ad>
Also, for the most part, there are no program listings in Current Notes -
that's why they had so much space for their great articles.
<end of quote>

I think that's exactly why nobody was going to pay for it. Most of the
people who are into Atari these days are into either playing games, doing
hardware upgrades, or programming, or all three.

This magazine doesn't appeal to any of those three things, at least it
doesn't appear to. It's like paying $40 for a bunch of time magazines from
the 80s. Who cares? It's all outdated news.

Sorry, I think you're asking for way too much.

"Daniel Chartier" <daniel_cad_at_***NOSPAM***_hotmail.com> wrote in message
news:3d68453c_1@aeinews....
> What would be a reasonable price for 45 issues of Current Notes, as
> illustrated in this ebay ad?
>
>
http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=1374425650&ed=1030240443&s
> sPageName=ADME:B:EOA:CA:2
>
> Looking at the ad, you will see that the magazines were individually
scanned
> and well presented, complete with a short summary. At 40$, they were
> selling for 88 cents each, so why didn't it sell?
>
>
>

4173. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 03:58:11 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6855a2_2@corp-news.newsgroups.com>
Source record: 28095

I'm definitely interested in writing Atari games, whether or not there's a market for it. I'd need some help on art, but I've already started writing a graphics library for the Atari. I could certainly use ideas for games. I'm not interested in doing 3D games. My interests are in tile-based games, such as Ali Baba and Ultima.

I'd do another type of game, if someone had a good idea.

Pete

"Thimo Graef" <0266140338@t-online.de> wrote in message news:9947bb30.0208241803.542e05b9@posting.google.com...
> Hi,
>
> I�ve talked to several people and the idea is :
>
> Release new ATARI games , games which are "in-the-making" on ATARI XE
> carts.
>
> I have about 200 carts of games like Crossbow,One on
> One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> been destroyed).
>
> We could release NEW ATARI XE games on carts , just like new ATARI
> 2600/5200 games were released (look at www.atariage.com).
>
> Interesting games may be Space Harrier or IK+ , if the programmers
> agree and can make the games run from cartridge AND if we get the
> rights (System 3 for IK+ , Sega for Space Harrier).
>
> Or other games.
>
> What we need now are : programmers with new games ; people who could
> design original-looking ATARI XE boxes and manuals.
>
> Thimo

4174. MULE with errors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 04:51:08 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <o7ogmucnenn7bss46g0tphbj6lsvim1mik@4ax.com>
Source record: 28089

Howdy *.*!

I have here several problems when playing my version of M.U.L.E. !
When I'm changing my fresh MULE into a Smithore-MULE or Food-MULE or
what ever, there seems to be some garbages on the screen. On the Box
named "Land" only the first letters are displayed correctly. Also the
same to the box left to it. I don't know what to change. I have tried
to find some other version from the net. All with the same error. Now
I've emulated it on AtariWin 3.0 and an OS-B implementation of the
atari rom. It's the same effect.

On the other side, I have watched this effect: When I'm catching this
Mountain-Monster (don't know the name) the screen is totally down.
There are interlaced effects and no normal screen is left.

Can anybody help me? Has anybody a *real* working version for me?

-thomsen

4175. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 06:19:58 UTC
From: Mark Duckworth <mduckworth@anti-spam.atari-source.com>
Message-ID: <1030256406.775897@pikachu.atari-source.com>
Source record: 28096
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

sigh. Ben what is your reaction to this?:

http://pikachu.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=20&page=1

Thanks
Mark

4176. Atari 2600 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 08:47:31 UTC
From: Sarah Elton <sarah.elton@st-annes.ox.ac.uk>
Message-ID: <aka5je$1f0qq9$1@ID-67127.news.dfncis.de>
Source record: 27997

Does anyone know of any web-sites that list 2600 games, and the types of controller they can (or work best with) be used with?

Google's drawing a blank so far...

Cheers,
Sarah

4177. Re: Atari 2600 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 10:09:56 UTC
From: bill@newbreedsoftware.com
Message-ID: <U12a9.13864$lk.322017@typhoon.sonic.net>
Source record: 27998

Sarah Elton <sarah.elton@st-annes.ox.ac.uk> wrote:
> Does anyone know of any web-sites that list 2600 games, and the types of
> controller they can (or work best with) be used with?
>
> Google's drawing a blank so far...

I'm not certain if they list the controllers needed, but AtariAge.com
seems to be quite a comprehensive index of Atari 2600, 5200 and 7800 games.
(Including some of the newest (e.g., release this month: August 2002!) titles)

-bill!

4178. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 13:14:22 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1030314550.28885.1@iris.uk.clara.net>
Source record: 28015

Hi Mark

> Bravo Sierra Computers wrote:
>
> *sigh*. Ben what is your reaction to this?:

That asshole wont come here to read otherwise he'd realise what people thought of him.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail has been scanned by AVG and is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.384 / Virus Database: 216 - Release Date: 21/08/2002

4179. Re: Atari 2600 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 13:35:31 UTC
From: Sarah Elton <sarah.elton@st-annes.ox.ac.uk>
Message-ID: <akamfe$1hdv3o$1@ID-67127.news.dfncis.de>
Source record: 28000

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:U12a9.13864$Ik.322017@typhoon.sonic.net...
> Sarah Elton <sarah.elton@st-annes.ox.ac.uk> wrote:
> > Does anyone know of any web-sites that list 2600 games, and the types of
> > controller they can (or work best with) be used with?
> >
> > Google's drawing a blank so far...
>
> I'm not certain if they list the controllers needed, but AtariAge.com
> seems to be quite a comprehensive index of Atari 2600, 5200 and 7800
games.
> (Including some of the newest (e.g., release this month: August 2002!)
titles)
>
> -bill!

Cheers - should've thought of this, since I've used it to get manuals I'm
missing before.

Sarah

4180. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 18:10:22 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d691d81$0$1420$272ea4a1@news.execpc.com>
Source record: 28003

I've looked at pictures of sio2pc/ape cables for sale on e-bay. They are always only about 1 foot long, I think the same for cables on the APE site. These must (I mean probably) be used with a serial cable and maybe a gender changer, it is hard to get a PC serial port 1 foot from the Atari. I've thought the signal levels may be loosing too much in my 9 foot cable (6 feet PC serial cable, sio2pc box, then 3 feet SIO calbe). Your idea of a power source for it may help.
russg

4181. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 18:15:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d691ec1$0$1434$272ea4a1@news.execpc.com>
Source record: 28004

SD 3.2g took out the ainit, I think.
You could use 3.2d for that, or just boot from 2.5 and use that. As for getting files 2.5<>SD3.2x, just boot SD and copy the files, except the .SYS files, you can go 2.5 to SD or SD to 2.5 using SD.
russg

4182. Re: Newel 1meg Upgrade instellation docs wanted..

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 18:23:27 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D69209F.E2A53B9E@cswebmail.com>
Source record: 28005

Nir wrote:

> "Rick D." <webrickd@cswebmail.com> wrote in message
news:<3D65ACD1.BF8C84DA@cswebmail.com>...
> > Nir wrote:
> >
> > > Does anyone still have thte Newel 1 meg upgrade instellation docs??? i
> > > pulled this upgrade from one of my non working 130xe and i would like
> > > to put it back in another machine
> > >
> > > nir
> >
> > I have the 1 meg Newell ram upgrade docs, will scan and post in a day or
> > two.
> >
> > Rick D.
>
> thanks for the offer Rick, bob sent them to me already ;)

Well, they are posted now at http://www.a8maestro.com/atari/info/memory/wn1meg.htm.

The file includes the mod for replacing the diag rom switch with a chip..XL/XE.

Rick D.

4183. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 19:15:24 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d692c96_3@corp-news.newsgroups.com>
Source record: 28007

I think a 3 foot SIO cable is short enough to be prevening a real problem. My atari is about 5 inches from my laptop, so I could cut the cable length down, but I don't think that's the problem.

I tried building the MAX232 version again, this time on a breadboard. No dice. Couldn't get anything out of it. With DSR and APE, quality has improved signfiicantly, but I just can't quite get it to where it's reliable.

I keep thinking, there's got to be SOMETHING I can do to improve the quality.

Putting a power source on the board did show one thing: You can power on the Atari by sending +5V through the SIO port :-) Whether or not the power switch is on.

Weird. Other than that, it bought me nothing.

Pete

"Russ Gilbert" <russg@en.com> wrote in message
news:3d691d81$0$1420$272ea4a1@news.execpc.com...
> I've looked at pictures of sio2pc/ape cables for sale on e-bay. They are
> always only about 1 foot long, I think the same for cables on the APE
site.
> These must (I mean probably) be used with a serial cable and maybe a
gender
> changer, it is hard to get a PC serial port 1 foot from the Atari. I've
> thought the signal levels may be loosing too much in my 9 foot cable (6
feet
> PC serial cable, sio2pc box, then 3 feet SIO calbe). Your idea of a power
> source for it may help.
> russg
>
>

4184. Re: Atari 2600 Controllers

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 20:24:03 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <n5fimu897200hg3ht6vvh1g26sa0cflmhf@4ax.com>
Source record: 28009

On Sun, 25 Aug 2002 09:47:31 +0100, "Sarah Elton"
<sarah.elton@st-annes.ox.ac.uk> wrote:

>Does anyone know of any web-sites that list 2600 games, and the types of
>controller they can (or work best with) be used with?
>
>Google's drawing a blank so far...
>
>Cheers,
>Sarah
>
Maybe I can scan my old Atari 2600 VCS cartridge catalogs... they had a page
where they were listed together with the required controllers for each.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4185. Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 20:49:20 UTC
From: Robert Bralic <robert.bralic@si.tel.hr>
Message-ID: <akbfr9$5cd3$1@as201.hinet.hr>
Source record: 28010

In one my prayer I asked a God to tel me
,which commpputer is the best of all times?
And I saw ATARI 800 XL.
This must be something strange with commpputers
if one 8 bit with 64K memory is best.

4186. prices for catridges rare ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 21:05:03 UTC
From: Arnaud <Lanseau.Arnaud@wanadoo.fr>
Message-ID: <akbgpghps1@wanadoo.fr>
Source record: 28011

Hello,

I have two French cartridges: ataritexte (rxf8036) with instruction (No
boxed) and the cartridge "des chiffres et des lettres (rxf52001) with boxed
(no instruction).
The 2 cartridges function correctly.
The price for French cartridges is how much?
the cartridge is rare ?

Arnaud

--
please visit my web site : http://perso.wanadoo.fr/atari8bit/
my collection atari 8 bit home computer J

4187. Re: MULE with errors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 21:18:22 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <naiimu404l5atdkbpai6osi4391069c27d@4ax.com>
Source record: 27999

On Sat, 24 Aug 2002 22:55:23 +0100, EMKAY <EMKAY@EUROPEONLINE.COM>
wrote:

>I had exactly the same problem, luckily the guys over at the Dreamcast
>Emulation forum sorted me out with a good copy -
>
>http://www.dcemulation.com/phpBB/viewtopic.php?t=11188&highlight=mule
>
>you need to grab a copy of the dreamcast mule cdrom from
>http://www.irata.info/ (it's in diskjuggler format) - this has a good
>copy of the mule.atr in it.

thanks for this hint!!! This helped me out. This ATR File is a good
one :-)

4188. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 22:24:58 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <akbknc$2rov$1@innferno.news.tiscali.de>
Source record: 28014

If I had a RAMDISK with 1MB, I would write a ATARI8-Port of
Linux/Unix/MacOS-X...

Mirko

www.atarixle.de

"Thomas Havemeister" <twh1@gmx.de> schrieb im Newsbeitrag
news:7fjjmuk69t5nl1ebuemsn8j4b6r9a1qomo@4ax.com...
> Howdy *.*!
>
> Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
> compatible) and the only application I can find is a ramdriver which
> installs a huge 8000+ sector huge virtual diskdrive.
>
> well.. that's nice but not very usefall at all. What software (not
> demos) can use the additional ram? What is YOUR application with a
> upgraded XE?
>
> Which Operating System (hardware, software) is the best for an
> upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
> nice. But isn't able to use the whole ram for it's virtual ramdisk
> (x,y) configuration...

4189. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 22:46:13 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d695e29$0$1428$272ea4a1@news.execpc.com>
Source record: 28016

error 168 is 'unknown XIO command'.
That's because you're using SD 3.2g, which doesn't
have that command, I think. I don't understand what
the problem is. You don't have a DOS 2.5 disk to
format with? There are ATRs of DOS 2.5 or MyDOS
you could use. I'm missing something. Uhm, no
PC to use ATRs with, no way to get an ATR to
the Atari? You have a 19 sector ATR. Now I really
don't know. You've got a 3.2g disk and can boot from it.
And you can download stuff and get it to the Atari.
I'm back where I started.
Russg

4190. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 22:52:35 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d695fa6$0$1432$272ea4a1@news.execpc.com>
Source record: 28017

Pete, I think you get the prize for trying harder than
anyone else to get your cable to work right.
I got lost with the ceramic and the other type caps and
the reverse diodes and the ground stuff and especially
having a pc serial port monitor the bytes coming in/out.
APE isn't all that unreliable, I've used it for years.
I do think your laptop, with the USB to serial adapter
is a problem. USB is often flakey. Can you try it on
a desktop? Even a 8886 AT PC will work with
APE DOS.

4191. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 23:08:35 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d69633a$1_4@corp-news.newsgroups.com>
Source record: 28018

Unfortunately, the main use IS a ramdisk. There may be some software that takes advantage of it, but I'm not sure what.

I have a few upgraded machines (none with 1 meg). My intention is to write a game that does take advantage of the extra ram, though. When it's out, I'll let you know :-)

As I recall, from the old days, having a large ramdisk was very useful for running a BBS. The main reason being that disk access was so slow, it was much quicker to get it from ramdisk. Other than that, I don't recall using it for much of anything.

Pete

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:7fjjmuk69t5nl1ebuemsn8j4b6r9a1qomo@4ax.com...
> Howdy *.*!
>
> Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
> compatible) and the only application I can find is a ramdriver which
> installs a huge 8000+ sector huge virtual diskdrive.
>
> well.. that's nice but not very usefall at all. What software (not
> demos) can use the additional ram? What is YOUR application with a
> upgraded XE?
>
> Which Operating System (hardware, software) is the best for an
> upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
> nice. But isn't able to use the whole ram for it's virtual ramdisk
> (x,y) configuration...

4192. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 23:11:18 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6963de$1_1@corp-news.newsgroups.com>
Source record: 28019

Yeah, I can test it with one of my other desktops when I get them up and running (they've been down for a while due to logistical issues and the fact that I'm too lazy to go in and clean up the room they're in). My guess is that it will work just fine, though. I'll keep at it and see if I can find a way around the problem. I'm sure it's just some sort of grounding problem, that surely can be overcome, somehow.

Pete

"Russ Gilbert" <russg@en.com> wrote in message
news:3d695fa6$0$1432$272ea4a1@news.execpc.com...
> Pete, I think you get the prize for trying harder than
> anyone else to get your cable to work right.
> I got lost with the ceramic and the other type caps and
> the reverse diodes and the ground stuff and especially
> having a pc serial port monitor the bytes coming in/out.
> APE isn't all that unreliable, I've used it for years.
> I do think your laptop, with the USB to serial adapter
> is a problem. USB is often flakey. Can you try it on
> a desktop? Even a 8886 AT PC will work with
> APE DOS.
>
>

4193. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 23:15:48 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0208251515.3abda9c8@posting.google.com>
Source record: 28020

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:<3d6855a2_2@corp-news.newsgroups.com>...
> I'm definitely interested in writing Atari games, whether or not there's a
> market for it. I'd need some help on art, but I've already started writing a
> graphics library for the Atari. I could certainly use ideas for games. I'm
> not interested in doing 3D games. My interests are in tile-based games, such
> as Ali Baba and Ultima.
>
> I'd do another type of game, if someone had a good idea.
>
> Pete
>

There is a market.I sell ATARI games on ebay since 1999.The classic
ATARI XE cart games still sell very well.And I never had many
different ones.

Some disk games are really worth much money,for example Mule.

I think it would be a good idea to release NEW games on cart,limited
edition,maybe 100-200/game for the European and even more for the
North American market.

If you get $10 or more for an old Rescue on Fractalus cart,you can get
$20-$30 for a new cart.

I have enough Crossbow carts for creating new carts,I only need
EPROMs.

I have an EPROM Burner,ok itï¿½s for the C64,but this is no problem.

So I have only to spend money for : EPROMs and package/manuals (which
should look professional).

So both the programmer and I can earn money for a game.

Some of the new ATARI 2600 games were sold out very fast and I think
the same is possible on the ATARI 800 XL.

Thimo

4194. Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 23:47:32 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <c3rimu0ljem3fegk4mtf0gj6fe17a50d67@4ax.com>
Source record: 28001

Howdy *.*!

How can I convert a disk using the DOS2.5 filesystem into SpartaDos
compatible and vice versa?

4195. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-25 23:57:08 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <plrimuk3tl525jcj4u38h50iiddscfk4or@4ax.com>
Source record: 28021

On Sun, 25 Aug 2002 02:19:58 -0400, Mark Duckworth
<mduckworth@anti-spam.atari-source.com> wrote:

>Bravo Sierra Computers wrote:
>
>*sigh*. Ben what is your reaction to this?:
>
>http://pikachu.atari-source.com/modules.php?op=modload&name=Sections&file=index&req=viewarticle&artid=20&page=1

The guy is on the money. I wouldn't hold my breath waiting for a
response from Ben - I don't think he even reads the newsgroups he
spams to.

Mike

4196. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 01:02:00 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d697dd7_2@corp-news.newsgroups.com>
Source record: 28022

I would like to get a better idea of which Atari games are selling best as well as which ones people tend to download off of various sites. Does anyone collect this kind of data? Call it marketing, but it would give me a good idea of what kind of games to write.

Pete

"Thimo Graef" <0266140338@t-online.de> wrote in message news:9947bb30.0208251515.3abda9c8@posting.google.com...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message news:<3d6855a2_2@corp-news.newsgroups.com>...
> > I'm definitely interested in writing Atari games, whether or not there's a
> > market for it. I'd need some help on art, but I've already started writing a
> > graphics library for the Atari. I could certainly use ideas for games. I'm
> > not interested in doing 3D games. My interests are in tile-based games, such
> > as Ali Baba and Ultima.
> >
> > I'd do another type of game, if someone had a good idea.
> >
> > Pete
> >
>
> There is a market.I sell ATARI games on ebay since 1999.The classic
> ATARI XE cart games still sell very well.And I never had many
> different ones.
>
> Some disk games are really worth much money,for example Mule.
>
> I think it would be a good idea to release NEW games on cart,limited
> edition,maybe 100-200/game for the European and even more for the
> North American market.
>
> If you get $10 or more for an old Rescue on Fractalus cart,you can get
> $20-$30 for a new cart.
>
> I have enough Crossbow carts for creating new carts,I only need
> EPROMs.
>
> I have an EPROM Burner,ok it's for the C64,but this is no problem.
>

> So I have only to spend money for : EPROMs and package/manuals (which
> should look professional).
>
> So both the programmer and I can earn money for a game.
>
> Some of the new ATARI 2600 games were sold out very fast and I think
> the same is possible on the ATARI 800 XL.
>
> Thimo

4197. AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 01:06:54 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <tmvimus57l190ugtok3al1a9f02ser9sum@4ax.com>
Source record: 28002

Howdy *.*!

How is it possible to format a dos2.5 diskette within SpartaDos3.2g??
There is no more a AINIT availble and I can't find an alternate dos
format utility?!

any suggestions?

4198. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 02:22:39 UTC
From: daclmi@netscape.net
Message-ID: <3d6990cc.6468396@news.CIS.DFN.DE>
Source record: 28023

```
Full-motion video?
```

4199. Re: prices for catridges rare ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 04:33:36 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D69AF8B.B9641829@rogers.com>
Source record: 28024

Arnaud wrote:

> Hello,
>
> I have two French cartridges: ataritexte (rxf8036) with instruction (No
> boxed) and the cartridge "des chiffres et des lettres (rxf52001) with boxed
> (no instruction).
> The 2 cartridges function correctly.
> The price for French cartridges is how much?
> the cartridge is rare ?
>
> Arnaud
>
> --
> please visit my web site : http://perso.wanadoo.fr/atari8bit/
> my collection atari 8 bit home computer J

I'm not sure if those are rare or not but the "ataritexte" suggests it might be a french translation of "atariwriter". I wonder if either of these would have been available in quebec as well?

4200. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 04:35:57 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D69B018.93C0AC2A@rogers.com>
Source record: 28025

Mirko Sobe wrote:

> If I had a RAMDISK with 1MB, I would write a ATARI8-Port of
> Linux/Unix/MacOS-X...
>
> Mirko
>
> www.atarixle.de

even then it would be a very tight fit. you'd probly need to do a strictly text based minix like setup. Even the microcontroller linux I'd seen a few years ago for palmpilot and ST still wanted 4 megs of ram, and that was on the 68000 based cpu's. That would definately be a tough challenge to squeeze it into an 8bit.

4201. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 04:37:04 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D69B05B.B4CB61F6@rogers.com>
Source record: 28026

Thomas Havemeister wrote:

> Howdy *.*!
>
> Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
> compatible) and the only application I can find is a ramdriver which
> installs a huge 8000+ sector huge virtual diskdrive.
>
> well.. that's nice but not very usefall at all. What software (not
> demos) can use the additional ram? What is YOUR application with a
> upgraded XE?
>
> Which Operating System (hardware, software) is the best for an
> upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
> nice. But isn't able to use the whole ram for it's virtual ramdisk
> (x,y) configuration...

I catn remember them all but I think there were a handful of programs that used 128k or so and a number of demos that would use some of that ram, up to 320k anyways.

4202. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 05:23:55 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <3hejmusu59ms3282qk74cu9sb3qkone0b6@4ax.com>
Source record: 28008

On Mon, 26 Aug 2002 08:50:49 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>You can find it here: http://www7.brinkster.com/atari/ataridl/sdcom.htm#top

Thanks for your reply! In fact, I already found this tool on your web
page. But it will not work ! I always get an ERROR 168. I don't know
the interpretation of this error, but this is somewhat uncool.

I've found on Holme's Atari Archiv at
http://homepages.paradise.net.nz/atari/utils.html the tool "Atari Dos
Formatter" by Gleen K. Smith. But the ATRs of Holmes are always
destroyed in some small boot-ATRs, so nobody can use this software.

This means to me: Find the original file version of a SD-compatible
DOS Formatter or reconvert my 19 - sector ATR File (which seems to me
impossible)

4203. What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 06:46:53 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <7fjjmuk69t5nl1ebuemsn8j4b6r9a1qomo@4ax.com>
Source record: 28012

Howdy *.*!

Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
compatible) and the only application I can find is a ramdriver which
installs a huge 8000+ sector huge virtual diskdrive.

well.. that's nice but not very usefall at all. What software (not
demos) can use the additional ram? What is YOUR application with a
upgraded XE?

Which Operating System (hardware, software) is the best for an
upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
nice. But isn't able to use the whole ram for it's virtual ramdisk
(x,y) configuration...

4204. Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 06:50:11 UTC
From: hogan ligt <hoganligt@hotmail.com>
Message-ID: <3d69cfa9@news.comindico.com.au>
Source record: 28028

Does any has some info on lynx hardware circuits and programming and software.

hogies

4205. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 06:50:49 UTC
From: Fox-1
Message-ID: <yw9a9.91662$48.11037621@zwoll1.home.nl>
Source record: 28006

"Thomas Havemeister" wrote

> How is it possible to format a dos2.5 diskette within SpartaDos3.2g??
> There is no more a AINIT availble and I can't find an alternate dos
> format utility?!

> any suggestions?

Yes, go to my site and download "SINIT"

* Replacement "AINIT" command (pre 3.3 versions)
* Formats disk in DOS 2.x compatible single or double density
* Commandline parameters for density and drive#
* D1: - D9:

You can find it here: http://www7.brinkster.com/atari/ataridl/sdcom.htm#top

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4206. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 07:56:25 UTC
From: j131@inetia.pl
Message-ID: <akcmv9$1ut$1@korweta.task.gda.pl>
Source record: 28029

In article <3d6963de$1_1@corp-news.newsgroups.com>, "Pete Davis" <pdavis68@hotmail.com>
wrote:
>Yeah, I can test it with one of my other desktops when I get them up and
>running (they've been down for a while due to logistical issues and the fact
>that I'm too lazy to go in and clean up the room they're in). My guess is
>that it will work just fine, though. I'll keep at it and see if I can find a
>way around the problem. I'm sure it's just some sort of grounding problem,
>that surely can be overcome, somehow.

Have you tried connecting both grounds separately? I mean data ground from
atari black to PC pin #5 _and_separately_ atari bare wire to PC shield?

j131

4207. Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 08:22:03 UTC
From: Chris Kruiper <c.a.kruiper@kpn.com>
Message-ID: <01c24cd9$a85badf0$942915ac@HKTGN9911081818>
Source record: 28030

Hi,

I have read that it should me possible to connect a 800 xl to a modern svga monitor. Is it easy to do or not?
If it's difficult, than I'm going to buy a small tv....but it uses some space.

Greetings,

Chris

4208. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 08:43:48 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <akcpo4ccq1@mamenchi.zrz.TU-Berlin.DE>
Source record: 28031

Hi Chris,

> I have read that it should me possible to connect a 800 xl to a modern svga
> monitor. Is it easy to do or not?

I hardly doubt it. The Atari generates a standard FBas signal (for
color tvs), with sync rates of 15Khz horizontal and 50Hz resp. 60Hz
vertical refresh rate. SVGA monitors typically(!) expect RGB input and
a minimum horizontal sync of 31Khz. Hence, I hardly doubt that you'll be
able to it. Not without some heavy electronics in between.

So long,
Thomas

4209. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 08:52:53 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1030351773@rtfm.mit.edu>
Source record: 28032
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

4210. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 10:18:00 UTC
From: Fox-1
Message-ID: <Vzca9.92701$48.11189184@zwoll1.home.nl>
Source record: 28013

"Thomas Havemeister" wrote

> >You can find it here: http://www7.brinkster.com/atari/ataridl/sdcom.htm#top

> Thanks for your reply! In fact, I already found this tool on your web
> page. But it will not work ! I always get an ERROR 168. I don't know
> the interpretation of this error, but this is somewhat uncool.

I allways used it with Sparta-Dos 3,2c, and since a long while now with 3.3b and never had problems.

From the SDCK:
168($A8). Illegal DOS command is not possible

Are you sure you're not trying to format in double density on an a diskdrive which is not able to? (like standard 1050).

SINIT D1: /S should format it in single density...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4211. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:13:50 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6a0d35_3@corp-news.newsgroups.com>
Source record: 28033

Actually, no, I haven't. That didn't occur to me. I'll give that a try. I have both grounds from the Atari sharing the ground from pin 5 of the DB9. I'll try that and get back to you. Thanks.

Pete
<j131@inetia.pl> wrote in message news:akcmv9$1ut$1@korweta.task.gda.pl...
> In article <3d6963de$1_1@corp-news.newsgroups.com>, "Pete Davis"
<pdavis68@hotmail.com> wrote:
> >Yeah, I can test it with one of my other desktops when I get them up and
> >running (they've been down for a while due to logistical issues and the
fact
> >that I'm too lazy to go in and clean up the room they're in). My guess is
> >that it will work just fine, though. I'll keep at it and see if I can
find a
> >way around the problem. I'm sure it's just some sort of grounding
problem,
> >that surely can be overcome, somehow.
>
> Have you tried connecting both grounds separately? I mean data ground from
> atari black to PC pin #5 _and_separately_ atari bare wire to PC shield?
>
> j131

4212. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:20:12 UTC
From: llpwhite@cs.com
Message-ID: <20020826072012.20327.00003289@mb-fv.news.cs.com>
Source record: 28034

Hello Chris
> I have read that it should me possible to connect a 800 xl to a modern svga monitor. Is it easy to do or not? <

Easy, but does require off-the-shelf hardware.
Until recently, I used an (external) JAM!! and then "Instant TV" to connect my A8 to my PC monitor. Now I use an ATI "All-in-Wonder" video card that has a video port input. The advantage is that by using a video card, both the PC screen is visible along with a scalable window of a video input (TV, cable, Atari, VCR, DVD...). There are a number of devices that can do what you want -- TV cards, USB, etc.

Of course, that also means that you have to have a PC attached, while the previously mentioned external devices *should* work as stand-alone (I never tried stand-alone).

Do a Google search on VGA Converter or Scan Doubler. For the best display, make sure that an S-video input is available. The S-video display on a PC monitor is SUPERB.
One caveat, though is that you will see no artifacting, so if you have games that depend on GR 8 artifacting, you will see B&W.

If your 800XL is "stock", you may want to upgrade the video. Only the late-model 800XL's (Taiwan) had decent video (IMO)
Larry

4213. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:25:44 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ai3kmukj603vdevrfkvpsu6mqo2e7gk9il@4ax.com>
Source record: 28035

On 26 Aug 2002 08:43:48 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Chris,
>
>> I have read that it should me possible to connect a 800 xl to a modern svga
>> monitor. Is it easy to do or not?
>
>I hardly doubt it. The Atari generates a standard FBas signal (for
>color tvs), with sync rates of 15Khz horizontal and 50Hz resp. 60Hz
>vertical refresh rate. SVGA monitors typically(!) expect RGB input and
>a minimum horizontal sync of 31Khz. Hence, I hardly doubt that you'll be
>able to it. Not without some heavy electronics in between.

as far as I know, there are several out-of-the-box solutions for
playstation, dreamcast or amiga. These are typically around 60-90ï¿½ and
are awaiting FBAS input. But for now, I can't remember a special
product. This was a topic for some month ago in this group. I'm sure
the guy who posted it will answer to you.

Generaly, I think it's not too complex to connect Atari to SVGA. But
it's probably not the best output. My experience with Atari
screen-quality: you will get the highest picture-quality with an
monitor or video monitor which accepts SVIDEO by seperate luma and
chroma input. This means a special adapter to your atari (5pin DIN)
which is easy to produce and a cable with RCA or SVIDEO mini-jack. But
such a monitor is not a SVGA compatible!

The best solution might be a RGB converter which accepts seperate RCA
luma/chroma. But I'm not sure, that such a device exists.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4214. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:28:46 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <m44kmuokee0ok1sa5r25v92baptfhlfsc8@4ax.com>
Source record: 28036

On 26 Aug 2002 11:20:12 GMT, llpwhite@cs.com (LLpwhite) wrote:

>If your 800XL is "stock", you may want to upgrade the video. Only the
>late-model 800XL's (Taiwan) had decent video (IMO)

yes this right! Also most of 130XE computers have very poor antenna
and FBAS output. Even the svideo output could be better! But common!!
Your are using a hardware developed in 1984!!!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4215. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:32:04 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6a117b$1_2@corp-news.newsgroups.com>
Source record: 28037

I ran the second ground on the Atari to the sheilding on the DB9 connector. It's still a bit unstable, and at one point, I got a blue screen of death. First time that's ever happened on my XP machine :-) I don't take that as a good sign. Should I put a resister inline on the ground?

Pete

<j131@inetia.pl> wrote in message news:akcmv9$1ut$1@korweta.task.gda.pl...
> In article <3d6963de$1_1@corp-news.newsgroups.com>, "Pete Davis"
<pdavis68@hotmail.com> wrote:
> >Yeah, I can test it with one of my other desktops when I get them up and
> >running (they've been down for a while due to logistical issues and the
fact
> >that I'm too lazy to go in and clean up the room they're in). My guess is
> >that it will work just fine, though. I'll keep at it and see if I can
find a
> >way around the problem. I'm sure it's just some sort of grounding
problem,
> >that surely can be overcome, somehow.
>
> Have you tried connecting both grounds separately? I mean data ground from
> atari black to PC pin #5 _and_separately_ atari bare wire to PC shield?
>
> j131

4216. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 11:45:45 UTC
From: llpwhite@cs.com
Message-ID: <20020826074545.20327.00003292@mb-fv.news.cs.com>
Source record: 28038

> yes this right! Also most of 130XE computers have very poor antenna and FBAS output. Even the svideo output could be better! But common!! Your are using a hardware developed in 1984!!! <

That reminds me, stock 800XL's do not have the Chroma line connected, so to use the S-Video, you would have to do at least a minor upgrade, or you are "stuck" with composite video.
As far as video developed in 1984, remember that the 800 was developed ~1979 and the display was arguably the best Atari ever produced.
Larry

4217. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 12:45:24 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <gk8kmucqop5564pfpjpmea7e420gc4l80n@4ax.com>
Source record: 28039

On 26 Aug 2002 11:45:45 GMT, llpwhite@cs.com (LLpwhite) wrote:

>As far as video developed in 1984, remember that the 800 was developed ~1979
>and the display was arguably the best Atari ever produced.
>Larry

really? I've never seen a working Atari 800 screen.

But I heard about this supervideo upgrade. What does it mean? Simply
upgrade an stock XL to SVideo or upgrade/patch the bad picture on
every xl/xe with SVIDEO?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4218. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 12:46:43 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <mn8kmuol7j275fmlh4vn5kb0ssqchu93on@4ax.com>
Source record: 28040

On Mon, 26 Aug 2002 02:22:39 GMT, daclmi@netscape.net (Daniel Miller)
wrote:

>Full-motion video?

mhm. Do you know the "X-DEMO" by Madteam? This is really amazing,
showing minutes of digitalized video in gr.9 gtia mode!!

But this is only using 320k...

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4219. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 15:35:18 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <j7ikmuoridf5nekeeml2cqs8qtldt9uaj0@4ax.com>
Source record: 28027

On Sun, 25 Aug 2002 18:46:13 -0400, "Russ Gilbert" <russg@en.com>
wrote:

>error 168 is 'unknown XIO command'.
>I'm back where I started.
>Russg

hmm. Well, well.

My problem is: I can't format a disk with DOS Filesystem. No Ramdisk
no virtual drive. This problem only appears in my favourite spartados
(V3.3) .... using BeweDos I can format a disk using the "MENU"
program. Which is very usefull!

The 19Sector ATR is a little "ATR compiled binary" which is bootable.
But in this format I'm unable to test it in my SpartaDos enviroment.

My goal is the following: set up a virtual ramdrive (no ramdisk) by
QMEG4.0. Format it with DOS filesystem. Copy some files to it and boot
this ramdrive.

The thing what is missing: the AINIT within SpartaDos.

4220. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 17:20:37 UTC
From: llpwhite@cs.com
Message-ID: <20020826132037.28929.00003203@mb-ci.news.cs.com>
Source record: 28041

Hi Thomas-
> But I heard about this supervideo upgrade. What does it mean? Simply upgrade an stock XL to SVideo or upgrade/patch the bad picture on every xl/xe with SVIDEO? <

Check out the Super VIdeo Upgrade (and others) at:
http://www.geocities.com/atarimods/

I'm not positive that I understand your question, but...
The Super Video upgrade will improve the picture on any stock 800XL (even if you are using composite output).

S-Video will improve the display versus composite 99% of the time.

Together, things are really good, especially on a VGA display.
Larry

4221. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 19:02:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <PWua9.4243$yl3.50072@news4.srv.hcvlny.cv.net>
Source record: 28042

Maybe, just maybe, XP is the problem? Or have you eliminated that? I've
been away for a few days ...

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d6a117b$1_2@corp-news.newsgroups.com...
> I ran the second ground on the Atari to the sheilding on the DB9
connector.
> It's still a bit unstable, and at one point, I got a blue screen of death.
> First time that's ever happened on my XP machine :-) I don't take that as
a
> good sign. Should I put a resister inline on the ground?
>
> Pete
>
>
> <j131@inetia.pl> wrote in message news:akcmv9$1ut$1@korweta.task.gda.pl...
> > In article <3d6963de$1_1@corp-news.newsgroups.com>, "Pete Davis"
> <pdavis68@hotmail.com> wrote:
> > >Yeah, I can test it with one of my other desktops when I get them up
and
> > >running (they've been down for a while due to logistical issues and the
> fact
> > >that I'm too lazy to go in and clean up the room they're in). My guess
is
> > >that it will work just fine, though. I'll keep at it and see if I can
> find a
> > >way around the problem. I'm sure it's just some sort of grounding
> problem,
> > >that surely can be overcome, somehow.
> >
> > Have you tried connecting both grounds separately? I mean data ground
from
> > atari black to PC pin #5 _and_separately_ atari bare wire to PC shield?
> >
> > j131
>
>

4222. Re: prices for catridges rare ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 19:13:45 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0208261113.28977ad8@posting.google.com>
Source record: 28043

These are extremely rare in the US and should fetch a good price.
Maybe $50 for Des Chiffres. Not sure about the French Atariwriter -
often there is less interest in non-games.

4223. Re: Lynx

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 20:27:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <Zawa9.14425$lk.340109@typhoon.sonic.net>
Source record: 28044

hogan ligt <hoganligt@hotmail.com> wrote:
> Does any has some info on lynx hardware circuits and programming and
> software.

You might have more luck in alt.games.lynx or rec.games.video.atari.
c.s.a.8 is focused on the 8-bit computers.

Good luck!

-bill!
http://www.newbreedsoftware.com/bill/

4224. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 20:33:49 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0208261233.46970822@posting.google.com>
Source record: 28045

AINIT was removed appearently in all 3.x and above Spartas, you will have to go back to 2.x to find it. But it wouldn't do what you want even if you did have it. It won't boot! It only formats a disk with Atari type 2 VTOC and directory sectors. The three boot sectors are completely dependent upon the particular type 2 AtariDOS that does do a successfull booting(able) format. AINIT would leave the three boot sectors blank, unless I miss my guess.

What any Sparta will do for you is to read those Atari type 2 disks and write those files to a Sparta formatted disk and visa versa, if you can use that technique for anything. I've found it best to use Sparta's file copy utility XCOPY for that, it seems to result in the least amount of error's.

Your bootable "ATR compiled binary" should boot no matter what the DOS?? Maybe not...I don't know anything about such a thing. Perhaps you just need to use Sparta's boot jump address to point to your file? I disremember the exact location in the first boot sector, but when you have more than one SpartaDOS on the same disk, the one you want to boot must be set with the 'BOOT' command. Which actually only sets two bytes in the first sector to the sector number of the particular Sparta that you want to boot that disk with. See the SpartaDOS Construction Set Manual for that location - BeWeDos should be the same, but I can't guarentee that.

Thomas Havemeister <twh1@gmx.de> wrote in message
news:<j7ikmuoridf5nekeeml2cqs8qtldt9uaj0@4ax.com>...
> On Sun, 25 Aug 2002 18:46:13 -0400, "Russ Gilbert" <russg@en.com>
> wrote:
>
> >error 168 is 'unknown XIO command'.
> >I'm back where I started.
> >Russg
>
> hmm. Well, well.
>
> My problem is: I can't format a disk with DOS Filesystem. No Ramdisk
> no virtual drive. This problem only appears in my favourite spartados
> (V3.3) .... using BeweDos I can format a disk using the "MENU"
> program. Which is very usefull!
>
> The 19Sector ATR is a little "ATR compiled binary" which is bootable.
> But in this format I'm unable to test it in my SpartaDos enviroment.
>
> My goal is the following: set up a virtual ramdrive (no ramdisk) by
> QMEG4.0. Format it with DOS filesystem. Copy some files to it and boot
> this ramdrive.

>
> The thing what is missing: the AINIT within SpartaDos.

4225. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 22:22:14 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0208261422.25f0a68f@posting.google.com>
Source record: 28046

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:<3d697dd7_2@corp-news.newsgroups.com>...
> I would like to get a better idea of which Atari games are selling best as
> well as which ones people tend to download off of various sites. Does anyone
> collect this kind of data? Call it marketing, but it would give me a good
> idea of what kind of games to write.
>
> Pete
>

Best selling cart game (of the games I have) are :

Rescue on Fractalus,Ballblazer,Blue Max,Necromancer,Pengo,Moon Patrol
and Battlezone,Airball and maybe Archon.

Games like Gato,Thunderfox,One on One or Crossbow did never sell very
well.

Games with very high bids on ebay (but I usually doni¿½t have them) are
:

M.U.L.E. (very expensive)
rpgs like Ultima 1-4,Alternate Reality 1+2 ...
Infocom Adventure or Magnetic Scrolls Stuff
Lucasfilm Games like Rescue,Ballblazer,Koronis Rift,Eidolon
Activision games
etc.

Most of the reals classics sell well,but newer , cassette games are
not wanted.
Simulations and sports games are not as valuable.

I think the best classic game for a cart version would be MULE.But
iti¿½s an EA game and I would never get a licence for this one.

If you program a rpg/convert a C64 or arcade classic or do something
special,like this "Vector" - a 3D First Person Shooter , I think you
would get money for it.

It seems that nobody is interested in sports games or simulations , I
think most collectors like classic arcade games , classic rpgs ,
classic computer games or something with really awesome
graphics/sound.

Thimo

4226. Was the demo code in DeReAtari ever available on disk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 22:41:07 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d6aae7f.36491692@basic.bs.webusenet.com>
Source record: 27947

tks

ron

4227. Edit Keyboard Template in Atari800WinPlus 3.0

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 22:41:12 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d6aae85.36498021@basic.bs.webusenet.com>
Source record: 27948

I can't seem to edit the standard keyboard template (default.a8k) in Atari800WinPlus 3.0.

I start with the default template and select the 'edit' button. From here I change the PC ESC -> Atari ESC mapping to PC ` -> Atari ESC. (I need to remap the ctrl + shift + esc sequence since this brings up the task mgr in Win2000 and it is also used in the emulator to 'flash' DDT)

I save this and then return back to edit of the new template, now called ddt.a8k and I see the original mapping, not the new one. Restarting the emulator doesn't help.

help.

ron

4228. Re: Was the demo code in DeReAtari ever available on disk ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-26 23:33:23 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-978F66.16332326082002@news.west.cox.net>
Source record: 27949

In article <3d6aae7f.36491692@basic.bs.webusenet.com>,
ronfucci@bellsouth.net wrote:

> tks
>
> ron
>

I don't think so, but you can download it here:

http://www.atariarchives.org/dere/software.php

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

4229. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 01:03:53 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6acfc4$1_3@corp-news.newsgroups.com>
Source record: 27950

It's possible that it's XP, but I doubt it. Once I get my desktop up and running, I can use that as a comparison, but I'm almost positive it's either a grounding issue (most likely, I think, since another laptop user experienced almost identical issues), or it's a problem with my USB to Serial setup.

If it works with the desktop, then I'll try a PCMCIA serial adapter. Maybe that will have better luck.

The desktop doesn't really cut the mustard for me because it's very inconvenient, where it's located.

Pete

"Alan Sharkis" <asharkis@optonline.net> wrote in message news:PWua9.4243$yl3.50072@news4.srv.hcvlny.cv.net...
> Maybe, just maybe, XP is the problem? Or have you eliminated that? I've
> been away for a few days ...
>
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d6a117b$1_2@corp-news.newsgroups.com...
> > I ran the second ground on the Atari to the sheilding on the DB9
> connector.
> > It's still a bit unstable, and at one point, I got a blue screen of
death.
> > First time that's ever happened on my XP machine :-) I don't take that
as
> a
> > good sign. Should I put a resister inline on the ground?
> >
> > Pete
> >
> >
> > <j131@inetia.pl> wrote in message
news:akcmv9$1ut$1@korweta.task.gda.pl...
> > > In article <3d6963de$1_1@corp-news.newsgroups.com>, "Pete Davis"
> > <pdavis68@hotmail.com> wrote:
> > > >Yeah, I can test it with one of my other desktops when I get them up
> and
> > > >running (they've been down for a while due to logistical issues and
the
> > fact
> > > >that I'm too lazy to go in and clean up the room they're in). My
guess

> is
> > > >that it will work just fine, though. I'll keep at it and see if I can
> > find a
> > > >way around the problem. I'm sure it's just some sort of grounding
> > problem,
> > > >that surely can be overcome, somehow.
> > >
> > > Have you tried connecting both grounds separately? I mean data ground
> from
> > > atari black to PC pin #5 _and_separately_ atari bare wire to PC
shield?
> > >
> > > j131
> >
> >
>
>
>
>

4230. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 01:06:52 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6ad073_4@corp-news.newsgroups.com>
Source record: 27951

I started playing Ultima III today to start getting an idea of what appealed to me so much about it. I have to admit, it's still very compelling, and I'm taking notes on the things that are compelling about it.

I think doing a game along those lines may be the way to go.

Thanks for the info. That's really helpful.

Pete

"Thimo Graef" <0266140338@t-online.de> wrote in message news:9947bb30.0208261422.25f0a68f@posting.google.com...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message news:<3d697dd7_2@corp-news.newsgroups.com>...
> > I would like to get a better idea of which Atari games are selling best as
> > well as which ones people tend to download off of various sites. Does anyone
> > collect this kind of data? Call it marketing, but it would give me a good
> > idea of what kind of games to write.
> >
> > Pete
> >
>
> Best selling cart game (of the games I have) are :
>
> Rescue on Fractalus,Ballblazer,Blue Max,Necromancer,Pengo,Moon Patrol
> and Battlezone,Airball and maybe Archon.
>
> Games like Gato,Thunderfox,One on One or Crossbow did never sell very
> well.
>
> Games with very high bids on ebay (but I usually don't have them) are
> :
>
> M.U.L.E. (very expensive)
> rpgs like Ultima 1-4,Alternate Reality 1+2 ...
> Infocom Adventure or Magnetic Scrolls Stuff
> Lucasfilm Games like Rescue,Ballblazer,Koronis Rift,Eidolon
> Activision games
> etc.
>
> Most of the reals classics sell well,but newer , cassette games are
> not wanted.

> Simulations and sports games are not as valuable.
>
> I think the best classic game for a cart version would be MULE.But
> it's an EA game and I would never get a licence for this one.
>
> If you program a rpg/convert a C64 or arcade classic or do something
> special,like this "Vector" - a 3D First Person Shooter , I think you
> would get money for it.
>
> It seems that nobody is interested in sports games or simulations , I
> think most collectors like classic arcade games , classic rpgs ,
> classic computer games or something with really awesome
> graphics/sound.
>
> Thimo

4231. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 01:34:15 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d6ad821.4404741@news.telus.net>
Source record: 27952

James Alexander <james-m-alexander@rogers.com>:
>
>I catn remember them all but I think there were a handful of programs that
>used 128k or so and a number of demos that would use some of that ram, up to
>320k anyways.
>

A whole section of the newsgroup FAQ is dedicated to this information.
Grab a copy and take a look at it.

Shawn Jefferson (atariguy(at)telus(dot)net)

4232. Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 05:09:17 UTC
From: llpwhite@cs.com
Message-ID: <20020827010917.04919.00003935@mb-ca.news.cs.com>
Source record: 27953

Does anyone have a Basic or ACTION! program to create an ATR on the Atari?
Or an Atari program to convert a DCM to ATR? (I'm aware that APE and Imagic
and others can do this on the PC.)
Thanks,
Larry

4233. Re: Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 10:49:06 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6b58e8_1@corp-news.newsgroups.com>
Source record: 27954

Larry,
Why would you want to? The DCM and ATR are representations of Atari drives, meant to reside on a PC. To access an ATR on an Atari, you'd either have to transfer it to a floppy (on which it may not fit), or put it inside of another ATR, which would start getting confusing.

In answer to your queston, no, I'm not aware of any Atari programs for accessing these.

Pete
"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020827010917.04919.00003935@mb-ca.news.cs.com...
> Does anyone have a Basic or ACTION! program to create an ATR on the Atari?
> Or an Atari program to convert a DCM to ATR? (I'm aware that APE and
Imagic
> and others can do this on the PC.)
> Thanks,
> Larry

4234. looking to sell some carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-27 16:27:05 UTC
From: BlahBlah <drink_beer_@yahoo.com>
Message-ID: <tsgnmu413fvbleu6geq35s8vok915ssekr@4ax.com>
Source record: 27955

hi, just looking to sell some atari 800 carts i still have......

diamond mine
journey to the planets
serpentine
deluxe invaders
demon attack
gorf
spider city
super cobra
q bert
pacman

i got more, just gotta find them. also have an atari 800, with a happy drive, another disk drive, lots of controllers, a tape drive, and a bunch of disks with tons of games on them, to many to list really. havent played and of it for awhile, and need to clean up my house. e mail me if intrested ina nything.

thanks

4235. Re: Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 01:17:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <MwVa9.3336$%D6.292777@newsread1.prod.itd.earthlink.net>
Source record: 27956

It would be easy to do, but the need has never existed for me. I wrote one to go the other way making a floppy from an .ATR on the A8. You would need media greater than 92K to receive it; something like DD or Enhanced or a hard drive. I make .DCMs on the A8 and transfer to the PC for conversion to .ATRs.

--
Ron

http://www.atariland.com/members/oldatarian

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020827010917.04919.00003935@mb-ca.news.cs.com...
> Does anyone have a Basic or ACTION! program to create an ATR on the Atari?
> Or an Atari program to convert a DCM to ATR? (I'm aware that APE and
Imagic
> and others can do this on the PC.)
> Thanks,
> Larry
>

4236. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 11:17:04 UTC
From: Matthias Reichl <usenet-20020828@hias.horus.com>
Message-ID: <slrnampckq.19c.usenet-20020828@camel.hias.horus.com>
Source record: 27957

Hi!

On Mon, 26 Aug 2002 21:03:53 -0400, Pete Davis wrote:
> It's possible that it's XP, but I doubt it. Once I get my desktop up and
> running, I can use that as a comparison, but I'm almost positive it's either
> a grounding issue (most likely, I think, since another laptop user
> experienced almost identical issues), or it's a problem with my USB to
> Serial setup.
>
> If it works with the desktop, then I'll try a PCMCIA serial adapter. Maybe
> that will have better luck.

I guess your problem is either related to your system setup (maybe
including WinXP) and/or to the USB adapter:

The SIO protocol is somewhat timing critical, and therefore even a very
short interruption can cause the transmission to fail.

After receiving the command frame the PC has 16 msec time to send an ACK
and then process the command. Although the Atari retries to send the
command frame some 10 or 15 times if it doesn't receive an answer in
time, you can run into several nasty problems:

Consider the case when the PC responds just a little bit too late and
the Atari restarts the transmission of the command frame while the
PC is already processing it. The Atari will possibly miss the
response, and the PC could possibly read the command frame as data
bytes - and both will get out of sync.

It is highly implementation dependent how such error situations are
handeled by the SIO server. I don't know how SIO2PC / APE / Atari810
do it, but the symptoms you described (working some of the time, but
not reliable) indicate some critical timing.

So, what could be the causes of your problems?

* The USB-serial adapter has to encapsulate status and data information
into packets and transmit it over the USB. If something goes wrong
while transmitting the packet, it will be re-transmitted, introducing
some additional delay.

Even if the packet is transmitted successfully in the first attempt,
the encapsulation, USB protocol handling, and de-encapsulation by
the driver takes some time.

* Your system could be reacting too slow, which can have many causes:

It could be the Windows kernel, for example accessing the harddisks and therefore blocking other processes or interrupts. Be sure your harddisk(s) run in DMA mode and if you've got the possibility, try deactivating multi-sector transfers.

It could also be some windows driver or other processes stealing processor time. Try disabling everything that runs in the Background. Also try disabling all drivers you don't really need for running the SIO server (eg sound, modem, network, power management, ...).

I'm currently working on an SIO server for linux and while developing the software, I ran into several timing-related issues - very similar to the problems you described. The software is still far away from being finished, but some first tests worked quite well: on my testing machine (a 486SX/33 laptop with 8MB RAM) it did run smoothly, even at high speed (57600 bit/sec) SIO - but only when no other CPU-intensive processes were running. A "find /" on another terminal was OK, but eg. logging in or starting a new process caused timeouts. I've already got some ideas how to solve this issues (-> realtime scheduling), so I'll proceed with testing :-)

Anyway, I'll post an announcement when my software has reached alpha state.

so long,

Hias

4237. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 11:33:52 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6cb4e2$1_3@corp-news.newsgroups.com>
Source record: 27958

I'm pretty sure it's not a timing issue. There are a few reasons:

1: I'm running a 1.7ghz P4.
2: CPU usage is around 0-1%. I've got nothing running in the background.
3: The Atari makes some kind of nasty noises when it's unable to read the sectors. I think this has to do with the signal being noisy. I think the noise comes from the Atari because the Pokey chip is used for both sound and the SIO port (this is correct, isn't it?)

It might work fine for a few sectors and then the sound gets messy and I start getting boot errors.

Pete
"Matthias Reichl" <usenet-20020828@hias.horus.com> wrote in message news:slrnampckq.19c.usenet-20020828@camel.hias.horus.com...
> Hi!
>
> On Mon, 26 Aug 2002 21:03:53 -0400, Pete Davis wrote:
> > It's possible that it's XP, but I doubt it. Once I get my desktop up and
> > running, I can use that as a comparison, but I'm almost positive it's either
> > a grounding issue (most likely, I think, since another laptop user
> > experienced almost identical issues), or it's a problem with my USB to
> > Serial setup.
> >
> > If it works with the desktop, then I'll try a PCMCIA serial adapter. Maybe
> > that will have better luck.
>
> I guess your problem is either related to your system setup (maybe
> including WinXP) and/or to the USB adapter:
>
> The SIO protocol is somewhat timing critical, and therefore even a very
> short interruption can cause the transmission to fail.
>
> After receiving the command frame the PC has 16 msec time to send an ACK
> and then process the command. Although the Atari retries to send the
> command frame some 10 or 15 times if it doesn't receive an answer in
> time, you can run into several nasty problems:
>
> Consider the case when the PC responds just a little bit too late and
> the Atari restarts the transmission of the command frame while the
> PC is already processing it. The Atari will possibly miss the
> response, and the PC could possibly read the command frame as data
> bytes - and both will get out of sync.

>
> It is highly implementation dependent how such error situations are
> handeled by the SIO server. I don't know how SIO2PC / APE / Atari810
> do it, but the symptoms you described (working some of the time, but
> not reliable) indicate some critical timing.
>
> So, what could be the causes of your problems?
>
> * The USB-serial adapter has to encapsulate status and data information
> into packets and transmit it over the USB. If something goes wrong
> while transmitting the packet, it will be re-transmitted, introducing
> some additional delay.
>
> Even if the packet is transmitted successfully in the first attempt,
> the encapsulation, USB protocol handling, and de-encapsulation by
> the driver takes some time.
>
> * Your system could be reacting too slow, which can have many causes:
>
> It could be the Windows kernel, for example accessing the harddisks
> and therefore blocking other processes or interrupts. Be sure your
> harddisk(s) run in DMA mode and if you've got the possibility, try
> deactivating multi-sector transfers.
>
> It could also be some windows driver or other processes stealing
> processor time. Try disabling everything that runs in the
> Background. Also try disabling all drivers you don't really need
> for running the SIO server (eg sound, modem, network, power
> management, ...).
>
> I'm currently working on an SIO server for linux and while developing
> the software, I ran into several timing-related issues - very similar to
> the problems you described. The software is still far away from being
> finished, but some first tests worked quite well: on my testing machine
> (a 486SX/33 laptop with 8MB RAM) it did run smoothly, even at high speed
> (57600 bit/sec) SIO - but only when no other CPU-intensive processes
> were running. A "find /" on another terminal was OK, but eg. logging in
> or starting a new process caused timeouts. I've already got some ideas
> how to solve this issues (-> realtime scheduling), so I'll proceed with
> testing :-)
>
> Anyway, I'll post an announcement when my software has reached alpha
> state.
>
> so long,
>
> Hias

4238. screen images needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 16:54:56 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208280854.158412da@posting.google.com>
Source record: 27959

does anyone have good 320W byt 240H images of atari boot screens, i.e.
basic, self test, dos 2.0s, dos 2.5 etc. ? please submit them here:

http://geocities.com/rtdos

4239. Re: screen images needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 17:48:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <R18b9.15294$lk.370226@typhoon.sonic.net>
Source record: 27960

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> does anyone have good 320W byt 240H images of atari boot screens, i.e.
> basic, self test, dos 2.0s, dos 2.5 etc. ? please submit them here:
>
> http://geocities.com/rtdos

I can whip them up using Atari800...

-bill!

4240. Re: screen images needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 17:55:45 UTC
From: bill@newbreedsoftware.com
Message-ID: <B88b9.15295$lk.370453@typhoon.sonic.net>
Source record: 27961

William Kendrick <bill@newbreedsoftware.com> wrote:
> mad ATARI user alternate <rtdos@rocketmail.com> wrote:
>> does anyone have good 320W byt 240H images of atari boot screens, i.e.
>> basic, self test, dos 2.0s, dos 2.5 etc. ? please submit them here:
>>
>> http://geocities.com/rtdos
>
> I can whip them up using Atari800...

Your 'mailto:' link is broken. :)

http://www.geocities.com/rtdos/mailto:rtdos@yahoo.com

You want, simply:

mailto:rtdos@yahoo.com

Anyway - I'll send them off...

-bill!

4241. FREEWARE: classic systems screen saver

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-28 22:14:28 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208281414.3594496a@posting.google.com>
Source record: 27962

Seriously, what do you think ? I know, it really has nothing to do
with the operating system I'm working on, but I thought it'd be a
great way to advertise my website. All it does is advertise my
website using screen shots of classic games & computer systems.
Considering the tool I've used, I don't think I can sell it, wouldn't
want to anyways since rtdos itself is going to be & will always be
free.

main page:
http://geocities.com/rtdos

link to screen saver (zipped):
http://www.geocities.com/rtdos/rtscrnsvr.zip

4242. 68 Pin to 50 Pin SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 01:49:49 UTC
From: llpwhite@cs.com
Message-ID: <20020828214949.28449.00002808@mb-ce.news.cs.com>
Source record: 27963

Has anyone run a 68 pin SCSI drive with a Black Box using a 68 to 50 pin adapter? 68 pin SCSI drives seem to be much more plentiful these days.
Thanks,
Larry

4243. Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 02:42:49 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0208281842.315f0185@posting.google.com>
Source record: 27964

Hello,

Although I have owned an Atari 1200XL since the mid-1990s, I haven't used it much and I would like to start programming on it. I've flipped through the manual which game with the machine, as well as the Atari BASIC manual, and I have a few questions:

1) I want to convert a few of my Commodore 64/128 text adventures writeen in BASIC to the Atari format. However, arrays are handled differently on the Atari, particularly subscripted variables/arrays. How do I rework these to work on the Atari?

2) How do I get multiple colors on screen at once, just for the text? The background can be changed, and that's fine, but the text is always the same color. This isn't what I'm looking for!

Any ideas?

E-mail me at: dunric@yahoo.com

Regards,

Paul Panks
dunric@yahoo.com

4244. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 06:54:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <_yjb9.15545$lk.381016@typhoon.sonic.net>
Source record: 27965

Paul Allen Panks <pap3@dana.ucc.nau.edu> wrote:
> Hello,
>
> Although I have owned an Atari 1200XL since the mid-1990s, I haven't
> used it much and I would like to start programming on it. I've flipped
> through the manual which game with the machine, as well as the Atari
> BASIC manual, and I have a few questions:
>
> 1) I want to convert a few of my Commodore 64/128 text adventures
> writeen in BASIC to the Atari format. However, arrays are handled
> differently on the Atari, particularly subscripted variables/arrays.
> How do I rework these to work on the Atari?

Atari strings are simply character arrays. You MUST dimension them
before you use them:

Atari BASIC Other BASICS

10 DIM A$(10) 10 DIM A$(2)
20 A$="HELLO" 20 A$(0)="HELLO"
30 PRINT A$(3) 30 A$(1)="GOODBYE"
40 PRINT A$(1)

results in: results in:

LLO GOODBYE

Doing arrays of strings in plain BASIC can be a big pain in the butt.

In the past, I've done such unclever things as assuming all strings
were, say, max. 15 characters, and I had 10 of those strings:

10 DIM STRING_ARRAY$(150)
15 DIM STRING_ARRAY_LENS(10)

Then just grabbed parts of this large string and pretended they were
their own strings.

Ugly. :^P

Of course, Atari BASIC can theoretically have a string as large as ~32Kbytes!
Let's see C=64 BASIC do _that!_ ;)

> 2) How do I get multiple colors on screen at once, just for the text?
> The background can be changed, and that's fine, but the text is always
> the same color. This isn't what I'm looking for!

You can use GRAPHICS 12 mode, and PRINT #6 text onto it.

Or, for better ease-of-use, just stick to GRAPHICS 0 mode, and rewrite
the screen's Display List so that all of the lines are in '12' mode.
(It's a so-called 'IRG' graphics mode)

That'll get you SOME color. The bits in the character set (font) come out
like so:

00 - 'Background' color (SETCOLOR 4 ; aka POKE 712)
01 - Color 1 (SETCOLOR 0 ; aka POKE 708)
10 - Color 2 (SETCOLOR 1 ; aka POKE 709)
11 - Color 3 (SETCOLOR 2 ; aka POKE 710 - in normal video
SETCOLOR 3 ; aka POKE 711 - if char is inverse)

So if the font were purely "00" and "11"'s, something like this:

00000000
00110000 ##
11001100 which would look like this on the screen: ## ##
11001100 ## ##
11111100 ####
11001100 ## ##
11001100 ## ##
00000000

If you set Color 2 to blue, and color 3 to red, you could do this:

```
----------------
PRINT "THIS IS BLUE. AND THIS IS RED."
----------------
^--- my poor attempt at showing 'inverse'
```

The characters don't APPEAR inverse. Just the blue looks red. ;)

Whew!

-bill!

4245. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 07:36:23 UTC
From: j131@inetia.pl
Message-ID: <akkitnirt1@korweta.task.gda.pl>
Source record: 27966

In article <3d6cb4e2$1_3@corp-news.newsgroups.com>, "Pete Davis" <pdavis68@hotmail.com>
wrote:
>I'm pretty sure it's not a timing issue. There are a few reasons:
>
>1: I'm running a 1.7ghz P4.

that is rather irrelevant - still you may have timing problems

>2: CPU usage is around 0-1%. I've got nothing running in the background.

it is not CPU but USB/serial communication we are talking about

>3: The Atari makes some kind of nasty noises when it's unable to read the
>sectors. I think this has to do with the signal being noisy. I think the
>noise comes from the Atari because the Pokey chip is used for both sound and
>the SIO port (this is correct, isn't it?)

I do not quite understand what are you talkng about here - the usual beeping
associated with reading the floppy is entirely optional and also the other
noise produced by Atari when it tries unsaccessfuly to access floppy is
produced programatically - they have nothing to do with actual data
transmission. So unless you are talking about something else you cant judge
the signal (noisy? what do you mean by that) by the sound your Atari is
producing.

Anyway, you would really save yourself a good deal of time if you could run
this machine in pure DOS environment with DOS version of APE or SIO2PC.

j131

4246. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 11:23:18 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6e03e4$1_2@corp-news.newsgroups.com>
Source record: 27967

First of all, while you may find my answers to Matthias's question irrelevant, he asked, I answered. He suggested something could be running in the background causing CPU usage to be too high for APE to respond in a timely manner. I was indicating that I had a fast machine and close to 0% CPU usage. Sorry you find that irrelevant, obviously Matthias doesn't.

I'm not aware of what produces the sound of the sectors. You say it's coded in the OS, okay, that may be. Either way, the normal sound of the sectors being read changes to an irregular, distorted sound. I was trying to convey that. I read something about SIO being handled through pokey, so I made an assumption.

As for testing under DOS, that's not possible. I don't have DOS drivers for my USB adapter and the vendor doesn't make DOS drivers for it.

I'm trying to work with what I have available.

Let's start with some facts:
The USB adapter works with other serial applications (I've tested it with a modem and I've used it connect to the serial bus of a Linux machine as a terminal).

So, given that these apps work, it's reasonable to assume the adaptor and Windows XP work with fairly normal serial apps.

While the SIO2PC cable may work with DOS, that's great. I don't work with DOS and I'm not willing to run my laptop under DOS.

I finally tested the cable under a Win2K machine with a regular serial port and it works fine. Unfortunately, that's two changed variables: OS and serial port. Unfortunately, I don't have another XP machine to test under, but I'm guessing there's not much of a difference in how the serial port is handled between XP and 2K.

So, given these facts and assumptions, I think it's reasonable to assume that the issue is either a grounding issue, or maybe as Matthias mentioned, a timing issue.

Pete

4247. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 12:28:29 UTC
From: llpwhite@cs.com
Message-ID: <20020829082829.20374.00003625@mb-fv.news.cs.com>
Source record: 27968

> I want to convert a few of my Commodore 64/128 text adventures > writeen in BASIC to the Atari format. <

I can't add much to Bill's excellent answer to your question, but if you are willing to invest a few $ in your project, you can buy an (Atari) Microsoft Basic Cartridge (ATMSB) that will make your conversion much easier. I have converted several Basic programs from the 64 using this route, and it has worked well for me.

If you try this, ATMSB I was a copy-protected disk, while ATMSB II was a 16K cart + disk extensions. Functionally they are the same, but the cart is considered the better route. I have seen these go on eBay in the $5-10 range, and if you search a bit, you probably can do better than that.

Be aware, though -- ATMSB is a BIG Basic with many features that take a lot of memory, so the Atari may not have enough memory for long programs unless you do some tricks like chaining, etc.

There are other Basic's for the Atari that would work. These other options have advantages and disadvantages compared to Atari 8K Basic and ATMSB.
Good Luck!
Larry

4248. Re: screen images needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 14:18:55 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208290618.ef4aeb3@posting.google.com>
Source record: 27969

thanks. i have no idea why geocities keeps doing that. :)

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<B88b9.15295$Ik.370453@typhoon.sonic.net>...
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> >> does anyone have good 320W byt 240H images of atari boot screens, i.e.
> >> basic, self test, dos 2.0s, dos 2.5 etc. ? please submit them here:
> >>
> >> http://geocities.com/rtdos
> >
> > I can whip them up using Atari800...
>
> Your 'mailto:' link is broken. :)
>
> http://www.geocities.com/rtdos/mailto:rtdos@yahoo.com
>
> You want, simply:
>
> mailto:rtdos@yahoo.com
>
>
> Anyway - I'll send them off...
>
> -bill!

4249. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 14:20:20 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208290620.3e73b443@posting.google.com>
Source record: 27970

thanks for the refresher course in atari basic. :)

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<_yjb9.15545$Ik.381016@typhoon.sonic.net>...
> Paul Allen Panks <pap3@dana.ucc.nau.edu> wrote:
> > Hello,
> >
> > Although I have owned an Atari 1200XL since the mid-1990s, I haven't
> > used it much and I would like to start programming on it. I've flipped
> > through the manual which game with the machine, as well as the Atari
> > BASIC manual, and I have a few questions:
> >
> > 1) I want to convert a few of my Commodore 64/128 text adventures
> > writeen in BASIC to the Atari format. However, arrays are handled
> > differently on the Atari, particularly subscripted variables/arrays.
> > How do I rework these to work on the Atari?
>
>
> Atari strings are simply character arrays. You MUST dimension them
> before you use them:
>
> Atari BASIC Other BASICS
>
> 10 DIM A$(10) 10 DIM A$(2)
> 20 A$="HELLO" 20 A$(0)="HELLO"
> 30 PRINT A$(3) 30 A$(1)="GOODBYE"
> 40 PRINT A$(1)
>
> results in: results in:
>
> LLO GOODBYE
>
>
>
> Doing arrays of strings in plain BASIC can be a big pain in the butt.
>
> In the past, I've done such unclever things as assuming all strings
> were, say, max. 15 characters, and I had 10 of those strings:
>
> 10 DIM STRING_ARRAY$(150)
> 15 DIM STRING_ARRAY_LENS(10)
>
> Then just grabbed parts of this large string and pretended they were
> their own strings.

>
> Ugly. :^P
>
>
> Of course, Atari BASIC can theoretically have a string as large as ~32Kbytes!
> Let's see C=64 BASIC do _that!_ ;)
>
>
>
> > 2) How do I get multiple colors on screen at once, just for the text?
> > The background can be changed, and that's fine, but the text is always
> > the same color. This isn't what I'm looking for!
>
> You can use GRAPHICS 12 mode, and PRINT #6 text onto it.
>
> Or, for better ease-of-use, just stick to GRAPHICS 0 mode, and rewrite
> the screen's Display List so that all of the lines are in '12' mode.
> (It's a so-called 'IRG' graphics mode)
>
> That'll get you SOME color. The bits in the character set (font) come out
> like so:
>
> 00 - 'Background' color (SETCOLOR 4 ; aka POKE 712)
> 01 - Color 1 (SETCOLOR 0 ; aka POKE 708)
> 10 - Color 2 (SETCOLOR 1 ; aka POKE 709)
> 11 - Color 3 (SETCOLOR 2 ; aka POKE 710 - in normal video
> SETCOLOR 3 ; aka POKE 711 - if char is inverse)
>
>
> So if the font were purely "00" and "11"'s, something like this:
>
> 00000000
> 00110000 #
> 11001100 which would look like this on the screen: # #
> 11001100 # #
> 11111100 ####
> 11001100 # #
> 11001100 # #
> 00000000
>
>
> If you set Color 2 to blue, and color 3 to red, you could do this:
>
>
> ----------------
> PRINT "THIS IS BLUE. AND THIS IS RED."
> ----------------
> ^--- my poor attempt at showing 'inverse'
>
>

> The characters don't APPEAR inverse. Just the blue looks red. ;)
>
>
>
> Whew!
>
> -bill!

4250. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 15:18:06 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <OWqb9.3498$974.745336870@newssvr30.news.prodigy.com>
Source record: 27971

That was a good post Bill made, there is another way to do this though. You could define your own character set. A little complicated, but the results are awesome. I have a game program that demonstrates how to do this. It's an old cassette based graphic adventure that I converted to ATR disk. If you want a copy let me know and I'll email it to you.
Mo

"Paul Allen Panks" <pap3@dana.ucc.nau.edu> wrote in message news:7a1fd8df.0208281842.315f0185@posting.google.com...
> Hello,
>
> Although I have owned an Atari 1200XL since the mid-1990s, I haven't
> used it much and I would like to start programming on it. I've flipped
> through the manual which game with the machine, as well as the Atari
> BASIC manual, and I have a few questions:
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> 1) I want to convert a few of my Commodore 64/128 text adventures
> writeen in BASIC to the Atari format. However, arrays are handled
> differently on the Atari, particularly subscripted variables/arrays.
> How do I rework these to work on the Atari?
>
> 2) How do I get multiple colors on screen at once, just for the text?
> The background can be changed, and that's fine, but the text is always
> the same color. This isn't what I'm looking for!
>
> Any ideas?
>
> E-mail me at: dunric@yahoo.com
>
> Regards,
>
> Paul Panks
> dunric@yahoo.com

4251. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 15:39:02 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d6e40fe$1_2@nopics.sjc>
Source record: 27973

That nasty "noise" that you hear on the SIO is caused by errors on the buss.
Power on your system with nothing plugged into the SIO and you will hear the
OS polling for D1:.
Power on with D1: available and you will hear data being read over the buss.
Plug a P:R Connection into an unmodified 1200XL and you will get a short
burst of buss errors....
You are probably hearing buss errors.

Bob

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d6e03e4$1_2@corp-news.newsgroups.com...
> First of all, while you may find my answers to Matthias's question
> irrelevant, he asked, I answered. He suggested something could be running
in
> the background causing CPU usage to be too high for APE to respond in a
> timely manner. I was indicating that I had a fast machine and close to 0%
> CPU usage. Sorry you find that irrelevant, obviously Matthias doesn't.
>
> I'm not aware of what produces the sound of the sectors. You say it's
coded
> in the OS, okay, that may be. Either way, the normal sound of the sectors
> being read changes to an irregular, distorted sound. I was trying to
convey
> that. I read something about SIO being handled through pokey, so I made an
> assumption.
>
> As for testing under DOS, that's not possible. I don't have DOS drivers
for
> my USB adapter and the vendor doesn't make DOS drivers for it.
>
> I'm trying to work with what I have available.
>
> Let's start with some facts:
> The USB adapter works with other serial applications (I've tested it with
a
> modem and I've used it connect to the serial bus of a Linux machine as a
> terminal).
>
> So, given that these apps work, it's reasonable to assume the adaptor and
> Windows XP work with fairly normal serial apps.
>
> While the SIO2PC cable may work with DOS, that's great. I don't work with
> DOS and I'm not willing to run my laptop under DOS.
>

> I finally tested the cable under a Win2K machine with a regular serial
port
> and it works fine. Unfortunately, that's two changed variables: OS and
> serial port. Unfortunately, I don't have another XP machine to test under,
> but I'm guessing there's not much of a difference in how the serial port
is
> handled between XP and 2K.
>
> So, given these facts and assumptions, I think it's reasonable to assume
> that the issue is either a grounding issue, or maybe as Matthias
mentioned,
> a timing issue.
>
> Pete
>
>

4252. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 15:39:02 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d6e4936$1_1@nopics.sjc>
Source record: 27975

That nasty "noise" that you hear on the SIO is caused by errors on the buss.
Power on your system with nothing plugged into the SIO and you will hear the
OS polling for D1:.
Power on with D1: available and you will hear data being read over the buss.
Plug a P:R Connection into an unmodified 1200XL and you will get a short
burst of buss errors....
You are probably hearing buss errors.

Bob

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d6e03e4$1_2@corp-news.newsgroups.com...
> First of all, while you may find my answers to Matthias's question
> irrelevant, he asked, I answered. He suggested something could be running
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> the background causing CPU usage to be too high for APE to respond in a
> timely manner. I was indicating that I had a fast machine and close to 0%
> CPU usage. Sorry you find that irrelevant, obviously Matthias doesn't.
>
> I'm not aware of what produces the sound of the sectors. You say it's
coded
> in the OS, okay, that may be. Either way, the normal sound of the sectors
> being read changes to an irregular, distorted sound. I was trying to
convey
> that. I read something about SIO being handled through pokey, so I made an
> assumption.
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> As for testing under DOS, that's not possible. I don't have DOS drivers
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> my USB adapter and the vendor doesn't make DOS drivers for it.
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>
> Let's start with some facts:
> The USB adapter works with other serial applications (I've tested it with
a
> modem and I've used it connect to the serial bus of a Linux machine as a
> terminal).
>
> So, given that these apps work, it's reasonable to assume the adaptor and
> Windows XP work with fairly normal serial apps.
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> While the SIO2PC cable may work with DOS, that's great. I don't work with
> DOS and I'm not willing to run my laptop under DOS.
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> I finally tested the cable under a Win2K machine with a regular serial
port
> and it works fine. Unfortunately, that's two changed variables: OS and
> serial port. Unfortunately, I don't have another XP machine to test under,
> but I'm guessing there's not much of a difference in how the serial port
is
> handled between XP and 2K.
>
> So, given these facts and assumptions, I think it's reasonable to assume
> that the issue is either a grounding issue, or maybe as Matthias
mentioned,
> a timing issue.
>
> Pete
>
>

4253. Re: Wanted: Happy 1050 upgrade (or 1050 with happy installed)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 16:03:11 UTC
From: billko@comcast.net
Message-ID: <kpo4mKkdV4bJ-pn2-w2vcd6tbwfsT@localhost>
Source record: 27974

On Thu, 15 Aug 2002 06:25:51 UTC, nir@minicom.com (Nir) wrote:

> "Andy Grey" <adgrey@comcast.net> wrote in message
news:<a8j59.127984$yc3.5456466@bin4.nnrp.aus1.giganews.com>...
> > Anyone have one for sale?
> >
> > Andy
>
>
> i do have an extra one.. and i will post it on ebay, including manual and disks
>
> Nir

--
Instead, look for the Super Archiver upgrade. It will do fuzzy
sectors so you can copy those A/R City and Dungeon disks you so
desperately need to back up. :)

Look at www.myatari.com for details.

Bill

4254. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 17:12:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <JBsb9.15655$lk.387774@typhoon.sonic.net>
Source record: 27976

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> thanks for the refresher course in atari basic. :)

It's amazing how much I remember for how little I use it lately
(pretty much: none, unfortunately).

Of course, I DID use it regularly from 1982 or 1983 until about 1998.
Yikes! :) (Thank goodness I had Action! for the latter part of that)

-bill!

4255. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 17:22:53 UTC
From: Matthias Reichl <usenet-20020829@hias.horus.com>
Message-ID: <slrnamsme1.1st.usenet-20020829@camel.hias.horus.com>
Source record: 27977

On Thu, 29 Aug 2002 07:23:18 -0400, Pete Davis wrote:
> First of all, while you may find my answers to Matthias's question
> irrelevant, he asked,

I understood j131's answer in such a way, that he was stating that
the CPU-speed is irrelevant - which is basically correct for most
modern computers of the last 10 years or so.

> I answered. He suggested something could be running in
> the background causing CPU usage to be too high for APE to respond in a
> timely manner. I was indicating that I had a fast machine and close to 0%
> CPU usage.

Well, the critical thing is latency - not execution speed. And these two
things are (almost) unrelated. Latency depends more on the operating
system and other hardware - while CPU power actually doesn't really
matter for SIO servers.

You don't have to do complex calculations when pretending to be a 1050,
the important point is that you interrupt anything you are doing at
the moment, as soon as the Atari asks for a sector. And the Atari is
really critical with you, when you aren't fast enough! :-)

> Either way, the normal sound of the sectors
> being read changes to an irregular, distorted sound. I was trying to convey
> that. I read something about SIO being handled through pokey, so I made an
> assumption.

This really sounds like timing-errors.

> As for testing under DOS, that's not possible. I don't have DOS drivers for
> my USB adapter and the vendor doesn't make DOS drivers for it.

I already feared this would happen...

> I finally tested the cable under a Win2K machine with a regular serial port
> and it works fine. Unfortunately, that's two changed variables: OS and
> serial port. Unfortunately, I don't have another XP machine to test under,
> but I'm guessing there's not much of a difference in how the serial port is
> handled between XP and 2K.

I really suspect the USB/serial adapter (or it's driver) to be the
cause of your problems. If you've got another machine with an USB port,
you could try using your adapter there.

Besides that, I don't have any more ideas at the moment...

so long & good luck,

Hias

4256. Re: SIO2PC #2

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 20:57:11 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <qUvb9.9280$Tb3.93414@news4.srv.hcvlny.cv.net>
Source record: 27978

Hello Matthias,

I kind of suspected that timing errors were involved. That's why I questioned whether Windows XP was at fault, since anything NT-based does strange things with the timing of midi data, for example. But then Pete told me that he got good results with Windows 2000. So, like you, I now suspect the USB/serial device and/or its supporting software.

Take care.

Alan

"Matthias Reichl" <usenet-20020829@hias.horus.com> wrote in message news:slrnamsme1.1st.usenet-20020829@camel.hias.horus.com...
> On Thu, 29 Aug 2002 07:23:18 -0400, Pete Davis wrote:
> > First of all, while you may find my answers to Matthias's question
> > irrelevant, he asked,
>
> I understood j131's answer in such a way, that he was stating that
> the CPU-speed is irrelevant - which is basically correct for most
> modern computers of the last 10 years or so.
>
> > I answered. He suggested something could be running in
> > the background causing CPU usage to be too high for APE to respond in a
> > timely manner. I was indicating that I had a fast machine and close to
0%
> > CPU usage.
>
> Well, the critical thing is latency - not execution speed. And these two
> things are (almost) unrelated. Latency depends more on the operating
> system and other hardware - while CPU power actually doesn't really
> matter for SIO servers.
>
> You don't have to do complex calculations when pretending to be a 1050,
> the important point is that you interrupt anything you are doing at
> the moment, as soon as the Atari asks for a sector. And the Atari is
> really critical with you, when you aren't fast enough! :-)
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> > being read changes to an irregular, distorted sound. I was trying to
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> > that. I read something about SIO being handled through pokey, so I made
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> > assumption.
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> > my USB adapter and the vendor doesn't make DOS drivers for it.
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> > serial port. Unfortunately, I don't have another XP machine to test
under,
> > but I'm guessing there's not much of a difference in how the serial port
is
> > handled between XP and 2K.
>
> I really suspect the USB/serial adapter (or it's driver) to be the
> cause of your problems. If you've got another machine with an USB port,
> you could try using your adapter there.
>
> Besides that, I don't have any more ideas at the moment...
>
> so long & good luck,
>
> Hias

4257. "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 22:56:47 UTC
From: llpwhite@cs.com
Message-ID: <20020829185647.23970.00000014@mb-ft.news.cs.com>
Source record: 27979

Does anyone know of a "Matrix"-type demo written for the Atari? (As in the green, vertical sliding code sequences from the movie.)
Larry

4258. Re: 68 Pin to 50 Pin SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-29 22:58:37 UTC
From: llpwhite@cs.com
Message-ID: <20020829185837.23970.00000015@mb-ft.news.cs.com>
Source record: 27980

> Did not try it, but if you provide termination-power and a parity-bit to the SCSI-bus on the BB it should work as SCSI is (should be) completely backwards compatible... <

Thanks, Fox!
Larry

4259. Any interest in trading a Mac65 cart for a Basic XL cart ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 00:12:41 UTC
From: ronfucci@bellsouth.net
Message-ID: <3d6eb81c.216665398@basic.bs.webusenet.com>
Source record: 27981

I'm looking for the Mac65 cart with a black case and yellow label.
The Basic XL cart has an orange case with yellow label, Ver 1.02.

Send me email if interested.

ron

4260. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 00:40:45 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hazb9.6794$%D6.600833@newsread1.prod.itd.earthlink.net>
Source record: 27982

Multi-colors in the large text modes are as simple as inverse and lower case
in the print statements. There are 4 color registers for text in Graphics 1
and 2 controlled by locations 708-711. Experiment with upper and lower case
in both normal and inverse video to put characters on screen in split screen
text window mode; Pokes of hue plus 16 times luminance is easier for me than
determining which Setcolor combination does what.

The string arrays are only slightly more involved to simulate using Atari's
linear strings with a little planning and a little math. Your array elements
must be organized into a single Dimensioned uniformly spaced string based on
size of longest element. e.g.

```
DIM TEMP$(20) any sufficient size
DIM WEAPON$(40) 5 ea at 8 for longest

WEAPON$=" ":WEAPON$(40)=" ":WEAPON$(2)=WEAPON$ clear $ memory

RESTORE 9000:FOR L=0 TO 4
READ TEMP$:WEAPON$(L*8+1)=TEMP$
String positions always begin at one rather than zero; single subscript
selects referenced position to end; double selects from 1st to 2nd.
NEXT L

9000 DATA ax, revolver, knife, mace, spear

Resulting WEAPON$ will be:
"ax revolverknife mace spear "
The equivalent of WEAPON$(3) can be extracted with:
L=3:TEMP$=WEAPON$(L*8+1,(L+1)*8) selects 25 thru 32

--
Ron

http://www.atariland.com/members/oldatarian

"Paul Allen Panks" <pap3@dana.ucc.nau.edu> wrote in message
news:7a1fd8df.0208281842.315f0185@posting.google.com...
> Hello,
>
> Although I have owned an Atari 1200XL since the mid-1990s, I haven't
> used it much and I would like to start programming on it. I've flipped
> through the manual which game with the machine, as well as the Atari
> BASIC manual, and I have a few questions:
>
> 1) I want to convert a few of my Commodore 64/128 text adventures
> writeen in BASIC to the Atari format. However, arrays are handled
> differently on the Atari, particularly subscripted variables/arrays.
```

> How do I rework these to work on the Atari?
>
> 2) How do I get multiple colors on screen at once, just for the text?
> The background can be changed, and that's fine, but the text is always
> the same color. This isn't what I'm looking for!
>
> Any ideas?
> Regards,
> Paul Panks
> dunric@yahoo.com

4261. Re: Atari 8-bit PC CD-ROM of PPP/DGS Products (Quick, SAM, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 01:52:24 UTC
From: gozarcollins.hotmail@NoSpam.com
Message-ID: <Y/sb9A+8Ak5G092yn@NoSpam.com>
Source record: 27945

In article <mcurrent-2F9295.17120313082002@news.supernews.com>,
Michael Current <mcurrent@carleton.edu> wrote:
>In article <1029262185.11386.0@iris.uk.clara.net>,
> "Dean Garraghty" <dgs@clara.net> wrote:
>
>> 1. What is the Atari 8-bit PPP/DGS PC CD-ROM?
>
>BTW mine arrived remarkably quickly. It's a nice collection of
>commercial games and apps, plus lots of text files that aren't online.
>For the price, how can you go wrong?

I concur. I was hoping on doing a write up on it, just haven't had
the time. I have browsed the CD and played around with a lot of the stuff
on it.

For $15, I don't see how you couldn't justify buying it!

--
Ryan 'Gozar' Collins

4262. Re: 68 Pin to 50 Pin SCSI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 03:24:50 UTC
From: Fox-1
Message-ID: <cTqb9.16570$28.2301797@zwoll1.home.nl>
Source record: 27972

"LLpwhite" wrote

> Has anyone run a 68 pin SCSI drive with a Black Box using a 68 to 50 pin
> adapter? 68 pin SCSI drives seem to be much more plentiful these days.

Did not try it, but if you provide termination-power and a parity-bit to the SCSI-bus on the BB it should work as SCSI is (should
be) completely backwards compatible...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4263. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 04:58:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <xXCb9.15881$lk.396729@typhoon.sonic.net>
Source record: 27983

LLpwhite <llpwhite@cs.com> wrote:
> Does anyone know of a "Matrix"-type demo written for the Atari? (As in the
> green, vertical sliding code sequences from the movie.)

No - But that would be cool to write. Hmmm. >:^)

-bill!

4264. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 08:09:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <QKFb9.15911$lk.401986@typhoon.sonic.net>
Source record: 27984

LLpwhite <llpwhite@cs.com> wrote:
> Does anyone know of a "Matrix"-type demo written for the Atari? (As in the
> green, vertical sliding code sequences from the movie.)

I've started working on one. :) So far, only in BASIC, so it's slow,
but I'll see if I can get it going in Action!. (My biggest problem right
now is lack of reliable SIO2PC/APE access to my Linux box. >:^(
I don't have MSDOS anymore, and never installed Windows, so I'm stuck with
what little is available to use my SIO2PC cable with...)

I ran "xmatrix" screen saver (for Unix/Linux) and attempted to 'duplicate'
the font in 4x8 pixels, 3-4 colors. I'll be using IRG mode (Graphics 12)
and this font.

I'll set two green colors (a medium brightness one, for the bulk of the
pixels on the screen, and a darker one for any 'antialiasing'), and
a bright white color (for the characters that just pop up on the screen).

It won't be PERFECT, but it should end up being a pretty good replica! ;)

-bill!
(hmm.. maybe I can find Action! to run under an emulator...)

4265. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 11:09:16 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d6f5218_4@corp-news.newsgroups.com>
Source record: 27985

While Action! "works" under Atari800Win, it won't load or save. I reported it to Paul Irvine, who passed it on to the authors and expect it will get fixed. Other than that, Action! seems to work fine, from my tests.

I actually tried to fix the problem myself, but I couldn't get it to reliably stop on my breakpoint. It stopped on it for a while and then suddenly started skipping it and wouldn't ever hit it again, even after reboots. Weird.

Pete

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:QKFb9.15911$Ik.401986@typhoon.sonic.net...
> LLpwhite <llpwhite@cs.com> wrote:
> > Does anyone know of a "Matrix"-type demo written for the Atari? (As in the
> > green, vertical sliding code sequences from the movie.)
>
> I've started working on one. :) So far, only in BASIC, so it's slow,
> but I'll see if I can get it going in Action!. (My biggest problem right
> now is lack of reliable SIO2PC/APE access to my Linux box. >:^(
> I don't have MSDOS anymore, and never installed Windows, so I'm stuck with
> what little is available to use my SIO2PC cable with...)
>
>
> I ran "xmatrix" screen saver (for Unix/Linux) and attempted to 'duplicate'
> the font in 4x8 pixels, 3-4 colors. I'll be using IRG mode (Graphics 12)
> and this font.
>
> I'll set two green colors (a medium brightness one, for the bulk of the
> pixels on the screen, and a darker one for any 'antialiasing'), and
> a bright white color (for the characters that just pop up on the screen).
>
> It won't be PERFECT, but it should end up being a pretty good replica! ;)
>
> -bill!
> (hmm.. maybe I can find Action! to run under an emulator...)

4266. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 14:44:31 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0208300644.299476c9@posting.google.com>
Source record: 27986

that would be fine, thanks.

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message
news:<OWqb9.3498$974.745336870@newssvr30.news.prodigy.com>...
> That was a good post Bill made, there is another way to do this though. You
> could define your own character set. A little complicated, but the results
> are awesome. I have a game program that demonstrates how to do this. It's an
> old cassette based graphic adventure that I converted to ATR disk. If you
> want a copy let me know and I'll email it to you.
> Mo
>
>
> "Paul Allen Panks" <pap3@dana.ucc.nau.edu> wrote in message
> news:7a1fd8df.0208281842.315f0185@posting.google.com...
> > Hello,
> >
> > Although I have owned an Atari 1200XL since the mid-1990s, I haven't
> > used it much and I would like to start programming on it. I've flipped
> > through the manual which game with the machine, as well as the Atari
> > BASIC manual, and I have a few questions:
> >
> > 1) I want to convert a few of my Commodore 64/128 text adventures
> > writeen in BASIC to the Atari format. However, arrays are handled
> > differently on the Atari, particularly subscripted variables/arrays.
> > How do I rework these to work on the Atari?
> >
> > 2) How do I get multiple colors on screen at once, just for the text?
> > The background can be changed, and that's fine, but the text is always
> > the same color. This isn't what I'm looking for!
> >
> > Any ideas?
> >
> > E-mail me at: dunric@yahoo.com
> >
> > Regards,
> >
> > Paul Panks
> > dunric@yahoo.com

4267. Re: Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 16:40:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <geNb9.8733$N%4.731409@newsread2.prod.itd.earthlink.net>
Source record: 27987

Hi, Larry;
Lets assume you have a DD drive or large Ramdisk since any .ATR will not fit on a SD floppy. We can create the Basic program with a few USR(calls if the usage would justify the time and effort of the coding. The two tricky bits are:

1)Density
The .ATR header, sector size and number of sectors vary among the several densities which will effect the algorythm parameters. Auto density selection is another complicating factor; Justin Wilder's DiskMend used a status inquiry which was very effective on a Doubled 1050, but somewhat unreliable on a Percom. It would actually be simpler to have separate programs for SSSD, SSED, SSDD, DSSD, and DSDD than tackle the complexity of a single universal program. Will MyDos allow you to configure an XF551 as double sided and then format in enhanced density..?

2)Disk Swapping
More code is also required for prompts and density changes on a single drive. The simplicity and speed of coding encouraged me to design my ATR2DISK for two drives or one and a RamDisk so I could do all of the settings and let it go on its own. It still has not progressed much beyond a user-unfriendly quick and dirty utility for my own use.

--
Ron

http://www.atariland.com/members/oldatarian

"Pete Davis" <pdavis68@hotmail.com> wrote in message
> Larry,
> Why would you want to? The DCM and ATR are representations of Atari
> drives, meant to reside on a PC. To access an ATR on an Atari, you'd
either
> have to transfer it to a floppy (on which it may not fit), or put it
inside
> of another ATR, which would start getting confusing.
>
> In answer to your queston, no, I'm not aware of any Atari programs for
> accessing these.
>
> Pete
> "LLpwhite" <llpwhite@cs.com> wrote in message
> > Does anyone have a Basic or ACTION! program to create an ATR on the
Atari?
> > Or an Atari program to convert a DCM to ATR? (I'm aware that APE and
> Imagic

> > and others can do this on the PC.)
> > Thanks,
> > Larry

4268. FS: 8 BIT computers C64, ATARI 600XL and 800XL, Apple II plus

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 19:29:13 UTC
From: radiosnstuff@aol.comNoJuNk
Message-ID: <20020830152913.10755.00000226@mb-cp.aol.com>
Source record: 27988

we have several 8 bit computers for sale, to see pics please point your browser
to:
http://www.radiosnstuff.com/8bit%20'Puters.htm

4269. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 19:43:04 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3d6fcabc@news.zen.co.uk>
Source record: 27990

Marius & Hester wrote:

> Is there anyone who can provide me a source file (assembler) in which i
> can see how to program more players.
>
> I know it is possible. I guess I have to copy the original OS routine that
> is handling the PM-graphics. But I don't know how to get further....
> please help.

I do not believe it is possible to have more than 5 real players. In fact
there are only 4 players, though a 5th is often faked using the missiles.
Routines that have more than 5 players are either:
i) Repositioning the players (horizontally) during screen draw.
ii) Using software sprites (i.e. moving screen memory around with the CPU).

BTW PMGs are done in hardware. So not handled by an OS routine. I don't
think the OS uses them at all, though I may be mistaken?

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

4270. dutch/belgian atari userlist

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-30 19:45:43 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <akohit$2ll$1@reader12.wxs.nl>
Source record: 27989

Hi

I want to create a list of DUTCH of BELGIAN atari users. I like to know who is still using his atari 8bit in the dutchspeaking countries. Please mail me your name and your configuration, and also for what you are using your 8bit.

Thanks,
Marius

4271. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 02:07:01 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208301902270.30531-100000@shell1.aracnet.com>
Source record: 27991
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar,
8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's
SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received
Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4272. Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 02:10:53 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.33.0208301907130.30531-100000@shell1.aracnet.com>
Source record: 27992
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4273. Philips 8852 Color Monitor on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 06:13:23 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c250b5$a63096a0$234e12c3@windows>
Source record: 27993

(How) can I connect an (old) Philips 8852 color monitor to my 800XL?

I can get one for free (from an MSX system, including the NMS8250 system BTW), but I only want it if I know I can use it.

Is there anyone in this group from the Netherlands who knows where to get the right cable?

TIA,

Richard Douwes

4274. A possible 'cut-down' version of my Atari 8-bit CD-ROM for German-speaking countries

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 07:35:51 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1030779488.22470.0@dyke.uk.clara.net>
Source record: 27994

Hello All,

As you all probably know, I am unable to sell my Atari 8-bit CD-ROM of PPP/DGS products to German speaking countries (Germany, Austria, Switzerland) because my PPP license doesn't cover these countries. However, this restriction only covers the PPP products, not the other products on the CD. Would there be any interest in a special version of the CD which would only contain Digi-Studio, and all 26 issues of my old News-Disk/Paper magazine? Naturally, the cost would be less. The problem is that the CD obviously costs the same to produce and ship regardless of what it contains, so many of the costs of production can't be reduced. If this CD was only shipped to the 3 countries listed above, the shipping costs would be lower which would help reduce the cost. Payments would still be quoted in US$ and accepted by PayPal. I'm thinking in the region of $8-$9 including shipping to Germany, Austria, or Switzerland only. Of course, if anyone outside of these countries wanted to buy it, then that could be arranged also but at a slightly higher cost (let's say about $10 if it shipped to the US). If anyone would be interested in this, then please e-mail me. If there is some interest, I'll arrange to have a new PayPal order button for it on my site, and I'll post another message if/when this is done.

Of course, the full PPP/DGS version will still be available for $15 including shipping. Visit http://www.dgs.clara.net and click the on the CD-ROM link for more info and to order by credit card.

Dean Garraghty

4275. Re: Philips 8852 Color Monitor on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 10:12:18 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <akq4bl$cg3$1@reader12.wxs.nl>
Source record: 27995

Hey Richard,

I guess this should work. I have also a Philips Color monitor (normally used with MSX)... You should ask if the monitor has a VIDEO-Composite input, or SCART connector. If it has one of these, you can connect your atari 8bit.

By the way the cable pinout is easy to do you yourself.
If you know more about the monitor I can provide you the info for your cable.

Bye,
Marius

"Richard" <noone@nowhere.com> schreef in bericht
news:01c250b5$a63096a0$234e12c3@windows...
> (How) can I connect an (old) Philips 8852 color monitor to my 800XL?
>
> I can get one for free (from an MSX system, including the NMS8250 system
> BTW), but I only want it if I know I can use it.
>
> Is there anyone in this group from the Netherlands who knows where to get
> the right cable?
>
> TIA,
>
> Richard Douwes

4276. NO SHARP screen on OLD XL's

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 12:38:47 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <akqcu9$l9b$1@reader12.wxs.nl>
Source record: 27996

Hi!

This is a known problem on the older XL computers. The screen is not sharp but soft. There are a few modifications to fix this problem. One of the easiest ways to do it was to de-solder a capacitor (as far as i remember).

Where can I find the info about this modification. I have to fix 2 600Xl's this way, but I don't know anymore HOW.

Please Help.
Thanks
Marius

4277. Re: Philips 8852 Color Monitor on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 14:24:22 UTC
From: Richard <noone@nowhere.com>
Message-ID: <01c250fa$3d5c4b20$097e12c3@windows>
Source record: 27897

Marius & Hester <grover25@zonnet.nl> schreef in artikel
<akq4bl$cg3$1@reader12.wxs.nl>...

> Hey Richard,
>
> I guess this should work. I have also a Philips Color monitor (normally
used
> with MSX)... You should ask if the monitor has a VIDEO-Composite input,
or
> SCART connector. If it has one of these, you can connect your atari 8bit.

It has a SCART connector and a "TTL/RGB" connector (8 pins, 1 in in the
center, and 7 around it). If you can give me more info on how to connect it
to my 800XL, I'd be very grateful!

Richard

4278. www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-08-31 15:07:43 UTC
From: mnaberez@nyx10.nyx.net
Message-ID: <1030806389.564488@irys.nyx.net>
Source record: 27898
Cross-posted to:
comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.oric,comp.arch.embedded,alt.comp.hardware.homebuilt

Hi All,

It's been a long time since I posted a message about 6502.org, so I thought I'd remind the groups and introduce the site to anyone who is not familiar with it.

6502.org is a resource for anything to do with the 6502 microprocessor and its relatives. The site is not geared towards any specific platform. All of the information presented on the site can be applied to any 6502-based machine. We support users of classic systems, homebuilders, and also embedded applications.

Some of the things offered on the 6502.org website are datasheets for the 65xx parts, snippits of generic 6502 source code, hardware projects, tools, and links to all things 6502.

For years we've had a very active forum hosted on DelphiForums with some great discussions about hardware and programming. We've just recently switched over and our forum is now right on the website. This is a great time to get involved because the discussions are just starting back up as we move from DelphiForms. http://www.6502.org/forum

I'd like to encourage anyone interested in the 6502 microprocessor to visit the site. Also, I'm actively seeking more material (code, projects, etc.) to add to the site. If you have some 6502-related tidbit that belongs on the site then please e-mail me.

Best Regards,
Mike Naberezny
--
- Mike Naberezny (Mike@MikeNaberezny.com) http://www.6502.org

4279. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 00:01:01 UTC
From: finn <junkmail@badsect.freeserve.co.uk>
Message-ID: <akrlar$6an$1@news5.svr.pol.co.uk>
Source record: 27899

```
-----BEGIN PGP SIGNED MESSAGE-----
Hash: SHA1

i, i recently got hold of an old atari 800xl from my friend. it came
with a 1010 tape drive but i remember when i was a kid i had a 1050
disk drive. i wondered if i should get one or an XF551 (if i can find
either - car boot sale or whatever)

which is the best?

- --
- --
http://www.badsect.freeserve.co.uk/publickey.gpg.asc

- -

-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.0.6-2 (MingW32) - GPGOE 0.4.1
Comment: For info see http://www.gnupg.org

iEYEARECAAYFAj1xWL0ACgkQ2gitG1UprDoaKACfU24lKmaQzWCSG0IYkBr66Kyz
o9IAnAu4yHg4GmXNhILZoAyXG+7ldPyg
=olDH
-----END PGP SIGNATURE-----
```

4280. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 00:55:18 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <927BD3C2CPrivacyLabs@209.143.0.11>
Source record: 27900

llpwhite@cs.com (LLpwhite) wrote in
<20020829185647.23970.00000014@mb-ft.news.cs.com>:

>Does anyone know of a "Matrix"-type demo written for the Atari? (As in
>the green, vertical sliding code sequences from the movie.)
>Larry

--

ATOS has a Matrix screen saver. It also works in "stand alone" mode.
http://cth.dtdns.net/matrix.com

4281. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 01:10:51 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7168d6_2@corp-news.newsgroups.com>
Source record: 27901

The XF551 is a true double-density drive whereas the 1050 is only "enhanced"
or "dual" density.

The 1050 supports up to 128K disks. I think the XF551 may be double sided,
giving it a full 360K.

There are other true double-density drives available for the Atari,
including the Indus GT, the Rana, Percom, and others. The XF551s I've seen
on e-bay were pretty pricey, but I got a great deal on a Percom the other
day.

Pete

"finn" <junkmail@badsect.freeserve.co.uk> wrote in message
news:akrlar$6an$1@news5.svr.pol.co.uk...
> -----BEGIN PGP SIGNED MESSAGE-----
> Hash: SHA1
>
> i, i recently got hold of an old atari 800xl from my friend. it came
> with a 1010 tape drive but i remember when i was a kid i had a 1050
> disk drive. i wondered if i should get one or an XF551 (if i can find
> either - car boot sale or whatever)
>
> which is the best?
>
> - --
> - --
> http://www.badsect.freeserve.co.uk/publickey.gpg.asc
>
> - -
>
> -----BEGIN PGP SIGNATURE-----
> Version: GnuPG v1.0.6-2 (MingW32) - GPGOE 0.4.1
> Comment: For info see http://www.gnupg.org
>
> iEYEARECAAYFAj1xWL0ACgkQ2gitG1UprDoaKACfU24lKmaQzWCSG0IYkBr66Kyz
> o9IAnAu4yHg4GmXNhILZoAyXG+7ldPyg
> =olDH
> -----END PGP SIGNATURE-----
>
>
>

4282. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 01:56:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <ltec9.16663$lk.420957@typhoon.sonic.net>
Source record: 27902

Tom Hunt <NoOne@fakeemail.invalid> wrote:

>
> ATOS has a Matrix screen saver. It also works in "stand alone" mode.
> http://cth.dtdns.net/matrix.com
>

Hehe - Nice. :)

-bill!

4283. Re: Who wants to play some M.U.L.E. on the internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 07:18:08 UTC
From: Tortin <tom@med.com>
Message-ID: <Xns927C219F541CDtommedcom@216.168.3.40>
Source record: 27903

Adam <nobody@important.com> wrote in
news:Xns926F1BA28F109nobodyimportantcom@167.206.3.2:

> Tortin <tom@med.com> wrote in
> news:Xns926718E3B9B25tommedcom@216.168.3.40:
>
>> Adam <nobody@important.com> wrote in
>> news:Xns9267945254F7nobodyimportantcom@167.206.3.2:
>>
>>> http://www.gilligames.com/Space_Horse/TheGame.asp
>>>
>>
>> you can always use a NES emu for the xbox and play MULE over the
>> internet
>>
>
> First of all, the NES version of MULE sucks. Secondly, Space Horse is
> for the PC, not XBOX, and its the best MULE you ever played!
> Seriously worth every penny.
>

I bought it and do not like it as much as the atari 800 version (By far)
Hell I even like the NES version better which you are correct sucks
compared to the atari version

go to my website, btw it is not done yet

http://www.irata.info

also check out the 404 error page

http://www.irata.info/anything

4284. APP Logo Competition

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 13:28:11 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <LBoc9.139985$oa7.4201691@Flipper>
Source record: 27904

Hi,

You are all invited to design a logo for the Atari Preservation
Project. The best logo will be choosen by the members of the APP egroup at
yahoo and visitors of the German ABBUC Atari 8-bit meeting (JHV 2002).

The winner gets a T-shirt with the Atari logo on it! :-)

The deadline of this competition is 15 october 2002. After that, the voting
starts. The last votes are collected on the ABBUC JHV.

More info about the project can be found here:
http://www.abbuc.de/app/index.html
Please take a look at the 'Project' and 'Software' sections. Note that the
web-pages need more work, but the basic info is there.

Please send your logos to me. Good luck!

Freddy.

4285. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 16:15:28 UTC
From: llpwhite@cs.com
Message-ID: <20020901121528.25146.00000428@mb-fw.news.cs.com>
Source record: 27905

Hi Tom-
> ATOS has a Matrix screen saver. It also works in "stand alone" mode. <
http://cth.dtdns.net/matrix.com

For some reason, all I can get is the contents of the file on the PC screen.
Is this somewhere in the CTH archive that I can access as a regular FTP? I
looked around a little, but couldn't find any "Matrix" except the ACTION! game.
I use IE 6.x with Win XP and it usually doesn't have this type of problem, but
does this time. Also tried "GetRight" but also without success.
Thanks,
Larry

4286. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 17:50:32 UTC
From: finn <junkmail@badsect.freeserve.co.uk>
Message-ID: <aktjvbvku1@newsg1.svr.pol.co.uk>
Source record: 27906

just out of curiosity, would it be easy to modify a standard PC 360k drive
for the atari??
i have one lying around somewhere (also a 1.2mb high density one)

finn

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d7168d6_2@corp-news.newsgroups.com...
> The XF551 is a true double-density drive whereas the 1050 is only
"enhanced"
> or "dual" density.
>
> The 1050 supports up to 128K disks. I think the XF551 may be double sided,
> giving it a full 360K.
>
> There are other true double-density drives available for the Atari,
> including the Indus GT, the Rana, Percom, and others. The XF551s I've seen
> on e-bay were pretty pricey, but I got a great deal on a Percom the other
> day.
>
> Pete
>
>
> "finn" <junkmail@badsect.freeserve.co.uk> wrote in message
> news:akrlar$6an$1@news5.svr.pol.co.uk...
> > -----BEGIN PGP SIGNED MESSAGE-----
> > Hash: SHA1
> >
> > i, i recently got hold of an old atari 800xl from my friend. it came
> > with a 1010 tape drive but i remember when i was a kid i had a 1050
> > disk drive. i wondered if i should get one or an XF551 (if i can find
> > either - car boot sale or whatever)
> >
> > which is the best?
> >
> > - --
> > - --
> > http://www.badsect.freeserve.co.uk/publickey.gpg.asc
> >
> > - -
> >
> > -----BEGIN PGP SIGNATURE-----
> > Version: GnuPG v1.0.6-2 (MingW32) - GPGOE 0.4.1
> > Comment: For info see http://www.gnupg.org
> >

```
> > iEYEARECAAYFAj1xWL0ACgkQ2gitG1UprDoaKACfU24lKmaQzWCSG0IYkBr66Kyz
> > o9IAnAu4yHg4GmXNhILZoAyXG+7ldPyg
> > =olDH
> > -----END PGP SIGNATURE-----
> >
> >
> >
>
>
```

4287. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 19:09:41 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <slrnan4pep.779.bmarcum@gigs.localnet>
Source record: 27907

```
On Sun, 1 Sep 2002 17:39:12 +0200,
Marius & Hester <grover25@zonnet.nl> wrote:
> Hi!
>
> I'm using mac/65 file version in combination with SpartaDos 3.3a. Ever when
> I'm programming, and I'm having a large listing (but I have still ca. 12kb
> free ) I'm getting errors with the branches and the labels when I'm
> assembling the program.
>
What errors? Are you trying to branch to a location that is too far away?
```

4288. Re: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 19:15:08 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <slrnan4pp0.779.bmarcum@gigs.localnet>
Source record: 27908

On Sun, 1 Sep 2002 18:50:32 +0100,
finn <junkmail@badsect.freeserve.co.uk> wrote:
> just out of curiosity, would it be easy to modify a standard PC 360k drive
> for the atari??
> i have one lying around somewhere (also a 1.2mb high density one)
>
No, the Atari disk drive contains a floppy disk controller and a
microprocessor to communicate with the Atari serial bus. With the SIO2PC
software and cable, you can use a PC (the whole computer, not just the
floppy drive) as an Atari disk drive.

4289. Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-01 19:31:13 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <5Wtc9.2288$cP3.5066@news.iol.ie>
Source record: 27909

Issue 8 of CPC Oxygen is all about the upcoming CPC-NG (like a CPC but 200 times faster with a powerful 3D graphics chip, surround sound and fully compatible with the original CPC!), it contains techie articles & information as well as interviews and artist impressions of the CPCNG computer. All of which could be of interest to retro users of other formats?

The address: http://www.cpcoxygen.pro.ie From there click into Issue 8.

John

4290. Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 05:05:29 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <p9s5nu4kankliijgajk086rblbgkuj6n28@4ax.com>
Source record: 27910

Howdy *.*!

Just wanted to say thanks to the organizers of the Unconventional 2k2
event in Lengenfeld/Germany!!! This was 100% 2 days atari-fun!

http://unconventional.atari.org

-twh/f2

4291. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 05:26:18 UTC
From: ASI Industries <ASIIndustries@usa.SPAMnet>
Message-ID: <01c25241$4e95fec0$95801f3e@asi01>
Source record: 27914

Hi Marius, first is your assembly just a single file?
If so try breaking it up into more managable files, maybe 4-8k per file or into component macros and write a short batch file to include all your files.

Also i seem to remember that labels must be no longer than 8 character in length so any variables, macros and branch labels that greater than 8 characters will be trunicated to the first 8 characters, thus the first label called gets allocated and all other labels with the same as those first 8 characters will be treated as duplicates or in the case of branches may be out-of-range-error!
--
Andrew Mcintosh
ASIIndustries@usa.SPAMnet
Emails composed with attachments and or html will be DELETED!
Remove `SPAM' to reply!
ASI Industries is an anagram of what i do best; As I In Does Tries!

4292. Re: "Matrix" Demo?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 06:15:17 UTC
From: bill@newbreedsoftware.com
Message-ID: <VIDc9.17155$lk.429970@typhoon.sonic.net>
Source record: 27915

LLpwhite <llpwhite@cs.com> wrote:
> Hi Tom-
>> ATOS has a Matrix screen saver. It also works in "stand alone" mode. <
> http://cth.dtdns.net/matrix.com
>
> For some reason, all I can get is the contents of the file on the PC screen.
> Is this somewhere in the CTH archive that I can access as a regular FTP? I
> looked around a little, but couldn't find any "Matrix" except the ACTION! game.
> I use IE 6.x with Win XP and it usually doesn't have this type of problem, but
> does this time. Also tried "GetRight" but also without success.

I had the same problem with Konqueror on my Linux box.
I simply copied the URL and then opened a Terminal and typed "wget [PASTE]" :)

One lame thing you could do to get around it is to make a simple HTML page:

matrix.com

and then open that HTML file in IE and right-click the link and say
"Save As..." or whatever IE provides (if it does... man that browser's
a piece of crap >:^P)

-bill!

4293. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 09:06:48 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1030957547@rtfm.mit.edu>
Source record: 27916
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

4294. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 12:11:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d72d6fe$0$55941$e4fe514c@dreader3.news.xs4all.nl>
Source record: 27911

Hi,

I totally agree... the complete MNX crew was impressed this time with all those people. The meeting was just fine... only to short... I did like to stay for a few weeks more...

TXG/MNX

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:p9s5nu4kankliijgajk086rblbgkuj6n28@4ax.com...
> Howdy *.*!
>
> Just wanted to say thanks to the organizers of the Unconventional 2k2
> event in Lengenfeld/Germany!!! This was 100% 2 days atari-fun!
>
> http://unconventional.atari.org
>
> -twh/f2
>
>

4295. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 12:14:54 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d72d7b9$0$55938$e4fe514c@dreader3.news.xs4all.nl>
Source record: 27912

Hi,

I think you reached the limit of the diskversion. Strange things will happen
when working with large code...

The cartridge can hold over 30Kb and can do just fine, but the cartridge has
a problem with some memory area's I think because of the DDT and so...
For editing and assembling the cartridge run's great....

TXG/MNX
"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:aktpju$38b$1@reader09.wxs.nl...
> No! That was my first thought too, when the errors occured. The assembler
> gives two errors in my case: the one you mention, and a undifend label
> error.
>
> Both errors don't make sense. What happens when I make the label-names
> shorter (to save space); the errors disappear. My conclusion is: when I
use
> to many labels or to long labelnames there are strange things happening
> during the assembling.
>
> Pffff.... I can say it very well in English. Sorry for that. I hope you
> understand my problem, and my thoughts...
>
> Thanks,
> Marius
>
>
> "Bill Marcum" <bmarcum@iglou.com> schreef in bericht
> news:slrnan4pep.779.bmarcum@gigs.localnet...
> > On Sun, 1 Sep 2002 17:39:12 +0200,
> > Marius & Hester <grover25@zonnet.nl> wrote:
> > > Hi!
> > >
> > > I'm using mac/65 file version in combination with SpartaDos 3.3a. Ever
> when
> > > I'm programming, and I'm having a large listing (but I have still ca.
> 12kb
> > > free) I'm getting errors with the branches and the labels when I'm
> > > assembling the program.
> > >
> > What errors? Are you trying to branch to a location that is too far
away?
> >

>
>

4296. Re: dutch/belgian atari userlist

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 12:18:10 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d72d87d$0$55943$e4fe514c@dreader3.news.xs4all.nl>
Source record: 27913

Hoi,

<DUTCH>
Gebruik gewoon de atari-nederland lijst hiervoor bij yahoo groups... deze
wordt toch al niet veel gebruikt...
</DUTCH>

TXG/MNX
"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:akohit$2ll$1@reader12.wxs.nl...
> Hi
>
> I want to create a list of DUTCH of BELGIAN atari users. I like to know
who
> is still using his atari 8bit in the dutchspeaking countries. Please mail
me
> your name and your configuration, and also for what you are using your
8bit.
>
> Thanks,
> Marius
>
>
>

4297. Re: Just to clear up some confusion....

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 14:36:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737757.A9E00DD3@students.uni-mainz.de>
Source record: 27918

Yep,
Power per Post had the right for Germany, Austria and Switzerland. These rights were sold to PD-world-Versand / Sascha Roeber. so Sascha is the copyright holder for these countries today (allthough I am quite sure he does not sell much to Austria and Switzerland). Here in Germany he produces the Atari magazin (or New Generation Atari magazin - a paper mag in german language) and the PD-magazine (a disk mag, also german language). And of course he has a big catalogue of software and hardware products (all PPP rights, some KE-soft rights, etc.). His adress is: Sascha Roeber, Bruch 101, 49635 Badbergen, Germany; He visits the ABBUC JHV every year and since he always requires 4 or more tables you cannot oversee him...
-Andreas.

Freddy Offenga schrieb:
>
> Yes, I also like to know that! Germany is certainly a potential A8 market.
> ;-)
> Maybe it has to do with the Power Per Post (PPP) rights?
> Just to clear up some confusion, hm....
>
> Freddy.
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:Bfz99.13367$Ik.297047@typhoon.sonic.net...
> > Freddy Offenga <taf.offenga@chello.nl> wrote:
> > > Hi Dean,
> > >
> > > I'm just curious, what are the costs you're talking about? Empty CD-ROMs
> are
> > > cheap AFAIK.
> >
> >
> > I can't answer, but I can make a few stabs:
> >
> > * Licensing?
> > * Shipping?
> > * Nifty graphics on the CD itself
> >
> >
> > It sucks about the "can't sell to Germany, Switzerland, Austria" bit.
> > What's up with that!?
> >
> > -bill!

4298. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 14:50:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737AA9.A4BEB4F@students.uni-mainz.de>
Source record: 27919

Thimo Graef schrieb:
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
news:<3d6855a2_2@corp-news.newsgroups.com>...
> > I'm definitely interested in writing Atari games, whether or not there's a
> > market for it. I'd need some help on art, but I've already started writing a
> > graphics library for the Atari. I could certainly use ideas for games. I'm
> > not interested in doing 3D games. My interests are in tile-based games, such
> > as Ali Baba and Ultima.
> >
> > I'd do another type of game, if someone had a good idea.
> >
> > Pete
> >
>
> There is a market.I sell ATARI games on ebay since 1999.The classic
> ATARI XE cart games still sell very well.And I never had many
> different ones.
>
> Some disk games are really worth much money,for example Mule.
>
> I think it would be a good idea to release NEW games on cart,limited
> edition,maybe 100-200/game for the European and even more for the
> North American market.
>
> If you get $10 or more for an old Rescue on Fractalus cart,you can get
> $20-$30 for a new cart.
>

Well, this is surely untrue. collectors pay much money for old games.
But they do not pay much money for brandnew games (except if they are
limited!) My intention is/was to burn some PD games onto cart, for
example some Oliver Cyranka and Frank T.Wittenmayer games as well as
other games from Antic, Analog and other PD sources. Normally I do this
for my own/private collection. but I am currently thinking about
producing some cart games for commercial release. Don`t know yet, when
this will be done, since I am working together on this project with Nir
Dary who lives in Israel. Next, I do not have any 48k or NTSC Ataris, so
Nir also has to test them on US machines for me.

The main problem is, that we have lots of XEGS carts, but XEGS carts
cannot be turned off!! And lots of games use the 8000-BFFF area, thus
they will not work from XEGS carts unless they can be turned off
somehow. So we are thinking about two things now: a) produce carts /
Pcb`s that can be turned off (like Atrax/Video 61/Williams or other

carts) which will be expensive or b) patch/upgrade the XEGS carts in such a way, they can be turned off which will be time consuming (testing...). Well, just wait and see what happens... -Andreas magenheimer

> I have enough Crossbow carts for creating new carts,I only need
> EPROMs.
>
> I have an EPROM Burner,ok it´s for the C64,but this is no problem.
>
> So I have only to spend money for : EPROMs and package/manuals (which
> should look professional).
>
> So both the programmer and I can earn money for a game.
>
> Some of the new ATARI 2600 games were sold out very fast and I think
> the same is possible on the ATARI 800 XL.
>
> Thimo

4299. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 14:51:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737AF8.5F728BC4@students.uni-mainz.de>
Source record: 27920

Well,
Sparta as well as Bewe DOS contain a program called "Menu.COM". Use this
program to convert from/to DOS 2.5 disks... -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> How can I convert a disk using the DOS2.5 filesystem into SpartaDos
> compatible and vice versa?

4300. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 14:55:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737BDF.587EF7A6@students.uni-mainz.de>
Source record: 27921

Well,
the same answer again: use MENU.COM from Sparta or Bewe DOs to do so.
both versions have more commands than those that are visible instantly.
use Control + cursor left/right to scroll through all available options.
You can also type "A" or Control+A to get to the Ainit option instantly.
Once there type return key. You will be asked about the format (at last
in Bewe DOS), make your choice and press return again. The disk should
then be formatted in Atari DOS format...
-Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> How is it possible to format a dos2.5 diskette within SpartaDos3.2g??
> There is no more a AINIT availble and I can't find an alternate dos
> format utility?!
>
> any suggestions?

4301. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:01:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737D3B.2864BB6@students.uni-mainz.de>
Source record: 27922

Well,
read my Ramdisk info texts to find out which programs support or require extra RAM / Ramdisk. These texts can also be found in the Atari FAQ by Michael Current. I will post the new updated texts in a few minutes. Of course not every program supports 1MB Ramdisks, some only support 48k or 64k and even Ramdisk programs are limited to a certain maximum (128k, 192k, 256k, 320k, 576k,...). Next there is the compatibility issue (most programs merely support one Ramdisk type and don`t care about others). Anyway, have fun with your 1088k computer. -Andreas.

James Alexander schrieb:
>
> Thomas Havemeister wrote:
>
> > Howdy *.*!
> >
> > Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
> > compatible) and the only application I can find is a ramdriver which
> > installs a huge 8000+ sector huge virtual diskdrive.
> >
> > well.. that's nice but not very usefall at all. What software (not
> > demos) can use the additional ram? What is YOUR application with a
> > upgraded XE?
> >
> > Which Operating System (hardware, software) is the best for an
> > upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
> > nice. But isn't able to use the whole ram for it's virtual ramdisk
> > (x,y) configuration...
>
> I catn remember them all but I think there were a handful of programs that
> used 128k or so and a number of demos that would use some of that ram, up to
> 320k anyways.

4302. Re: AINIT in SD3.2g ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:06:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D737E8E.D58D47D1@students.uni-mainz.de>
Source record: 27923

Well,
if you need the Atari DOS 2.x format, why not use Bibo-DOs, turbo-DOs or other DOs 2 compatibles then ?!? As you may know, SpartaDOs 3.3 was made for BBS (Bobterm, Express Pro and such) and may not work correct with a normal Atari system (without BBS/modem/Express Pro) connected to a disk drive. When I used Sparta 3.3 on my system with a disk drive (and without BBS) I got dozens of errors and problems which were not there in versions 3.2... -Andreas.

Thomas Havemeister schrieb:
>
> On Sun, 25 Aug 2002 18:46:13 -0400, "Russ Gilbert" <russg@en.com>
> wrote:
>
> >error 168 is 'unknown XIO command'.
> >I'm back where I started.
> >Russg
>
> hmm. Well, well.
>
> My problem is: I can't format a disk with DOS Filesystem. No Ramdisk
> no virtual drive. This problem only appears in my favourite spartados
> (V3.3) .... using BeweDos I can format a disk using the "MENU"
> program. Which is very usefull!
>
> The 19Sector ATR is a little "ATR compiled binary" which is bootable.
> But in this format I'm unable to test it in my SpartaDos enviroment.
>
> My goal is the following: set up a virtual ramdrive (no ramdisk) by
> QMEG4.0. Format it with DOS filesystem. Copy some files to it and boot
> this ramdrive.
>
> The thing what is missing: the AINIT within SpartaDos.

4303. Re: Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:14:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D73804D.6911792E@students.uni-mainz.de>
Source record: 27924

Well,
I have a turbo-Basic program to convert an Atari disk into ATR format.
sorry, no Action program, no standard (Atari) Basic program. but maybe
this turbo-basic utility is better than nothing. For the other way
around (convert ATR or XFd into Atari disk) I do have many more
programs... -Andreas.

P.S.: To convert DCM into ATR (completely filled single, medium/enhanced
or double density disks) one would require quite some extra RAM /
Ramdisk. At the moment such a program does not exist for the Atari...

LLpwhite schrieb:
>
> Does anyone have a Basic or ACTION! program to create an ATR on the Atari?
> Or an Atari program to convert a DCM to ATR? (I'm aware that APE and Imagic
> and others can do this on the PC.)
> Thanks,
> Larry

4304. Re: Atari ATR Basic Program

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:18:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D73813A.CD22FD0D@students.uni-mainz.de>
Source record: 27925

Well,
you can use Ataridsk, Util, Myutil and other programs to download files
from the PC to the Atari. This way you can also download ATR or XFd
files to extract them later on the little Atari. For the Atari there are
already some programs available for this purpose, like ATR-Convert
(ATR=>A8 disk) by Tom Hunt, Unimage by ??? (polish *.CTB file),
Diskformer (XFD=>A8 disk) and other programs.
-Andreas.

Pete Davis schrieb:
>
> Larry,
> Why would you want to? The DCM and ATR are representations of Atari
> drives, meant to reside on a PC. To access an ATR on an Atari, you'd either
> have to transfer it to a floppy (on which it may not fit), or put it inside
> of another ATR, which would start getting confusing.
>
> In answer to your queston, no, I'm not aware of any Atari programs for
> accessing these.
>
> Pete
> "LLpwhite" <llpwhite@cs.com> wrote in message
> news:20020827010917.04919.00003935@mb-ca.news.cs.com...
> > Does anyone have a Basic or ACTION! program to create an ATR on the Atari?
> > Or an Atari program to convert a DCM to ATR? (I'm aware that APE and
> Imagic
> > and others can do this on the PC.)
> > Thanks,
> > Larry

4305. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:26:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D738330.BEC76F3E@students.uni-mainz.de>
Source record: 27926

Well,
there are some simple tricks to show 8 or 16 players. they are limited
somehow (vertical or horizontal movement I think) but in games like
"Mirax Force" and others they still look good. Have 2 turbo-basic demos
here, if you are interested e-mail me... -Andreas.

Mark Watson schrieb:
>
> Marius & Hester wrote:
>
> > Is there anyone who can provide me a source file (assembler) in which i
> > can see how to program more players.
> >
> > I know it is possible. I guess I have to copy the original OS routine that
> > is handling the PM-graphics. But I don't know how to get further....
> > please help.
>
> I do not believe it is possible to have more than 5 real players. In fact
> there are only 4 players, though a 5th is often faked using the missiles.
> Routines that have more than 5 players are either:
> i) Repositioning the players (horizontally) during screen draw.
> ii) Using software sprites (i.e. moving screen memory around with the CPU).
>
> BTW PMGs are done in hardware. So not handled by an OS routine. I don't
> think the OS uses them at all, though I may be mistaken?
>
> Mark
>
> --
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

4306. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:37:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7385A7.807F8047@students.uni-mainz.de>
Source record: 27927

Aaaargghhh!
so I missed it !! Last week I went to the university to find out the
date again (I already forgot about it), but the PC`s were being updated
that week and thus I could not get online. Ok, I thought - come back
monday and find out the date then. Now I know, it is already too late...
Oh well!?! -Andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> Just wanted to say thanks to the organizers of the Unconventional 2k2
> event in Lengenfeld/Germany!!! This was 100% 2 days atari-fun!
>
> http://unconventional.atari.org
>
> -twh/f2

4307. Atari Ramdisk info list... Version 1.9

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:46:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7387E9.75061B70@students.uni-mainz.de>
Source record: 27928

Well,
as every month, here is this (updated) list again. The following things
have been updated:

- added info about 576k XL (info from Guy Ferrante);
- added info about Satantronic`s 1MB PC-SIMM Ramdisk (info from XI of
Satantronic);
- limited the textlines to 76 chars per line (as requested by Michael
Current);

3.7 Atari Ramdisks - the first try of an (incomplete) Overview:
[This is version 1.9 from September 2002]

Right from the start of the Atari 8-bit computer era in the late 70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM
extensions and enhancements, just to save some money. Also a lot of
firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to see
this text & info growing. For now let us start here, the info-section
is divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);

8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above information should be enough for most programmers to support a RD in their programs (especially to support more than just one type of RD). Hopefully future programs will take care about this info or just use a small setup program to setup any kind of RD. Now let me begin:

3.7.1 Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k
RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible,

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks normally do not homebank when RESET is pressed (a fix should be available somewhere), whereas original Axlon Ramdisks do homebank properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that enhances the memory of your Atari 800; avaiable in 3 sizes: 16k, 32k and 64k (where max. 52k can be utilized from 64k). Looks like these are no Ramdisks, just (normal/main) RAM enhancements. But maybe the 64k Ramboard can be patched in some way to gain a small 16k or

32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

3.7.2 Atari XL/XE Ramdisks:

Due to an excellent article by John Picken, I`d like to present the
following overview first (found this info at Jindroush`s homepage):

RAM BANK ACCESS TABLE 64-1024K

PORTB Available on Type

E3,E7,EB,EF 1,2,3,4,5,6,7,8,9
C3,C7,CB,CF 2,3,4,5,6,7,8,9
A3,A7,AB,AF 2, 4,5,6,7
83,87,8B,8F 3,4,5,6,7
E1,E5,E9,ED 5,6,7
C1,C5,C9,CD 5,6,7 (short
A1,A5,A9,AD 5,6,7,8 overview)
81,85,89,8D 5,6,7,8
63,67,6B,6F 6,7
43,47,4B,4F 6,7
23,27,2B,2F 6,7
03,07,0B,0F 6,7
61,65,69,6D 7
41,45,49,4D 7
21,25,29,2D 7
01,05,09,0D 7

Type Upgrade Mapping
1 = 130 XE
2 = 256 XL Bucholz/Peterson/Rambo
3 = 256 XL Newell
4 = 320 XE Peterson
5 = 576 XE "
6 = 832 XE "
7 = 1088 XE "
8 = 832k+ " (BASIC on)
9 = 576 XE " " "

Note 1: The documentation by Scott Peterson on his upgrades indicates
that only 128k is available in XE-compatible mode (Types 8/9 above). Two
more 64k blocks are available as indicated with 832 or 1088k machines
though not all RD handlers will find and use them.

Note 2: Based on an article by Jeff McWilliams in the April 1993 edition
of AC, it appears the Newell 1-meg upgrade is mapped similarly to the
Peterson.

Note 3: With version 2.1 of the SpartaDOS Wedge, Ed Bachman describes a
simple fix for Peterson upgrades to reenable Antic access to extended

RAM. It is definitely worth checking out, even if you don't use
SpartaDOS.

Again thanks to John Picken for this information.
Now let`s continue with my own overview table (long overview):

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not
reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard
convention
as the majority of ramdisk users don't want bit 4 counted as a control
bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the
'on'
bit for ANTIC's access to the extended memory for 'compatible' (to
130XE)
machines as well. If bit 5 does show up in a bit use table, one can
only
assume that this is an incompatible machine which doesn't have or use
ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XEs made in China have faulty GTIAs => replace them!;
standard Atari ramdisk; Antic access: YES!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- 576k XL various authors 512k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3
af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43
2f,2b,27,23,0f,0b,07,03
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
It now 100% stable works with all Dos'es and fixes the 10 second
delay when rebooting. (I will publish the fix soon - Guy Ferrante)
Atari Basic: ??? XL/XE Selftest: ??? Antic access: no (?);

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 81,85,89,8D,A1,A5,A9,AD,C1,C5,C9,CD,E1,E5,E9,ED;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes also a test program);
seems to be incompatible to most other 192k/256k Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (1200XLs don`t have Basic built-in!);
Antic access: no! (can be upgraded to 1088k / 64k RAM + 1024k RD);

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS:Missile Command=YES!;
no use of any switches!; Antic access: YES!;

- Megaram 1 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David,
older Compyshop version; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Megaram 2 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 64kbyte Chips x4 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David,
newer Compyshop version; fully compatible to Megaram 1;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
Compyshop`s Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Megaram 3 K. Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four (or more?) switches; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

=> Note that most (if not all) Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one "AND Gate" (refer to ABBUC magazine 63, page 19+20);

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: uses 64k as main RAM and 192k as Ramdisk/extra RAM;
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
built in Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), if full 1MB is used,
then built-in Atari Basic is not avaiable; Antic access: YES!
built in Atari Basic: no!, XL/XE Selftest: YES!

- Newell Patch by E.P. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), mod. by Erhard Puetz
(refer to ABBUC paper-magazine #29, pages 6 & 7), means:
full Basic and Selftest control; Antic access: ???
built in Atari Basic: YES!, XL/XE Selftest: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. In the past one argued, that there were no programs
available for that special case and there would surely never be

any program which really needs the separate Antic access. As we
all can see nowadays, this has turned out to be wrong. There are
at least two programs that use Antic access: 1) The Wedge 2.x by
Ed Bachmann and 2) Video Blitz by Helvetica Bold (maybe there are
even more programs, I do not know). These programs will not work
correct (The Wedge) or not at all (Video Blitz) if Antic access
is not available. Simply refer to Ed Bachman`s fine article (supplied
with the manual for The Wedge) on how to update/upgrade your Newell
or Peterson compatible RD for Antic access. However, original Newell
Ramdisks created and sold by Wes Newell do have the Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (511000-80); made by Newell, later by
FTE;
seems to be very incompatible to existing software and bankswitching
cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
NOT available - only extra Ram/Ramdisk banks. With one PIA chip there
is simply no bit left to switch between main RAM and extra RAM /
Ramdisk;
But with the installation of a second PIA chip one would be able to do
so. Furthermore one may use (almost) any setup or banks he likes then
(with a second PIA chip one could control up to 256 Megabytes RAM...);
built in Atari Basic: no!, XL/XE Selftest: no (?); Antic access: no!;

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, RamboXL and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson
256k
4000-7FFF 2,3,5,6 B ($D301)

Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible Ramdisks; just refer to Ed Bachman`s fine
article on how to update/upgrade your Peterson or compatible
Ramdisk for Antic access (supplied with the manual for The Wedge);

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, RamboXL and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; older versions were
designed for 32k banks, but with the appearance of the 130XE as
the new Atari standard, the design had been changed to 16k banks;
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no!;

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C,
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC;
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)

Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no!;

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be compatible to S.Peterson (?); Antic access: no (?)
built in Atari Basic: YES!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Ramdisk made in Poland; Antic has RD access: no (?)
built in Atari Basic: no!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: made in Poland; compatible to Newell & S.Peterson (?)
Atari Basic: no!, XL/XE Selftest: YES!, Antic access: no (?)

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, 600XL Ramdisks, Rambo XL (512k by
ICD), some more Compyshop Ramdisks as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

3.7.3 PBI-devices (XL=parallel Bus, XE=cart. Port+ECI):

Name Vendor Size Area
Banks Bits Port Note

- no information yet!
- missing info for the following Ramdisks:
ICD MIO (256k, 1024k), Yorky XL (256k), Turbo-Freezer XL (256k),
the Atari 1090 (this one should also have had a 64k extra RAM
expansion card), R.David/K.Peters Romdisk (512k) and many many

other PBI devices...

3.7.4 other "Ramdisk" types and devices:

Name Vendor Size Area
Banks Bits Port Note

- no information yet !!
- missing info for the following types and devices:
Flashrom (512k), Ramcart (64k-4096k) as presented in ABBUC magazine,
Rambox (64k-256k), CP/M card (with 64k extra RAM avaiable), ATR 8000
(also had 64k extra RAM), Turbo 65816 (or 65801 / 65802), ARGS Romdisk
cart. (64k) and many other types...

For this 9th edition special thanks go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl, Ron Hamilton, Wes
Newell, Guy Ferrante and XI of Satantronic for sharing their info with
me. Also thanks to John Picken for writing an excellent article about
ramdisks and cartridges (especially about bank-switching, which both
devices can do). And thanks to Jindrich Kubec (Jindroush) for presenting
this fine article on his homepage... Thank you Folks !!
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or
other things that might help, let me know. Please do also send
corrections
since there will always be some updates and corrections nescessary.
Atarian Greetings - Andreas Magenheimer.

4308. software supporting Ramdisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 15:53:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D738980.50FD9329@students.uni-mainz.de>
Source record: 27929

Hello folks,
her is the updated list of software that supports a ramdisk. the
following updates have been made:

- used max. 76 chars per line as requested by Michael Current;
- added Inertia 2.9 and 4.5 (MOD-players) by MadTeam;
- moved some programs from 8.13 into this section 8.12;

8.12 Ramdisk-supporting Software:
(This is Version 1.9 from September 2002)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has
a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected
program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any
way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs...
Ok, enough said, let me begin:

8.12.1 DOS programs:

- Atari DOS 2.0 (selfmade RD drivers for Axlon and XE avaiable);
- Atari DOS 2.5 (driver for XE-RD and various selfmade drivers);
- MyDOS (supports Axlon and XE compatible Ramdisks up to 1MB);
- Sparta-DOS (supports XE compatible RDs and others up to 1MB);
- Happy DOS II+D (supports XE compatible Ramdisks up to 256k);
- BiboDOS (supports XE compatible RDs up to 256k);
- TurboDOS (supports XE comp. RDs, MIO, Irata, etc. up to 256k)
- TopDOS (supports XE comp. RDs and Axlon RDs);
- BeweDOS (supports XE comp. RDs and Rambox);
- SuperDOS (supports XE comp. RDs up to 256k)
- guess there are dozens of other DOS versions that support a RD...

8.12.2 non-DOS programs:

- Synfile (+) by Synapse supports Axlon-RDs;
- Syncalc (+) by Synapse supports Axlon-RDs;
- Synhome (+) by Synapse supports Axlon-RDs;
- other Synapse applications should also support Axlon-RDs;
- A.R.-The Dungeon by Datasoft supports 48k, 64k and 128k (XE-RD);
- Paperclip-II by Batteries Included supports 130XE-RDs;
- Atari-Writer-Plus by Atari supports 130XE-RDs;
- Atari-Writer-80 by Atari supports 130XE-RDs;
- A-Text or Austro-Text supports 130XE-RDs (only one of
these two programs, I am not sure which one);
- Page-Designer by XLent supports 130XE-RDs;
- Type-Setter by XLent supports 130XE-RDs;
- many other applications by XLent support 130XE-RDs;
- some 4bit-Sampler programs by Mirage/ANG support 64k and 128k,
some other programs also support 64k, 128k and 320k memory;
- The Brundles by KE-Soft supports 64k, 128k and 320k (CS) memory;
- Adalmar by Power per Post supports both 64k and 128k? memory (?)
- Megablast 1 by Thorsten Karwoth supports both 64k and 128k memory;
- Basic XE by OSS/ICD/FTE also supports 128k memory (some
statements like "extended" require extra RAM when used);
- Extended Atari Basic (PD) by ??? also supports 128k memory
(some statements like "Bank x" require extra RAM when used);
- Extended Turbo Basic (PD) by ??? also supports 128k or more memory
(some statements which choose a certain RD-bank need extra memory);
- the "Plus" versions of Textpro (e.g. Textpro 4.54+) support 128k
memory;
- Textpro 5.x has some built-in commands/macros which require extra RAM
when used (if you avoid using them a 48k/64k Atari is enough);
- Howfen DOS (1.x?), 2.x, 3.x and 4.x support 128k and more memory (but
also works well on a 48k or 64k Atari; however some tapes cannot be
copied on a small 48k machine); creates a menu with up to 20 entries;
not compatible to DOS 2,3,4 or Sparta/Bewe-DOS; Howfen and similar
images (like Multiboot, Alphaload, etc.) do not work on most
emulators!;
- Howfen Tape-to-Disk, the multi-stage C-D-Copy and C-Simulator supports
128k and more memory (thus you can copy a whole tape in one pass; if
you
merely have 48k or 64k you will need multiple passes and have to
append
each part to already existing parts; however some Tapes, with
mainparts
bigger than 40kbytes cannot be copied to disk on a "small" 48k
machine;)
this program creates "Bootdisks"; images do not work on most
emulators!;
- Fampy 2.3 (Bootdisk), a MD8 player by Friday-Software supports 128k
and
more memory; needs a minimum of 64k memory and supports many different
Ramdisks; does not like SpartaDOS format; works well with 90k, 130k,
180k and 360k disk densities (DOS 2.x format only);
- Fampy 6.1i+ (ML-File), a newer MD8 player by Friday Software supports

128k and more memory; needs a minimum of 64k memory and supports many
different Ramdisks; works well with 90k and 180k densities (DOS 2.x
formats), not so well with 130k (not DOS 2.5, not MyDOS, maybe
DOS II+D only?) and not at all with any higher density, nor Sparta
DOS;
- Midi-Player by Ireneusz Kuczek supports 128k or more memory (there is
a maximum of 300kbytes buffer space available for midi files);
- Midi-Recorder by Ireneusz Kuczek supports 128k or more memory (well,
the buffer space is unknown yet);
- Midi-Sequencer by Maciej Sygit supports 128k or more memory
(buffer space unknown);
- Midi-Pattern-Editor by Radek Sterba supports 128k or more memory
(buffer space unknown);
- MSC-IDE Interface software by M.Belitz and S.Birrmanns supports
128k or more memory (on 64k machines some programs will erase
and occupy the Ram area at 4000-7FFF);
- Diskcommunicator 2.x and 3.x by Robert "Bob" Puff support extra RAM
and/or Ramdisks of XE compatible machines (answer the questions with
"Y"es and your extra memory will be used as extra RAM, answer "N"o
and it will be useable as a Ramdisk -D8: or D9:- if available);
- Datei 4.x by ??? (author unknown) supports 64k, 128k and 320k (CS)
machines; this is a kind of Database...;
- The (Sparta-DOS) Browser by Tom Hunt supports all kinds of Sparta
DOS Ramdisks, just use your favourite Sparta RD-driver; it should
also work well on 64k machines (this is a filemanager program);
- Grafik+Sound demo by Peter Sabath exists in different versions, the
older one is for 64k machines, the newer one supports 64k and 128k
machines (with 128k the whole demo will run from the Ramdisk, with
64k the demo loads every part from the disk-drive);
- The Top 3 demo by WFMH runs on 64k machines, the "Veronika / dancing
girl" part also supports 128k machines (on 64k machines this part is
shorter and has less frames; on 128k machines this part is longer and
has more frames);
- The Muppet Movie by Madteam supports 64k and 128k machines (on 64k
machines all pics will be loaded from the disk-drive; on 128k Ataris
some pics will be loaded from the Ramdisk);
- Inertia 2.9 by MadTeam supports 64k, 128k and more memory;
- Inertia 4.5 by Madteam supports 64k (?), 128k and more memory;
- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means only 128k (for more extra Ram you have
to change the program, the DOS or the RD driver);
- 320k memory means any (?) XE-compatible RD with 64k RAM
plus 256k extra Ram / Ramdisk;

Thats all for now. Thanks to Russ Gilbert and Lee Barnes for sharing
some
info with me. Any further help or info is welcome !! Andreas

Magenheimer.

4309. Software that requires a Ramdisk...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 16:00:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D738B23.A88B1346@students.uni-mainz.de>
Source record: 27930

Hello folks,
here is the new and updated list of software that requires a Ramdisk.
The following things have been updated:

- used max. 76 chars per line as requested by Michael Current;
- added Imperial Demo by Innovative;
- added Numen Demo by Taquart (the new version now works alright
with CS type ramdisks);
- removed some programs here and moved them into 8.12 software that
supports a ramdisk;
- updated info about Koenigsdiamanten and Cavepack (there is not only
a 128k version; a 64k version also exists);

8.13 Atari programs which require extra Ram / Ramdisk:
(This is version 1.9 from September 2002)

The memory values given are not always fully correct, since I do not
have all kinds of memory settings or Ramdisk types. At the moment I
merely have machines with 64k, 128k and 320k memory. Thus I cannot
tell if a program may work with 192k or 256k (or more than 320k), since
I do not have such machines. Any help or correction is welcome...

8.13.1 non-Demo programs:

- Koenigsdiamanten by KE-Soft (PD) exists as a 800XL and a
130XE version, the XE version requires 128k memory;
- Cavepack (Pacman as H.E.R.O.) by KE-Soft exists as a 800XL
and a 130XE version, the XE version requires 128k RAM;
- Degas-View XE by MAT*RAT (in memoriam: Matthew Ratcliff)
requires 128k memory (a 130XE or compatible is enough);
- The Cruncher 5.0 by MSL/Magnus Software Limited requires a
minimum of 128k memory (supports up to 320k? memory);
- Code-Cruncher 2.x and 3.x by Adam Bienias both require a
minimum of 128k memory (supports up to 320k? memory);
- Lightraces from Power per Post exists in a 64k and a 128k
version; the 128k version merely works with 128k memory;
- The Wedge 2.x by Ed Bachman needs 128k memory (a 130XE is
enough; but: Antic must have RD access!!)
- Space Harrier by Sheddy needs 128k memory (130XE is enough);
- The Works by Tom Hunt needs 128k minimum memory (supports
also bigger machines up to 256k, but no CS Ramdisks);
- T-34 by Mirage/ANG needs 128k memory (a 130XE is enough);

- Mister X by Power per Post needs 128k memory (130XE);
- Castle of Blackthorne by Thimo Graef needs 128k memory;
(a simple ripp-off of Dungeonmaster & Bardstale, written in
Turbo-Basic XL; unfinished and thus very limited playability);
- Gizmo`s Castle by Black Panther is available in two versions:
the 64k version and the 128k version; if you have the 128k
version you will need a 130XE or compatible machine;
- Oelbaron by ??? (author unknown) also comes in two versions:
a 64k and a 128k version; a 130XE or comp. is needed for 128k;
- Boss-XE by Mirko Sobe needs 128k minimum memory (XE or bigger);
- Boss-X by Mirko Sobe needs 128k minimum memory (XE or bigger)
(works best with MyDOS 4.5x, supports Subdirs & Harddisks);
- ATOS the Mega-Multimedia GUI / Desktop by Tom Hunt requires
a 16Megabyte Harddisk partition or any XL/XE Atari with a
big Ramdisk (256k, 512k, 1024k) and/or a big Floppydrive (180k,
360k, 720k, 1440k densities); this mega-application will not
work on a non-expanded 64k Atari with only 810 or 1050 disk
drive; works best from Harddisk, should also work (slower)
from big floppies and/or big Ramdisks (untested yet);
- MTOS 1.0 and 1.1 by Tom Hunt require 128k memory (XE), there is
also a 256k version of MTOS (64k RAM + 192k RD) available;
- Snapshot by ??? (author unknown) requires 128k minimum memory;
- XL2 by J.K. Picken requires 128k minimum memory; supports also
bigger XE-compatible machines of up to 1Megabyte (?);
- the CTH-Sound-Utility by Tom Hunt (a Wave+DIG Player) supports
64k, 128k, 256k, 576k and 1088k machines; uses 16k RAM+RD for the
Digi-Sound, thus a 64k machine (where only 16k can be used) is
much to small!; does not support 320k machines, nor Compyshop-RDs;
- various Filemanagers/Filecopiers support XE-comp. Ramdisks;
i.e. you need 2 drives if 48k or 64k RAM, only 1 drive + RD if
extra Ram / RD is avaiable (for example: Professionel Copy 1.x
and 2.x, Dos Control, Turbo-DOS Filecopy, the RAF-Commander,
Tight-Filecopy, TOMS Navigator, Spartados' The Browser, Spartados'
The Wedge 2.x, Spartados' Menu, Bewedos' Menu, etc.);
- various 130XE-test programs require 128k RAM, e.g. for bankswitching
tests and/or other things (can be found in many magazines);
- various system-test programs support 48k or 64k as well as extra
RAM; since they were (mostly) written to detect the extra RAM /
Ramdisk, you "should" have more than 48k or 64k memory...
(for example Sytem Info 2.x, System Test 1.x, Memory test, etc.);
- some XE-Sectorcopiers absolutely require a minimum of 128k RAM
(for example: XE-Copier, 130XE-Sectorcopy and many others);
- there are also some Tape programs (Tape-Disk-Copier, Tape-Tape
Copier, Disk-Tape-Copier, etc.) that require a minimum of 128k RAM,
for example VampireSofts 130XE Coolcopy and others;
- there are also some Tape-Ramdisk programs or drivers (which provide
a RD for the Tape users) that require 128k minimum memory;
- no more ideas...

8.13.2 Demo programs:

- Amiga Boink XE by ???, requires minimum 128k RAM; XE=yes, CS=yes;
- American Natives Demo by FOX-1, needs 256k RAM; XE=no, CS=yes,
AM=yes;
(any RD with min. of 192k should do - just use your own RD driver!)
- Asskicker by Shadows, minimum 128k RAM; XE=yes, CS=yes;
- Anime-4ever by ???, minimum 320k RAM; XE=no, CS=yes;
- Base33 by AIDS, minimum 320k RAM; has a RD-setup menu;
- Bill-Pie-Demo by ???, minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- BMW-Ani by Mirko Sobe, minimum 128k RAM; XE=yes, CS=yes;
- CES-Demos by XANTH (full version) needs 128k RAM; XE=yes, CS=yes;
(the full version includes a) the Robot, b) the Fuji-Boink,
c) the Spaceship, d) the SWAN and e) some scrollers, all in
one file of approx. 580 sectors length; there are of course
separate file versions available that work on non-RD machines);
- Cogito by AIDS, minimum 192k RAM; XE=no, CS=no;
- Comet-Demo by Madteam needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Danielle-Gr.9-Ani by Bill Kendrick has a length of 64kbytes and
therefore should load off of a RD or a Harddisk (a Floppy drive is
verrryy slowww); for a RD-machine 128k total memory is enough;
XE=yes, CS=yes; (any RD should do - use your own RD driver!)
- Edelweiss-Demo by A.R. & CSS needs minimum 320k RAM; XE=no, CS=yes;
(a noisy 256k sample + a picture; the much better intro works
without any extra RAM and is also available as a separate file);
- Ergo-Bibamus by Quasimodos, minimum 128k RAM; XE=yes, CS=yes;
- Glashead/HTPPD by AR+CSS, minimum 320k RAM; XE=no, CS=yes;
- Halle 1994B (Wormhole) by AR+CSS, needs 320k?; XE=no, CS=yes;
- (Atari) Hardware-Demo by AR+CSS, needs 320k RAM; XE=no, CS=yes;
- I.B.R.-Demo by MacGyver/AIDS, needs 256k RAM; has a RD-setup menu;
- Igor, Side A by Madteam needs 128k minimum RAM; XE=yes, CS=yes;
- Igor, side B by Madteam needs 192k minimum RAM; XE=no, CS=yes;
- Imperial by Innovative requires 320k memory; XE = no, CS=yes;
- Journey by Polynomials needs minimum 128k RAM; XE=yes, CS=yes;
(uses $05 banks with $36 frames or $0D banks with $96 frames)
- Khai-Et by AIDS needs 320k minimum RAM; XE=no, CS=yes;
- Killer-Whales by Madteam needs 320k minimum RAM; XE=no, CS=yes;
- Lajf-Demo by Madteam needs 128k memory; XE=yes, CS=yes;
- Megablast-Sounddemo by DGS needs 128k memory; XE=yes, CS=yes;
- Nascar-Ani by Mirko Sobe needs 128k memory; XE=yes, CS=yes;
- Nonejm by Tight (pre-release of Total Daze?) needs 128k memory;
XE=yes, CS=yes;
- Numen Demo by Taquart requires 320k memory; has a RD setup menu;
XE=no, CS=yes, TO=yes, NE=yes, KP=yes, SP=yes;
- Owca-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Owca-2 Demo by ??? needs 128k memory; XE=yes, CS=yes;
- Parrot-X-Mas-Demo by A.Ramos needs 128k memory; XE=yes, CS=yes;
- Pedrokko-Parrot-Sounds (10 Disks / 20 Disksides by Pedrokko)
partially need 128k memory; XE=yes, CS=yes; (use your own

RD-driver!)
- P.I.T. by Quasimodos requires 320k memory; has a RD setup menu;
XE=no, CS=yes, TO=yes, NE=yes, KP=yes, SP=yes;
- Raving Vierpz by Pentagram needs 128k memory; XE=yes, CS=yes;
- Raytracing Animation by K.Pelzer needs 128k memory; XE=yes, CS=yes;
- Raytracing XE by K.Pelzer needs 128k memory; XE=yes, CS=yes;
(also known as "Landscape-XE" Demo or just "Landscape" Demo)
- Raytracing 320k by Elsni needs 320k memory; XE=no, CS=no, AM=yes;
(written in Turbo Basic - patch the listing for your own RD!)
- (1MB) Raytracing-Demo by Solocoder of Ace needs 1088k memory; XE=no,
CS=no, KP=yes; (comes as a Bootdemo on 8 disksides);
- Revenge of Hacker by Rasero Team needs 320k RAM; XE=no, CS=yes;
- Sweet Fantasy by Tight needs 128k memory?; XE=yes, CS=yes;
- Sheol by Bit Busters needs minimum 320k RAM; XE=no, CS=no;
TO=yes, NE=yes, SP=yes;
- Shiny Bubbles by ??? needs 128k memory; XE=yes, CS=yes;
(there is also a shortened 64k RAM version available);
- Stash-Demo by Rasero Team needs 320k minimum RAM; has a RD-setup
menu;
(first use B for manual choice, then again a) for TOMS or c) for any
other type of RD; do not use b) for Compyshop, since it is faulty!)
- Starwars-Demo by AR+CSS needs 320k minimum RAM; XE=no, CS=yes;
(always boot with Option pressed / Basic off, to avoid stripes...);
- Timekeep(er) by New Generation needs 320k RAM?; XE=no, CS=no;
TO=yes, NE=yes, SP=yes;
- Tit-Demo by Madteam needs minimum 256k RAM; has a RD-setup menu;
- Too-Hard-2 by Animkomials needs 128k memory; XE=yes, CS=yes;
- Too-Hard-3 by Animkomials requires 192k memory; XE=no, CS=yes;
- Total Daze by Tight needs 128k memory; XE=yes, CS=yes;
- Trabant/HTPPD by AR+CSS needs minimum 320k RAM; XE=no, CS=yes;
- Trip6-Demo by Shadows needs 128k memory; XE=yes, CS=yes;
- Ultra by Taquart needs 128k memory; XE=yes, CS=yes;
- Ultra-2 preview by Taquart (unfinished, very buggy and much too
short!) requires 128k memory for whatever reason...;
- Vengeance by Excellent needs 128k memory; XE=yes, CS=yes;
- Vent by Exc.+Pent. needs 128k memory; XE=yes, CS=yes;
- Video Blitz by Helvetica Bold needs 128k memory; XE=yes, CS=no;
(Antic must have RD access, otherwise the Demo doesn`t work!);
- WAF-Demo, Side B by WAF members, two parts need 128k memory
(Raytracing Part and Vector Part); XE=yes, CS=yes;
- Worms-Demo by Datri needs 320k minimum RAM; XE=no, CS=no;
(on a XE or CS-RD you can see the animation with many bugs);
- X-Demo by Madteam needs 320k minimum RAM; has a RD-setup menu;
- X-Files Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by ??? needs 128k memory; XE=yes, CS=yes;
- XE-Demo by SAG needs 128k memory; XE=yes, CS=yes (written
in Turbo-Basic, just change the entries D8: in every program
part to D1: to make it work on a 64k machine; exchange Turbo
Basic XL with TB 400, Frost-Basic or TB 3.2q to make it work
with Sparta DOS or to run it on an Atari 400 / 800 computer);

- Xyberscape-XE by Bill Le Masurier/TAF needs 128k memory; XE=yes,
CS=yes; (there is also a 64k version available separately);
- Zero-Demo by New Generation needs 128k memory; XE=yes, CS=yes;

8.13.3 from the ABBUC PD library catalogue:
(still active, still growing!)

- PD 52: Der Neffe (engl.: The Nephew), a german text+graphic adventure
requires 128kbytes memory (a 64k version also exists somewhere);
- PD 85: Rechnen fuer Kinder (engl.: Calculations for Children)
requires
128kbytes minimum memory (includes help-guidelines -in german?-);
- PD 86: Diskettenverwaltung 130XE (Disk-Database 130XE) requires 128k
minimum memory (has room for up to 1872 datafiles);
- PD 113: Hires Dump (a print program for Hi-Res. Graphics) requires
128k
memory and prints 8 Design-Master pictures (Gr. 8) on one A4 page;
- PD 121: Der Zeitungsredakteur (engl.: The Newspaper-Editor) requires
128k minimum memory; includes a Printshop Converter, a Hardcopy &
more;
- PD 150: 130XE Impossible Demo (from Belgium), shows a rotating and
bouncing ball, many gfx-effects, a scroller etc., all on one screen!;
- PD 185: Kemna Video (creates Intros for Video-Films) requires
128kbytes
minimum memory; needs Turbo-Basic XL;
- PD 191: Auto-Show 130XE (Car-Show 130XE) shows 8 pictures of old cars
("Oldtimers"), requires 128k because the pictures run off of a RD;
simply change the viewer for 48k/64k Ataris;
- PD 192: 130XE Demo (from SAG, Netherlands) requires 128kbytes memory;
simple Turbo-Basic effects; change the listings (all entries with D8:
into D1:) to run the demo on a non-expanded 48k or 64k Atari;
- PD 209: Raytracing Animation by Karl Pelzer requires 128k minimum
memory and shows 3 different raytracing animations;
- PD 297: Macro-Assembler 4.32 by Thorsten Karwoth requires 128k
minimum
memory and includes also a ML-packer; german docs included;
- PD 303: The Small Printery by Walter Lojek requires 128k memory;
(also supports bigger Ramdisks of up to 1024kbytes), this is a
printer
program for newspaper-like pages or graphics; prints six Gr.8
graphics
a) on one A4 size page or b) on two A5 size double pages;
- PD 333: Hobby-Tronic-High-Resolution-Power-Pack-Demo (HTPPD) by
A.R. & CSS requires 320kbytes memory (and a Compyshop compatible RD);
this double-pack includes the "Glasshead" and "Trabant" Demo;
- PD 337: Landscape-XE Demo by Karl Pelzer requires 128k minimum
memory;
shows a nice raytracing animation with glassbowls in 256 colors;
- PD 349: Fraktale/Colorprint (Fractals & Colorprint) by Peter Woetzel

requires 128k minimum memory; both programs include
window-techniques;
- PD 356: Edelweiss-Demo by Analog Research & Chip Special Service
requires 320kbytes memory (and a Compyshop-compatible Ramdisk!);
- PD 357: Hardware-Demo by A.R. & CSS requires 320kbytes memory
(and a Compyshop-compatible Ramdisk !);
- PD 361: Gizmo`s Castle by Black Panther requires 128k minimum memory
(a 64k version is available as PD 385);
- PD 368 130XE+ Macro-ASSembler 2.2 by Thorsten Karwoth requires 128k
or more memory (works under MyDOS only, supports up to 1 Megabyte
RD);
note that 2.2 is the newer version and 4.32 (PD297) the older one !!
- PD 383: Rund um die Ramdisk (Subject: the Ramdisk) includes many
docs & manuals as well as drivers for creating an Atari 800 and/or
some Atari XL ramdisks (800=D.Byrd, XL=Peterson); the drivers and
testprograms require a certain amount of extra RAM; (e.g. the 576k
tester requires 512kbytes extra Ram, etc.);
- PD 387: Draw XE a Gr. 15 painter program (Shareware) requires 128k
minimum memory; english docs are included;
- PD 396: 1MB Raytracing Demo by Solocoder of A.C.E. requires a 1MB
Ramdisk, type Megaram 3 from Klaus Peters; the demo consists of 8
Bootdisks and does not work (yet) with any other Ramdisk;
- PD 401: Video Blitz XE by Helvetica Bold requires 128k memory and
Antic access !! (will not work on any RD without Antic access);
- PD 466: Kassettencopy (Cass.Copy) by Joerg Gernreich; copies Tapes
to Diskette, one of the three programs (Copy64) needs 128k memory;
- PD 480: Dream Vision, a sort of "universal" IFF viewer from Poland
requires 256kbytes memory (CS,PE,RA,BU,AM,etc.); shows IFF pics
in Gr. 9 resolution on a virtual screen; scrolls in any direction;
- PD 525: Igor-Demo by MadTeam; Side A requires 128k memory, side B
requires 192k memory (and the whole Demo can be viewed with a 320k
machine); works via separate Batchfiles for each configuration;
- PD 526: Extract Slideshow by Replay/Bit Busters requires 128k memory;
shows many fantasy pictures with different fade-in/fade-out effects;
- PD 527: Total Daze by Tight requires 128k memory;
- PD 528: Trip 6 by Shadows requires 128k memory;
- PD 550: Xyberscape XE by Bill Le Masurier / TAF requires 128k memory
(a 64k version can be found on the backside of the disk!)
- PD 564: American Natives by Fox-1 requires 256k minimum memory (any
Ramdisk should do, just use your favorite DOS and RD driver) and
Turbo-Basic-XL (or was it compiled TB?);
- PD 611: Zargon, a german text-adventure by Mapda requires 128k
memory;
- thats it so far (the ABBUC PD library is still growing!);

8.13.4 from the HAPS PD library catalogue:
(still active & still growing!)

- PD0013: 130XE Artshow requires 128k memory; here 15 Koala pics load
off of the RD, simply change the viewer for 48k or 64k machines;
- PD0015: Hi-Res Designer a gr.8 drawing program requires 128k memory;
- PD0031: Utilities (10 test programs for 130XE) require 128k memory;
- PD0091: Koenigsdiamanten & Cavepack both by KE-Soft require 128k RAM;
(these are the XE versions!)
- PD0109: Monitor, Debugger and more; the brief catalogue text says
that the Basic Wedge 2.85 requires a 130XE, however the full docs of
the Basic Wedge tell that it was written on a 130XE and requires
(only?) RAM under the OS ROM (the Basic Wedge expands Atari Basic);
- PD0294: Newspaper-Editor (english version of "Der digitale
Redakteur")
requires 128k memory;
- PD0296: Grafik-Zeilen-Editor (Graphic-Line-Editor) a program to
create
and print disk (and other) labels, requires 128k memory;
- PD0302: Strategy Baseball, a Baseball program for 130XE computers,
requires 128k memory (english docs included);
- PD0303: The Works a layout program by Tom Hunt requires 128k memory;
- PD0308: Multi-Tasking-OS a shareware demo by Tom Hunt requires 128k
memory; also includes a demo for 256k RAM machines;
- PD0341: XE Impossible Demo from Belgium requires 128k memory;
- PD0350: CAD XE, a computer-aided-design package requires 128k memory;
- PD0351: R-Draw 1.3, a hi-res drawing program requires 128k memory;
- PD0434: Programmverwaltung 130XE (Database 130XE) requires 128k
memory;
- PD0437: Textpro 4.5 / 130XE requires 128k memory; there is also the
Atari 800/XL version for 48k or 64k machines available;
- PD0485: Zargon a german textadventure requires 128k memory;
- PD0486: Atari 130XE Demo naturally requires 128k memory;
- PD0514: The Small Printery by Walter Lojek requires 128k memory;
- PD0597: Atari Hardware Demo by A.R. & C.S.S. requires 320k memory
(and most likely Compyshop compatible Ramdisks);
- PD0598: The Starwars Demo by A.R. & C.S.S. requires 320k memory
(and most likely Compyshop compatible Ramdisks);
- PD0617: The Turtles Demo by Ultra Software requires? 128k? memory;
(the file version by John E. of TBSF does, maybe this bootdisk also?)
- PD0637: Autoshow 130XE (Oldtimers) requires 128k memory; simply
change the pictureviewer for 48k or 64k Atari machines;
- PD0789: Cyberscape XE by Bill Le Masurier requires 128k memory
(there is also a 64k version available separately);
- PD0909: Super Print Lab XE (demo version) requires 128k memory;
- PD0936-PD0945: Pedrokko Sound Demos (10 disks/20 disksides) partially
require 128k memory (some long digi-sounds need more than 64k RAM);
- PD1050: Die Wuerttemberger Disk (from ABBUC regional group WAF)
contains the XE version of Gizmo`s Castle which requires 128k memory
(there is also a 64k version avaiable from ABBUC);
- PD1084: Rund um die Ramdisk (Subject: the Ramdisk) contains
schematics and other things to build various ramdisks; the test
programs need a certain amount of extra memory (i.e. the 576k tester
needs 512k extra memory);

- think, that`s it for now...

Note: - XE means 130XE Ramdisk (size: 64k);
- CS means Compyshop Megaram 1 or 2 (size: 256k);
(schematics available from ABBUC)
- AM means Atari Magazin Ramdisk (size: 256k);
(schematics can be found in AM 2/1987)
- KP means Klaus Peters Megaram 3 (size: 1024k);
(schematics available from ABBUC)
- TO means TOMS Ramdisk (size 256k-1024k), this is
standard in Poland [and compatible to Newell];
- NE means Newell Ramdisk (size 192k-4096k),
distributed by Newell Ind. and patched by users;
- RA means Rambo XL Ramdisk (size: 192k),
distributed by ICD and selfmade by users;
- SP means Scott Peterson Ramdisk (size 192-1024k),
where the 1MB version is Newell compatible;
- has a RD-SETUP menu means, that you have to hold
down SHIFT upon bootup to get the setup-menu; here
it should be possible to setup any XE-compatible RD;
- I could only test XE and CS Ramdisks, since
I do not have any other kind of RD;

Thats all so far. Any additions or corrections are welcome.
Greetings, Andreas Magenheimer.

4310. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 16:04:10 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <al025qjuf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 27931

Hi Marius,

> Is there anyone who can provide me a source file (assembler) in which i can
> see how to program more players.

Provided modifying the playfield is off-topic, the recipe for more players
is to have a DLI. For more than four (five) players vertically, you simply
adjust the HPOSx coordinates of a player such that you cut it apart vertically.
This is a common trick that has been used quite frequently.

More than four players horizontally are tricky. With a bit of cheating, you
move the available hardware players quickly between two alternative positions
every VBI such that it appears flickering between the two horizontal positions.
This approach together with the above DLI was used in many games, e.g.
"Joust". If you want to avoid the flickering, you need a horizontal kernel that
really adjusts the player position on the fly while the display is generated.
This requires very precise timing and leaves only the VBI to do the CPU
processing. While possible it is rarely ever worth the trouble.

> I know it is possible. I guess I have to copy the original OS routine that
> is handling the PM-graphics. But I don't know how to get further.... please
> help.

Actually, there is *no* PM support whatsoever within the Os.

So long,
Thomas

4311. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 16:14:59 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D738E83.1000704@volcano.net>
Source record: 27932
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Bravo Sierra Computers wrote:

> http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Not very informative for those who are not using a web browser to read
the newsgroup...

So was the winner the guy who always refers people to buyatari.com? ;-)

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

4312. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 20:20:50 UTC
From: Clay Halliwell <clay.fakemeat.h@att.morefakemeat.net>
Message-ID: <CKPc9.7207$jG2.524238@bgtnsc05-news.ops.worldnet.att.net>
Source record: 27933

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:akoi79$3fh$1@reader12.wxs.nl...
>
> I'm interested in making soft-sprites, but I really thought it could be
done
> to copy the GTIA part into a free ram part and use it to make another 4
> players + missiles available.

LOL!

I'm sorry, but do you realize how absolutely, painfully *wrong* this is?
This is like trying to make a new car by taking a picture of one.

Atari sprites/players are implemented in hardware. GTIA is a video chip, not
a ROM chip. The only thing you can read from it into RAM are its registers.

--
Clay Halliwell | ATARI XL/XE DO + THE
clay.FAKEMEAT.h@att.net | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H
Keeper of the Atari Jaguar Cheats and Codes FAQ. Request your copy today!
Editor, Jaguar Explorer Online - More Jaguar News Than Should Be Allowed!
http://www.atarihq.com/jeo/ "Where do you want to play Atari today?"

4313. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 21:04:21 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3d73d24c@news.zen.co.uk>
Source record: 27940

```
Fox-1 wrote:
> "John Kavanagh" wrote
>> Issue 8 of CPC Oxygen is all about the upcoming CPC-NG
>
> So? And what's your point? What makes you think I'm (we're?) interested
> in this crap?

Why so hostile? I thought it was very interesting. Would love to see a
modern Atari 800 style computer. I plan to have a try one day!

Mark

--
-----
(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;
```

4314. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 21:08:02 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3d73d328@news.zen.co.uk>
Source record: 27941

Fox-1 wrote:

> There are ways to emulate the PM hardware registers, making them software
> players. Several games from Poland and Czech republic use this trick to
> have more then 5 players...

I'm confused. Why emulate the PM hardware registers. How does this differ
from copying screen memory around?

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

4315. Connecting your Chroma/Luma to S-Vidoe *Argh*

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 21:50:05 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <r2n7nuov96e37akik2f3ggfr8j2p0iojr4@4ax.com>
Source record: 27944

Howdy *.*!

I'm looking for a patch cable or an adapter which makes it possible to
connect the splitted Luma/Chroma signal from my Atari130XE to a svideo
mini-jack (4 pin). It googled the half web for it, but didn't found a
solutions which fits.

Who can help?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4316. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 23:18:08 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <akvs0lpjt1@news1.xs4all.nl>
Source record: 27917

Hi,

I have run Mac65 with Spartados 3.3a/3.3b and several patched 3.3 versions
and never had any problems.

TXG/MNX
"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:akuqtfdsa1@reader08.wxs.nl...
> Yes, but I think the reason of that is using Mac/65 in combination with
> spartados. Originally this diskversion was saved on a CLI-version of dos
2.5
> (or something like that, I've forgotten the name/version of that dos).
>
> I know that MAC/65 and Turbo-Dos has the same problems as I have now, so
> perhaps Mac/65 should NOT be used with SpartaDos 3.3?
>
> It is strange because after assembling Mac/65 tells me: 13673 byes FREE!
>
> Thanks,
> Marius
>
> p.s. everything fine with you? Long time no contact, but I'm BACK! Greetz
to
> Fox-1 too!
> "TXG" <txg@the-underground.myweb.nl> schreef in bericht
> news:3d72d7b9$0$55938$e4fe514c@dreader3.news.xs4all.nl...
> > Hi,
> >
> > I think you reached the limit of the diskversion. Strange things will
> happen
> > when working with large code...
> >
> > The cartridge can hold over 30Kb and can do just fine, but the cartridge
> has
> > a problem with some memory area's I think because of the DDT and so...
> > For editing and assembling the cartridge run's great....
> >
> > TXG/MNX
> > "Marius & Hester" <grover25@zonnet.nl> wrote in message
> > news:aktpju$38b$1@reader09.wxs.nl...
> > > No! That was my first thought too, when the errors occured. The
> assembler
> > > gives two errors in my case: the one you mention, and a undifend label
> > > error.
> > >

> > > Both errors don't make sense. What happens when I make the label-names
> > > shorter (to save space); the errors disappear. My conclusion is: when
I
> > use
> > > to many labels or to long labelnames there are strange things
happening
> > > during the assembling.
> > >
> > > Pffff.... I can say it very well in English. Sorry for that. I hope
you
> > > understand my problem, and my thoughts...
> > >
> > > Thanks,
> > > Marius
> > >
> > >
> > > "Bill Marcum" <bmarcum@iglou.com> schreef in bericht
> > > news:slrnan4pep.779.bmarcum@gigs.localnet...
> > > > On Sun, 1 Sep 2002 17:39:12 +0200,
> > > > Marius & Hester <grover25@zonnet.nl> wrote:
> > > > > Hi!
> > > > >
> > > > > I'm using mac/65 file version in combination with SpartaDos 3.3a.
> Ever
> > > when
> > > > > I'm programming, and I'm having a large listing (but I have still
> ca.
> > > 12kb
> > > > > free) I'm getting errors with the branches and the labels when
I'm
> > > > > assembling the program.
> > > > >
> > > > What errors? Are you trying to branch to a location that is too far
> > away?
> > > >
> > >
> > >
> > >
> >
> >
>
>

4317. Re: Connecting your Chroma/Luma to S-Vidoe *Argh*

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 23:44:19 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nJSc9.3065$LI2.195643@newsread2.prod.itd.earthlink.net>
Source record: 27946

It is out there, maybe Clarence's Red Shift page..? Will look to see where I had found it.

--
Ron

http://www.atariland.com/members/oldatarian

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:r2n7nuov96e37akik2f3ggfr8j2p0iojr4@4ax.com...
> Howdy *.*!
>
> I'm looking for a patch cable or an adapter which makes it possible to
> connect the splitted Luma/Chroma signal from my Atari130XE to a svideo
> mini-jack (4 pin). It googled the half web for it, but didn't found a
> solutions which fits.
>
> Who can help?
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau
>

4318. Re: APP Logo Competition

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 23:45:00 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al0t60$1mjaa4$1@ID-70710.news.dfncis.de>
Source record: 27847

"Freddy Offenga" <taf.offenga@chello.nl> wrote...
>
> You are all invited to design a logo for the Atari Preservation
> Project. The best logo will be choosen by the members of the APP egroup at
> yahoo and visitors of the German ABBUC Atari 8-bit meeting (JHV 2002).
>
> The deadline of this competition is 15 october 2002. After that, the
voting
> starts. The last votes are collected on the ABBUC JHV.
>
Are there any guidlines we have to follow for design? Such as file format,
color scheme, picture size, etc...

Thanks!

4319. Re: Connecting your Chroma/Luma to S-Vidoe *Argh*

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-02 23:47:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <XLSc9.3072$LI2.198534@newsread2.prod.itd.earthlink.net>
Source record: 27848

It *was* Clarence who had it here:

http://www.wolfpup.net/atari/svideo.html

4 pin S-Video plus a place holder...

--
Ron

http://www.atariland.com/members/oldatarian

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:r2n7nuov96e37akik2f3ggfr8j2p0iojr4@4ax.com...
> Howdy *.*!
>
> I'm looking for a patch cable or an adapter which makes it possible to
> connect the splitted Luma/Chroma signal from my Atari130XE to a svideo
> mini-jack (4 pin). It googled the half web for it, but didn't found a
> solutions which fits.
>
> Who can help?
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau
>

4320. Re: APP Logo Competition

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 00:17:53 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <RcTc9.201734$oa7.6260247@Flipper>
Source record: 27849

Eh, good question. Let's say 200 x 200 pixels max. 256 colors.
Right now I've used purple for the APP pages, but that can change if the logo is choosen.
I'm not an expert on this, so maybe you have better suggestions?

Freddy.

APP pages:
http://members.chello.nl/taf.offenga/app/app.html

"Kaelwyn" <kaelwyn@bonbon.net> wrote in message
news:al0t60$1mjaa4$1@ID-70710.news.dfncis.de...
> "Freddy Offenga" <taf.offenga@chello.nl> wrote...
> >
> > You are all invited to design a logo for the Atari Preservation
> > Project. The best logo will be choosen by the members of the APP egroup
at
> > yahoo and visitors of the German ABBUC Atari 8-bit meeting (JHV 2002).
> >
> > The deadline of this competition is 15 october 2002. After that, the
> voting
> > starts. The last votes are collected on the ABBUC JHV.
> >
> Are there any guidlines we have to follow for design? Such as file
format,
> color scheme, picture size, etc...
>
> Thanks!

4321. Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 01:59:03 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <HHUc9.115505$On.4903926@bin3.nnrp.aus1.giganews.com>
Source record: 27850

Anyone have an 800XL and a Commodore 1702 monitor? I do and the picture on the monitor is a lot smaller than it could be. Good 1.5 inches of space all around the picture. The monitor doesn't have (at least that I could find) horizontal or vertical size controls. Anyone dealt with this before?

Andy

4322. Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 02:05:14 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <uNUc9.372148$m91.14864352@bin5.nnrp.aus1.giganews.com>
Source record: 27851

```
10 ADTEXL = $CB
20 ADTEXH = $CC
30 LDA #TEXT&255
40 STA ADTEXL
50 LDA #TEXT/256
60 STA ADTEXH
70 TEXT .BYTE "(1) 2716", $9B
```

Help anyone. I'm trying to make some sense of the above. I don't get line 30. Will it load the accumulator with the code for "("? Why bitwise and it with 255? Nothing changes. Why divide by 256 in line 50? It seems like the code is trying to put the address where the TEXT string begins in ADTEXL and ADTEXH but I don't see how it accomplishes that...

Andy

4323. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 02:19:41 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <1%Uc9.115944$On.4919976@bin3.nnrp.aus1.giganews.com>
Source record: 27852
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"The Maverick" <themaverick@volcano.net> wrote in message
news:3D738E83.1000704@volcano.net...
> Bravo Sierra Computers wrote:
>
> > http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!
>
>
> Not very informative for those who are not using a web browser to read
> the newsgroup...
>
> So was the winner the guy who always refers people to buyatari.com? ;-)

That's www.myatari.com :)

4324. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 02:34:50 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <edVc9.2441$cP3.5349@news.iol.ie>
Source record: 27853

> Why so hostile? I thought it was very interesting. Would love to see a
> modern Atari 800 style computer. I plan to have a try one day!

It would be great to see such a computer!!! The CPCNG design is going to be open so it's quite possible to gain enough information to work on a super Atart 800.

John

4325. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 02:37:11 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <rfVc9.2442$cP3.5331@news.iol.ie>
Source record: 27854

```
> Retry:
> What makes you think I'm (we're?) interested in this thing?

I don't think you're interested in this "thing" cause, well, you're an
idiot. :-p
And don't use the word "we", because this place don't revolve around you.
```

4326. Re: APP Logo Competition

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 03:44:05 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al1b6b$1mkaq6$1@ID-70710.news.dfncis.de>
Source record: 27855

"Freddy Offenga" <taf.offenga@chello.nl> wrote...
>
> Eh, good question. Let's say 200 x 200 pixels max. 256 colors.
> Right now I've used purple for the APP pages, but that can change if the
> logo is choosen.
> I'm not an expert on this, so maybe you have better suggestions?
>
Not really, you just have to consider what all possible uses for the logo
you would have.

4327. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 04:08:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d7435b3$0$1428$272ea4a1@news.execpc.com>
Source record: 27856

I'm not your assembly programmer, but you're right
it is loading the address of the TEXT line into LO and
HI. AND with 255 clears the upper 8-bits, Hmm.
I should shut up, it can't be handling 16 bits.
Anyway, the # means immediate mode LDA.
Dividing by 256 will give the 8 HI order bits of
the address. I guess an address is 16 bits.
Yeah, I think so.
Russg

4328. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 04:15:43 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d74377b$0$1420$272ea4a1@news.execpc.com>
Source record: 27857

256k xl. You should be able to make a 192k or 180k
double density ramdisk with that. Of course if you're like
me, the computer will crash when you try to run it and
you'd lose your code. I don't understand why a ramdisk
would be better than a regular disk drive or a APE image.
russg

4329. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:09:56 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <al1foi$6sr$1@reader12.wxs.nl>
Source record: 27858

The adress of TEXT is (almost ofcourse) a 16-bit adress. If the atari would not be able to handle 16-bit adresses, you could only adres #$FF adresses. The 6502 is an 8bit CPU so when it should handle 16bit adresses the adres has an LO part and an HIGH part. Another whay of writing that down is:

```
LDA #<TEXT ; low part of the adres of text
STA ADTEXTL
LDA #>TEXT ; high part of the adres
STA ADTEXTH
```

As you can see the adres is finally saved in $CB and $CC, this is called ZERO page, and very handy for handling 16 bit adresses:

```
lda ($CB),y
```

in fact the atari peeks (get) the value out of the adres: $CB + $CC (*256) + y and puts it into A

Sorry for this garbage English.
More questions,
just put them in here
Greetz,
Marius

"Andy Grey" <adgrey@comcast.net> schreef in bericht news:uNUc9.372148$m91.14864352@bin5.nnrp.aus1.giganews.com...

```
> 10 ADTEXL = $CB
> 20 ADTEXH = $CC
> 30 LDA #TEXT&255
> 40 STA ADTEXL
> 50 LDA #TEXT/256
> 60 STA ADTEXH
> 70 TEXT .BYTE "(1) 2716", $9B
>
> Help anyone. I'm trying to make some sense of the above. I don't get line
> 30. Will it load the accumulator with the code for "("? Why bitwise and it
> with 255? Nothing changes. Why divide by 256 in line 50? It seems like the
> code is trying to put the address where the TEXT string begins in ADTEXL
and
> ADTEXH but I don't see how it accomplishes that...
>
> Andy
>
>
>
```

4330. FA: Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:13:39 UTC
From: Don <atari@qnet.com>
Message-ID: <3D744503.D0E7C55A@qnet.com>
Source record: 27859

I have a few Atari 8 bit items listed on Ebay check them out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,
Don

4331. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:16:20 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <al1g4j$76c$1@reader12.wxs.nl>
Source record: 27860

Hmmm that is an idea indeed! I forget to write that I did the ASSEMBLING to
memory (with .opt obj)

I should try to assembling the code to ramdisk (or diskdrive)

Thanks,
Marius

"Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
news:dIPc9.2504$48.535265@zwoll1.home.nl...
>
> "Marius & Hester" wrote
>
> > I'm using mac/65 file version in combination with SpartaDos 3.3a. Ever
when
> > I'm programming, and I'm having a large listing (but I have still ca.
12kb
> > free) I'm getting errors with the branches and the labels when I'm
> > assembling the program.
>
> Assemble to ramdisk in stead of to memory, like:
>
> ASM,,#D9:DEMO.COM
>
> and then run it from there...
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4332. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:21:38 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <al1geh$7do$1@reader12.wxs.nl>
Source record: 27861

I would like to do that, but it is not done yet by me :-)

Marius

p.s. I'm VERY happy the word "ABBUC" has only 5 characters :-))))

"Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
news:8VPc9.2548$48.545663@zwoll1.home.nl...
>
> "Mark Watson" wrote
>
> > I do not believe it is possible to have more than 5 real players.
>
> > BTW PMGs are done in hardware. So not handled by an OS routine. I don't
> > think the OS uses them at all, though I may be mistaken?
>
>
> There are ways to emulate the PM hardware registers, making them software
players. Several games from Poland and Czech republic
> use this trick to have more then 5 players...
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4333. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:35:39 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <al1h8q$856$1@reader12.wxs.nl>
Source record: 27862

```
Some more words about this:

Atari builds up your screen by some kind of supermarket-list... it is called
the displaylist.

In this list every SCANLINE of your tv can be manipulated.

The adres of this displaylist is a 16 bit adres and stored in 560 AND 561.
560 is the lowpart and 561 is the high part.

8 bit values or not higher than 255, so IF the high part is 1 (one) and the
low part is 0, you have 256:

Lo part = 0
Hi part = 1 (* 256)
= 256

In basic you could type
DL=peek(560)+peek(561)*256

after startup basic I get:
peek(560)=32
peek(561)=156
DL=39968

THAT is the startadres of the Displaylist.

The first "command" of this displaylist is:
peek(DL)
=112
That means: 8 black scanlines (that is part of the black lines on top of the
screen)

If i want to see what is on line 12 of the display list I will type:
? peek(DL+12)
2 (means one graphics 0 line)

The meaning of all displaylist commands could be find in Mapping the ATARI
or another atari book (internet?)

IN assembler all this would be:

*=1536
var *=*+1 ; this reserves 1 byte for var
var2 *=*+1 ; this reservers 1 byte for var2
LDA 560 (read 560)
sta $cb
lda 561 (read 561)
```

```
sta $cc
ldy #0
lda ($CB),y ; reads ($CB + $CC (*256))+0
sta var
ldy #12
lda ($CB),y ; read ($CB + $CC (*256)) + 12
sta var2
```

After running var=112 and var2 = 2

You see?
That's it
Marius

4334. Re: Atari 8 bit items

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 05:44:25 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Z_Xc9.383119$2p2.15940976@bin4.nnrp.aus1.giganews.com>
Source record: 27863

Ahhh! I'm blind! That auction background...too much...

"Don" <atari@qnet.com> wrote in message news:3D744503.D0E7C55A@qnet.com...
> I have a few Atari 8 bit items listed on Ebay check them out at:
>
>
http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari
%40qnet.com&include=0&since=-1&sort=3&rows=25
>
> Thanks,
> Don
>

4335. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 06:31:13 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <RGYc9.5027$6i4.356358@newsread1.prod.itd.earthlink.net>
Source record: 27864

"Andy Grey" <adgrey@comcast.net> wrote in message
news:uNUc9.372148$m91.14864352@bin5.nnrp.aus1.giganews.com...
> 10 ADTEXL = $CB
> 20 ADTEXH = $CC
> 30 LDA #TEXT&255
> 40 STA ADTEXL
> 50 LDA #TEXT/256
> 60 STA ADTEXH
> 70 TEXT .BYTE "(1) 2716", $9B
>

For some reason I think you may be missing a space in the instruction lines.
I added them to your example. The bit of code as you posted is non
functional: It needs a branch or jump or something between lines 60 and 70
or you will get a crash. Been a REAL long time so double check me.
> Help anyone. I'm trying to make some sense of the above. I don't get line
> 30. Will it load the accumulator with the code for "("? Why bitwise and it
> with 255? Nothing changes.

This had a "START" or ".ORG" or "*.=" or something in there to tell the
assembler where to put the code. Most likely it was something simple like
$2000. Line 10 and 20 are just variables and don't advance the program
counter. Line 30 would take two bytes located at $2000 and $2001, line 40
would be at $2002 and $2003, etcetera and TEXT is a variable that will point
to the string at $2008.

If you have a programmer's calculator, $2008&255 => $08
Likewise $2008/256 => $20

6502 processors use a low byte/high byte format as a 16 byte memory ref for
several addressing modes. In memory after this runs $CB would have $08 and
$CC would have $20 in them.
> Why divide by 256 in line 50?

Preforms the same as shifting a 16 bit number to the right 8 times w/o
carry. The $08 disappears leaving only the $20.
> It seems like the
> code is trying to put the address where the TEXT string begins in ADTEXL
and
> ADTEXH but I don't see how it accomplishes that...

Assemblers are neat little tools. They do all the math and number keeping
like program counter, variable names, variable values, etcetera. I am old
enough to remember doing all this by hand on sheets of paper. You used to
have to figure out how many bytes each instruction used and where your code
would end up in memory just like I did in the above example. Then you would

notice you forgot to put a branch between line 60 and 70 and have to start all over with the new values. You no longer need to know how many bytes of instructions you have used and where in memory the string is, all automatic and we are better for it.

4336. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 06:47:04 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <IVYc9.262653$Aw4.11110966@bin2.nnrp.aus1.giganews.com>
Source record: 27866

Yes, I left lots out. As it is it does nothing. I just showed a piece of it.

"If you have a programmer's calculator, $2008&255 => $08
> Likewise $2008/256 => $20"

This is what I don't understand - $2008&255 = $08. The accumulator is 8 bits. It can't hold a 16 bit address. Suppose the line simply said LDA #TEXT (without the &255). How does LDA #TEXT put the 16 bit address $2008 in an 8 bit accumulator?

"richard cortese" <ricortes@earthlink.net> wrote in message news:RGYc9.5027$6i4.356358@newsread1.prod.itd.earthlink.net...
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:uNUc9.372148$m91.14864352@bin5.nnrp.aus1.giganews.com...
> > > 10 ADTEXL = $CB
> > > 20 ADTEXH = $CC
> > > 30 LDA #TEXT&255
> > > 40 STA ADTEXL
> > > 50 LDA #TEXT/256
> > > 60 STA ADTEXH
> > > 70 TEXT .BYTE "(1) 2716", $9B
> > >
> >
> > For some reason I think you may be missing a space in the instruction lines.
> > I added them to your example. The bit of code as you posted is non
> > functional: It needs a branch or jump or something between lines 60 and 70
> > or you will get a crash. Been a REAL long time so double check me.
> > > Help anyone. I'm trying to make some sense of the above. I don't get line
> > > 30. Will it load the accumulator with the code for "("? Why bitwise and it
> > > with 255? Nothing changes.
> >
> > This had a "START" or ".ORG" or "*.=" or something in there to tell the
> > assembler where to put the code. Most likely it was something simple like
> > $2000. Line 10 and 20 are just variables and don't advance the program
> > counter. Line 30 would take two bytes located at $2000 and $2001, line 40
> > would be at $2002 and $2003, etcetera and TEXT is a variable that will point
> > to the string at $2008.
> >
> > If you have a programmer's calculator, $2008&255 => $08
> > Likewise $2008/256 => $20
> >

> 6502 processors use a low byte/high byte format as a 16 byte memory ref
for
> several addressing modes. In memory after this runs $CB would have $08 and
> $CC would have $20 in them.
> > Why divide by 256 in line 50?
>
> Preforms the same as shifting a 16 bit number to the right 8 times w/o
> carry. The $08 disappears leaving only the $20.
> > It seems like the
> > code is trying to put the address where the TEXT string begins in ADTEXL
> and
> > ADTEXH but I don't see how it accomplishes that...
>
> Assemblers are neat little tools. They do all the math and number keeping
> like program counter, variable names, variable values, etcetera. I am old
> enough to remember doing all this by hand on sheets of paper. You used to
> have to figure out how many bytes each instruction used and where your
code
> would end up in memory just like I did in the above example. Then you
would
> notice you forgot to put a branch between line 60 and 70 and have to start
> all over with the new values. You no longer need to know how many bytes of
> instructions you have used and where in memory the string is, all
automatic
> and we are better for it.
>
>

4337. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 07:06:18 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D745F6A.25CD@gmx.net>
Source record: 27867

Andy Grey wrote:

> "If you have a programmer's calculator,
> $2008&255 => $08
> Likewise $2008/256 => $20"

> This is what I don't understand - $2008&255 = $08.
> The accumulator is 8 bits. It can't hold a 16 bit address.

Not the 6502 CPU processes this instruction, the assembler does it, and
that does understand labels and 16bit arithmetics. The CPU sees only the
result.

> Suppose the line simply said LDA #TEXT (without the &255).
> How does LDA #TEXT put the 16 bit address $2008 in an 8 bit
> accumulator?

Not at all. Depending on the assembler, it might put the high byte, the
low byte or random data into the accumulator. Or it might generate a LDA
$TEXT instruction instead (in this example, that would mean a LDA $2008)
- or print an error message.

CU/2 eRGo

4338. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:21:51 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <zi_c9.17142$sR2.304180@news4.ulv.nextra.no>
Source record: 27868

```
Doesn't Super Breakout have 8 players ? ;-) At least on an Atari 800 with
four paddle sets :-/
```

4339. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:23:31 UTC
From: Fox-1
Message-ID: <jDPc9.2475$48.531169@zwoll1.home.nl>
Source record: 27934

"Andreas Magenheimer" wrote

> Aaaargghhh!
> so I missed it !!

Indeed. Now I have 5 CD's laying around...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4340. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:27:02 UTC
From: Fox-1
Message-ID: <9IPc9.2502$48.535396@zwoll1.home.nl>
Source record: 27935

"John Kavanagh" wrote

> Issue 8 of CPC Oxygen is all about the upcoming CPC-NG

So? And what's your point? What makes you think I'm (we're?) interested in this crap?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4341. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:28:39 UTC
From: Fox-1
Message-ID: <dIPc9.2504$48.535265@zwoll1.home.nl>
Source record: 27936

"Marius & Hester" wrote

> I'm using mac/65 file version in combination with SpartaDos 3.3a. Ever when
> I'm programming, and I'm having a large listing (but I have still ca. 12kb
> free) I'm getting errors with the branches and the labels when I'm
> assembling the program.

Assemble to ramdisk in stead of to memory, like:

ASM,,#D9:DEMO.COM

and then run it from there...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4342. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:33:13 UTC
From: bill@newbreedsoftware.com
Message-ID: <dt_c9.17500$lk.442757@typhoon.sonic.net>
Source record: 27869

Vidar Olavesen <hawk@nmi.no> wrote:
> Doesn't Super Breakout have 8 players ? ;-) At least on an Atari 800 with
> four paddle sets :-/
>

Wah wah WAAAH!!!

:^P

-bill!

4343. Re: Big lot of Atari computers & hardware for auction....

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:33:44 UTC
From: Fox-1
Message-ID: <YMPc9.2526$48.539121@zwoll1.home.nl>
Source record: 27937

"John" wrote

> http://cgi.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2050322295

Zero Atari 8-bit items. All are Atari ST/TT...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4344. Re: Philips 8852 Color Monitor on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:39:14 UTC
From: Fox-1
Message-ID: <0SPc9.2540$48.543198@zwoll1.home.nl>
Source record: 27938

"Richard" wrote

> It has a SCART connector

http://www7.brinkster.com/atari/pinouts.htm#scart

and a "TTL/RGB" connector (8 pins, 1 in in the
> center, and 7 around it). If you can give me more info on how to connect it
> to my 800XL, I'd be very grateful!

http://www7.brinkster.com/atari/pinouts.htm#monitorpalntsc

Should be no big deal to figure out how to properly wire the connectors...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4345. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 08:42:30 UTC
From: Fox-1
Message-ID: <8VPc9.2548$48.545663@zwoll1.home.nl>
Source record: 27939

"Mark Watson" wrote

> I do not believe it is possible to have more than 5 real players.

> BTW PMGs are done in hardware. So not handled by an OS routine. I don't
> think the OS uses them at all, though I may be mistaken?

There are ways to emulate the PM hardware registers, making them software players. Several games from Poland and Czech republic
use this trick to have more then 5 players...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4346. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 09:18:55 UTC
From: Fox-1
Message-ID: <grQc9.2642$48.571303@zwoll1.home.nl>
Source record: 27942

"Mark Watson" wrote

> >> Issue 8 of CPC Oxygen is all about the upcoming CPC-NG

> > So? And what's your point? What makes you think I'm (we're?) interested
> > in this crap?

> Why so hostile? I thought it was very interesting. Would love to see a
> modern Atari 800 style computer. I plan to have a try one day!

Retry:
What makes you think I'm (we're?) interested in this thing?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4347. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 09:22:27 UTC
From: Fox-1
Message-ID: <xuQc9.2652$48.573632@zwoll1.home.nl>
Source record: 27943

"Mark Watson" wrote

> > There are ways to emulate the PM hardware registers, making them software
> > players.

> I'm confused. Why emulate the PM hardware registers. How does this differ
> from copying screen memory around?

There are no real differences I think, except the software registers will be handled as they were PM hardware registers. Probably
easier to move them around as you can use the same routines for both your software and hardware players...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4348. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 15:00:32 UTC
From: spamless@Nil.nil
Message-ID: <3d74ce90_2@nntp2.nac.net>
Source record: 27870

Andy Grey <adgrey@comcast.net> wrote:
> 10 ADTEXL = $CB
> 20 ADTEXH = $CC
> 30 LDA #TEXT&255
> 40 STA ADTEXL
> 50 LDA #TEXT/256
> 60 STA ADTEXH
> 70 TEXT .BYTE "(1) 2716", $9B
>

TEXT is the address for the byte string. The address is two bytes
long.

#TEXT&255 ANDs it with "255" which removes the top byte
and just gives the low byte.

#TEXT/256 wipes out the low byte and just leaves the high
byte.

ADTEXL is a location used to store the low byte of the
address of the TEXT string.

ADTEXH is a location used to store the high byte of the
address of the TEXT string.

The above loads ADTEXL,ADTEXH with the address of the
.BYTE string. I would guess that later those are used
for indirect addressing to go through the .BYTE string
and do something with the data there.

> Help anyone. I'm trying to make some sense of the above. I don't get line
> 30. Will it load the accumulator with the code for "("? Why bitwise and it
> with 255?

It loads the accumulator with the low byte of the address of the .BYTE
string (address at TEXT) for one reason - so it can store it somewhere
(using STA).

>Why divide by 256 in line 50? It seems like the
> code is trying to put the address where the TEXT string begins in ADTEXL and
> ADTEXH but I don't see how it accomplishes that...

Well, #TEXT&255 is the low byte of the address and #TEXT/256 is the high byte.

The address is two bytes long, but the registers only hold one byte.
So it is broken down into the two bytes that make it up.

4349. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 15:03:59 UTC
From: spamless@Nil.nil
Message-ID: <3d74cf5f$1_2@nntp2.nac.net>
Source record: 27871

Russ Gilbert <russg@en.com> wrote:
> I'm not your assembly programmer, but you're right
> it is loading the address of the TEXT line into LO and
> HI. AND with 255 clears the upper 8-bits, Hmm.
> I should shut up, it can't be handling 16 bits.

The assembler can handle 16 bit arithmetic (the addresses
are sixteen bits and it has to be able to calculate offsets
to JMP to various locations). However, each address can
contain only 1 byte, so the assembler takes the address
TEXT (which it can handle, sixteen bits) and converts it
to bytes each of which it can store in a location.

> Anyway, the # means immediate mode LDA.
> Dividing by 256 will give the 8 HI order bits of
> the address. I guess an address is 16 bits.

64K machines (well, 48K on the 800, but 64K on the 800XL
and the 130XE has a 64K address space with banking in
and out some extra memory to that address space).

To access 64K of address space, the addresses are 16 bits.

4350. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 15:06:48 UTC
From: spamless@Nil.nil
Message-ID: <3d74d008$1_2@nntp2.nac.net>
Source record: 27872

Andy Grey <adgrey@comcast.net> wrote:
> Yes, I left lots out. As it is it does nothing. I just showed a piece of it.
>
> "If you have a programmer's calculator, $2008&255 => $08
>> Likewise $2008/256 => $20"
>
> This is what I don't understand - $2008&255 = $08. The accumulator is 8
> bits. It can't hold a 16 bit address. Suppose the line simply said LDA #TEXT
> (without the &255). How does LDA #TEXT put the 16 bit address $2008 in an 8
> bit accumulator?

It can't. It probably would put just the low byte.
That probably depends on the assembler.
By specifically ANDing with 255 it makes it clear
what is going on. Other assemblers may have different
code (eg. #TEXT< for the low byte).

Of course, you have to divide by 256 to get the high byte.

4351. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 15:36:33 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <al1la0pis1@news1.xs4all.nl>
Source record: 27865

Hi,

All just be friendly. I know why people are against new development of a new
Atari 8-bit system.

TXG/MNX

"John Kavanagh" <cpcoxygen@hotmail.com> wrote in message
news:rfVc9.2442$cP3.5331@news.iol.ie...
> > Retry:
> > What makes you think I'm (we're?) interested in this thing?
>
> I don't think you're interested in this "thing" cause, well, you're an
> idiot. :-p
> And don't use the word "we", because this place don't revolve around you.
>
>

4352. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 16:56:25 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ZQ5d9.5596$6i4.417463@newsread1.prod.itd.earthlink.net>
Source record: 27873

"Andy Grey" <adgrey@comcast.net> wrote in message
news:IVYc9.262653$Aw4.11110966@bin2.nnrp.aus1.giganews.com...
> Yes, I left lots out. As it is it does nothing. I just showed a piece of
it.
>
> "If you have a programmer's calculator, $2008&255 => $08
> > Likewise $2008/256 => $20"
>
> This is what I don't understand - $2008&255 = $08. The accumulator is 8
> bits. It can't hold a 16 bit address. Suppose the line simply said LDA
#TEXT
> (without the &255). How does LDA #TEXT put the 16 bit address $2008 in an
8
> bit accumulator?

Ah! OK, you are mixing the assembler with processor. Yes the A register can only hold 8 bits but the assembler is a program that can do 16 bit math. Equate an assembler with something like the sophistication of the BASIC cartridge that can even do floating point and trig functions despite the fact it is just an 8 bit processor.

The assembler<program> never actually performs a LDA $2008&255! All it does is translate the source code into something the processor can handle.

4353. Re: Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 17:00:48 UTC
From: ProfesserFesterTesterBester <vermin69@rcn.com>
Message-ID: <3D74EAC0.7F786BD2@rcn.com>
Source record: 27874

I have the same setup; but the picture takes up the whole screen at least when I put cartridges pole position and qbert in. When I booted with the basic, I do have space around the picture. There's about a half inch on the sides and bottom and an inch on the top. The same thing when I booted up Altenate Reality Dungeon on disk.
John

Andy Grey wrote:

> Anyone have an 800XL and a Commodore 1702 monitor? I do and the picture on
> the monitor is a lot smaller than it could be. Good 1.5 inches of space all
> around the picture. The monitor doesn't have (at least that I could find)
> horizontal or vertical size controls. Anyone dealt with this before?
>
> Andy

4354. Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 17:57:55 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al2t77$1n4fue$1@ID-70710.news.dfncis.de>
Source record: 27875

Hi all, I bought my first Atari (an 800XL with 1010 cassette drive) in 1983 but am currently stuck with this dumb old PC. I am just now discovering the wonderful world of emulation and am finding I need a bit of help. I have Atari800 plus 3.0 and am using it under Windows 98SE.

I can't seem to find an OS-A rom. Could someone please point me to some good sources for obtaining roms?

Also, I'm trying to play the Cosmic Balance .atr file that I downloaded from Holme's Atari 8-bit Games (http://homepages.paradise.net.nz/atari/) and can't seem to get it to work. I was wondering if there were any known issues there that I should be aware of. Thanks in advance for help and advice!

Jim

4355. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 18:13:58 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <GZ6d9.2499$cP3.5431@news.iol.ie>
Source record: 27876

```
"TXG" <txg@the-underground.myweb.nl> wrote in message
news:al1la0$pis$1@news1.xs4all.nl...
> Hi,
>
> All just be friendly. I know why people are against new development of a
new
> Atari 8-bit system.
>
> TXG/MNX

Why would people be against a new 8-bit Atari?
```

4356. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 18:31:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <ze7d9.17734$lk.444714@typhoon.sonic.net>
Source record: 27877

Kaelwyn <kaelwyn@bonbon.net> wrote:
> Hi all, I bought my first Atari (an 800XL with 1010 cassette drive) in 1983
> but am currently stuck with this dumb old PC. I am just now discovering the
> wonderful world of emulation and am finding I need a bit of help. I have
> Atari800 plus 3.0 and am using it under Windows 98SE.
>
> I can't seem to find an OS-A rom. Could someone please point me to some
> good sources for obtaining roms?

The DOS emulator "PC Xformer" from Branch Always Software (BRASoft,
now known as Emulators, Inc.) contains legal copies of the Atari OS and
BASIC ROMs. (Permission received directly from Atari.)

Version 2.5 is the best-known version to contain the ROMs.

These ROMs work in other emulators, such as Atari800, but cannot be
transmitted except as part of the XF2.5 package. A free version is
available, and does include the necessary ROMs! :)

-bill!

4357. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 19:10:01 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al31ee$1mdi7t$1@ID-70710.news.dfncis.de>
Source record: 27878

"William Kendrick" <bill@newbreedsoftware.com> wrote...
>
> Kaelwyn <kaelwyn@bonbon.net> wrote:
> > Hi all, I bought my first Atari (an 800XL with 1010 cassette drive) in
1983
> > but am currently stuck with this dumb old PC. I am just now discovering
the
> > wonderful world of emulation and am finding I need a bit of help. I
have
> > Atari800 plus 3.0 and am using it under Windows 98SE.
> >
> > I can't seem to find an OS-A rom. Could someone please point me to some
> > good sources for obtaining roms?
>
> The DOS emulator "PC Xformer" from Branch Always Software (BRASoft,
> now known as Emulators, Inc.) contains legal copies of the Atari OS and
> BASIC ROMs. (Permission received directly from Atari.)
>
> Version 2.5 is the best-known version to contain the ROMs.
>
> These ROMs work in other emulators, such as Atari800, but cannot be
> transmitted except as part of the XF2.5 package. A free version is
> available, and does include the necessary ROMs! :)
>
Thank you William.

4358. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 21:06:40 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <hs8anu4id677isi4n1g4tm6srlaj65r049@4ax.com>
Source record: 27882

On Sun, 01 Sep 2002 19:31:13 GMT, "John Kavanagh"
<cpcoxygen@hotmail.com> wrote:

>
>Issue 8 of CPC Oxygen is all about the upcoming CPC-NG

Right.....And this has what to do with Atari 8 bit?

The Amstrad is unrelated to Atari in every way and basically you are
spamming a group to promote your site and nothing more.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4359. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 21:17:09 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <gl9anu0jnhcillfmfjs39kuambrff6f0qa@4ax.com>
Source record: 27883

On Tue, 3 Sep 2002 11:57:55 -0600, "Kaelwyn" <kaelwyn@bonbon.net>
wrote:

>
>Also, I'm trying to play the Cosmic Balance .atr file that I downloaded from
>Holme's Atari 8-bit Games (http://homepages.paradise.net.nz/atari/) and
>can't seem to get it to work. I was wondering if there were any known
>issues there that I should be aware of. Thanks in advance for help and
>advice!
>
>Jim
>
Is it going black screen and doing nothing?

If so then hit return :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4360. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 21:59:05 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <Jgad9.143057$On.5604083@bin3.nnrp.aus1.giganews.com>
Source record: 27884

Ok, understand now. Assembler strips off high or low byte before putting in
accummulator...

Thanks All,

Andy

"richard cortese" <ricortes@earthlink.net> wrote in message
news:ZQ5d9.5596$6i4.417463@newsread1.prod.itd.earthlink.net...
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:IVYc9.262653$Aw4.11110966@bin2.nnrp.aus1.giganews.com...
> > Yes, I left lots out. As it is it does nothing. I just showed a piece of
> it.
> >
> > "If you have a programmer's calculator, $2008&255 => $08
> > > Likewise $2008/256 => $20"
> >
> > This is what I don't understand - $2008&255 = $08. The accumulator is 8
> > bits. It can't hold a 16 bit address. Suppose the line simply said LDA
> #TEXT
> > (without the &255). How does LDA #TEXT put the 16 bit address $2008 in
> an
> 8
> > bit accumulator?
>
> Ah! OK, you are mixing the assembler with processor. Yes the A register
> can
> only hold 8 bits but the assembler is a program that can do 16 bit math.
> Equate an assembler with something like the sophistication of the BASIC
> cartridge that can even do floating point and trig functions despite the
> fact it is just an 8 bit processor.
>
> The assembler<program> never actually performs a LDA $2008&255! All it
> does
> is translate the source code into something the processor can handle.
>
>

4361. Re: Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 21:59:35 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <bhad9.399296$2p2.16391186@bin4.nnrp.aus1.giganews.com>
Source record: 27885

Darn annoying...

Andy

"ProfesserFesterTesterBester" <vermin69@rcn.com> wrote in message
news:3D74EAC0.7F786BD2@rcn.com...
> I have the same setup; but the picture takes up the whole screen at least
when
> I put cartridges pole position and qbert in. When I booted with the basic,
I do
> have space around the picture. There's about a half inch on the sides and
> bottom and an inch on the top. The same thing when I booted up Altenate
Reality
> Dungeon on disk.
> John
>
> Andy Grey wrote:
>
> > Anyone have an 800XL and a Commodore 1702 monitor? I do and the picture
on
> > the monitor is a lot smaller than it could be. Good 1.5 inches of space
all
> > around the picture. The monitor doesn't have (at least that I could
find)
> > horizontal or vertical size controls. Anyone dealt with this before?
> >
> > Andy
>

4362. Less than two weeks left of the MiniGame Compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 23:28:25 UTC
From: MagerValp <MagerValp@cling.gu.se>
Message-ID: <p14wuq21wme.fsf@panini.cling.gu.se>
Source record: 27887
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.ti,comp.sys.atari.8bit

```
Less than two weeks left of the 1K game compo. 31 games have been
submitted so far:

http://www.ffd2.com/minigame/

But still no Apple II or Atari entries (not counting the Lynx entry :)

--
___ . . . . . + . . o
_|___|_ + . + . + . Per Olofsson, arkadspelare
o-o . . . o + MagerValp@cling.gu.se
- + + . http://www.cling.gu.se/~cl3polof/
```

4363. ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-03 23:35:58 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d754710$1_1@corp-news.newsgroups.com>
Source record: 27886

Someone is selling an ATR8000 on e-bay. I have a few questions.

First of all, it doesn't come with software. Where can I get software for it?

Second of all, what exactly does one use the ATR8000 for? It's a 4MHz Z80 that runs CP/M 2.2. Does the atari act as a terminal for accessing the CP/M stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies on the ATR natively?

Thanks.

Pete

4364. Re: Less than two weeks left of the MiniGame Compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 00:04:52 UTC
From: trepain <trepain@nospamgatenospam.net>
Message-ID: <al3in8dvm1@slb6.atl.mindspring.net>
Source record: 27888
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.ti,comp.sys.atari.8bit

Very cool! Thank you for the link...

RLA

"MagerValp" <MagerValp@cling.gu.se> wrote in message
news:p14wuq21wme.fsf@panini.cling.gu.se...
> Less than two weeks left of the 1K game compo. 31 games have been
> submitted so far:
>
> http://www.ffd2.com/minigame/
>
> But still no Apple II or Atari entries (not counting the Lynx entry :)
>
> --
> ___ . . . . . + . . o
> _|___|_ + . + . + . Per Olofsson, arkadspelare
> o-o . . . o + MagerValp@cling.gu.se
> - + + . http://www.cling.gu.se/~cl3polof/

4365. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 00:07:54 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al3it1$1n8vhk$1@ID-70710.news.dfncis.de>
Source record: 27889

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote...
>
> >Also, I'm trying to play the Cosmic Balance .atr file that I downloaded
from
> >Holme's Atari 8-bit Games (http://homepages.paradise.net.nz/atari/) and
> >can't seem to get it to work. I was wondering if there were any known
> >issues there that I should be aware of. Thanks in advance for help and
> >advice!
> >
> Is it going black screen and doing nothing?
>
> If so then hit return :-)
> --
Yes it is but that didn't seem to help. Any other suggestions? Thanks for
your help, BTW.

Jim

4366. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 02:08:02 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <6Wdd9.2580$cP3.5592@news.iol.ie>
Source record: 27890

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:DW7d9.7903$48.1203722@zwoll1.home.nl...
>
> "John Kavanagh" wrote
>
> > > Retry:
> > > What makes you think I'm (we're?) interested in this thing?
> > >
> > > I don't think you're interested in this "thing" cause, well, you're an
> > > idiot. :-p
>
> Say's more about you then about me.

A come back like that actually says more about you! Oh no, I'm beginning ot sound liek you ,aarrgghhhh!!!!! nice web site by the way!

> In case you're using 6 bits ASCII, there are brackets around "we" and a questionmark right after it...

Ya, ok , fair enough. But you do know that a 6-bit ASCII would in fact, include the "?" but not the the "we" bit? Perhaps the European CPC have different ASCII then the American Atari? lol

4367. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 02:14:11 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <T%dd9.2581$cP3.5507@news.iol.ie>
Source record: 27891

> Don't know, but this is an Atari 8-bit newsgroup, and putting info in it that refers to anything except Atari 8-bit just don't
> belong to this group. The fact that you or anyone else is interested in it doesn't justify the posting. It's just not the right
> group to post such things I think. The problem is people will start a thread about it and before you know it everyone starts
> crossposting it to all kind of unrelated groups and it will be filled with all kind info noone actually wants to read...
>
> Now I quit, cause I want to stop the thread...

Yes, the posting is more suitable to the Amstrad CPC 8-bit newsgroup then the Atari 8-bit group, of course. But read the last line of my post, "It may be of interest to other retro users" or there abouts? And it is, it brings up interest of a Next Generation Atari. Also, a lot of the materal in CPC Oxygen is of interest to Atari users as well, such as the game reviews of past issues. A lot of the same games were released on both 8-bit CPC and Atari and most played the same, so reading these reviews is of interest. So there, the message has some place.

4368. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 02:54:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZBed9.5288$LI2.393291@newsread2.prod.itd.earthlink.net>
Source record: 27892

The assembler just does the math you specified and generates the objext code
for the CPU to execute eventually.

The LDA #TEXT&255 is doing a bit operation to generate the actual operand
for the LDA; when you AND the value of TEXT (say it is $2008) with $00FF it
will always leave just the low 8 bits ($08 in this case)

Same with #TEXT/256; $2008 divided by $100 is just $20.

--
Ron

http://www.atariland.com/members/oldatarian

"Andy Grey" <adgrey@comcast.net> wrote in message
news:Jgad9.143057$On.5604083@bin3.nnrp.aus1.giganews.com...
> Ok, understand now. Assembler strips off high or low byte before putting
in
> accummulator...
>
> Thanks All,
>
> Andy
>
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:ZQ5d9.5596$6i4.417463@newsread1.prod.itd.earthlink.net...
> > "Andy Grey" <adgrey@comcast.net> wrote in message
> > news:IVYc9.262653$Aw4.11110966@bin2.nnrp.aus1.giganews.com...
> > > Yes, I left lots out. As it is it does nothing. I just showed a piece
of
> > it.
> > >
> > > "If you have a programmer's calculator, $2008&255 => $08
> > > > Likewise $2008/256 => $20"
> > >
> > > This is what I don't understand - $2008&255 = $08. The accumulator is
8
> > > bits. It can't hold a 16 bit address. Suppose the line simply said LDA
> > #TEXT
> > > (without the &255). How does LDA #TEXT put the 16 bit address $2008 in
> an
> > 8
> > > bit accumulator?
> >
> > Ah! OK, you are mixing the assembler with processor. Yes the A register

> can
> > only hold 8 bits but the assembler is a program that can do 16 bit math.
> > Equate an assembler with something like the sophistication of the BASIC
> > cartridge that can even do floating point and trig functions despite the
> > fact it is just an 8 bit processor.
> >
> > The assembler<program> never actually performs a LDA $2008&255! All it
> does
> > is translate the source code into something the processor can handle.

4369. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 03:16:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <kWed9.5366$LI2.396683@newsread2.prod.itd.earthlink.net>
Source record: 27893

I don't know of any sources of software and you would definitely need the CP/M code if you intended to use it.

The ATR8000 is a general interface; check the scanned ad on my Atariland page. Those are great photos on the auction site. The ATR uses a standard PC type power cable and receives 13 pin SIO cables. It includes a 4 drive disk controller for standard floppy mechanisms; I know it accepts DSDD 360K 5.25 inch. It is also reported to control 8 inch and 1.44 3.5 inch and 1.2 5.25 inch floppies. You may need to build cables for the RS232 and parallel printer signals from the edge card ports.

The Atari disk controller can boot from SD or DD MyDos or Sparta or Atari 2.0 floppies in a 360K 5.25 floppy or you can daisy chain an 810/1050. The ATR plus a generic drive is seen by the Atari as just a normal disk drive.

--
Ron

http://www.atariland.com/members/oldatarian

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d754710$1_1@corp-news.newsgroups.com...
> Someone is selling an ATR8000 on e-bay. I have a few questions.
>
> First of all, it doesn't come with software. Where can I get software for
> it?
>
> Second of all, what exactly does one use the ATR8000 for? It's a 4MHz Z80
> that runs CP/M 2.2. Does the atari act as a terminal for accessing the
CP/M
> stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies on
> the ATR natively?
>
> Thanks.
>
> Pete

4370. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 04:20:19 UTC
From: Mo <mygranny-nospam-@swbell-nospam-.net>
Message-ID: <7Sfd9.6064$i33.1432055935@newssvr30.news.prodigy.com>
Source record: 27894

If it works the way I think it does, the Atari just acts as a dumb terminal
and if you have a floppy connected to the ATR it would boot any bootable CPM
disk. Just hypothesizing, never actually used one. I do wonder what the
reserve is on this, I've been eyeing this auction for a couple of days now.
Mo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:kWed9.5366$LI2.396683@newsread2.prod.itd.earthlink.net...
> I don't know of any sources of software and you would definitely need the
> CP/M code if you intended to use it.
>
> The ATR8000 is a general interface; check the scanned ad on my Atariland
> page. Those are great photos on the auction site. The ATR uses a standard
PC
> type power cable and receives 13 pin SIO cables. It includes a 4 drive
disk
> controller for standard floppy mechanisms; I know it accepts DSDD 360K
5.25
> inch. It is also reported to control 8 inch and 1.44 3.5 inch and 1.2 5.25
> inch floppies. You may need to build cables for the RS232 and parallel
> printer signals from the edge card ports.
>
> The Atari disk controller can boot from SD or DD MyDos or Sparta or Atari
> 2.0 floppies in a 360K 5.25 floppy or you can daisy chain an 810/1050. The
> ATR plus a generic drive is seen by the Atari as just a normal disk drive.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d754710$1_1@corp-news.newsgroups.com...
> > Someone is selling an ATR8000 on e-bay. I have a few questions.
> >
> > First of all, it doesn't come with software. Where can I get software
for
> > it?
> >
> > Second of all, what exactly does one use the ATR8000 for? It's a 4MHz
Z80
> > that runs CP/M 2.2. Does the atari act as a terminal for accessing the
> CP/M
> > stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies

on
> > the ATR natively?
> >
> > Thanks.
> >
> > Pete
>
>
>

4371. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 04:24:06 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <al3297$mm3$1@news1.xs4all.nl>
Source record: 27879

"John Kavanagh" <cpcoxygen@hotmail.com> wrote in message
news:GZ6d9.2499$cP3.5431@news.iol.ie...
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:al1la0pis1@news1.xs4all.nl...
> > Hi,
> >
> > All just be friendly. I know why people are against new development of a
> new
> > Atari 8-bit system.
> >
> > TXG/MNX
>
> Why would people be against a new 8-bit Atari?
>

Hmm most people like to use there unmodified Atari or a little modified
Atari that's 100% compatible. When adding upgrades like enhanced processors
like the 65c02/65c816 or other gadgets you lose some compatability and then
some software doesn't run. It's also nicer to run software on a normal old
Atari.
This kind of people also don't like emulators aswell and hate PC.

I do like a new development like a new Atari but more like a second machine
but it would never replace my old Atari. In my opinion software that's being
wriiten should always run on a normal machine, so everybody could use it.

TXG/MNX

4372. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 05:25:22 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <6Pgd9.914$qx4.69023862@newssvr14.news.prodigy.com>
Source record: 27895

Hi Pete

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d754710$1_1@corp-news.newsgroups.com...
> Someone is selling an ATR8000 on e-bay. I have a few questions.
>
> First of all, it doesn't come with software. Where can I get software for
> it?

I have it, but I do not know what the legal issues are in this case as I do not know
if anyone still owns the rights to it.

>
> Second of all, what exactly does one use the ATR8000 for? It's a 4MHz Z80
> that runs CP/M 2.2. Does the atari act as a terminal for accessing the CP/M
> stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies on
> the ATR natively?
>

Yes and yes. If you boot up there terminal package, it turns the Atari into a
terminal and allows you to boot CP/M disks. Also, it works with all of the
major DOS's (at least of that era, I have not tried any of the further updates).
It supports 3 1/2, 5 1/4, and 8 inch drives. In CP/M it can support SD, DD, and
HD. I was able to get 1.4 M on an 8 inch.drive in CP/M. However, I was only ever
able to convince any Atari DOS to format it as DS/DD (720K) floppy. I believe
that the printer port was an automatic--it was there as P:. The RS-232 was a
little more complicated. I believe that it originally shipped with a small program
for the RS-232, and later I received a special version of MyDOS with the
R: handler built in (I can't recall the version number).

> Thanks.
>
> Pete
>
>

4373. Look here for some Atari pictures from Infrogrames

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 06:47:59 UTC
From: twh1@gmx.de
Message-ID: <3d75abce.5645087@news.tgz-ilmenau.de>
Source record: 27896

Howdy *.*!

The following url links to the games exhibition / convention in
Leipzig / Germany. It shows some nice picture from the ATARI-estate
but is in german only.

http://www.infogrames.de/imagesgc.php

click on the first picture an follow the "Bild vor" (next picture)
link to see some atari fuji symbols :-)

have fun..

-thomsen@ilm

--
-=olDsK00l foReVa!=- & take those atarian care.
p.s.: Sturz des Zaren!

4374. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 07:29:34 UTC
From: Fox-1
Message-ID: <DW7d9.7903$48.1203722@zwoll1.home.nl>
Source record: 27880

"John Kavanagh" wrote

> > Retry:
> > What makes you think I'm (we're?) interested in this thing?
>
> I don't think you're interested in this "thing" cause, well, you're an
> idiot. :-p

Say's more about you then about me.

> And don't use the word "we", because this place don't revolve around you.

In case you're using 6 bits ASCII, there are brackets around "we" and a questionmark right after it...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4375. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 07:38:55 UTC
From: Fox-1
Message-ID: <k78d9.7954$48.1214203@zwoll1.home.nl>
Source record: 27881

"John Kavanagh" wrote

> > All just be friendly. I know why people are against new development of a
> new Atari 8-bit system.

> > TXG/MNX

> Why would people be against a new 8-bit Atari?

Don't know, but this is an Atari 8-bit newsgroup, and putting info in it that refers to anything except Atari 8-bit just don't
belong to this group. The fact that you or anyone else is interested in it doesn't justify the posting. It's just not the right
group to post such things I think. The problem is people will start a thread about it and before you know it everyone starts
crossposting it to all kind of unrelated groups and it will be filled with all kind info noone actually wants to read...

Now I quit, cause I want to stop the thread...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4376. Re: Less than two weeks left of the MiniGame Compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 08:03:08 UTC
From: Manuel Polik <mpolik@neulandmm.de>
Message-ID: <3D75BE3C.324553CC@neulandmm.de>
Source record: 27797
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.ti,comp.sys.atari.8bit

MagerValp wrote:

> But still no Apple II or Atari entries (not counting the Lynx entry :)

I've tried, but unfortunately I had to realize that 1K is too damn hard
for a machine without any O/S and 128 Bytes RAM, sorry.

I've given up on both of my attemps.

Thomas Jentzsch (Thrust) tried porting a minimalist version of the
Odyssey 2 'Robot City' game in <1K to the VCS, but had soon to give up,
too.

Just like me he decided to do a full blown version instead :-)

I'm not sure if some more VCS projects are still in the works. Billy Eno
(Warring Worms) said he'll try, but hasn't yet posted any results.

Well, even with none of us succeeding at the contest, it at least
motivated some guys to start something new on the VCS, so I've to thank
you for that! :-)

Maybe if next years competition will have again an option for 2K games,
there'll be VCS entries.

Anyway, thanks for doing it, it's fun. Cool entries so far. I hope some
will result in C= Hacking articles again, they were some excellent
reading.

Greetings,
Mannuel
--
Brandnew Atari 2600 VCS game:
http://home.arcor.de/cybergoth/xype/gunfight2600.html
The Epyx Shrine:
http://home.arcor.de/cybergoth

4377. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 10:52:34 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <dcobnuglc16f30rlc7d5ls57qg5soscujf@4ax.com>
Source record: 27798

On Wed, 04 Sep 2002 02:14:11 GMT, "John Kavanagh"
<cpcoxygen@hotmail.com> wrote:

>Yes, the posting is more suitable to the Amstrad CPC 8-bit newsgroup then
>the Atari 8-bit group, of course. But read the last line of my post, "It may
>be of interest to other retro users" or there abouts? And it is, it brings
>up interest of a Next Generation Atari. Also, a lot of the materal in CPC
>Oxygen is of interest to Atari users as well, such as the game reviews of
>past issues. A lot of the same games were released on both 8-bit CPC and
>Atari and most played the same, so reading these reviews is of interest. So
>there, the message has some place.
>
Oh come on John, just admit it's a spam site promotion

You are sitting there trying to wriggle anything to make it fit.

Fact: The only real thing they have in common is that CPC was another
8bit.

Fact: You were promoting your own Amstrad based website in here that
has zero Atari content. Try the same post in the C64 group and you
will get the same thing and you know it :-)

Not True: A bulk of the games on the Amstrad were NOT released on the
Atari, mainly the Amstrad had Spectrum and C64 ports and a line of
their own games...I'd say as an ex UK reviewer that the number of
games on both systems would be very very very low.

Point: If you just admitted it was a spam in the wrong group it would
have been done & dusted, but trying to justify it is daft. If you are
into the Atari then carry on and chat re it but as nice as the site is
it's nil Atari related :-)

It's like being into say Star Trek and joining an ng for it and then a
person comes in chatting about Star Wars saying that it's ok because
they are all Sci Fi things... :-)

They would hang you out to dry in those groups :-)

Come on, Chat Atari 8bit :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4378. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 10:55:24 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <lgpbnukd1vlrgq3cn4dqblihimo9sdqa3m@4ax.com>
Source record: 27799

On Tue, 3 Sep 2002 18:07:54 -0600, "Kaelwyn" <kaelwyn@bonbon.net>
wrote:

>"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote...
>>
>> >Also, I'm trying to play the Cosmic Balance .atr file that I downloaded
>from
>> >Holme's Atari 8-bit Games (http://homepages.paradise.net.nz/atari/) and
>> >can't seem to get it to work. I was wondering if there were any known
>> >issues there that I should be aware of. Thanks in advance for help and
>> >advice!
>> >
>> Is it going black screen and doing nothing?
>>
>> If so then hit return :-)
>> --
>Yes it is but that didn't seem to help. Any other suggestions? Thanks for
>your help, BTW.

Aha, didn't spot the request for a Os A rom...

It only works on that..

I'll sort that out for you..
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4379. Re: Look here for some Atari pictures from Infrogrames

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 11:17:59 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <HZld9.407350$m91.15996660@bin5.nnrp.aus1.giganews.com>
Source record: 27800

Who's the woman in the leopard print and why are all the geeks lining up to pose with her? Is she a German model or something?

"Thomas Havemeister" <twh1@gmx.de> wrote in message news:3d75abce.5645087@news.tgz-ilmenau.de...
> Howdy *.*!
>
> The following url links to the games exhibition / convention in
> Leipzig / Germany. It shows some nice picture from the ATARI-estate
> but is in german only.
>
> http://www.infogrames.de/imagesgc.php
>
> click on the first picture an follow the "Bild vor" (next picture)
> link to see some atari fuji symbols :-)
>
> have fun..
>
>
>
> -thomsen@ilm
>
> --
> -=olDsK00l foReVa!=- & take those atarian care.
> p.s.: Sturz des Zaren!

4380. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 12:14:46 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d75f8e8$1_4@corp-news.newsgroups.com>
Source record: 27801

Well, it's at $150 and the reserve still isn't met. That's a little rich for my blood, especially when the guy is selling it "AS-IS". It might be different if he could guarantee that it worked.

At least he seems to have found the disks.

I've got a Percom drive on the way, so I can use the controller in that for DS/DD drives. That's really all I'm looking for.

Pete

"Mo" <mygranny-nospam-@swbell-nospam-.net> wrote in message news:7Sfd9.6064$i33.1432055935@newssvr30.news.prodigy.com...
> If it works the way I think it does, the Atari just acts as a dumb terminal
> and if you have a floppy connected to the ATR it would boot any bootable CPM
> disk. Just hypothesizing, never actually used one. I do wonder what the
> reserve is on this, I've been eyeing this auction for a couple of days now.
> Mo
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:kWed9.5366$LI2.396683@newsread2.prod.itd.earthlink.net...
> > I don't know of any sources of software and you would definitely need the
> > CP/M code if you intended to use it.
> >
> > The ATR8000 is a general interface; check the scanned ad on my Atariland
> > page. Those are great photos on the auction site. The ATR uses a standard
> PC
> > type power cable and receives 13 pin SIO cables. It includes a 4 drive
> disk
> > controller for standard floppy mechanisms; I know it accepts DSDD 360K
> 5.25
> > inch. It is also reported to control 8 inch and 1.44 3.5 inch and 1.2 5.25
> > inch floppies. You may need to build cables for the RS232 and parallel
> > printer signals from the edge card ports.
> >
> > The Atari disk controller can boot from SD or DD MyDos or Sparta or Atari
> > 2.0 floppies in a 360K 5.25 floppy or you can daisy chain an 810/1050.

The
> > ATR plus a generic drive is seen by the Atari as just a normal disk
drive.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> >
> > "Pete Davis" <pdavis68@hotmail.com> wrote in message
> > news:3d754710$1_1@corp-news.newsgroups.com...
> > > Someone is selling an ATR8000 on e-bay. I have a few questions.
> > >
> > > First of all, it doesn't come with software. Where can I get software
> for
> > > it?
> > >
> > > Second of all, what exactly does one use the ATR8000 for? It's a 4MHz
> Z80
> > > that runs CP/M 2.2. Does the atari act as a terminal for accessing the
> > CP/M
> > > stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies
> on
> > > the ATR natively?
> > >
> > > Thanks.
> > >
> > > Pete
> >
> >
> >
>
>

4381. Re: Look here for some Atari pictures from Infrogrames

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 16:08:04 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <grbcnukb5q7vfr9n83afsgs8tljrsqisi0@4ax.com>
Source record: 27802

On Wed, 04 Sep 2002 11:17:59 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Who's the woman in the leopard print and why are all the geeks lining up to
>pose with her? Is she a German model or something?
>

well I don't think so. This chic is only there because of the money of
infogrames :-) ..

but there are still numerous nice atari shirts and womans there :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4382. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 16:25:33 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <1uqd9.7416$6i4.588930@newsread1.prod.itd.earthlink.net>
Source record: 27803

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d75f8e8$1_4@corp-news.newsgroups.com...
> Well, it's at $150 and the reserve still isn't met. That's a little rich
for
> my blood, especially when the guy is selling it "AS-IS". It might be
> different if he could guarantee that it worked.
>
> At least he seems to have found the disks.
>
> I've got a Percom drive on the way, so I can use the controller in that
for
> DS/DD drives. That's really all I'm looking for.

I've got an ATR8000. They are OK if you want one because they are rare but that is about the limit of it. Everything works as advertized, [printer, disk drive interface, RS232].

For the printer/buffer it does use a somewhat standard printer interface cable<same one as old Tandy IBM clones> or at least one you can make from a ribbon cable and some press on connectors. I don't keep a printer on an Atari and most of my word processing is done on an IBM so for me it is something I never use.

The disk drive interface is just that, no room to put drives or power supply for them. I have an old scuzzy box/power supply with 4 drives in it. Cabling is kind of a mess since the box holds two stacks of two vs a single stack of 4 drives. Huge amount of storage, something like 720k 3.5", two 360k 5.25", and one 720k 5.25" drive in the box. The down side is I have never found a way to speed up I/O so I am limited to the stock Atari SIO rate 19,200 baud. For my tastes I prefer using a USD 180k drive with its high speed I/O vs 2 megs of storage with slow I/O. There are also some compatibility problems if have copy protected software or like to use flippys. I think the disk layout may be different then other Atari drives to, something like sector 2 is the first sector on the back side of an XF551 and that sector is 721 on the ATR.

I only have the Sparta DOS RS232 handler for the thing and I have never run it faster then 2400 baud. It works ok, no real complaints anyway. 2400 is about the limit for reliable operation of the Atari anyway.

As far as CP/M goes, I have never been able to boot it on the ATR. Doesn't matter much as I have a CP/M machine anyway. I really seldom use CP/M and the programs that run on it. I think I may still have my copy of WordStar laying around somewhere, it is a dog. The old CP/M versions of things like WordStar and CalcStar are like trying to do word processing on a BBS. You are limited to character based I/O so it takes forever to do a screen redraw.

4383. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 17:32:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D76440A.E94619D5@rogers.com>
Source record: 27804

Pete Davis wrote:

> Someone is selling an ATR8000 on e-bay. I have a few questions.
>
> First of all, it doesn't come with software. Where can I get software for
> it?
>
> Second of all, what exactly does one use the ATR8000 for? It's a 4MHz Z80
> that runs CP/M 2.2. Does the atari act as a terminal for accessing the CP/M
> stuff? Can the Atari DOSes (MyDOS, SpartaDOS, etc) access the floppies on
> the ATR natively?
>
> Thanks.
>
> Pete

Hi Pete,

I've had one for a few years, to make a long story short, yes there is a cp/m
with it. There shouldnt be any legal issues since it was shipped with cp/m so
if you need it, somone with a working disk should be able to make a copy
without violating the copyrights to it. Also The floppy interface works with
mydos, Mydos 4.5 has a driver for the rs232 port as well, although I havent
tried the serial port yet since I dont have the cable for it. Also the ram can
be used as a printer buffer when running in the normal atari 8bit mode.

4384. Selftest-Tune MIDI File?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 18:04:23 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2jicnu467qq8nrg0qd94laqdsngrvp52a2@4ax.com>
Source record: 27805

Howdy *.*!

I'm looking for a Atari Selftest-Tune MIDI file for my new IMODE
handset (NEC 21i). This is just a standard MIDI file oder Nec-MLD
file.

any URL proposals will be great.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4385. Re: Less than two weeks left of the MiniGame Compo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 18:35:37 UTC
From: Six of DLoC <six@dloc.ath.cx>
Message-ID: <Xns927F94693D7DDCB1706D62SixNOIBNIbo@216.168.3.40>
Source record: 27806
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.ti,comp.sys.atari.8bit

EEK! Time's running out! I better get cracking on my C64 version of Yar's
Revenge then!

--
Six of DLoC

4386. Re: Selftest-Tune MIDI File?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 18:46:27 UTC
From: bill@newbreedsoftware.com
Message-ID: <7ysd9.18109$lk.455029@typhoon.sonic.net>
Source record: 27807

Thomas Havemeister <twh1@gmx.de> wrote:
> Howdy *.*!
>
> I'm looking for a Atari Selftest-Tune MIDI file for my new IMODE
> handset (NEC 21i). This is just a standard MIDI file oder Nec-MLD
> file.
>
> any URL proposals will be great.

It's the 'promenade' portion of "Pictures At An Exhibition."

(I couldn't remember off-hand, but did a Google search for
"atari xl 'self test'", and came up with:

http://www.atarimagazines.com/v8n2/songwinners.html

... where the song is mentioned.)

I'm sure you could find a MIDI of the song, since it's a classical music
classic. :)

Good luck!

-bill!

4387. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 19:36:41 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al5nce$1nj4di$1@ID-70710.news.dfncis.de>
Source record: 27808

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote...
>
> >> >Holme's Atari 8-bit Games (http://homepages.paradise.net.nz/atari/)
and
> >> >can't seem to get it to work. I was wondering if there were any known
> >> >issues there that I should be aware of. Thanks in advance for help
and
> >> >advice!
> >> >
> >> Is it going black screen and doing nothing?
> >>
> >> If so then hit return :-)
> >> --
> >Yes it is but that didn't seem to help. Any other suggestions? Thanks
for
> >your help, BTW.
>
> Aha, didn't spot the request for a Os A rom...
>
> It only works on that..
>
> I'll sort that out for you..
> --
Thank you Paul!

Jim

4388. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 20:09:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HLtd9.7709$6i4.619849@newsread1.prod.itd.earthlink.net>
Source record: 27809

It does sound a little rich, though you don't see very many around.

Your Percom needs to be an RFD or AT88S1PD to have DSDD capability. My
AT88S1's controller will do double sided, but only single density...

--
Ron

http://www.atariland.com/members/oldatarian

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d75f8e8$1_4@corp-news.newsgroups.com...
> Well, it's at $150 and the reserve still isn't met. That's a little rich
for
> my blood, especially when the guy is selling it "AS-IS". It might be
> different if he could guarantee that it worked.
>
> At least he seems to have found the disks.
>
> I've got a Percom drive on the way, so I can use the controller in that
for
> DS/DD drives. That's really all I'm looking for.
>
> Pete

4389. variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 22:02:50 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7682ba$1_2@corp-news.newsgroups.com>
Source record: 27811

I think I've been going about this whole SIO2PC thing all wrong with my laptop. I'm sitting here looking at PCMCIA to serial adapters when it occurred to me that while my laptop doesn't have a regular serial adapter, it does have a DB25 parallel port, and I know there are other parallel port projects out there.

As for software, that's no big deal. I could write the software. Anyone have any idea of how to approach doing an SIO to parallel port adapter? Even just broad general ideas would be a good start.

{ete

4390. Re: Emu newbie

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 22:04:35 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <cp0dnu0efdk1fffd8d4lh7p9gprrvsi6mf@4ax.com>
Source record: 27810

On Wed, 4 Sep 2002 13:36:41 -0600, "Kaelwyn" <kaelwyn@bonbon.net>
wrote:

>"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote...
>>
>> Aha, didn't spot the request for a Os A rom...
>>
>> It only works on that..
>>
>> I'll sort that out for you..
>> --
>Thank you Paul!
>
>Jim
>
No problem..Hope you enjoy the game and the emulator :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4391. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 22:19:10 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d76868e$1_1@corp-news.newsgroups.com>
Source record: 27812

Sorry, let me expand a bit on what I want to do here, and maybe someone can help me a bit. I basically have two ways of handling this: I can send data 1 bit at a time over the parallel port over one of the 8 data lines, or I can convert that signal, somehow (and this is where I'd need help) to bytes and send entire bytes over the parallel port.

I'm also curious how I'd handle the timing of moving the data. How, on the PC for example, would I know when a new byte is ready? Would I have to time everything myself?

Thanks for any help anyone can offer.

Pete

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d7682ba$1_2@corp-news.newsgroups.com...
> I think I've been going about this whole SIO2PC thing all wrong with my
> laptop. I'm sitting here looking at PCMCIA to serial adapters when it
> occurred to me that while my laptop doesn't have a regular serial adapter,
> it does have a DB25 parallel port, and I know there are other parallel
port
> projects out there.
>
> As for software, that's no big deal. I could write the software. Anyone
have
> any idea of how to approach doing an SIO to parallel port adapter? Even
just
> broad general ideas would be a good start.
>
> {ete
>
>

4392. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 22:56:06 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <acwd9.2719$cP3.5393@news.iol.ie>
Source record: 27813

> Oh come on John, just admit it's a spam site promotion
>
> Point: If you just admitted it was a spam in the wrong group it would
> have been done & dusted, but trying to justify it is daft. If you are
> into the Atari then carry on and chat re it but as nice as the site is
> it's nil Atari related :-)

I can't really call it spam, i mean if i talked about my Nissan Skylines or something then ya, spam. But I do see your point, just cause I like all type of retro computers does not mean that everybody here does. but spam? no?.... why you may ask? Cause I feel it is of interest to some people here, otherwise I would not post it. Limited interest, yes, but still some interest. Otherwise where did the extra web site "hits" came from this month :-) and I mislead nobody, never would do that.

>
> It's like being into say Star Trek and joining an ng for it and then a
> person comes in chatting about Star Wars saying that it's ok because
> they are all Sci Fi things... :-)

Good point and very true.

> Come on, Chat Atari 8bit :-)

Sounds good to me :-)

4393. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-04 22:58:20 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <gewd9.2724$cP3.5774@news.iol.ie>
Source record: 27814

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:hs8anu4id677isi4n1g4tm6srlaj65r049@4ax.com...
> On Sun, 01 Sep 2002 19:31:13 GMT, "John Kavanagh"
> <cpcoxygen@hotmail.com> wrote:
>
> >
> >Issue 8 of CPC Oxygen is all about the upcoming CPC-NG
>
> Right.....And this has what to do with Atari 8 bit?
>
> The Amstrad is unrelated to Atari in every way and basically you are
> spamming a group to promote your site and nothing more.

It not spamming because it was of interest to other atari readers. Not many,
but a few. All this talk makes me want to open an Atari web magazine as
well! :-)

4394. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 01:08:44 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d76af64.9104196@news.telus.net>
Source record: 27815

"Marius & Hester" <grover25@zonnet.nl>:

>Is there anyone who can provide me a source file (assembler) in which i can
>see how to program more players.

I've wondered, during idle moments whether adding a second GTIA or ANTIC might be useful in some way. Could you conceivably get 4 extra PMs by adding another GTIA, sort of like adding a second Pokey to get stereo sound?

I imagine that if it were possible it would already have been done by some hardware hacker.

Shawn Jefferson (atariguy(at)telus(dot)net)

4395. Re: Selftest-Tune MIDI File?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 03:33:21 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <s1kdnu4c12v0ckvnoj8ijj5daf0vrv09j7@4ax.com>
Source record: 27816

On Wed, 04 Sep 2002 18:46:27 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Thomas Havemeister <twh1@gmx.de> wrote:
>> Howdy *.*!
>>
>> I'm looking for a Atari Selftest-Tune MIDI file for my new IMODE
>> handset (NEC 21i). This is just a standard MIDI file oder Nec-MLD
>> file.
>>
>> any URL proposals will be great.
>
>It's the 'promenade' portion of "Pictures At An Exhibition."
>
That is, "Bilder einer Ausstellung" in German, just in case you need to know.

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4396. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 03:59:45 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D76D6B1.57C6B11D@cswebmail.com>
Source record: 27817

Pete Davis wrote:

> Someone is selling an ATR8000 on e-bay. I have a few questions.
>
> First of all, it doesn't come with software. Where can I get software for
> it?
>

I bought my first ATR8000 about 1982/3. Its default mode is as a peripheral controller for any 8 bit Atari. Floppies-5.25" go to 1 meg or so, 8", and 3.5" to 720K(1.44 meg needs a 16mHz step clock). It will take any standard printer and use extra ram in the 64K model for a buffer. I use Gemini dot matrix, Canon color inkjet, HP Deskjet 500+, and HP Laserjet 2 and 6(very fast for long documents) printers. I have also used up to a 2400 baud modem for many years though theoretically it can go to 9600(in cpm I guess), but the Atari 850 works better at that speed. Any Atari DOS will work to its abilities.

I have played with CPM and it boots fine, I use the ATRMON built into Omniview. I have also played with the MSDOS Copower board. But, when it crashes, you have to reboot from the beginning! The Atari software was usually much more friendly. I have a hefty CPM library for it.

There was a hard disk adapter for it. Know nothing about it. Later the 8500 shoebox version came out.

While the SIO port is the standard speed, the interleave of the floppies formatted on its standard drives made disk access up to twice as fast.

There can be some problems with commercial games, but sometimes pressing BREAK can continue the boot process.

I have more info on CPM use.

Problem with most Atari disk drives is that the mechanism can't be replaced any more. There is just nothing compatible. I have no such problem with the ATR8000. I just make sure to stock standard and hi density 5.25" drives when I come across a good deal.

Rick D.

4397. Re: MAC/65 - large listing problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 04:05:13 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0209042005.30cd292e@posting.google.com>
Source record: 27818

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:<akuqtfdsa1@reader08.wxs.nl>...
> Yes, but I think the reason of that is using Mac/65 in combination with
> spartados. Originally this diskversion was saved on a CLI-version of dos 2.5
> (or something like that, I've forgotten the name/version of that dos).
That would have been OS/A+ which has the identical COMTAB offset table of
SpartaDOS such that it works the same in either DOS - all three from OSS.

>
> I know that MAC/65 and Turbo-Dos has the same problems as I have now, so
> perhaps Mac/65 should NOT be used with SpartaDos 3.3?
>
> It is strange because after assembling Mac/65 tells me: 13673 byes FREE!
>
> Thanks,
> Marius
>

I've found several other problem areas with disk based Mac/65.
Despite the manual's statements to the contrary, star (*) can
not be used to start a comment feild. One space and only one
space is allowed before (;) semi-colon comment feild following
a line number. And a similar to your problem, where sometimes
you can and sometimes you can't have label only lines. When I
have the label only line troubles, it can be tricked into
working right if I tab over and place a single semi-colon
after it as if to add a comment.

You might try adding a semi-colon after your long labels to
see if that will help?

My main symptom when having the above troubles is that the
code won't assemble at all. Mac/65 will give it a try and
then bail when it hits something it doesn't like. But I can
get corrupted assemblies when trying to assemble cartridge
Mac/65 source code so watch out for any non-compatible
commands for the disk versions. Like

.SET 6 which has no disk version work around
.DS which can be substituted with *=*+ for disk versions

Conversions to disk version source code from cartridge source
code should be done on the cart as the problem in disk
versions happens when the source code is loaded. When the
disk versions load cartridge version source code especially
with the .DS directive, they no longer seem able to function

correctly even in editor mode - thus they can not find nor
replace the .DS directive. And even saveing the unaltered
cart source code within the disk version will lead to such
severe corruption of the source code that it becomes useless
to any version of Mac/65. I had quite a time with MyDOS 4.51
source code getting it straightened out such that disk version
users could assemble it, the main culpret there was the rare
two spaces before a semi-colon starting a comment only line
immediately after a line number. Before I converted that
source code, I had no idea that the disk version was so
whacky, but it certainly is.

see Mathy's MyDOS page at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/

4398. Re: Assembly language question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 04:15:20 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0209042015.42f81c9a@posting.google.com>
Source record: 27819

"Andy Grey" <adgrey@comcast.net> wrote in message
news:<Jgad9.143057$On.5604083@bin3.nnrp.aus1.giganews.com>...
> Ok, understand now. Assembler strips off high or low byte before putting in
> accummulator...
>
> Thanks All,
>
> Andy
>

Another way to put all this is to say

LDA #TEXT&255 is the same as LDA # <TEXT and

LDA #TEXT/256 is the same as LDA # >TEXT

Since most assemblers can handle the < and > well, I often just subtitute
one for the other as the AND and Divide way just blow my mind when I look
at it. # < and # > I can read fine.

4399. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 04:28:05 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D76DD55.69E8B1FB@cswebmail.com>
Source record: 27820

Paul Allen Panks wrote:

> Hello,
>
>
> 1) I want to convert a few of my Commodore 64/128 text adventures
> writeen in BASIC to the Atari format. However, arrays are handled
> differently on the Atari, particularly subscripted variables/arrays.
> How do I rework these to work on the Atari?
>
> 2) How do I get multiple colors on screen at once, just for the text?
> The background can be changed, and that's fine, but the text is always
> the same color. This isn't what I'm looking for!

Sting Arrays are DIMensioned as a single big string, then a byte offset is calculated to get a substring. Always start with byte 1.

Numeric arrarys are two dimensions, must be DIMensioned, and always start with 0.

Keeping the 40 column screen as the best for a text adventure, its difficult to get more than one text color at a time. A bit of assembly programming with Display List Interrupts can get a few results, but really isn't worth it. So you end up with regular and inverse text. Its a bit of work, but I have done multicolor text using player missle graphics as a "show through" for inverse text, though this works best as a background box.

Loading a new font makes a big difference. I created a Gamer font for a text adventure series.

I also have an artifacting font with all uppercase either red or blue. Harder to read though.

The one thing I really miss is the ability to choose font colors/attributes on a character basis in the GR.0 mode. I could do without most of the other graphics modes.

Rick D.

4400. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 04:39:19 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0209042039.7cd5df19@posting.google.com>
Source record: 27821

Thomas Havemeister <twh1@gmx.de> wrote in message
news:<c3rimu0ljem3fegk4mtf0gj6fe17a50d67@4ax.com>...
> Howdy *.*!
>
> How can I convert a disk using the DOS2.5 filesystem into SpartaDos
> compatible and vice versa?

It would be very tricky if the 2.5 disk had files beyond sector 720. But, if that is NOT the case then you can just boot any 2.x Sparta, put in the 2.5 disk and copy the files on it over to a Sparta formated disk. Of course this won't work right for 'boot' disks or even ones that use AUTORUN.SYS based on DOS 2.5 system. SpartaDOS doesn't obey AtariDOS type run address behaviour while it will do INIT address loads correctly. Sparta always runs a file from the location of its first load segment, such that your very first line of code in a Sparta app must be a jump to the actual starting address or the code itself must start at the very begining. Loading of start address into 02E0h and 02E1h by means of file header manipulations work in AtariDOS, but not in SpartaDOS. INIT addresses of 02E2h and 02E3h DO work in both types of DOSes - See Mapping the Atari for explaination of AtariDOS type 2 style of doing things. See school of hard knocks for Sparta type.

If you do have files beyond sector 720 on a 2.5 disk, you will have to move them to a disk that is empty so that you get file storage under sector 720. IIRC, there is NO DOS that can copy 2.5 files above sector 720 except 2.5

Russ, did you mean 2.3d Sparta? I don't remember a 3.2d version....

4401. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 04:46:13 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D76E195.9A87F688@cswebmail.com>
Source record: 27822

Thomas Havemeister wrote:

> Howdy *.*!
>
> Now I have a Satantronic 1-Meg Atari XE (which is almost rambo
> compatible) and the only application I can find is a ramdriver which
> installs a huge 8000+ sector huge virtual diskdrive.
>
> well.. that's nice but not very usefall at all. What software (not
> demos) can use the additional ram? What is YOUR application with a
> upgraded XE?
>
> Which Operating System (hardware, software) is the best for an
> upgraded XL/XE? I have installed QMEG 4 by Stefan Dorendorf which is
> nice. But isn't able to use the whole ram for it's virtual ramdisk
> (x,y) configuration...

For me, the 1Meg of ram gets used in a variety of ways, mostly as a ramdisk...

Currently I use it for the programs and data for the inventory I have.

I used to catalog a large A8 disk library. The data files were stored in the RD, and an index was sorted there for creating and printing document pages. I still index things using it.

Its great for programming..most of the source files can go into the RD for much faster access. Especially when I am workinjg on a graphics utility..loading/converting pictures.

Same thing for copying disks. Either as files, or as mass duplicating. Great for creating folders to sort files to before copying.

I use Paperclip for a lot of letters and documents. It can use up to 256K for its buffers. Its possible when using Omniview 256 that a ramdisk can be set up for other stuff. I can actually have two ramdisks..one can look like a real disk for making a dulpicate disk "image".

When using Bobterm, I cache my uploads and downloads in the RD. Then copy the downloads later from Mydos.

Extremely useful for Archiver and Diskcomm.

There is a program Snapshot that lets you have 2 computer image partitions for quickly changing between applications. Each uses 64K.

The rest of the ram can be shared as a ramdisk. SnapshotHD can be used with Sparta DOS for 64(?) image partitions

I hope to have a demo soon that shows how the ram can be used as a program buffer, data buffer, and string/data space at one time.

One trick I use with Mydos is to keep a DOS disk with the ramdisk format util to setup the ramdisk for the initial boot. I also keep a copy with out the ramdisk program. As long I just use the OPTION key to reboot and the second disk, the ramdisk contents are still there.

Rick D..

4402. FA: Atari 8bit items "more just added"

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 05:29:23 UTC
From: Don <atari@qnet.com>
Message-ID: <3D76EBB3.3915CB6E@qnet.com>
Source record: 27823

I have added a bunch on items on EBay check them out at:

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=atari%40qnet.com&include=0&since=-1&sort=3&rows=25

Thanks,

Don

4403. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 09:09:38 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <al770iclv3@mamenchi.zrz.TU-Berlin.DE>
Source record: 27824

Hi,

> I've wondered, during idle moments whether adding a second GTIA or ANTIC
> might be useful in some way. Could you conceivably get 4 extra PMs by
> adding another GTIA, sort of like adding a second Pokey to get stereo
> sound?

not too easy. The problem is that you also need DMA channels to get the player data out of memory, and this data is provided by Antic. However, its DMA timing is hard-wired into the chip and does not allow additional "slots" for more players. You'd also need a second Antic then. But then, the second Antic would have to make DMA as well. In the original design, Antic makes DMA every other cycle, interleaved with CPU RAM access. Hence, to make this happen in first place, you'd also have to double the available RAM cycles:

Multiply RAM access time by two giving you more DMA slots. Modify RAM timing to allow CPU access every fourth (instead every second) cycle. Add a second Antic, and a second GTIA. Get all the timing right.

Sounds pretty heavy for me. (-;

So long,
Thomas

4404. Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 11:24:29 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d773e9e$1_1@corp-news.newsgroups.com>
Source record: 27825

I just came across this article on Circuit Cellar:
http://www.circuitcellar.com/echips-pdfs/0201/c0201mspdf.pdf

This would be a cinch for hooking up to an Atari. Some modifications to the PIC Microcontroller code and adding a serial interface, and you could connect CompactFlash cards to the Atari SIO port. The circuit is damn simple and the code for accessing the CompactFlash cards is pretty simple too.

Given that a 128MB card goes for about $30 on e-bay, that's 8x16MB drives right there. The costs of building the device are pretty reasonable as well. $17 for the CompactFlash connector, about $8 or $9 for the PIC Microcontroller, and a couple of bucks for the crystal, two caps and two resistors. A few bucks for a wall wart power supply.

The biggest problem is that it's something I'd probably need to do a PCB board for. That's something I've never done before. If someone could come up with the PCB board for me, I'd finance the costs of building a few and code the PICs. I've done PIC stuff before and this would be pretty easy.

Here's basically what I had in mind for modifications to the existing circuit:

1: Wall wart power supply.

2: Add an SIO connector and a standard RS232 port. The reason to add both is that you could connect it to the Atari and the Atari could treat it like drives. One could also write PC software to interface with it to copy files from the PC over to the CompactFlash. They could both be connected at once.

3: Store partition information in the first sector or two of the flash card. Using a simple protocol, the Atari or the PC could be used to access the partition info. Since 256MB flash cards aren't unusual, it could allow more than 8 partitions which you could name, and then assign whichever 8 you want as "active".

4: As an alternative to changing which partitions are active, via software, it could be done via dip switch rockers.

Anyone interested in helping me out on this? Anyone see any problems?

The only real issue I see is that the "sectors" are 512 bytes, but through the firmware, we can simply trick the Atari into seeing each real "sector" as two sectors.

The existing design leaves the entire A, B, and a good chunk of the E ports unused on the PIC, leaving plenty of room to add other "stuff".

This is a cool project no matter how you look at it. If we could get a couple of prototypes going, I'd be willing to bet that some of you guys out there would be interested in purchasing some as either kits or pre-built... I'm not looking to make money off of this, I just think it would be a cool new thing to have, and frankly, I want one!!!

I also don't see any reason why it couldn't be set up to optionally work at 56kbps.

Pete

4405. Annual Swap and Sale 2002 Columbus OH USA

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 11:53:54 UTC
From: "R. Wayne Arenz" <rarenz@columbus.rr.com>
Message-ID: <mBHd9.73143$ja.14759361@twister.columbus.rr.com>
Source record: 27826

2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
All Atari, used computing and game platforms, electronics, etc. are invited

September 14, 2002
Oakland Park Community Center
980 Lenore Ave.
Columbus, Ohio

9:00 a.m. through 3:00 p.m. Eastern Daylight Time

Admission $4.00/ person to maximum of $8/ family
Sales tables: $8.00, which includes one admission

http://www.angelfire.com/oh4/acec/acec.html

Please contact rarenz@columbus.rr.com if you wish to be placed on/ remain on
our mailing lists. We are trimming mailing costs.

Please contact for further information.

4406. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 12:02:39 UTC
From: Marek M <marek_mikolajewski@hotmail.com>
Message-ID: <al7gukvoe1@news2.ipartners.pl>
Source record: 27827

Look here (SIO2IDE):
http://www.atari.cuprum.com.pl/
http://www.atari.cuprum.com.pl/arch/sio2ide_1_7_05sep2002.zip
http://www.atari.cuprum.com.pl/arch/sio2ide_3_2b_05sep2002.zip

SIO2IDE project gives you all you want and much more....

Marek

4407. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 12:10:49 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d774979$1_4@corp-news.newsgroups.com>
Source record: 27828

The software for SIO2IDE would be great for this project, you're right. As for doing the actual SIO2IDE, it's a great project.

I think the CompactFlash project has some advantages as well. For one thing, the device itself could be run off of a 5V wall wart or even a battery. It might even be able to run off the SIO power, though I think I prefer to use a separate power supply.

The other big advantage is you could use multiple cards and simply replace cards whenever you want.

Pete

"Marek M" <marek_mikolajewski@hotmail.com> wrote in message news:al7gukvoe1@news2.ipartners.pl...
>
> Look here (SIO2IDE):
> http://www.atari.cuprum.com.pl/
> http://www.atari.cuprum.com.pl/arch/sio2ide_1_7_05sep2002.zip
> http://www.atari.cuprum.com.pl/arch/sio2ide_3_2b_05sep2002.zip
>
> SIO2IDE project gives you all you want and much more....
>
> Marek
>
>

4408. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 12:27:00 UTC
From: Marek M <marek_mikolajewski@hotmail.com>
Message-ID: <al7ic9$1104$1@news2.ipartners.pl>
Source record: 27829

You can use CF with SIO2IDE. Look here (CF2IDE adapter):
http://www.wau.nl/hemeltje/temporary/personal/miscelaneous/cfadapter.html

In ptactice there are no problems with CF and 5V IO.

Marek

4409. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 12:50:39 UTC
From: Cyprian Konador <c_konador@atari.pl>
Message-ID: <3D77531F.D61DC1B3@atari.pl>
Source record: 27830

Marek M skrobnďż˝dďż˝:
>
> You can use CF with SIO2IDE. Look here (CF2IDE adapter):
> http://www.wau.nl/hemeltje/temporary/personal/miscelaneous/cfadapter.html
>
> In ptactice there are no problems with CF and 5V IO.
>
> Marek

Witam

czy przewidujesz gniazdo dla CF w SIO2IDE?
byla by to niezla atrakcja :)

--
pozdrawiam
Cyprian Konador
c_konador@atari.pl

UWAGA! ZMIANA SYGNATURKI! UWAGA! ZMIANA SYGNATURKI!

4410. Re: Selftest-Tune MIDI File?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 14:10:22 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <al7o5p$6ud$1@reader12.wxs.nl>
Source record: 27831

Perhaps you can programm it in your phone too, If you cannot find it:

The charachter is the pitch and the number gives the duration.

G 1
F 1
Bb (A#) 1
C2 0,5
F2 0,5
D2 1

Is it a famous tune indeed, and it is a little strange too, because of the
5/4 measure (5 beats in a measure, in stead of the more usual 2, 3, or 4)

Greetz,
Marius

"Thomas Havemeister" <twh1@gmx.de> schreef in bericht
news:2jicnu467qq8nrg0qd94laqdsngrvp52a2@4ax.com...
> Howdy *.*!
>
> I'm looking for a Atari Selftest-Tune MIDI file for my new IMODE
> handset (NEC 21i). This is just a standard MIDI file oder Nec-MLD
> file.
>
> any URL proposals will be great.
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

4411. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 14:29:40 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <unbenucsoacotafuk88ps20qgo50gtufa9@4ax.com>
Source record: 27832

On Wed, 04 Sep 2002 22:58:20 GMT, "John Kavanagh"
<cpcoxygen@hotmail.com> wrote:

>It not spamming because it was of interest to other atari readers. Not many,
>but a few. All this talk makes me want to open an Atari web magazine as
>well! :-)
>
Go for it :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4412. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 14:34:59 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m38z2g4i98.fsf@europa.pienet>
Source record: 27833

"Pete Davis" <pdavis68@hotmail.com> writes:

> I just came across this article on Circuit Cellar:
> http://www.circuitcellar.com/echips-pdfs/0201/c0201mspdf.pdf
>
> This would be a cinch for hooking up to an Atari. Some modifications to the
> PIC Microcontroller code and adding a serial interface, and you could
> connect CompactFlash cards to the Atari SIO port. The circuit is damn simple
> and the code for accessing the CompactFlash cards is pretty simple too.
>
> Given that a 128MB card goes for about $30 on e-bay, that's 8x16MB drives
> right there. The costs of building the device are pretty reasonable as well.
> $17 for the CompactFlash connector, about $8 or $9 for the PIC
> Microcontroller, and a couple of bucks for the crystal, two caps and two
> resistors. A few bucks for a wall wart power supply.
>
> The biggest problem is that it's something I'd probably need to do a PCB
> board for. That's something I've never done before. If someone could come up
> with the PCB board for me, I'd finance the costs of building a few and code
> the PICs. I've done PIC stuff before and this would be pretty easy.
>

A big problem you may not have thought of will be managing the sector
buffer- PIC's have a terrible register bank architecture. CF devices
generally want you to read/write a block at a time which will pretty
much mean you'll need to buffer a full ATARI sector- even a 128 byte
sector will nearly fill most PIC's RAM and the timing properties of CF
devices will conflict with the SIO's if you try to do the block
transfers byte by byte direct thru to the CF device.

If you want to emulate disks of varying sizes, with varying size
sectors then the problems multiply. A PIC is certainly fast enough &
has plenty of I/O, but the memory model is probably going to make the
software clumsy- and you'll likely end up wasting lots of CF
capability. Some of the fancier PICs might work out better-
particularly if you can interface external SRAM to handle some of the
buffering- but thats turning into a more complex circuit than is quite
desirable.

I think its a neat project- I designed something similar- even laid
out the circuit board, but the software issues became somewhat
intransigent given what I wanted to do; (810/815/1050 emulation, block
storage devices of up to 2^16 sectors, sector sizes 128 thru 1024,
drive indexing schema available thru the SIO port)

If you really want to try it, I'd be glad to email you my extant sourcecode & board layout. The software is a mixture of PIC assembly and MicroEngineering Labs PBASIC and is about half written- the CF interface stuff is written, the SIO protocol code is too. None is tested. For the layout, I used the demo version of Eagle. I found some places that can do small production runs of boards- it ends up somewhere between $50 and $100 for simple 2 layer board runs. I'm not quite sure I have the CF connector placed correctly- its either correct or reversed, but the whole board ended up fairly compact. The only restriction I'll place on the use of the software is that anything built from it must be Open Source (GPL or BSD style license); ie purchasers must get the firmware source & be free to mess around with it.

I'm deferring building a disk emulator along the above lines till I get one of these;

http://www.robominds.com

Its not too expensive given what it can do & it has plenty of capacity for all sorts of neat stuff. Plus you can use 32bit C/C++ and not always be stuck with the dreadful PIC assembly.

Gregm

4413. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 15:10:12 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <otKd9.9254$6i4.752029@newsread1.prod.itd.earthlink.net>
Source record: 27834

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d774979$1_4@corp-news.newsgroups.com...
> The software for SIO2IDE would be great for this project, you're right. As
> for doing the actual SIO2IDE, it's a great project.
>
> I think the CompactFlash project has some advantages as well. For one
thing,
> the device itself could be run off of a 5V wall wart or even a battery. It
> might even be able to run off the SIO power, though I think I prefer to
use
> a separate power supply.
>
> The other big advantage is you could use multiple cards and simply replace
> cards whenever you want.

If you search for posts by Bob Wooley you will see a few of his comments on
it.

From memory I think he said the adapter/prototype board for it was ~$30. He
also said ~doing it as a cart would be interesting because it would be
available for to more Atari users.

As soon as you start talking ~$15 for a cart, ~$30 for a CF, $30 for an
adapter, plus whatever it costs for the pass through PC board, it prices 90%
of the Atari user base out of the market. It isn't that they can't pay that
much, it is just that they won't.

Just a general rant from me. I bought a Jam Cam digital camera a while back,
on sale for $20 and it accepts CF. Kind of a pisser how you can buy a whole
device like a digital camera for less then you have to pay for CF adapter.
Discourages hacking.

4414. Atari Software and Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 15:51:57 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <al7uisqqh1@paris.btinternet.com>
Source record: 27835

Visit our Website
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

4415. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 16:19:07 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7783f2$1_3@corp-news.newsgroups.com>
Source record: 27836

Thanks for all the info. I'd love to see what you have. Actually, I downloaded ExpressPCB and laid most of it out (still need to hookup the SIO and RS232)

Man, I don't know how people do this stuff. Even with 2 layers, it's a nightmare trying not to cross wires. Actually, I may change the wiring a bit from what he has so that I can do a cleaner layout.

As for your comments about the buffering, that's actually not a problem the way this guy has done it. He only accesses a byte at a time. The CF buffers the sector for you. Yeah, it would be a nightmare buffering 512 bytes on a PIC with only 368 bytes of RAM.

For a 2 board run, I'm looking at anywhere from $34-$88, depending on who I go with. If I go with Engineering Express (the guys that do ExpressPCB), I can do 2 boards for $88 but I can do 10 for $142. The first run would probably be 2 boards, try to fix any bugs that I might have, and then I'd probably do 25 boards as a minimum run. With that, I could keep the cost of the entire kit around $40-$45.

I think that would be a pretty reasonable price. If I'm going to do it for kicks (which I would 'cause I love this kind of hacking), I'd be willing to put out a few hundred dollars to get a prototype working.

Pete

"Greg Menke" <gregm-news@toadmail.com> wrote in message news:m38z2g4i98.fsf@europa.pienet...
>
> "Pete Davis" <pdavis68@hotmail.com> writes:
>
> > I just came across this article on Circuit Cellar:
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> > the PICs. I've done PIC stuff before and this would be pretty easy.
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> A big problem you may not have thought of will be managing the sector
> buffer- PIC's have a terrible register bank architecture. CF devices
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> much mean you'll need to buffer a full ATARI sector- even a 128 byte
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> has plenty of I/O, but the memory model is probably going to make the
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> capability. Some of the fancier PICs might work out better-
> particularly if you can interface external SRAM to handle some of the
> buffering- but thats turning into a more complex circuit than is quite
> desirable.
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> I think its a neat project- I designed something similar- even laid
> out the circuit board, but the software issues became somewhat
> intransigent given what I wanted to do; (810/815/1050 emulation, block
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> drive indexing schema available thru the SIO port)
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> If you really want to try it, I'd be glad to email you my extant
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> anything built from it must be Open Source (GPL or BSD style license);
> ie purchasers must get the firmware source & be free to mess around
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> get one of these;

>
> http://www.robominds.com
>
> Its not too expensive given what it can do & it has plenty of capacity
> for all sorts of neat stuff. Plus you can use 32bit C/C++ and not
> always be stuck with the dreadful PIC assembly.
>
> Gregm
>
>
>

4416. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 16:33:50 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d77871f$1_2@corp-news.newsgroups.com>
Source record: 27837

Rick, as I mentioned in my other e-mail, if I do it in quantites of $25, I can keep the cost of all the components about $40 (except for the actual CF card). I think that's pretty reasonable. I'd be willing to sell the kits at cost or close to it.

I'd have to measure interest, but also as I said, I'd be willing to put a couple hundred bucks into it just to do the prototype for myself. If others wanted it afterwards, that would be cool.

In quantities of 25, the costs break down to this:

$10.00 per PCB
$5.50 per PIC
$0.50 caps
$0.50 resistors (probably less, trying keep #s round)
$2.50 for SIO cables
$2.50 RS232 DSub9 connectors
$1.00 Crystal
$2.00 IC socket
$15.00 CF socket

for a total of $39.50

The CF cards run for may $15 for 64MB and $35 for 128MB on e-bay.

The idea that it's easier to expand than hard drives, I think, makes it more appealing than an IDE hard drive. Once you have it, you can add 8 more 16MB drives for only $35, or just a tad over $0.25/MB and you can have as many as you want.

I'm not saying you're wrong. I don't have the slightest concept of what the Atari market is like these days. But I definitely think it's a cool project :-)

Pete

"richard cortese" <ricortes@earthlink.net> wrote in message news:otKd9.9254$6i4.752029@newsread1.prod.itd.earthlink.net...
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d774979$1_4@corp-news.newsgroups.com...
> > The software for SIO2IDE would be great for this project, you're right. As
> > for doing the actual SIO2IDE, it's a great project.
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It
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replace
> > cards whenever you want.
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> From memory I think he said the adapter/prototype board for it was ~$30.
He
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> available for to more Atari users.
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> As soon as you start talking ~$15 for a cart, ~$30 for a CF, $30 for an
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back,
> on sale for $20 and it accepts CF. Kind of a pisser how you can buy a
whole
> device like a digital camera for less then you have to pay for CF adapter.
> Discourages hacking.
>
>

4417. Re: Everything you wanted to know about the CPC Next Generation!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:03:46 UTC
From: John Kavanagh <cpcoxygen@hotmail.com>
Message-ID: <60Nd9.2796$cP3.5918@news.iol.ie>
Source record: 27838

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:unbenucsoacotafuk88ps20qgo50gtufa9@4ax.com...
> On Wed, 04 Sep 2002 22:58:20 GMT, "John Kavanagh"
> <cpcoxygen@hotmail.com> wrote:
>
>
> >It not spamming because it was of interest to other atari readers. Not
many,
> >but a few. All this talk makes me want to open an Atari web magazine as
> >well! :-)
> >
> Go for it :-)

I might just do that, if time allows :-) I know in a couple of weeks time.

4418. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:31:32 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <a78fnusls1f9k4gk3lciena9i08o4bpe17@4ax.com>
Source record: 27839

On Thu, 5 Sep 2002 12:19:07 -0400, "Pete Davis" <pdavis68@hotmail.com> wrote:

>For a 2 board run, I'm looking at anywhere from $34-$88, depending on who I
>go with. If I go with Engineering Express (the guys that do ExpressPCB), I
>can do 2 boards for $88 but I can do 10 for $142. The first run would
>probably be 2 boards, try to fix any bugs that I might have, and then I'd
>probably do 25 boards as a minimum run. With that, I could keep the cost of
>the entire kit around $40-$45.
>
Uh... Why don't you do the board yourself? It's not hard at all, all you'll need
is some acid for PCBs, an unerasable (permanent) marker and, of course, the
copper-plated boards, which can be bought very cheap. Oh, and a glass recipient
big enough to let you submerge the boards into the acid. (I use a glass ashtray,
since the PCBs I've done are small enough to fit in there).

Or you could use perforated boards, some wire and solder... (at least, for the
prototypes)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4419. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:42:29 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d77a545$1_2@corp-news.newsgroups.com>
Source record: 27840

Well, first of all, sure, it's easy enough to do the traces. There are more than 100 holes necessary (50 for the CF connector, 40 for the MPU, and a few more for connectors). Seeing as I've NEVER done a PC board, I think this is a little more drilling than I'm ready for. Not to mention the holes for the CF connector are pretty tight.

This is something that's definitely better left to a professional. I'm going to go ahead and do the PCB layout and pay to have a few boards made.

Pete

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:a78fnusls1f9k4gk3lciena9i08o4bpe17@4ax.com...
> On Thu, 5 Sep 2002 12:19:07 -0400, "Pete Davis" <pdavis68@hotmail.com>
wrote:
>
> >For a 2 board run, I'm looking at anywhere from $34-$88, depending on who
I
> >go with. If I go with Engineering Express (the guys that do ExpressPCB),
I
> >can do 2 boards for $88 but I can do 10 for $142. The first run would
> >probably be 2 boards, try to fix any bugs that I might have, and then I'd
> >probably do 25 boards as a minimum run. With that, I could keep the cost
of
> >the entire kit around $40-$45.
> >
> Uh... Why don't you do the board yourself? It's not hard at all, all
you'll need
> is some acid for PCBs, an unerasable (permanent) marker and, of course,
the
> copper-plated boards, which can be bought very cheap. Oh, and a glass
recipient
> big enough to let you submerge the boards into the acid. (I use a glass
ashtray,
> since the PCBs I've done are small enough to fit in there).
>
> Or you could use perforated boards, some wire and solder... (at least, for
the
> prototypes)
>
> --
> _____________ ____---____ Marco Antonio Checa Funcke
> _____________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(

>
> remove the "no_me_j." and "sons.of." parts before replying

4420. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:49:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <0HNd9.9439$LI2.646215@newsread2.prod.itd.earthlink.net>
Source record: 27841

The latest version of RB6C, or whatever the distribution disk called it, for MyDos 4.534 looks for a series of key presses to determine if the Ramdisk should be formatted during reboot and if Dup.Sys should be transferred. This saves needing a 2nd boot disk.

1) exits with no action saving Ramdisk contents

2) formats Ramdisk and exits

3) formats, copies Dup.Sys, creates Mem.Sav and exits

Any other key or nothing performs #3 plus copies contents of RAMDISK: subdirectory into the Ramdisk.

--
Ron

http://www.atariland.com/members/oldatarian

"Rick D." <webrickd@cswebmail.com> wrote in message
>
> One trick I use with Mydos is to keep a DOS disk with the ramdisk format
> util to setup the ramdisk for the initial boot. I also keep a copy with
> out the ramdisk program. As long I just use the OPTION key to reboot
> and the second disk, the ramdisk contents are still there.
>
> Rick D..

4421. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:53:43 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <XKNd9.131888$Rx4.1357370@twister.tampabay.rr.com>
Source record: 27842

why not on the faster PBI port?

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d773e9e$1_1@corp-news.newsgroups.com...
> I just came across this article on Circuit Cellar:
> http://www.circuitcellar.com/echips-pdfs/0201/c0201mspdf.pdf
>
> This would be a cinch for hooking up to an Atari. Some modifications to
the
> PIC Microcontroller code and adding a serial interface, and you could
> connect CompactFlash cards to the Atari SIO port. The circuit is damn
simple
> and the code for accessing the CompactFlash cards is pretty simple too.
>
> Given that a 128MB card goes for about $30 on e-bay, that's 8x16MB drives
> right there. The costs of building the device are pretty reasonable as
well.
> $17 for the CompactFlash connector, about $8 or $9 for the PIC
> Microcontroller, and a couple of bucks for the crystal, two caps and two
> resistors. A few bucks for a wall wart power supply.
>
> The biggest problem is that it's something I'd probably need to do a PCB
> board for. That's something I've never done before. If someone could come
up
> with the PCB board for me, I'd finance the costs of building a few and
code
> the PICs. I've done PIC stuff before and this would be pretty easy.
>
> Here's basically what I had in mind for modifications to the existing
> circuit:
>
> 1: Wall wart power supply.
>
> 2: Add an SIO connector and a standard RS232 port. The reason to add both
is
> that you could connect it to the Atari and the Atari could treat it like
> drives. One could also write PC software to interface with it to copy
files
> from the PC over to the CompactFlash. They could both be connected at
once.
>
> 3: Store partition information in the first sector or two of the flash
card.
> Using a simple protocol, the Atari or the PC could be used to access the

> partition info. Since 256MB flash cards aren't unusual, it could allow
more
> than 8 partitions which you could name, and then assign whichever 8 you
want
> as "active".
>
> 4: As an alternative to changing which partitions are active, via
software,
> it could be done via dip switch rockers.
>
> Anyone interested in helping me out on this? Anyone see any problems?
>
> The only real issue I see is that the "sectors" are 512 bytes, but through
> the firmware, we can simply trick the Atari into seeing each real "sector"
> as two sectors.
>
> The existing design leaves the entire A, B, and a good chunk of the E
ports
> unused on the PIC, leaving plenty of room to add other "stuff".
>
> This is a cool project no matter how you look at it. If we could get a
> couple of prototypes going, I'd be willing to bet that some of you guys
out
> there would be interested in purchasing some as either kits or
pre-built...
> I'm not looking to make money off of this, I just think it would be a cool
> new thing to have, and frankly, I want one!!!
>
> I also don't see any reason why it couldn't be set up to optionally work
at
> 56kbps.
>
> Pete
>
>
>

4422. Want VIC-20 items; have Atari 8-bit, Apple and TI-99/4a items

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 18:55:58 UTC
From: larwe@larwe.com
Message-ID: <608b6569.0209051055.4d73cdb1@posting.google.com>
Source record: 27843
Cross-posted to: comp.sys.cbm,comp.sys.ti,comp.sys.atari.8bit

Hi all,

I'm in a new apartment with no space; I need to slim down my collection and lose all the stuff I don't actively collect. Rather than try to sell this stuff piecemeal on ebay, I want to trade my non-Commodore stuff for C= stuff! Items I'm looking for are:

* Most VIC-20 cartridges and tapes
* More VIC-20s, particularly the oldest style with flat PET-type keys
* VIC-1540 single floppy drive
* C128 power supply
* C16 software and hardware
* Plus/4 software and hardware

http://www.larwe.com/inventory.pdf is a list of all the stuff I've catalogued to date - this isn't everything but it is at least the first 9 boxes full ;). Note that of the 3 boxed TI-99/4a's, I know at least one has some extra cartridges in the box (not catalogued separately); I haven't gone down to that level of detail in opening things and inventorying.

I want to lose all the Atari and Apple gear I own (I also have an ST color monitor and a couple of Apple monitors I KNOW of, not catalogued yet), all the TI-99/4a stuff, and the Atari 520ST. Also an Atari Portfolio with manual, and a couple of other pocket computers of the Sharp PC-12xx ilk, not yet catalogued.

The "SHK" column means "shrinkwrapped or otherwise sealed and unopened". The "STLOC" column indicates physical location of the item, for my reference.

I live in Stamford, CT and I'm willing to drive out to you, within 75-100 miles, to trade stuff. Please email if interested in trading! I'll also sell this stuff for cash, but prefer to trade.

4423. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 19:11:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d77ac7a$0$1432$272ea4a1@news.execpc.com>
Source record: 27844

(Lee asks 2.3d Sparta, or 3.2d version.)
Gee, I don't think anyone uses 2.x Sparta.
I have 1.1 and some 2.x versions somewhere, never
used them.
3.2d was the main one that everyone used/uses before
3.2f and 3.2g. 3.2d had the AINIT. Then there's
the 3.3x ones (a, b, c) 3.3a works on emulators,
B may be for BBS Pro and C is a Video 61 commercial
not shareware cart. Finally there is SpX which goes
up to 4.2x (4.22 the last?). I have 4.20.
You actually use 2.3d?
Russg

4424. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 19:13:51 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d77aca0$1_3@corp-news.newsgroups.com>
Source record: 27845

I considered that, but that would need special drivers, wouldn't it? I'm not really sure how the PBI works, as I haven't done anything with that at all.

What I may do is start with the SIO version and maybe work on PBI version after I get that working. I did consider it, as it would be significantly faster. I'll look at some PBI projects and try to get an idea of how they work as a possible way of going in the future.

Pete

"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message
news:XKNd9.131888$Rx4.1357370@twister.tampabay.rr.com...
> why not on the faster PBI port?
>
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d773e9e$1_1@corp-news.newsgroups.com...
> > I just came across this article on Circuit Cellar:
> > http://www.circuitcellar.com/echips-pdfs/0201/c0201mspdf.pdf
> >
> > This would be a cinch for hooking up to an Atari. Some modifications to
> the
> > PIC Microcontroller code and adding a serial interface, and you could
> > connect CompactFlash cards to the Atari SIO port. The circuit is damn
> simple
> > and the code for accessing the CompactFlash cards is pretty simple too.
> >
> > Given that a 128MB card goes for about $30 on e-bay, that's 8x16MB
drives
> > right there. The costs of building the device are pretty reasonable as
> well.
> > $17 for the CompactFlash connector, about $8 or $9 for the PIC
> > Microcontroller, and a couple of bucks for the crystal, two caps and two
> > resistors. A few bucks for a wall wart power supply.
> >
> > The biggest problem is that it's something I'd probably need to do a PCB
> > board for. That's something I've never done before. If someone could
come
> up
> > with the PCB board for me, I'd finance the costs of building a few and
> code
> > the PICs. I've done PIC stuff before and this would be pretty easy.
> >
> > Here's basically what I had in mind for modifications to the existing
> > circuit:

> >
> > 1: Wall wart power supply.
> >
> > 2: Add an SIO connector and a standard RS232 port. The reason to add
both
> is
> > that you could connect it to the Atari and the Atari could treat it like
> > drives. One could also write PC software to interface with it to copy
> files
> > from the PC over to the CompactFlash. They could both be connected at
> once.
> >
> > 3: Store partition information in the first sector or two of the flash
> card.
> > Using a simple protocol, the Atari or the PC could be used to access the
> > partition info. Since 256MB flash cards aren't unusual, it could allow
> more
> > than 8 partitions which you could name, and then assign whichever 8 you
> want
> > as "active".
> >
> > 4: As an alternative to changing which partitions are active, via
> software,
> > it could be done via dip switch rockers.
> >
> > Anyone interested in helping me out on this? Anyone see any problems?
> >
> > The only real issue I see is that the "sectors" are 512 bytes, but
through
> > the firmware, we can simply trick the Atari into seeing each real
"sector"
> > as two sectors.
> >
> > The existing design leaves the entire A, B, and a good chunk of the E
> ports
> > unused on the PIC, leaving plenty of room to add other "stuff".
> >
> > This is a cool project no matter how you look at it. If we could get a
> > couple of prototypes going, I'd be willing to bet that some of you guys
> out
> > there would be interested in purchasing some as either kits or
> pre-built...
> > I'm not looking to make money off of this, I just think it would be a
cool
> > new thing to have, and frankly, I want one!!!
> >
> > I also don't see any reason why it couldn't be set up to optionally work
> at
> > 56kbps.
> >

> > Pete
> >
> >
> >
>
>

4425. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 19:16:06 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d77ad7a$0$1423$272ea4a1@news.execpc.com>
Source record: 27697

(sparta 2.3d or 3.2d)
Lee
Uhm. I left one thing out. Are you using a 800?
3.x doesn't work on a 800, so that could explain
using the 2.x ones.
russg

4426. YAEMU Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 19:49:38 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al8cgm$1nn33c$1@ID-70710.news.dfncis.de>
Source record: 27698

How can (if I even can) set up Atari800winplus to recognize 2 or more attached drives so that I can have both disks of 2 disk programs in and recognized?

Thanks again, you guys and gals are great!

Jim

4427. Re: Atari Software and Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 20:01:40 UTC
From: ProfesserFesterTesterBester <vermin69@rcn.com>
Message-ID: <3D77B824.B1E12E08@rcn.com>
Source record: 27699

So where's the Atari 8 bit stuff?
And I couldn't access the site with Netscape 4.79, had to Inernet
Explorer.

John Thackeray wrote:

> Visit our Website
> Regards
> John
>
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> Tel: 44+00+(0)1952 462135
> www.tradeinpost.com
> john@tradeinpost.com

4428. Re: 1050 switch to disable write protect

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 20:19:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <y%Od9.9709$6i4.787498@newsread1.prod.itd.earthlink.net>
Source record: 27700

Andy had asked about this; I found Sparky's original instruction file and
put it up on my pages. It is about halfway down just above the Percom info.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> Andy;
> I opened my 1050 (invert, remove 4 screws on bottom plus 2 in front bezel,
> upright, lift rear of case top half and jiggle forward such that bezel
> separates from bottom half and remains with top) to reveal the write
protect
> mod from about 1985.
>
> All connections are made to the front one of 5 connectors along the left
> rear of circuit board marked J11. I cannot see the screen printing on my
> board, but a schematic found online indicates pin 1 of J11 is to the rear.
> All of the wires from J11 are white resulting in some slight uncertainty
> concerning the two connections to RB and LT. Logic and wire lengths seem
to
> indicate they should be as depicted, but anything is possible and LT - RB
> could be easily reversed to achieve functionality.
>
> Components are an LED (mine blinks red) and a double pole mini switch with
> three positions and center off. Is that a triple throw DPTT? Connections
> were made with 20-24 gage wire and some shrink tubing; allow about 30cm
for
> each of six main leads.
>
> The LED is mounted near upper left corner of front bezel with the switch
> below it centered on the left side of the bezel where the clearance is
> maximum, the body is about 13x13x13mm plus the terminals and the toggle.
The
> layout is as follows and this may render slightly better in a mono spaced
> font such as Notepad:
>
> The key is Left, Right, Top, Center and Bottom.
> --------
> LT | o o | RT
> LC | o o | RC
> LB | o o | RB
> --------

>
> Add a lead to J11 rear pin 1 maintaining current connection and join this
> lead to the LED long lead. Break the connection to J11 2nd from rear pin
2.
> Connect pin 2 to the RC right center terminal and the wire cut from pin 2
to
> RB right bottom terminal.
>
> Add a lead to J11 2nd from front pin 3 maintaining current circuit and
join
> it to LB left bottom treminal. Break the connections to J11 front pin 4
and
> connect pin 4 to LC left center terminal; connect the wire cut from pin 4
to
> LT left top terminal.
>
> Finaally join the LED short lead to TR top right terminal, double check
> connections and reassemble. I used a twist tie in the upper left vent
holes
> to hold leads and preclude pinching by screw stands and internal
mechanisms
> during assembly and then slipped it out gently.
>
> This mod presents three settings for your convenience and peace of mind.
> Centered is PROTECT mode where you cannot write to any disk even if it is
> notched. Down is the standard NORMAL mode for writing to notched media
only.
> Up is the new UNIVERSAL WRITE mode for writing to the back of a disk or to
> media with a tab covering the write-protect notch. The LED warns you of
the
> dangers of this setting!
>
> Hope this was what you wanted; if I can locate that original article, it
> will go up on my site. Btw, I thought early Analog had an 810 mod which
> might be similar and could explain circuitry enough to verify the pin 2
and
> pin 4 uncertainty, but I did not locate it; perhaps it was Compute!...
>
> --
> Ron
>
> "Andy Grey" <adgrey@comcast.net> wrote in message
> news:qpn69.236416$nm.9906504@bin5.nnrp.aus1.giganews.com...
> > I remember seeing an article somewhere about adding a switch to disable
> the
> > write protect feature of the 1050 drive - avoiding having to notch the
> > opposite side of a disk in order to use it. I remember doing it years
ago.
> > Anybody have any info on where I might find this?
> >

> > Andy

4429. Re: Atari Software and Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 21:33:26 UTC
From: GAC <gac@mail.com>
Message-ID: <pan.2002.09.05.21.18.39.770660@mail.com>
Source record: 27701

I just see ST stuff...

http://www.tradeinpost.com/atari.txt

On Thu, 05 Sep 2002 16:01:40 +0000, ProfesserFesterTesterBester wrote:

> So where's the Atari 8 bit stuff?
> And I couldn't access the site with Netscape 4.79, had to Inernet
> Explorer.

4430. Re: YAEMU Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 22:02:54 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <80lfnuc43um60rcvl3nk0g2ipmdl1f65s1@4ax.com>
Source record: 27702

On Thu, 5 Sep 2002 13:49:38 -0600, "Kaelwyn" <kaelwyn@bonbon.net>
wrote:

>How can (if I even can) set up Atari800winplus to recognize 2 or more
>attached drives so that I can have both disks of 2 disk programs in and
>recognized?
>
>Thanks again, you guys and gals are great!
>
>Jim
>
Simple as inserting disk 2 or whatever in DF1: etc

ALT+1 for drive DF0: , ALT+2 for DF1: and so on...

Do remember that some items may not pick up a 2nd drive and request a
disk in DF0:
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4431. Re: YAEMU Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 22:08:08 UTC
From: Kaelwyn <kaelwyn@bonbon.net>
Message-ID: <al8kke$1nvqlk$1@ID-70710.news.dfncis.de>
Source record: 27703

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote...
>
> >How can (if I even can) set up Atari800winplus to recognize 2 or more
> >attached drives so that I can have both disks of 2 disk programs in and
> >recognized?
> >
> Simple as inserting disk 2 or whatever in DF1: etc
>
> ALT+1 for drive DF0: , ALT+2 for DF1: and so on...
>
> Do remember that some items may not pick up a 2nd drive and request a
> disk in DF0:
> --
Thanks again Paul, you're a great help!

Jim

4432. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-05 23:32:01 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d77e9ca.24960551@news.telus.net>
Source record: 27706

Thomas Richter <thor@cleopatra.math.tu-berlin.de>:

>not too easy. The problem is that you also need DMA channels to get the
>player data out of memory, and this data is provided by Antic. However, its
>DMA timing is hard-wired into the chip and does not allow additional "slots"
>for more players. You'd also need a second Antic then. But then, the second

What if you didn't do DMA? I recall reading that you can stick a number
into the GTIA register and make the entire player a certain shape. Could
you do that fast enough to make a player with a second GTIA. Probably not,
I guess. You could use the second set of players for other effects though
but probably not enough benefit for the amount of work required to get that
second GTIA in there.

>Sounds pretty heavy for me. (-;

Yes, I don't think it is viable.

Shawn Jefferson (atariguy(at)telus(dot)net)

4433. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 00:57:33 UTC
From: "Ralphxpn@dslextreme.com" <ralphxpn@dslextreme.com>
Message-ID: <unfvt4mnndf406@corp.supernews.com>
Source record: 27707

hi

im not sure how the stuff is wired together....and even then I dare
say...how would you mix the video???

Ralph

4434. Re: ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 02:44:34 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <mEUd9.7733$po2.596@nwrddc01.gnilink.net>
Source record: 27708

I have one also but I don't know if it works. I also have no software to
even test it.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:kWed9.5366$LI2.396683@newsread2.prod.itd.earthlink.net...
> I don't know of any sources of software and you would definitely need the
> CP/M code if you intended to use it.

4435. SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 03:07:25 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209051907.455ddb6a@posting.google.com>
Source record: 27709

I have heard from many people that think SpartaDos X3.3a b c can not be posted on bbs board for down or just give to a friend. Kenny Aimes and I fix and wrote the chages to this dos and it is shareware anyone that has removed my shareware notice has Violeted my terms of distribution. Now LET me put this planely. SpartaDos x3.3a b c can be give to anyone who wants to use it. And Lance make sure you understand me YOU DO NOT OWN the version of SpartaDos X3.3a X3.3b X3.3c. If you have a problem with this sue me. I could use a new house and car. You purchesed code from Bob klass he did not own. FTE relised all version of SpartaDos as Shareware. Now to be Fair to Lance he did make a cart with SpartaDos X3.3c on it. The Cart is Lances property the compression routeen that make the Cart work is his programers work. the Carts Compression routeen would carry lance's Copyright. Lance I wish wou well on your Cart sales and I have told you than in the past. However If I here one more it of bull about this I will want my part of the cart sales.

I have started work on a new version of a cli interface that can replace SpartaDos. It will be Called Real Dos and carry my Copyright and it will be Shareware.

Anyone wanting to reach me can do so by e-mail sjcarden@bellsouth.net

4436. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 03:34:17 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <ZmVd9.8644$po2.5902@nwrddc01.gnilink.net>
Source record: 27710

I'd be interested in one.

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:3d77871f$1_2@corp-news.newsgroups.com...
> Rick, as I mentioned in my other e-mail, if I do it in quantites of $25, I
> can keep the cost of all the components about $40 (except for the actual
CF
> card). I think that's pretty reasonable. I'd be willing to sell the kits
at
> cost or close to it.

4437. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 04:18:11 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <al8am3$p16$1@news1.xs4all.nl>
Source record: 27846

Yes, a PBI version would be nicer, you could achieve much higher speeds....

TXG/MNX
"Guy Ferrante" <GuyFerrante@cfl.rr.com> wrote in message
news:XKNd9.131888$Rx4.1357370@twister.tampabay.rr.com...
> why not on the faster PBI port?
>
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d773e9e$1_1@corp-news.newsgroups.com...
> > I just came across this article on Circuit Cellar:
> > http://www.circuitcellar.com/echips-pdfs/0201/c0201mspdf.pdf
> >
> > This would be a cinch for hooking up to an Atari. Some modifications to
> the
> > PIC Microcontroller code and adding a serial interface, and you could
> > connect CompactFlash cards to the Atari SIO port. The circuit is damn
> simple
> > and the code for accessing the CompactFlash cards is pretty simple too.
> >
> > Given that a 128MB card goes for about $30 on e-bay, that's 8x16MB
drives
> > right there. The costs of building the device are pretty reasonable as
> well.
> > $17 for the CompactFlash connector, about $8 or $9 for the PIC
> > Microcontroller, and a couple of bucks for the crystal, two caps and two
> > resistors. A few bucks for a wall wart power supply.
> >
> > The biggest problem is that it's something I'd probably need to do a PCB
> > board for. That's something I've never done before. If someone could
come
> up
> > with the PCB board for me, I'd finance the costs of building a few and
> code
> > the PICs. I've done PIC stuff before and this would be pretty easy.
> >
> > Here's basically what I had in mind for modifications to the existing
> > circuit:
> >
> > 1: Wall wart power supply.
> >
> > 2: Add an SIO connector and a standard RS232 port. The reason to add
both
> is

> > that you could connect it to the Atari and the Atari could treat it like
> > drives. One could also write PC software to interface with it to copy
> files
> > from the PC over to the CompactFlash. They could both be connected at
> once.
> >
> > 3: Store partition information in the first sector or two of the flash
> card.
> > Using a simple protocol, the Atari or the PC could be used to access the
> > partition info. Since 256MB flash cards aren't unusual, it could allow
> more
> > than 8 partitions which you could name, and then assign whichever 8 you
> want
> > as "active".
> >
> > 4: As an alternative to changing which partitions are active, via
> software,
> > it could be done via dip switch rockers.
> >
> > Anyone interested in helping me out on this? Anyone see any problems?
> >
> > The only real issue I see is that the "sectors" are 512 bytes, but
through
> > the firmware, we can simply trick the Atari into seeing each real
"sector"
> > as two sectors.
> >
> > The existing design leaves the entire A, B, and a good chunk of the E
> ports
> > unused on the PIC, leaving plenty of room to add other "stuff".
> >
> > This is a cool project no matter how you look at it. If we could get a
> > couple of prototypes going, I'd be willing to bet that some of you guys
> out
> > there would be interested in purchasing some as either kits or
> pre-built...
> > I'm not looking to make money off of this, I just think it would be a
cool
> > new thing to have, and frankly, I want one!!!
> >
> > I also don't see any reason why it couldn't be set up to optionally work
> at
> > 56kbps.
> >
> > Pete
> >
> >
> >
>
>

4438. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 10:33:03 UTC
From: Matthias Reichl <usenet-20020906@hias.horus.com>
Message-ID: <slrnanh1ej.1fc.usenet-20020906@camel.hias.horus.com>
Source record: 27712

Hi!

On Wed, 4 Sep 2002 18:19:10 -0400, Pete Davis wrote:
> Sorry, let me expand a bit on what I want to do here, and maybe someone can
> help me a bit. I basically have two ways of handling this: I can send data 1
> bit at a time over the parallel port over one of the 8 data lines, or I can
> convert that signal, somehow (and this is where I'd need help) to bytes and
> send entire bytes over the parallel port.
>
> I'm also curious how I'd handle the timing of moving the data. How, on the
> PC for example, would I know when a new byte is ready? Would I have to time
> everything myself?

Well, you'd end up implementing a complete UART in software - not much
fun IMO.

Back in the good old days (tm) I had a software for my Atari which
implemented a serial interface over the joystick port - limited to
300 bit/sec.

Even if you've got a fast PC you most certainly wouldn't want to
handle the serial protocol completely in software: you would have
to do busy-waiting, sampling the input-pin at least 19200 times
per second (IIRC the 16550 does sampling at 16x the baudrate)
and ensure that you don't get disturbed by other processes.

IMO the best you could get is wire the command-line pin to the
interrupt-pin of the parallel port, and then completely lock
your system (disable all interrupts) as soon as a command frame
starts. After processing the SIO command you can re-enable
interrupts and your PC may resume normal operation until the
next command frame starts.

Although this could _theoretically_ work, I wouldn't want to
do it, since it would lock up your system most of the time
(no problem if you would only use DOS, but you wouldn't even
be able to move your mouse in Windows).

Besides the lock-up issue the most important problem is if your
system is able to respond to the interrupt within at most
750 uSecs - this is the minimum time between the lowering
of the command-line and the transmission of the first byte of
the command frame. I really doubt that you can get such a
fast response under Windows in all circumstances (just consider
another driver blocked interrupts for some reason...).

BTW: If you are still interested in doing a software implementation,
you could try searching for "cbm4linux". This is a software for
interfacing a commodore floppy disk (eg 1541) to the PC via the
parallel port. Maybe you can get some new ideas if you analyze
the kernel driver.

so long,

Hias

4439. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 10:33:18 UTC
From: Fox-1
Message-ID: <TOQd9.21128$48.2744101@zwoll1.home.nl>
Source record: 27704

"TXG" wrote

> Yes, a PBI version would be nicer, you could achieve much higher speeds....

PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.

Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP Romdisk, etc, can't use it...

I vote for a pass-thru cartidge :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4440. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 10:41:04 UTC
From: Fox-1
Message-ID: <bWQd9.21183$48.2749657@zwoll1.home.nl>
Source record: 27705

"Lee" wrote

> IIRC, there is NO DOS that can copy 2.5 files above sector 720 except 2.5

And BiBo-Dos and TurboDos and SuperDos and MyDos and XDos, and HappyDos etc...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4441. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 11:15:03 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d788de8_1@corp-news.newsgroups.com>
Source record: 27713

I'm going to shoot for the Compact Flash project instead. It's more hardware
and firmware work, but it meets all my needs and it'll be more fun.

Pete

"Matthias Reichl" <usenet-20020906@hias.horus.com> wrote in message
news:slrnanh1ej.1fc.usenet-20020906@camel.hias.horus.com...
> Hi!
>
> On Wed, 4 Sep 2002 18:19:10 -0400, Pete Davis wrote:
> > Sorry, let me expand a bit on what I want to do here, and maybe someone
can
> > help me a bit. I basically have two ways of handling this: I can send
data 1
> > bit at a time over the parallel port over one of the 8 data lines, or I
can
> > convert that signal, somehow (and this is where I'd need help) to bytes
and
> > send entire bytes over the parallel port.
> >
> > I'm also curious how I'd handle the timing of moving the data. How, on
the
> > PC for example, would I know when a new byte is ready? Would I have to
time
> > everything myself?
>
> Well, you'd end up implementing a complete UART in software - not much
> fun IMO.
>
> Back in the good old days (tm) I had a software for my Atari which
> implemented a serial interface over the joystick port - limited to
> 300 bit/sec.
>
> Even if you've got a fast PC you most certainly wouldn't want to
> handle the serial protocol completely in software: you would have
> to do busy-waiting, sampling the input-pin at least 19200 times
> per second (IIRC the 16550 does sampling at 16x the baudrate)
> and ensure that you don't get disturbed by other processes.
>
> IMO the best you could get is wire the command-line pin to the
> interrupt-pin of the parallel port, and then completely lock
> your system (disable all interrupts) as soon as a command frame
> starts. After processing the SIO command you can re-enable
> interrupts and your PC may resume normal operation until the
> next command frame starts.

>
> Although this could _theoretically_ work, I wouldn't want to
> do it, since it would lock up your system most of the time
> (no problem if you would only use DOS, but you wouldn't even
> be able to move your mouse in Windows).
>
> Besides the lock-up issue the most important problem is if your
> system is able to respond to the interrupt within at most
> 750 uSecs - this is the minimum time between the lowering
> of the command-line and the transmission of the first byte of
> the command frame. I really doubt that you can get such a
> fast response under Windows in all circumstances (just consider
> another driver blocked interrupts for some reason...).
>
> BTW: If you are still interested in doing a software implementation,
> you could try searching for "cbm4linux". This is a software for
> interfacing a commodore floppy disk (eg 1541) to the PC via the
> parallel port. Maybe you can get some new ideas if you analyze
> the kernel driver.
>
> so long,
>
> Hias

4442. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 12:34:35 UTC
From: Matthias Reichl <usenet-20020906@hias.horus.com>
Message-ID: <slrnanh8jt.1q0.usenet-20020906@camel.hias.horus.com>
Source record: 27714

On Fri, 6 Sep 2002 07:15:03 -0400, Pete Davis wrote:
> I'm going to shoot for the Compact Flash project instead. It's more hardware
> and firmware work, but it meets all my needs and it'll be more fun.

IMO that's a good decision :-)

good luck,

Hias

BTW: If it's not too expensive, you could still get a serial PCMCIA
adapter - you'll need a solution to transfer data to your Atari
anyway :)

4443. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 14:48:44 UTC
From: Video61@webtv.net
Message-ID: <16593-3D78C04C-17@storefull-2111.public.lawson.webtv.net>
Source record: 27716

i am quite aware NOW who wrote this stephen.

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4444. Re: Annual Swap and Sale 2002 Columbus OH USA

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 14:56:07 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d786d60123f721@attbi.com>
Source record: 27715

>2002 *** Atari Enthusiasts of Columbus, Ohio Annual Swap and Sale *** 2002
>All Atari, used computing and game platforms, electronics, etc. are invited
>
>September 14, 2002
>Oakland Park Community Center
>980 Lenore Ave.
>Columbus, Ohio
>
>9:00 a.m. through 3:00 p.m. Eastern Daylight Time
>
>Admission $4.00/ person to maximum of $8/ family
>Sales tables: $8.00, which includes one admission

Sounds good. I just may just try and be there.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4445. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 14:59:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d78445f$0$11996$e4fe514c@dreader1.news.xs4all.nl>
Source record: 27711

Hi,

> > Yes, a PBI version would be nicer, you could achieve much higher speeds....
>
> PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.

Hmm yes, but It's the same for me then a Black-box/MIO and other stuff some fast I/O storage. So that's why I vote for PBI.
Maybe 2 versions can be made to make us happy.

> Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP Romdisk, etc, can't use it...

Yep, but you have more then 2 machines and just 2 black-box systems so I don't see a problem here...

> I vote for a pass-thru cartidge :-)

Hmm possible but you don't have all signals there like IRQ...

We will see what the maker of this thing will decide..

TXG/MNX

4446. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 16:08:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d78d2e5$0$1427$272ea4a1@news.execpc.com>
Source record: 27718

This is interesting. Steve Carden and Kenny Aimes.
I hadn't remembered Aimes.
Right now, I can't come up with the name of who
I think worked on 3.2d JOHN HARRIS, of
Jawbreaker and other fame (MAE, GED).
A lot of people have worked with/on SpartaDOS.
Tom Hunt was working on one called SRP (Sparta
Replacement Project.) I think Harris worked on
3.2d and it became 3.2f and g from FTe.
Klass probably had the last formal relationship to
Mike Hohman, and maybe got an agreement from
Hohman that he could 'own' something related to
3.?, which he apparently sold to Video 61.
A lot of people were involved in trying to keep Sparta
DOS alive and well, by making improvements to it.
I think the motivator for Harris was to remove some
serious bugs in 3.2d, one in particular was trashing
SpDOS directories if a channel was left open.
Tom sorta stopped SRP development when he started
working with Video 61 on BBS Pro.
It is all starting to fizzle out/down. I'd say Tom and
Video 61 are the last to still be active with any 'serious'
A8 development.
As I finish rambling, I don't know anywhere that has
3.3C for download, there probably is, but it isn't
widely (meaning I don't know) known. And I don't
want 3.3C as long as it would step on Video 61's toes.
Seems there's, like a fervor of passion about some of
this among certain A8 enthusiasts.
And I'm sure it could get complicated and heated.
The good news is Steve Carden announces he's working
on a new DOS 'Real DOS'. I guess good news.
Of course, Steve, if you are working from a disassembly
or even original source code, uhm, that doesn't make
it yours, no matter how much you work on it.
Opps I seem to have taken sides.
Russg

4447. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 16:10:42 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d78d335_4@corp-news.newsgroups.com>
Source record: 27719

Actually, the SIO2CF will be an interface between the Atari and the PC as well. I'm going to add a regular serial connector so you can move files between the CF and the PC as well. You will also be able to use the PC to configure partitions and format (you'll be able to do that from the atari as well).

Pete

"Matthias Reichl" <usenet-20020906@hias.horus.com> wrote in message news:slrnanh8jt.1q0.usenet-20020906@camel.hias.horus.com...
> On Fri, 6 Sep 2002 07:15:03 -0400, Pete Davis wrote:
> > I'm going to shoot for the Compact Flash project instead. It's more hardware
> > and firmware work, but it meets all my needs and it'll be more fun.
>
> IMO that's a good decision :-)
>
> good luck,
>
> Hias
>
> BTW: If it's not too expensive, you could still get a serial PCMCIA
> adapter - you'll need a solution to transfer data to your Atari
> anyway :)

4448. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 16:38:32 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <cS4e9.11450$6i4.918835@newsread1.prod.itd.earthlink.net>
Source record: 27720

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0209051907.455ddb6a@posting.google.com...
> I have heard from many people

Hi Steve.
> FTE
> relised all version of SpartaDos as Shareware.

Minor point, FTE released the 3.2f version along with the disk based version
of MAC/65 but I don't recall SDX being released.

4449. DGS/PPP CD - New lower cash prices and version for Germany

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 18:53:18 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1031339473.27396.0@eos.uk.clara.net>
Source record: 27722

Hello All,

I'm pleased to announce that I've been able to find a better cash exchange service, so I'm now able to offer the DGS/PPP Atari 8-bit CD-ROM for the same price in cash as for credit cards using PayPal. I'm also able to accept cash in payments in Euros as well as US$.

The price for the CD is now US$15 for Paypal or cash in US$, or 15 Euros in cash. However, as you will be aware, I am not able to sell the CD to anyone in Germany, Austria, or Switzerland due to licensing issues. I have, therefore, created a 'cut-down' version of the CD containing just the DGS products: Digi-Studio, News-Disk issues 1-14, News-Paper issues 15-19, News-Paper-on-disk issues 20-26, and the News-Paper Yearly Disk. This 'cut-down' version can be sold to any country. The price for this CD is US$10 for PayPal or cash, or 10 Euros in cash. UK customers can buy either of the CDs by cheque (10pounds full version, 6pounds 'cut-down' version).

Full info on the CDs with ordering info can be found on the DGS website: http://www.dgs.clara.net (click the link to the CD-ROM page).

Dean Garraghty

4450. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 19:39:05 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <alb08ppbe1@venus.btinternet.com>
Source record: 27723

Thimo, interesting idea. Wish you success.

Carts are so much nicer/quicker than disk/cassette.

I asked Sega about permission for Space Harrier as freeware. The answer was
it was extremely unlikely the Japanese copyright holders (Sega Am2) would
grant permission even for that. I got no reply when I asked Am2.
A few changes will be needed to avoid trouble then....

It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
estimate the game will take up 120K in its compressed form on disk, if it is
finished (maybe by late 2003). The cart would have to be uncompressed to
work with 64K machines - so about a 256K cart.

So, it's an unlikely candidate at the moment

Hope you can rustle up some more support elsewhere

Chris

"Thimo Graef" <0266140338@t-online.de> wrote in message
news:9947bb30.0208241803.542e05b9@posting.google.com...
> Hi,
>
> I�ve talked to several people and the idea is :
>
> Release new ATARI games , games which are "in-the-making" on ATARI XE
> carts.
>
> I have about 200 carts of games like Crossbow,One on
> One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> been destroyed).
>
> We could release NEW ATARI XE games on carts , just like new ATARI
> 2600/5200 games were released (look at www.atariage.com).
>
> Interesting games may be Space Harrier or IK+ , if the programmers
> agree and can make the games run from cartridge AND if we get the
> rights (System 3 for IK+ , Sega for Space Harrier).
>
> Or other games.
>
> What we need now are : programmers with new games ; people who could
> design original-looking ATARI XE boxes and manuals.
>
> Thimo

4451. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 20:59:08 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d791800_2@nopics.sjc>
Source record: 27724

There are enough signals on the cartridge port to implement a CF interface. The real question is how would you include the drivers and such. What would the architecture look like? In order to be useful, you need some kind of hook into the OS that allows you to access the CF card as a drive or ramdisk or something. The PBI already has this in place, but it takes a lot of hardware and the PBI interface itself. The only useful configuration that I can see thru the cartridge port is to load or unload a large internal ramdisk . For general use, a serial interface (SIO) makes better sense.

Bob

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:2%3e9.25284$48.3212458@zwoll1.home.nl...
>
> "TXG" wrote
>
> > > PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.
>
> > Hmm yes, but It's the same for me then a Black-box/MIO and other stuff
some
> > fast I/O storage. So that's why I vote for PBI.
>
> (I forgot to name the XEGS) Detaching your Blackbox also means you're
loosing your fast serial port and your printerport. Not
> to talk about those who have a floppyboard...
>
>
> > Maybe 2 versions can be made to make us happy.
>
> Maybe, but any 8-bit has a cartridgeport...
>
>
> > > Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP
Romdisk,
> > etc, can't use it...
>
> > Yep, but you have more then 2 machines and just 2 black-box systems so I
> > don't see a problem here...
>
> Machines are not the problem. It's the space required to set them up...
I also have the ROM-Disk and the MSC IDE, but no space to
> set-up 2 extra Atari 8-bits...
>
>
> > > I vote for a pass-thru cartidge :-)

>
> > Hmm possible but you don't have all signals there like IRQ...
>
> There are workarounds for this, like they did on the RAMCART...
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4452. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-06 23:08:45 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d79352a_2@corp-news.newsgroups.com>
Source record: 27726

Yeah, you're right. The only feasible way of doing this is to write some sort of driver to emulate the disk drive, and I'm not even sure how that would work. Yeah, I could do a ramdisk, but that's a waste too.

I'm planning on putting on jumpers to support the 56k speed as an option, since that's pretty easy to change on the microcontroller, but as for doing a PBI interface, I think the audience is going to be too limited and the work, at least for me, too difficult, to be worthwhile.

I think the SIO interface will serve much larger audience and the interfacing is much more obvious. If I do a cartridge version, it's a good ways down the road. I'm going to have to learn a lot more before I'll be ready to tackle something like that.

Going the SIO route simply requires some basic serial communication hardware and a microcontroller and the rest is a programming issue (on the microcontroller), which is where I'm more experienced. The CF hardware interface is already done for me, otherwise I wouldn't even attempt this.

As Bob is aware, I've already begun the board layout, and actually have to start over from scratch, which I'll start tonight. I hope to have the first two boards next week and will hopefully have a working prototype within two weeks. That may be a little ambitious given my work schedule, but that's what I'm shooting for.

Once I get a working prototype going, I'll probably do a second run of two boards with any fixes to the layout that are necessary. I'll get those working and then send samples to Bob and Rick Cortese to bang on a bit and give me some feedback. The first two runs won't have any silk-screen work on the boards.

Assuming this tiny beta-test group goes well, I'll start collecting for a production run from people who are interested. I'll sell the kits at cost. I don't know if I'm willing to build the boards for other people, simply because I don't trust my own soldering ability enough to guarantee anyone that the board I send them will work for a reasonable period of time. I'm sure there are people out there in the community that would be willing to build them for people for a reasonable cost.

If you're interested in a buying one of these (and keep in mind, this all assumes that I'll be successful. This is the most complex project of this sort I've ever taken on.), please e-mail me so that I can get some idea of what the interest is like.

Here's what I've got in mind, roughly:

Hardware:

* Compact Flash interface
* 5V or 9V power adapter plug
* Dip Switches - Only option I know for sure right now is baud rate (19.2k or 56k)
* PIC16F877 microcontroller
* SIO cable and adapter (must be at the end of the chain. Sorry, I don't have any SIO receptacles)
* DB9 RS232 connector for connection to a PC

Software:

* Microcontroller code - Likely this will be upgraded periodically. If you send me your microcontroller, I will be happy to flash the upgrade for you, or you can do it yourself if you have a PIC programmer.

* Atari software - This will basically allow you to provide a "name" for your card and configure the partitions on it. You will only be able to have 8 active partitions at any time, though you may have more than 8 partitions total.

* PC software - This will include the abilities of the Atari software (and will likely be out before the Atari software). In addition, you will be able to copy files either raw PC files, or files from ATR files, to your partitions. This functionality may not appear in the first release. Depends on my progress.

All software (PIC, Atari, and PC), hardware layouts and documentation will be released as source and binaries as open source/freeware. This way people can feel free to add their own upgrades wherever they want.

Pete

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3d791800_2@nopics.sjc...
> There are enough signals on the cartridge port to implement a CF interface.
> The real question is how would you include the drivers and such. What would
> the architecture look like? In order to be useful, you need some kind of
> hook into the OS that allows you to access the CF card as a drive or ramdisk
> or something. The PBI already has this in place, but it takes a lot of
> hardware and the PBI interface itself. The only useful configuration that I
> can see thru the cartridge port is to load or unload a large internal
> ramdisk . For general use, a serial interface (SIO) makes better sense.
>
> Bob
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:2%3e9.25284$48.3212458@zwoll1.home.nl...
> >
> > "TXG" wrote

> >
> > > > PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.
> >
> > > Hmm yes, but It's the same for me then a Black-box/MIO and other stuff
> some
> > > fast I/O storage. So that's why I vote for PBI.
> >
> > (I forgot to name the XEGS) Detaching your Blackbox also means you're
> loosing your fast serial port and your printerport. Not
> > to talk about those who have a floppyboard...
> >
> >
> > > Maybe 2 versions can be made to make us happy.
> >
> > Maybe, but any 8-bit has a cartridgeport...
> >
> >
> > > > Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP
> Romdisk,
> > > > etc, can't use it...
> >
> > > > Yep, but you have more then 2 machines and just 2 black-box systems so
I
> > > > don't see a problem here...
> >
> > Machines are not the problem. It's the space required to set them up...
> I also have the ROM-Disk and the MSC IDE, but no space to
> > set-up 2 extra Atari 8-bits...
> >
> >
> > > > I vote for a pass-thru cartidge :-)
> >
> > > > Hmm possible but you don't have all signals there like IRQ...
> >
> > There are workarounds for this, like they did on the RAMCART...
> >
> >
> > > --
> >
> > > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > > Remember what the Dormouse said...
> >
> >
>
>

4453. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 01:21:23 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d795441_3@corp-news.newsgroups.com>
Source record: 27730

Yeah, but you're talking about up to 512MB of ram on a CF card. I'd expect to be using 128MB or 256MB cards myself. I don't even know where you'd find all the addresses for that much on the Atari. You could do 4MB, maybe, but 512MB, no way.

The Atari just doesn't have enough address lines and PortB lines to support that.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:Y4ce9.26990$48.3567055@zwoll1.home.nl...
>
> "TXG" wrote
>
> > > > Hmm possible but you don't have all signals there like IRQ...
> > >
> > > There are workarounds for this, like they did on the RAMCART...
> >
> > What 'like on the RAMCART' you mean IRQ emulation? Not possible...
>
> If it's possible on a RAM-cart it's possible on a CF card also since CF actually is just RAM...
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4454. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 01:27:37 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7955b5$1_3@corp-news.newsgroups.com>
Source record: 27732

See my other response regarding Ramdisk. It's just not feasible for a CF card on the Atari.

As for the DIP switches, there are a few things I was thinking about. One would be to enable and disable the active partition for D1: Another thought was to be able to swap some partitions at "runtime." By runtime, I mean while the Atari is on, be able to, say, swap partition 4 with partition 13. That kind of stuff. I don't know if I'm going to do that, though. Turning partition 1 on and off would be useful, though.

Keep in mind, it would work something like this: If you had a 128MB CF card, that would work out to 8 - 16MB partitions, or D1:-D8:. That's just a single card, so you wouldn't have a dip switch to assign the drive IDs since a single card may encompass many IDs. This would all be handled through software either on the Atari or on the PC. For example, on a 256MB card, you might have 16 - 16MB partitions. Only 8 of those would be active at any given time, as the Atari can't access more than 8 drives at a time, and partitions can't be larger than 16MB with most Atari DOSes (are there DOSes that will handle more than 16MB on a partition?)

Hope that clears some things up.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:W2ce9.26986$48.3566683@zwoll1.home.nl...
>
> "Pete Davis" wrote
>
>
> > Here's what I've got in mind, roughly:
>
> > Hardware:
>
> > * Compact Flash interface
> > * 5V or 9V power adapter plug
> > * Dip Switches - Only option I know for sure right now is baud rate
(19.2k
> > or 56k)
>
> An extra Dipswitch for setting the ID# would be nice so you don't have to
boot from it while still having the CF enabled.
>
> And while you're on it, make it counting up to "D8:" in stead of that
limited "D4:" most diskdrives are using :-))
>

>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4455. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 01:27:43 UTC
From: The Maverick <themaverick@volcano.net>
Message-ID: <3D79560F.3050903@volcano.net>
Source record: 27731
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Paul Gifford wrote:

> "The Maverick" <themaverick@volcano.net> wrote in message
> news:3D738E83.1000704@volcano.net...
>
>>Bravo Sierra Computers wrote:
>>
>>> Here's the Winner!
>>
>>Not very informative for those who are not using a web browser to read
>>the newsgroup...
>>
>>So was the winner the guy who always refers people to buyatari.com? ;-)
>
> That's www.myatari.com :)

But did you win???

the Mav

--

"Never give up -- never surrender!" Commander Peter Quincy Taggart

4456. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 02:28:17 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alaok0$20u$1@news1.xs4all.nl>
Source record: 27721

So it seems the subject is closed now...

THE END...

TXG/MNX
"Lance Ringquist" <Video61@webtv.net> wrote in message
news:16593-3D78C04C-17@storefull-2111.public.lawson.webtv.net...
> i am quite aware NOW who wrote this stephen.
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

4457. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 02:28:52 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0209061828.71533eca@posting.google.com>
Source record: 27734

I'm thinking DOS 2.5 uses a special character for the file flag in the directory for all files that are above sector 720 and as such can't be seen by other DOSes. If a file winds up above 720 but starts below 720 then its good to go for most I would think. But I'd really have to crank some things up to check it out for sure. Still standing by how I remember things to be...been a while and my memory has been proven wrong before.

Russ, 1.1 was for 800s, 2.x for XL/XEs, and 3.x only came out under FTe??? 2.3d is solid as a rock, 3.2f is flaky for me, and 3.2g won't do re-direction worth a hoot - try sending a directory listing to the printer to see what I mean. Plus its missing AINIT. I haven't seen a thing in 3.x that's any better than it was in 2.3d.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:<bWQd9.21183$48.2749657@zwoll1.home.nl>...
> "Lee" wrote
>
> > IIRC, there is NO DOS that can copy 2.5 files above sector 720 except 2.5
>
> And BiBo-Dos and TurboDos and SuperDos and MyDos and XDos, and HappyDos etc...

4458. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 03:50:13 UTC
From: Fox-1
Message-ID: <2%3e9.25284$48.3212458@zwoll1.home.nl>
Source record: 27717

"TXG" wrote

> > PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.

> Hmm yes, but It's the same for me then a Black-box/MIO and other stuff some
> fast I/O storage. So that's why I vote for PBI.

(I forgot to name the XEGS) Detaching your Blackbox also means you're loosing your fast serial port and your printerport. Not
to talk about those who have a floppyboard...

> Maybe 2 versions can be made to make us happy.

Maybe, but any 8-bit has a cartridgeport...

> > Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP Romdisk,
> etc, can't use it...

> Yep, but you have more then 2 machines and just 2 black-box systems so I
> don't see a problem here...

Machines are not the problem. It's the space required to set them up... I also have the ROM-Disk and the MSC IDE, but no space to
set-up 2 extra Atari 8-bits...

> > I vote for a pass-thru cartidge :-)

> Hmm possible but you don't have all signals there like IRQ...

There are workarounds for this, like they did on the RAMCART...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4459. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 04:03:28 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d797a3d$1_3@corp-news.newsgroups.com>
Source record: 27735

You can't do that with the cartridge slot. The cartridge slot simply provides address and data pins. No IO support. The only way to handle it would be to break up the CF cartridge into groups of 1-4MB RAM banks that you could switch between.

You could come up with some sort of driver that uses an area of RAM to move the data back and forth, but honestly, I'm not sure how that would work exactly. I'd need to learn a little more about how that would work.

As for the PBI port, I'm not sure what the options are. I'm sure it's more flexible in that way, but either way, they're both out of my league since I don't know what all the ramifications are of doing an interface through these ports.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:RVce9.26998$48.3575096@zwoll1.home.nl...
> "Pete Davis" wrote
>
> > Yeah, but you're talking about up to 512MB of ram on a CF card. I'd
expect
> > to be using 128MB or 256MB cards myself. I don't even know where you'd
find
> > all the addresses for that much on the Atari. You could do 4MB, maybe,
but
> > 512MB, no way.
>
> Why not? No need to address them all at once. Just devide the RAM into
partions, like my 676MB harddisk on my Black-Box.
>
>
> > The Atari just doesn't have enough address lines and PortB lines to
support
> > that.
>
> Since the CF card will not be seen by the ATARI as linear or bankswitched
RAM, but as an I/O device in stead, addressing the thing
> is not required...
>
>
> p.s. Addressing 512MB of RAM or way beyond is possible too when building
the extra RAM into the ATARI. Just a matter of stacking
> PIA's... Will take some time untill the Ramdiskdriver has found all the
banks but what the heck... In need for some Terrabytes of

> internal RAM ? No problem. Just use the stacked PIA's to drive another
set of PIA's and use the first few MB's of RAM to hold the
> RAM-banks-table...
>
> Useful? No, but nice, however I think you'll need an extra powersupply
for this :-)
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4460. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 04:44:00 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <kufe9.12684$6i4.1016723@newsread1.prod.itd.earthlink.net>
Source record: 27736

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d791800_2@nopics.sjc...
> There are enough signals on the cartridge port to implement a CF
interface.
> The real question is how would you include the drivers and such. What
would
> the architecture look like? In order to be useful, you need some kind of
> hook into the OS that allows you to access the CF card as a drive or
ramdisk
> or something. The PBI already has this in place, but it takes a lot of
> hardware and the PBI interface itself. The only useful configuration that
I
> can see thru the cartridge port is to load or unload a large internal
> ramdisk . For general use, a serial interface (SIO) makes better sense.

Yeah but...

A SDX or Supercart type boot that could switch itself out would be nice. It would get kind of tricky working around all the $D500 stuff like Action! and SDX to make them continue working.

Just guessing: A lot of people would be happy to just have 16 megs of games on a plug in cart with a simple boot or navigation menu. If it actually does real I/O so you can run SpeedScript and save your work, that would take care of the bulk of who is left.

I think the idea of a small footprint system w/o a bunch of drives for storage would be appealing to some people.

Of course if it was just a doorknob size box that you can plug directly into the SIO port sans cable and draws it power from the Atari 5V supply you have essentially the same thing.

4461. Single cycle circuit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 05:30:55 UTC
From: Andy Grey <adgrey@comcast.net>
Message-ID: <jage9.489798$2p2.19502948@bin4.nnrp.aus1.giganews.com>
Source record: 27737

Years ago, when I built a 6502 based printer interface, I built a 6502 single cycle circuit from information in a Rockwell technical manual for the 6502. I resurrected it. It has 2 switches, press one and get a single machine cycle. Press the other and get one instruction. The thing doesn't work now though and I don't know what happened to my Rockwell 6502 hardware manual that had the single cycle circuit in it. Anyone have it?

Andy

4462. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 06:43:53 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alb7j9$171$1@news1.xs4all.nl>
Source record: 27725

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:2%3e9.25284$48.3212458@zwoll1.home.nl...
>
> "TXG" wrote
>
> > > PBI eliminates usage on an Atari 400, 800, 1200XL and many 65XE's.
>
> > Hmm yes, but It's the same for me then a Black-box/MIO and other stuff
some
> > fast I/O storage. So that's why I vote for PBI.
>
> (I forgot to name the XEGS) Detaching your Blackbox also means you're
loosing your fast serial port and your printerport. Not
> to talk about those who have a floppyboard...
>
>
> > Maybe 2 versions can be made to make us happy.
>
> Maybe, but any 8-bit has a cartridgeport...
>
>
> > > Another thing: anyone with a MIO, BlackBox, KMK IDE, MSC-IDE, KP
Romdisk,
> > etc, can't use it...
>
> > Yep, but you have more then 2 machines and just 2 black-box systems so I
> > don't see a problem here...
>
> Machines are not the problem. It's the space required to set them up...
I also have the ROM-Disk and the MSC IDE, but no space to
> set-up 2 extra Atari 8-bits...
>
>
> > > I vote for a pass-thru cartidge :-)
>
> > Hmm possible but you don't have all signals there like IRQ...
>
> There are workarounds for this, like they did on the RAMCART...

What 'like on the RAMCART' you mean IRQ emulation? Not possible...

TXG/MNX

4463. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 08:12:22 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d79bb008c27a2@tripnet.se>
Source record: 27738
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri 06-09-2002 18:27 (-0700) The Maverick wrote:

>Paul Gifford wrote:
>
>> "The Maverick" <themaverick@volcano.net> wrote in message
>> news:3D738E83.1000704@volcano.net...
>>
>>>Bravo Sierra Computers wrote:
>>>
>>>> Here's the Winner!
>>>
>>>Not very informative for those who are not using a web browser to read
>>>the newsgroup...
>>>
>>>So was the winner the guy who always refers people to buyatari.com? ;-)
>>
>> That's www.myatari.com :)
>
>
>But did you win???

You really should invest in a webbrowser so you could check it out
yourself. I recommend CAB 2.8 or you might try to be as clever as the
original poster and try Lynx via the CLI at your ISP...

This valuable advice may be of good use to all readers in the 5
newsgroups it's crossposted to...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4464. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 11:08:39 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d79dde3_2@corp-news.newsgroups.com>
Source record: 27740

> hmm but the PBI is a very fast bus, mostly NOT used because it seems to be
> difficult. Why not make more use of it. Especially for RAM (disk) it
should
> be quick.
>
> TXG/MNX
>

The main reason is that it's only on the 600XL and 800XLs (Is it on any other models?) That limits any projects that use it to a small audience. I could maybe build this for the PBI, but then I couldn't use it on my 130XEs. I like my XEs. I like my 800XLs too, but I want something I can use with both. The SIO is on every Atari.

Pete

4465. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 12:52:54 UTC
From: Fox-1
Message-ID: <LXbe9.26972$48.3565075@zwoll1.home.nl>
Source record: 27727

"Bob Woolley" wrote

> There are enough signals on the cartridge port to implement a CF interface.
> The real question is how would you include the drivers and such.

For Ramdisk-usage, no problem since you need to load a driver for any ramdisk. To directly boot from it... well... should be
possible if the cartridge has some hardware to disable itself. SDX also boots from cartridge...

> For general use, a serial interface (SIO) makes better sense.

For general use... Yes.

For speed... No.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4466. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 13:00:27 UTC
From: Fox-1
Message-ID: <W2ce9.26986$48.3566683@zwoll1.home.nl>
Source record: 27728

"Pete Davis" wrote

> Here's what I've got in mind, roughly:

> Hardware:

> * Compact Flash interface
> * 5V or 9V power adapter plug
> * Dip Switches - Only option I know for sure right now is baud rate (19.2k
> or 56k)

An extra Dipswitch for setting the ID# would be nice so you don't have to boot from it while still having the CF enabled.

And while you're on it, make it counting up to "D8:" in stead of that limited "D4:" most diskdrives are using :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4467. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 13:02:38 UTC
From: Fox-1
Message-ID: <Y4ce9.26990$48.3567055@zwoll1.home.nl>
Source record: 27729

"TXG" wrote

> > > Hmm possible but you don't have all signals there like IRQ...
> >
> > There are workarounds for this, like they did on the RAMCART...
>
> What 'like on the RAMCART' you mean IRQ emulation? Not possible...

If it's possible on a RAM-cart it's possible on a CF card also since CF actually is just RAM...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4468. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 13:58:59 UTC
From: Fox-1
Message-ID: <RVce9.26998$48.3575096@zwoll1.home.nl>
Source record: 27733

"Pete Davis" wrote

> Yeah, but you're talking about up to 512MB of ram on a CF card. I'd expect
> to be using 128MB or 256MB cards myself. I don't even know where you'd find
> all the addresses for that much on the Atari. You could do 4MB, maybe, but
> 512MB, no way.

Why not? No need to address them all at once. Just devide the RAM into partions, like my 676MB harddisk on my Black-Box.

> The Atari just doesn't have enough address lines and PortB lines to support
> that.

Since the CF card will not be seen by the ATARI as linear or bankswitched RAM, but as an I/O device in stead, addressing the thing
is not required...

p.s. Addressing 512MB of RAM or way beyond is possible too when building the extra RAM into the ATARI. Just a matter of stacking
PIA's... Will take some time untill the Ramdiskdriver has found all the banks but what the heck... In need for some Terrabytes of
internal RAM ? No problem. Just use the stacked PIA's to drive another set of PIA's and use the first few MB's of RAM to hold the
RAM-banks-table...

Useful? No, but nice, however I think you'll need an extra powersupply for this :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4469. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 14:00:39 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3k7lxlx14.fsf@europa.pienet>
Source record: 27741

"Pete Davis" <pdavis68@hotmail.com> writes:

> Thanks for all the info. I'd love to see what you have. Actually, I
> downloaded ExpressPCB and laid most of it out (still need to hookup the SIO
> and RS232)
>
> Man, I don't know how people do this stuff. Even with 2 layers, it's a
> nightmare trying not to cross wires. Actually, I may change the wiring a bit
> from what he has so that I can do a cleaner layout.
>
> As for your comments about the buffering, that's actually not a problem the
> way this guy has done it. He only accesses a byte at a time. The CF buffers
> the sector for you. Yeah, it would be a nightmare buffering 512 bytes on a
> PIC with only 368 bytes of RAM.
>
> For a 2 board run, I'm looking at anywhere from $34-$88, depending on who I
> go with. If I go with Engineering Express (the guys that do ExpressPCB), I
> can do 2 boards for $88 but I can do 10 for $142. The first run would
> probably be 2 boards, try to fix any bugs that I might have, and then I'd
> probably do 25 boards as a minimum run. With that, I could keep the cost of
> the entire kit around $40-$45.
>
> I think that would be a pretty reasonable price. If I'm going to do it for
> kicks (which I would 'cause I love this kind of hacking), I'd be willing to
> put out a few hundred dollars to get a prototype working.
>

I downloaded the pdf and looked at the circuit, its pretty much what
one would expect. I still think that you may run into timing issues
between the CF card's I/O timing and the documented Atari SIO timings-
which will more or less end up requiring you to buffer sectors. With
a 1 sector buffer, the timing conflict can be trivially solved. I may
be wrong, but I spent a good deal of time trying to figure out how to
do the direct to/from CF card I/O and never came up with anything
satisfactory. Naturally, its always possible I misunderstood
something or was just plain dumb... IIRC, the problem mostly has to do
with writes, particularly ensuring the CF card is ready for the
transaction before the sector bytes start arriving.

I have my project files zip'ed and will upload it as soon as our ISP
gets its act together- the server is down at the moment. Should be be
this afternoon sometime- I'll post here when its up.

Good luck with the project!

Gregm

4470. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 14:24:04 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7a0baf$1_3@corp-news.newsgroups.com>
Source record: 27742

Greg,
If that's the case, the 16F877 does have 368 bytes of ram, so I could fit an "atari" sector in memory, but not a whole CF sector. That might be a problem for writes, as I'll have to write an entire 512 byte sector at a time. Maybe I'll have to look at another PIC. There are a few with more RAM (up to 1.5K). I'll have to see which ones fit in with my design.

I hadn't even thought about the write issue before. I have to read in half the CF sector before writing since I'm only going to write 256 bytes at a time from the Atari.

It turns out I can get the boards built quite a bit cheaper than I thought, so that leaves a little room to play with the PIC cost. I want to keep the price under $40 if I can.

Pete

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3k7lxlx14.fsf@europa.pienet...
> "Pete Davis" <pdavis68@hotmail.com> writes:
>
> > Thanks for all the info. I'd love to see what you have. Actually, I
> > downloaded ExpressPCB and laid most of it out (still need to hookup the
SIO
> > and RS232)
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> > Man, I don't know how people do this stuff. Even with 2 layers, it's a
> > nightmare trying not to cross wires. Actually, I may change the wiring a
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> > from what he has so that I can do a cleaner layout.
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buffers
> > the sector for you. Yeah, it would be a nightmare buffering 512 bytes
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> >
> > For a 2 board run, I'm looking at anywhere from $34-$88, depending on
who I
> > go with. If I go with Engineering Express (the guys that do ExpressPCB),
I
> > can do 2 boards for $88 but I can do 10 for $142. The first run would
> > probably be 2 boards, try to fix any bugs that I might have, and then

I'd
> > probably do 25 boards as a minimum run. With that, I could keep the cost
of
> > the entire kit around $40-$45.
> >
> > I think that would be a pretty reasonable price. If I'm going to do it
for
> > kicks (which I would 'cause I love this kind of hacking), I'd be willing
to
> > put out a few hundred dollars to get a prototype working.
> >
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> I downloaded the pdf and looked at the circuit, its pretty much what
> one would expect. I still think that you may run into timing issues
> between the CF card's I/O timing and the documented Atari SIO timings-
> which will more or less end up requiring you to buffer sectors. With
> a 1 sector buffer, the timing conflict can be trivially solved. I may
> be wrong, but I spent a good deal of time trying to figure out how to
> do the direct to/from CF card I/O and never came up with anything
> satisfactory. Naturally, its always possible I misunderstood
> something or was just plain dumb... IIRC, the problem mostly has to do
> with writes, particularly ensuring the CF card is ready for the
> transaction before the sector bytes start arriving.
>
> I have my project files zip'ed and will upload it as soon as our ISP
> gets its act together- the server is down at the moment. Should be be
> this afternoon sometime- I'll post here when its up.
>
> Good luck with the project!
>
> Gregm

4471. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 15:43:34 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7a1e51$1_2@corp-news.newsgroups.com>
Source record: 27745

Greg,
I'm looking at the PIC18F452 as a possible replacement. I need to examine the pin compatibilties, but initial impressions are very promising.. It's got a few advantages. It's about the same price as the 16F877 and has 1.5k of RAM. It's also got twice as much flash for a total of 16K words of code. I was actually concerned about the 8K limit for handling everything. I'm not the most efficient PIC programmer.

That gives me 2 CF sectors worth of ram plus an additional 512 bytes for things like the partition table and stuff. It's also got more interrupt sources than you can shake a stick at which can come in really handy.

Finally, it can go up to 40MHZ. Don't know if I'll need that much speed, but I'm going to check the calculations on the baud rate generator. If that can give me better timing, it may do well to do the Atari SIO through that, especially if I'm going to handle 3x speed.

Pete

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3k7lxlx14.fsf@europa.pienet...
> "Pete Davis" <pdavis68@hotmail.com> writes:
>
> > Thanks for all the info. I'd love to see what you have. Actually, I
> > downloaded ExpressPCB and laid most of it out (still need to hookup the
SIO
> > and RS232)
> >
> > Man, I don't know how people do this stuff. Even with 2 layers, it's a
> > nightmare trying not to cross wires. Actually, I may change the wiring a
bit
> > from what he has so that I can do a cleaner layout.
> >
> > As for your comments about the buffering, that's actually not a problem
the
> > way this guy has done it. He only accesses a byte at a time. The CF
buffers
> > the sector for you. Yeah, it would be a nightmare buffering 512 bytes
on a
> > PIC with only 368 bytes of RAM.
> >
> > For a 2 board run, I'm looking at anywhere from $34-$88, depending on
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> gets its act together- the server is down at the moment. Should be be
> this afternoon sometime- I'll post here when its up.
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> Good luck with the project!
>
> Gregm

4472. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 15:53:01 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7a2088_3@corp-news.newsgroups.com>
Source record: 27746

Fox, that sounds promising, actually. Combining the cartridge port with the SIO may actually be fairly easy to do.

The fact remains, however, that it's been at least 15 years since I've really read the Atari OS source and I don't have enough knowledge of the cartridge port to be ready to tackle that as a project right now.

It's definitely something to keep in mind, though. For now, I'm going to continue down the SIO road. I'm much more comfortable with taking that direction at the moment. I had enough trouble laying out this board. I'm looking at at least a month before I'll have a released product anyway. That's a lot of time to pick up additional knowledge. After I've got this thing done, I'll start looking at future directions.

Pete

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:DQoe9.28710$48.3991999@zwoll1.home.nl...
>
> "Pete Davis" wrote
>
> > provides address and data pins. No IO support. The only way to handle it
> > would be to break up the CF cartridge into groups of 1-4MB RAM banks
that
> > you could switch between.
>
> That's what I was saying, more or less...
>
> But with extra hardware (a VIA for example) one can do I/O thru the
cartridgeport without too much difficulties. This is the way
> the MUX works.
>
>
> > As for the PBI port, I'm not sure what the options are. I'm sure it's
more
> > flexible in that way, but either way, they're both out of my league
since I
> > don't know what all the ramifications are of doing an interface through
> > these ports.
>
> Technically, the PBI is a great thing. When using a ROM with code in it
you can swap it with floating point ROM-area on the fly so
> your ROM is fully integrated in the O.S.
>
> The biggest problem is compatibility. The 600XL and 800XL are the only

8-bits that have a true PBI bus. The 65XE/800XE/130XE
> basically also have a PBI port, but it's devided into two seperate ports
(cartridge and ECI port combined is PBI). Problem is to
> physically connect a PBI device so you'll have to find a way to have two
types of connections on your external PBI device. Next
> thing is, when it's connected to an XE it takes up the cartridge slot, so
bye bye SDX, BasicXE and ACTION! users.
> O.k, just add an extra cartridgeslot on your PBI device. It has been done
before on the BlackBox (and the MIO when using a PBI
> adapter). Result: extra costs, more work, larger PCB, etc...
>
> At the end it is still only usable for those who have this XL or XE
computer. Everone with XEGS, 1200XL, 800, 400, or 65XE without
> ECI-port still can't use the thing...
>
>
>
> Reminds me to another thing....
>
> Years ago some people in the Netherlands (Yeb Havinga? and ???) were
talking about a kind of SIO2PC interface with parallel
> transfer capabilities. Something like an interface that would connect to
both the SIO port as the cartridge port. When booting a
> "disk" on the Atari it'd start it from the SIO-part, which automaticly
loaded a driver to redirect I/O to the cartridge port.
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4473. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 16:33:05 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209070833.7364bb18@posting.google.com>
Source record: 27751

"Russ Gilbert" <russg@en.com> wrote in message
news:<3d78d2e5$0$1427$272ea4a1@news.execpc.com>...
> This is interesting. Steve Carden and Kenny Aimes.
> I hadn't remembered Aimes.
> Right now, I can't come up with the name of who
> I think worked on 3.2d JOHN HARRIS, of
> Jawbreaker and other fame (MAE, GED).
> A lot of people have worked with/on SpartaDOS.
> Tom Hunt was working on one called SRP (Sparta
> Replacement Project.) I think Harris worked on
> 3.2d and it became 3.2f and g from FTe.
> Klass probably had the last formal relationship to
> Mike Hohman, and maybe got an agreement from
> Hohman that he could 'own' something related to
> 3.?, which he apparently sold to Video 61.
> A lot of people were involved in trying to keep Sparta
> DOS alive and well, by making improvements to it.
> I think the motivator for Harris was to remove some
> serious bugs in 3.2d, one in particular was trashing
> SpDOS directories if a channel was left open.
> Tom sorta stopped SRP development when he started
> working with Video 61 on BBS Pro.
> It is all starting to fizzle out/down. I'd say Tom and
> Video 61 are the last to still be active with any 'serious'
> A8 development.
> As I finish rambling, I don't know anywhere that has
> 3.3C for download, there probably is, but it isn't
> widely (meaning I don't know) known. And I don't
> want 3.3C as long as it would step on Video 61's toes.
> Seems there's, like a fervor of passion about some of
> this among certain A8 enthusiasts.
> And I'm sure it could get complicated and heated.
> The good news is Steve Carden announces he's working
> on a new DOS 'Real DOS'. I guess good news.
> Of course, Steve, if you are working from a disassembly
> or even original source code, uhm, that doesn't make
> it yours, no matter how much you work on it.
> Opps I seem to have taken sides.
> Russg

I already Have the source I have had it for many years.

Steve

4474. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 17:09:56 UTC
From: Fox-1
Message-ID: <Sfqe9.29226$48.4063965@zwoll1.home.nl>
Source record: 27752

"Pete Davis" wrote

> Fox, that sounds promising, actually. Combining the cartridge port with the
> SIO may actually be fairly easy to do.

I don't think it's been done before. Only read a few thing about the theory, but if you're that far you can emulate a
SIO-(diskdrive-)device I don't see a reason why it shouldn't work.

> It's definitely something to keep in mind, though. For now, I'm going to
> continue down the SIO road.

Good luck with the project.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4475. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 17:56:06 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alcevombf1@news1.xs4all.nl>
Source record: 27739

> > There are enough signals on the cartridge port to implement a CF
> interface.
> > The real question is how would you include the drivers and such. What
> would
> > the architecture look like? In order to be useful, you need some kind of
> > hook into the OS that allows you to access the CF card as a drive or
> ramdisk
> > or something. The PBI already has this in place, but it takes a lot of
> > hardware and the PBI interface itself. The only useful configuration
that
> I
> > can see thru the cartridge port is to load or unload a large internal
> > ramdisk . For general use, a serial interface (SIO) makes better sense.

hmm but the PBI is a very fast bus, mostly NOT used because it seems to be
difficult. Why not make more use of it. Especially for RAM (disk) it should
be quick.

TXG/MNX

4476. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-07 22:03:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <AIue9.13938$6i4.1129914@newsread1.prod.itd.earthlink.net>
Source record: 27754

You mis-remember; any file containing a sector above 720 gets that
'enhanced' status byte. They were apparently more concerned with writing
back to a file in the inaccessible area above 720 than to just reading.

Sparta 3.2d came out under ICD; at least their label is on the original
disks. Pretty certain it dates to '86 or so before FTE was in the picture.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0209061828.71533eca@posting.google.com...
> I'm thinking DOS 2.5 uses a special character for the file flag in the
> directory for all files that are above sector 720 and as such can't be
seen
> by other DOSes. If a file winds up above 720 but starts below 720 then
its
> good to go for most I would think. But I'd really have to crank some
things
> up to check it out for sure. Still standing by how I remember things to
> be...been a while and my memory has been proven wrong before.
>
> Russ, 1.1 was for 800s, 2.x for XL/XEs, and 3.x only came out under FTe???
> 2.3d is solid as a rock, 3.2f is flaky for me, and 3.2g won't do
re-direction
> worth a hoot - try sending a directory listing to the printer to see what
I
> mean. Plus its missing AINIT. I haven't seen a thing in 3.x that's any
> better than it was in 2.3d.
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:<bWQd9.21183$48.2749657@zwoll1.home.nl>...
> > "Lee" wrote
> >
> > > IIRC, there is NO DOS that can copy 2.5 files above sector 720 except
2.5
> >
> > And BiBo-Dos and TurboDos and SuperDos and MyDos and XDos, and HappyDos
etc...
>

4477. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:04:43 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ald859bol1@news1.xs4all.nl>
Source record: 27747

Hi,

The 130XE has also an PBI it a combination of the ECI and Cartridge bus. I have several pcb's that convert the PBI and Cartridge bus to 'PBI' like the 600/800XL and a cartridge slot like the XL/XE .

So that could not be a big problem...

TXG/MNX
"Pete Davis" <pdavis68@hotmail.com> wrote in message news:3d79dde3_2@corp-news.newsgroups.com...
>
> > hmm but the PBI is a very fast bus, mostly NOT used because it seems to be
> > difficult. Why not make more use of it. Especially for RAM (disk) it
> should
> > be quick.
> >
> > TXG/MNX
> >
>
> The main reason is that it's only on the 600XL and 800XLs (Is it on any
> other models?) That limits any projects that use it to a small audience. I
> could maybe build this for the PBI, but then I couldn't use it on my 130XEs.
> I like my XEs. I like my 800XLs too, but I want something I can use with
> both. The SIO is on every Atari.
>
> Pete
>
>

4478. Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:10:24 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7a2501$0$11986$e4fe514c@dreader1.news.xs4all.nl>
Source record: 27748

Hi,

I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade to 48Kb. I noticed on the board is printed 64Kb. Is there a way to make use of the extra 16Kb on this board?

Secondly I saw there is some soldering needed to upgrade, that's not a problem but I would like to hear some experiences with this first before I start.

TXG/MNX

4479. Turboword 80. Turbobase 80...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:11:45 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7a2552$0$12000$e4fe514c@dreader1.news.xs4all.nl>
Source record: 27749

Hi,

I read sometime ago this software has become free. Could someone send me
these on an .ATR or has someone the original packages for sale?

TXG/MNX

4480. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:16:18 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3elc5z3fh.fsf@europa.pienet>
Source record: 27755

"Pete Davis" <pdavis68@hotmail.com> writes:

> Greg,
> I'm looking at the PIC18F452 as a possible replacement. I need to examine
> the pin compatibilties, but initial impressions are very promising.. It's
> got a few advantages. It's about the same price as the 16F877 and has 1.5k
> of RAM. It's also got twice as much flash for a total of 16K words of code.
> I was actually concerned about the 8K limit for handling everything. I'm not
> the most efficient PIC programmer.
>
> That gives me 2 CF sectors worth of ram plus an additional 512 bytes for
> things like the partition table and stuff. It's also got more interrupt
> sources than you can shake a stick at which can come in really handy.
>
> Finally, it can go up to 40MHZ. Don't know if I'll need that much speed, but
> I'm going to check the calculations on the baud rate generator. If that can
> give me better timing, it may do well to do the Atari SIO through that,
> especially if I'm going to handle 3x speed.

That sounds like a great chip. I've done a fair bit of pic
programming, but always on the 16C series- very tight on ram along
with the execrable ram & rom paging stuff. Those page select bits
always messed me up. I was writing for the 16C77 and was about 1/3
full with the low level routines, so I was confident I could fit it
in. I was planning on a 20mhz clock- which let me arrange some
interrupt-driven timers/counters/etc reasonably well, so I imagine
anything faster than that would do just fine.

I think rigging the CF device to a real interrupt is a definite plus.
I ended up hooking the int assert line to a regular pin & polling it
as required. Not the best approach perhaps, but it let the software
be simple.

wrt the ram size, I think only a single sector needs buffering- which
leaves you loads of ram for the software. To the extent I worked the
logic out, the sector buffer was only needed for managing data just
before or just after a CF transaction. Plus having it, you can do 512
byte sectors if you want- or get fancier than that.. :)

Its much better than a 16C device. Just for curiosities sake, what is
the 3x mode? I was only planning for the general 19.2kb speed? Is it
tweaking the Atari's SIO baud rate divisor to bump up the SIO baud?

Thanks,

Gregm

>
> "Greg Menke" <gregm-news@toadmail.com> wrote in message
> news:m3k7lxlx14.fsf@europa.pienet...
> > "Pete Davis" <pdavis68@hotmail.com> writes:
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> > > Thanks for all the info. I'd love to see what you have. Actually, I
> > > downloaded ExpressPCB and laid most of it out (still need to hookup the
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> > > and RS232)
> > >
> > > Man, I don't know how people do this stuff. Even with 2 layers, it's a
> > > nightmare trying not to cross wires. Actually, I may change the wiring a
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> > > from what he has so that I can do a cleaner layout.
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> > be wrong, but I spent a good deal of time trying to figure out how to
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> > gets its act together- the server is down at the moment. Should be be
> > this afternoon sometime- I'll post here when its up.
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> > Good luck with the project!
> >
> > Gregm

4481. hardware wanted...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:16:35 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7a2675$0$12000$e4fe514c@dreader1.news.xs4all.nl>
Source record: 27750

Hi,

I am looking for the following hardware:

Parrot sound digitizer
Mytek genlock
Computer eyes
Bitwriter for superarchiver (or both)
ICD MIO 1Mb or 256Kb
CSS Blackbox
CSS Mux
Memory upgrades (newell, rambo etc)
ICD US doubler (original)
ICD SDX
ICD R-time 8
Diamond GOS (Cartridge)

Send me an e-mail when you have something from this list
txg@the-underground.myweb.nl

Thanx already..

TXG/MNX

4482. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 01:38:35 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d7aa9c7_4@corp-news.newsgroups.com>
Source record: 27756

Greg,
SpartaDOS and I think MyDOS both support 56Kbps and maybe even 76Kbps transfers. Honestly, I'm not sure how they do it, but I know certain drives acheived this speed and some of the drive upgrades for the 1050 allowed this high-speed transfer.

Fortunately, from the PIC point of view, I don't have to concern myself with how the Atari does, I just have to set the baud rate generator for 56Kbps.

Yeah, I've actually been out of the PIC programming stuff for about 4 years, and I'm now looking over what they have and I'm very impressed by their line now. Lots of 20 and 40mhz chips with lots of cool new features. I'm still learning quite a bit. Lots of datasheets to go through :-)

Thanks for your information. It's very helpful.

Pete
"Greg Menke" <gregm-news@toadmail.com> wrote in message news:m3elc5z3fh.fsf@europa.pienet...
> "Pete Davis" <pdavis68@hotmail.com> writes:
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>
>
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> >
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
> > news:m3k7lxlx14.fsf@europa.pienet...
> > > "Pete Davis" <pdavis68@hotmail.com> writes:
> > >
> > > > Thanks for all the info. I'd love to see what you have. Actually, I
> > > > downloaded ExpressPCB and laid most of it out (still need to hookup
the
> > SIO
> > > > and RS232)
> > > >
> > > > Man, I don't know how people do this stuff. Even with 2 layers, it's
a
> > > > nightmare trying not to cross wires. Actually, I may change the
wiring a
> > bit
> > > > from what he has so that I can do a cleaner layout.
> > > >

> > > > As for your comments about the buffering, that's actually not a
problem
> > the
> > > > way this guy has done it. He only accesses a byte at a time. The CF
> > buffers
> > > > the sector for you. Yeah, it would be a nightmare buffering 512
bytes
> > on a
> > > > PIC with only 368 bytes of RAM.
> > > >
> > > > For a 2 board run, I'm looking at anywhere from $34-$88, depending
on
> > who I
> > > > go with. If I go with Engineering Express (the guys that do
ExpressPCB),
> > I
> > > > can do 2 boards for $88 but I can do 10 for $142. The first run
would
> > > > probably be 2 boards, try to fix any bugs that I might have, and
then
> > I'd
> > > > probably do 25 boards as a minimum run. With that, I could keep the
cost
> > of
> > > > the entire kit around $40-$45.
> > > >
> > > > I think that would be a pretty reasonable price. If I'm going to do
it
> > for
> > > > kicks (which I would 'cause I love this kind of hacking), I'd be
willing
> > to
> > > > put out a few hundred dollars to get a prototype working.
> > > >
> > >
> > > I downloaded the pdf and looked at the circuit, its pretty much what
> > > one would expect. I still think that you may run into timing issues
> > > between the CF card's I/O timing and the documented Atari SIO timings-
> > > which will more or less end up requiring you to buffer sectors. With
> > > a 1 sector buffer, the timing conflict can be trivially solved. I may
> > > be wrong, but I spent a good deal of time trying to figure out how to
> > > do the direct to/from CF card I/O and never came up with anything
> > > satisfactory. Naturally, its always possible I misunderstood
> > > something or was just plain dumb... IIRC, the problem mostly has to do
> > > with writes, particularly ensuring the CF card is ready for the
> > > transaction before the sector bytes start arriving.
> > >
> > > I have my project files zip'ed and will upload it as soon as our ISP
> > > gets its act together- the server is down at the moment. Should be be
> > > this afternoon sometime- I'll post here when its up.

> > >
> > > Good luck with the project!
> > >
> > > Gregm

4483. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 02:28:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d7ab5ba$0$1427$272ea4a1@news.execpc.com>
Source record: 27757

(ok, 1.1 is for 800, 3.? FTe?)
3.2d was the one I used for may years, was I think
the standard one before FTe made the 3.2f and g.
I found XC23E.DOS and XD23E.DOS on my
3.2d distribution disk, I guess one of these is what
you call 2.3D (sorta a question.) I can't find a 2.3d.
The book that came with 3.2d mentions XD23B.DOS
and XC23B.DOS, so I guess there's some 2.x I don't
have.
re-direction. Uhm I haven't had a printer since 3.2f and
g, so I'll take your word. 3.2d did fine with autorun.sys,
startup.bat and -xxx.bat redirection. We talked about
3.2g not being able to copy TEXTFILE.TXT E: or S:,
this was done to avoid the COPY FILE.COM FILE.COM, causing to wipe out
FILE.COM, if the
file/device opens successfully for read, then 3.2g
says 'file already exists', even if it is E:, S: or P: you
are trying to COPY to.
For sending program listings to the printer, the G:
device was neat, it did ATASCII inverse and special
characters, which a plain COPY FILE.BAS P: won't
do.
But I ramble.
Russg

4484. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 02:31:57 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d7ab69d$0$1424$272ea4a1@news.execpc.com>
Source record: 27758

(COLD for what I'd call a warmstart.)
Now that's something I miss in 3.2g, the RUN
command, RUN E477 (or was it E474?). SpX
doesn't have the RUN either. There is an external
RUN.COM around, but I liked the internal RUN
command of 3.2d.

4485. Where can I get Tiger Attack...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 03:08:23 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7a422c$0$91253$e4fe514c@dreader4.news.xs4all.nl>
Source record: 27753

Hi,

I am looking for the original Tiger Attack from Atari. This game was
released in 1988. I don't know if it was release on tape or disk or both.
Maybe someone can tell me this also.

I have it on disk but this is NOT an original... Where could I get it...?

TXG?MNX

4486. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 03:32:35 UTC
From: Fox-1
Message-ID: <DQoe9.28710$48.3991999@zwoll1.home.nl>
Source record: 27743

"Pete Davis" wrote

> provides address and data pins. No IO support. The only way to handle it
> would be to break up the CF cartridge into groups of 1-4MB RAM banks that
> you could switch between.

That's what I was saying, more or less...

But with extra hardware (a VIA for example) one can do I/O thru the cartridgeport without too much difficulties. This is the way
the MUX works.

> As for the PBI port, I'm not sure what the options are. I'm sure it's more
> flexible in that way, but either way, they're both out of my league since I
> don't know what all the ramifications are of doing an interface through
> these ports.

Technically, the PBI is a great thing. When using a ROM with code in it you can swap it with floating point ROM-area on the fly so
your ROM is fully integrated in the O.S.

The biggest problem is compatibility. The 600XL and 800XL are the only 8-bits that have a true PBI bus. The 65XE/800XE/130XE
basically also have a PBI port, but it's devided into two seperate ports (cartridge and ECI port combined is PBI). Problem is to
physically connect a PBI device so you'll have to find a way to have two types of connections on your external PBI device. Next
thing is, when it's connected to an XE it takes up the cartridge slot, so bye bye SDX, BasicXE and ACTION! users.
O.k, just add an extra cartridgeslot on your PBI device. It has been done before on the BlackBox (and the MIO when using a PBI
adapter). Result: extra costs, more work, larger PCB, etc...

At the end it is still only usable for those who have this XL or XE computer. Everone with XEGS, 1200XL, 800, 400, or 65XE without
ECI-port still can't use the thing...

Reminds me to another thing....

Years ago some people in the Netherlands (Yeb Havinga? and ???) were talking about a kind of SIO2PC interface with parallel
transfer capabilities. Something like an interface that would connect to both the SIO port as the cartridge port. When booting a
"disk" on the Atari it'd start it from the SIO-part, which automaticly loaded a driver to redirect I/O to the cartridge port.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4487. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 03:40:35 UTC
From: Fox-1
Message-ID: <2Yoe9.28743$48.3997267@zwoll1.home.nl>
Source record: 27744

"Lee" wrote

> I'm thinking DOS 2.5 uses a special character for the file flag in the
> directory for all files that are above sector 720 and as such can't be seen
> by other DOSes.

Turbo-Dos has two modes of operation: DOS 2.x compatibility, or not. Default is 2.x compatibility. All others I mentioned can
read and write 2.5 disks without problems...

> mean. Plus its missing AINIT. I haven't seen a thing in 3.x that's any
> better than it was in 2.3d.

As for the 3.3 versions, the shorter MS-like commands are easier for those that are a bit used to M$-Dos. 3.3 Also supports the
MUX, detects if a BlackBox is connected, and has a few extra internal commands, like COLD for coldstart, CLS to wipe screen, VER
for version#, ECHO ON/OFF to turn on/off Antic, etc...

As for AINIT, the external SINIT always worked for me...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4488. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 04:51:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209072145530.10698-100000@shell1.aracnet.com>
Source record: 27759
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

FREE Catalogs for Used & New 64 Bit Atari Jaguar Game Machines, Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/ SoftWare & Books/References! View Atari Catalogs on-line or DownLoad off my WebSite at www.aracnet.com/~atari/catalogs.htm If you can't get my Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can attach text files to your E-Mail. Catalogs are just regular ASCII text files so you can download them into your text editor and view them, edit them or print them out! It would make things easier for me if you take my Catalogs, load them into your text editor, delete what you don't want and E-Mail me the rest! To expedite things, include your full Mailing address so I can figure Shipping & Handling. So E-Mail atari@aracnet.com or atari@benjamin.net!

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Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4489. Re: FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 06:04:07 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <rLBe9.501579$m91.19709076@bin5.nnrp.aus1.giganews.com>
Source record: 27760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Wow. Free web pages. What a great deal.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0209072145530.10698-100000@shell1.aracnet.com...
> ***FREE*** Catalogs for Used & New 64 Bit Atari Jaguar Game Machines,

4490. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 06:31:02 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0209072231.792f5946@posting.google.com>
Source record: 27761

>
> > If you get $10 or more for an old Rescue on Fractalus cart,you can get
> > $20-$30 for a new cart.
> >
>
>
>
> Well, this is surely untrue. collectors pay much money for old games.
> But they do not pay much money for brandnew games (except if they are
> limited!)

This may be ,because of this I want to use my "cheap" XE or XL carts
first instead of producing entirely new ones.

It worked on the ATARI 2600 market.New games like Thrust did sell
well- they sold these games with boxes/manuals or cart only and prices
are $20 or more.

This may also work on the XL market.So Iï¿½d try this at first with old
Crossbow carts or other XEGS / XL carts.

I think if you put good games on carts,maybe converted arcade/C64
classics or something special like a First Person Shooter,then people
would buy.

My intention is/was to burn some PD games onto cart, for
> example some Oliver Cyranka and Frank T.Wittenmayer games as well as
> other games from Antic, Analog and other PD sources.

Iï¿½m not sure if these games are PD.Games like "Into Deep" ,
Butterflies appeared in the Computronic in 1987 and the Tronic-Verlag
may still have the copyrights.AFAIK "Paver" is another Wittenmayer
game,which appeared in a Happy Computer magazine.Not sure about the
copyrights today ...

> Normally I do this
> for my own/private collection. but I am currently thinking about
> producing some cart games for commercial release. Don`t know yet, when
> this will be done, since I am working together on this project with Nir
> Dary who lives in Israel. Next, I do not have any 48k or NTSC Ataris, so
> Nir also has to test them on US machines for me.

Ok , Iï¿½d prefer re-releasing non-PD games on cart.If I can get the
rights.The dream would be the games from EA like Mule , but itï¿½s
impossible.
Maybe something from a smaller company.Nir suggested English Software
, they surely did some good games.AFAIK Elektraglide - this was quite

good on the ATARI 800.Or Jet Boot Jack.

>
> The main problem is, that we have lots of XEGS carts, but XEGS carts
> cannot be turned off!! And lots of games use the 8000-BFFF area, thus
> they will not work from XEGS carts unless they can be turned off
> somehow. So we are thinking about two things now: a) produce carts /
> Pcb`s that can be turned off (like Atrax/Video 61/Williams or other
> carts) which will be expensive or b) patch/upgrade the XEGS carts in
> such a way, they can be turned off which will be time consuming
> (testing...). Well, just wait and see what happens...

Yes , there are about 200 XEGS carts.Iï¿½d use them at first to "test"
if people would buy new released ATARI XE games.If this works,I can
search a company which produces new carts for games,more professional
carts for bigger and better games.
I think if I order 1000 or more,I can get a good price.

Because another problem of the XEGS carts is,that itï¿½s difficult to
open them without damaging the plastic.

I also have older ATARI XL carts , Millipede and Pole Position ,Final
Legacy and Joust.AFAIK these carts are only 8 or 16K , but may be used
for smaller games,too.

I also want to do this with ATARI 2600 carts.

Maybe weï¿½ll meet at this years JHV and can discuss this.

Thimo

4491. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 06:38:31 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0209072238.5bf7c9df@posting.google.com>
Source record: 27762

"Sheddy" <cghutt@hotmail.com> wrote in message news:<alb08ppbe1@venus.btinternet.com>...
> Thimo, interesting idea. Wish you success.
>
> Carts are so much nicer/quicker than disk/cassette.

Yes, also my opinion.If you want to play on the "real thing",discs or
cassettes are to slow (and a 810/1050 takes too much space).
And collectors prefer carts,too.

>
> I asked Sega about permission for Space Harrier as freeware. The answer was
> it was extremely unlikely the Japanese copyright holders (Sega Am2) would
> grant permission even for that. I got no reply when I asked Am2.
> A few changes will be needed to avoid trouble then....
>
The only way would be to change the name and maybe some graphics.This
way,many companies who hadnï¿½t the copyrights released
similar-to-arcade games in the 80s or 90s.

> It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> estimate the game will take up 120K in its compressed form on disk, if it is
> finished (maybe by late 2003). The cart would have to be uncompressed to
> work with 64K machines - so about a 256K cart.

This is not the big problem.I have maybe 200,maybe 300 carts.If my
plan is successful,no carts will be left until end of 2003 and then
Iï¿½ll find a company which can produce new carts.

The advantage is that theyï¿½ll look more professional,can contain more
data etc.

>
> So, it's an unlikely candidate at the moment
>
> Hope you can rustle up some more support elsewhere
>
>
> Chris
>
Ok , I think Iï¿½ll find enough "smaller" games for the carts I have
now.If this is successful, Iï¿½ll let some company make new carts and
then even very big games should be possible.

Thimo

4492. Re: YAEMU Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 08:14:07 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <tBDe9.27867$t4.22999@nntpserver.swip.net>
Source record: 27763

Paul Irvine <mclane.dellosyourfinger@btinternet.com> wrote:
> Simple as inserting disk 2 or whatever in DF1: etc
>
> ALT+1 for drive DF0: , ALT+2 for DF1: and so on...

This is not a complaint, just a quick comment: DF0: and DF1: sounds
like Amiga OS' way of naming diskette devices.

Anders

4493. Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 08:29:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <JPDe9.27869$t4.23022@nntpserver.swip.net>
Source record: 27764

One of the early 256 colour demo disks for the Atari contained three or four pictures with the following:

1. The face of a man.

2. A picture of a woman in a bikini.

3. The same girl but without the bikini.

About picture 1 - this menu choice and file was probably called "ICH", which I suppose was the demo author's word (in German) of "I", in other words the demo author himself.

I think each of these pictures were divided in to one luminance file and one colour file.

About picture 2 and 3 -they probably used the same luminance file but different colour files to give the impression of a change between a purple bikini in picture 2 and human skin colour in picture 3.

I think the menu choice for picture three was called "not rude nude".

Finally, here is my question: Does anybody know if this demo had a name and who wrote it? I have it on a 5.25" diskette, so I can probably upload it to a web location if noboby recognizes it be reading my description.

All facts about this demo will be appreciated.

Anders

4494. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 17:24:47 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d7b88c1_1@nopics.sjc>
Source record: 27765

I don't think I would spend a lot of effort trying to buffer the sector data for timing considerations. You have 16ms to get ready for the data transfer portion of the SIO - if the CF card is not available for more than 16ms, it is broken for sure. My CF cards run flat out at all times. During data transfer, you are really writing into a buffer in the CF card and you can just shove data in there whenever you want. I have tried it with no polling for ready at all - no problem. You can write the whole card worth of data just as fast as the Atari can push it down - no problem. Just check for ready at the star of the data transfer and go for it.

Now, if you insist on using all 512 bytes... you have to buffer. I only use 256 bytes and throw away half the card. Cards are cheap.....

Bob

"Greg Menke" <gregm-news@toadmail.com> wrote in message news:m3elc5z3fh.fsf@europa.pienet...
> "Pete Davis" <pdavis68@hotmail.com> writes:
>
> > Greg,
> > I'm looking at the PIC18F452 as a possible replacement. I need to examine
> > the pin compatibilties, but initial impressions are very promising.. It's
> > got a few advantages. It's about the same price as the 16F877 and has 1.5k
> > of RAM. It's also got twice as much flash for a total of 16K words of code.
> > I was actually concerned about the 8K limit for handling everything. I'm not
> > the most efficient PIC programmer.
> >
> > That gives me 2 CF sectors worth of ram plus an additional 512 bytes for
> > things like the partition table and stuff. It's also got more interrupt
> > sources than you can shake a stick at which can come in really handy.
> >
> > Finally, it can go up to 40MHZ. Don't know if I'll need that much speed, but
> > I'm going to check the calculations on the baud rate generator. If that can
> > give me better timing, it may do well to do the Atari SIO through that,
> > especially if I'm going to handle 3x speed.
>
>
> That sounds like a great chip. I've done a fair bit of pic

> programming, but always on the 16C series- very tight on ram along
> with the execrable ram & rom paging stuff. Those page select bits
> always messed me up. I was writing for the 16C77 and was about 1/3
> full with the low level routines, so I was confident I could fit it
> in. I was planning on a 20mhz clock- which let me arrange some
> interrupt-driven timers/counters/etc reasonably well, so I imagine
> anything faster than that would do just fine.
>
> I think rigging the CF device to a real interrupt is a definite plus.
> I ended up hooking the int assert line to a regular pin & polling it
> as required. Not the best approach perhaps, but it let the software
> be simple.
>
> wrt the ram size, I think only a single sector needs buffering- which
> leaves you loads of ram for the software. To the extent I worked the
> logic out, the sector buffer was only needed for managing data just
> before or just after a CF transaction. Plus having it, you can do 512
> byte sectors if you want- or get fancier than that.. :)
>
> Its much better than a 16C device. Just for curiosities sake, what is
> the 3x mode? I was only planning for the general 19.2kb speed? Is it
> tweaking the Atari's SIO baud rate divisor to bump up the SIO baud?
>
> Thanks,
>
> Gregm
>
>
>
> >
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
> > news:m3k7lxlx14.fsf@europa.pienet...
> > > "Pete Davis" <pdavis68@hotmail.com> writes:
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> > > something or was just plain dumb... IIRC, the problem mostly has to do
> > > with writes, particularly ensuring the CF card is ready for the
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> > > I have my project files zip'ed and will upload it as soon as our ISP
> > > gets its act together- the server is down at the moment. Should be be
> > > this afternoon sometime- I'll post here when its up.
> > >
> > > Good luck with the project!
> > >

> > > Gregm

4495. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 20:13:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <jbOe9.15660$6i4.1283323@newsread1.prod.itd.earthlink.net>
Source record: 27766

Don't know if the manufacturer made provision for its use. The OS definitely will not find it when Basic or another normal cart is installed which would leave you to Poke your data there for safe USR(calls or tables, etc. Not sure about a boot into Dos; the OS might see it and locate the display up there?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3d7a2501$0$11986$e4fe514c@dreader1.news.xs4all.nl...
> Hi,
>
> I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade
> to 48Kb. I noticed on the board is printed 64Kb. Is there a way to make
use
> of the extra 16Kb on this board?
>
> Secondly I saw there is some soldering needed to upgrade, that's not a
> problem but I would like to hear some experiences with this first before I
> start.
>
> TXG/MNX
>
>
>

4496. 600XL Super SALT S.00

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-08 20:59:28 UTC
From: nauseous <nauseous_puppy@hotmail.com>
Message-ID: <QSOe9.9156$_I1.22578@news-server.bigpond.net.au>
Source record: 27767

i was wondering if anyone might have an ATR of this?

i would like to test my 600xl as it is faulty...
thanks all

4497. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 00:11:39 UTC
From: llpwhite@cs.com
Message-ID: <20020908201139.03090.00002113@mb-mp.news.cs.com>
Source record: 27769

>I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade to 48Kb. I noticed on the board is printed 64Kb. Is there a way to make use of the extra 16Kb on this board?<

Who was the manufacturer of the board? IIRC, Mosaic boards supposedly could use the extra ram as 4 banks of 4K. If it is a Mosaic, I might have some docs around here somewhere.
Larry

4498. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 00:28:27 UTC
From: david_p@istop.com
Message-ID: <9283C16E0davidpistopcom@205.189.152.45>
Source record: 27770

I seem to recall that some of the third party upgrades banked 4K of RAM in
the $C000 page of memory - you'd have 4x4K pages there. But I don't own
one of the upgrades, nor do I have the docs, so I can't help you there...

David P.

oldatarian@atariland.com (Ron Hamilton) wrote in
<jbOe9.15660$6i4.1283323@newsread1.prod.itd.earthlink.net>:

>Don't know if the manufacturer made provision for its use. The OS
>definitely will not find it when Basic or another normal cart is
>installed which would leave you to Poke your data there for safe USR(
>calls or tables, etc. Not sure about a boot into Dos; the OS might see
>it and locate the display up there?
>
>--
>Ron
>
>http://www.atariland.com/members/oldatarian
>and mirror
>http://www.powow.com/oldatarian
>"TXG" <txg@the-underground.myweb.nl> wrote in message
>news:3d7a2501$0$11986$e4fe514c@dreader1.news.xs4all.nl...
>> Hi,
>>
>> I just got an original Atari RAM upgrade for my Atari 400. It's an
>> upgrade to 48Kb. I noticed on the board is printed 64Kb. Is there a
>> way to make
>use
>> of the extra 16Kb on this board?
>>
>> Secondly I saw there is some soldering needed to upgrade, that's not a
>> problem but I would like to hear some experiences with this first
>> before I start.
>>

4499. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 00:59:32 UTC
From: Fox-1
Message-ID: <3eSe9.36136$48.5127520@zwoll1.home.nl>
Source record: 27771

"Russ Gilbert" wrote

> 3.2g not being able to copy TEXTFILE.TXT E: or S:,
> this was done to avoid the COPY FILE.COM FILE.COM, causing to wipe out
> FILE.COM, if the
> file/device opens successfully for read, then 3.2g
> says 'file already exists', even if it is E:, S: or P: you
> are trying to COPY to.

With 3.2f you always have to specify a destination-filename, even when copying to E:, S:, P: or whatever...

COPY D1:TEXT.DOC P:*

will work just fine...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4500. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 01:01:51 UTC
From: Fox-1
Message-ID: <egSe9.36140$48.5127887@zwoll1.home.nl>
Source record: 27772

"Russ Gilbert" wrote

> (COLD for what I'd call a warmstart.)
> Now that's something I miss in 3.2g, the RUN
> command, RUN E477 (or was it E474?). SpX
> doesn't have the RUN either. There is an external
> RUN.COM around, but I liked the internal RUN
> command of 3.2d.

Always thought all version had "RUN" as internal command (with maybe the exception of 1.1).
It's a pretty important one for
assembly programmers...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4501. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 05:38:50 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A1AC2A.8DF2%gfa@basic.net>
Source record: 27773

Hi,

Not to change the subject, but I'm very curious about something.
Let's say I have a SCSI card reader/writer (pcmcia), can this
be used with a blackbox and say a 256mb or 128mb pcmcia card?
I don't know much about the blackbox, if it auto detects the
drive geometry or if it has to manually entered.

Reason I ask is I use these on my Atari TT and Hades with
no special drivers, the systems see them as hard drives.
Literally plug & play, format the card and off you go.
These units mimick a SCSI hard drive.

If such a unit would work with a blackbox, with adapters you could
use smartmedia, compactflash, memorysticks, and such.

However, I think the CF idea is really cool. I've been following
the thread and I hope it turns out as cool as it sounds.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4502. Re: 600XL Super SALT S.00

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 07:08:39 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alghpphhs1@news1.xs4all.nl>
Source record: 27768

Hi,

I don't have the SALT but what's wrong maybe I can help...

Most problems I have seen:

- bad contact, clean the chip that are in a socket like ANTIC, POKEY, CPU
and PIA.
- when you have black screen no tv output, try monitor, modulator could be
broken, have this problem 2 times.... with 600XL and 800XL
- Replace RAM chips, I have had several times bad ram chips in the XL
series.
- When you could enter the selftest run the memory test, audio test

TXG/MNX

"nauseous" <nauseous_puppy@hotmail.com> wrote in message
news:QSOe9.9156$_l1.22578@news-server.bigpond.net.au...
> i was wondering if anyone might have an ATR of this?
>
> i would like to test my 600xl as it is faulty...
> thanks all
>
>

4503. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 09:04:03 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <alho63$3jk$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 27775

Hi,

> What if you didn't do DMA? I recall reading that you can stick a number
> into the GTIA register and make the entire player a certain shape.

Sure, the only problem is that you need the CPU cycles to do that. Most
likely, this will rule out playfield DMA as it steals too many cycles.
You can hardly write three or four color registers per scanline with full
playfield DMA enabled, and the limitations for players is about the
same.

So long,
Thomas

4504. USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 12:10:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali34j$ru6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27776

Howdy folks

I've found a hardware guru who is willing and able to work on a USB upgrade for the Atari. He has even found a chip that is easy to connect to the Atari (simular to his RTC, see Dan Vernon's site at http://www.retrobits.net/). If the chip (USBN 9603 by National Semiconductors) is easy to get and if somebody is willing to write the software, he's willing to do the hardware.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4505. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 12:51:03 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1031575775@rtfm.mit.edu>
Source record: 27777
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

4506. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 13:04:28 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali68v$1kl$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27778

Howdy folks

> Since the display occupies the same number of scan lines, the chief
> effect is that there are more clock cycles available in the vertical
> blank period on a PAL machine (more blanked lines, slower frame rate,
> faster clock speed). Thus it is possible to write a vertical blank
> interrupt routine that has time to run on a PAL machine but not on a
> NTSC one. I don't know if anybody has actually done so.

What I keep asking myself is this:

PAL machines have longer VBI, but NTSC machines have more of them (50Hz vs. 60Hz). If 50 times a longer VBI is equal to 60 times a shorter VBI, would it be possible to have the software detect whether it's PAL or NTSC and spread the jobs it has to do in a VBI accordingly? I realise that graphics stuff needs to happen at a certain moment on the screen, but sound code could be spread, I guess?????

CU Mathy van Nisselroy

4507. Re: MyDOS disk layout

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 13:21:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali78c$2j4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27779

Howdy Pete

> I'm writing a Windows-based ATR editor. I want to have drag and drop
> from the Explorer and the ability to open multiple ATR files and drag
> and drop between them as well.

Doesn't something like that already exist?
Check out http://www.hcrburk.de/index.html
Unfortunately it's in german only (this part) but check out the second file
from the top.

CU Mathy van Nisselroy

4508. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 13:36:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali85q$3d7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27780

Howdy Nir

> you right Jind, with crossbow you can made a 64k cart, and a 128k
> (verified my me ;).. i also made a 256k, 512k and 1024k cart using
> this pcb.. also verified ;)

Tell us more. (I tried to find your site in the webring, but I don't see
your name anywhere)

CU Mathy van Nisselroy

4509. Re: Find out the RAMDISK Sequence

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 13:44:12 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali8jd$3s3$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27781

Hallo Mirko

> It it possible, to find out the RAMDISK-sequence (23,27,2e,2f...) with a
> little Turbo-BASIC program? I want to write a short help-program for
BOSS-X,
> that helps to find out theese numbers, the user has to type in the
> MyDOS-Setup to make the RAMDISK work correct.

Have you tried these guys:
http://www.napri.sk/web/satantronic/

They wrote their own test utility (in machine language) that will test up to
4MB I guess. maybe they can help.

CU Mathy van Nisselroy

4510. Re: What can I do with 1Meg ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 13:49:43 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ali8to$44p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27782

Howdy folks

> The latest version of RB6C, or whatever the distribution disk called it,
for
> MyDos 4.534 looks for a series of key presses to determine if the Ramdisk
> should be formatted during reboot and if Dup.Sys should be transferred.
This
> saves needing a 2nd boot disk.

RB6C has a bug. And so does MyDOS when it comes to large RAMdisks.
Download MyRDII from my MyDOS page if you want MyDOS to detect and handle
your RAMdisk.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4511. SIO2IDE now does 51200 baud

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 14:16:17 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aliafj$5kv$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27783

Howdy Folks

I just checked Marek's site at http://www.atari.cuprum.com.pl/ and found a new version of SIO2IDE, versio 3.2. SIO2IDE can now handle High Speed - 51200 baud (the site is in Polish but the text in 'wersja 3.2b' is in English)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4512. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 15:31:36 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alhf8soa1@news1.xs4all.nl>
Source record: 27774

Hi,

This is the original memory upgrade from Atari. it has 8x 4164 kind of chips, meamd total of 64Kb. This is normal I think because the memory chips are only in 32K or 64K never seen 48Kx1 bit memory chips.

Secondly it's also printed on the board. I think the memory is disabled by default or not addressed.

TXG/MNX
"LLpwhite" <llpwhite@cs.com> wrote in message news:20020908201139.03090.00002113@mb-mp.news.cs.com...
> >I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade to
> 48Kb. I noticed on the board is printed 64Kb. Is there a way to make use of the
> extra 16Kb on this board?<
>
> Who was the manufacturer of the board? IIRC, Mosaic boards supposedly could
> use the extra ram as 4 banks of 4K. If it is a Mosaic, I might have some docs
> around here somewhere.
> Larry
>
>

4513. Re: Can Crossbow carts be used for homebrewn games ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:15:04 UTC
From: Fox-1
Message-ID: <Gw4f9.39438$48.5514878@zwoll1.home.nl>
Source record: 27784

"Mathy van Nisselroy" wrote

> Tell us more. (I tried to find your site in the webring, but I don't see
> your name anywhere)

Reviving your Atari: http://thor.prohosting.com/~atari8/

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4514. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:22:38 UTC
From: Fox-1
Message-ID: <gE4f9.39463$48.5520627@zwoll1.home.nl>
Source record: 27786

"lp" wrote

> Let's say I have a SCSI card reader/writer (pcmcia), can this
> be used with a blackbox and say a 256mb or 128mb pcmcia card?

> Reason I ask is I use these on my Atari TT and Hades with
> no special drivers, the systems see them as hard drives.

If it connects directly to the SCSI bus and is SCSI-1 compatible, and it is detected by an ATARI TT, I don't see a reason why it
should work. The BlackBox reads the drive-parameters from the connected harddisk(s).

In case the thing requires a paritybit and/or termination-power (more like SCSI-2), take a look at this:
http://www7.brinkster.com/atari/pinouts.htm#parity

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4515. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:23:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CD90F.71681650@students.uni-mainz.de>
Source record: 27785

Well,
I thought that Uncon would take place in September - as every year. So I did not think it would be 30th august, 31st august and 1st september but a week later. Damn, I was wrong !! Ofcourse I will be there at ABBUC JHV in October (saturday 26 or 27 october). At the moment I have 15 mini-discs with atari sounds for you... For the Uncon I bought some sleeping bags, just weeks ago and packed everything I wanted to bring with me, now I can unpack everything again :(
Anyway - see ya in Herten !! -Andreas.

Fox-1 schrieb:
>
> "Andreas Magenheimer" wrote
>
> > Aaaargghhh!
> > so I missed it !!
>
> Indeed. Now I have 5 CD's laying around...
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

4516. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:34:16 UTC
From: Fox-1
Message-ID: <FO4f9.39494$48.5527905@zwoll1.home.nl>
Source record: 27788

"Andreas Magenheimer" wrote

> I thought that Uncon would take place in September - as every year. So I
> did not think it would be 30th august, 31st august and 1st september but
> a week later.

You missed a lot!

> Damn, I was wrong !! Ofcourse I will be there at ABBUC JHV
> in October (saturday 26 or 27 october).

I hope I'll be there too. I'll get the keys of my new house this Wednesday (11 September) so I hope I'm finished with all the work
I'll have to do over there... Just in case: I'm pretty sure TXG will go, so he can bring the stuff with him...

> At the moment I have 15
> mini-discs with atari sounds for you...

Ahh, more!?! :-)) I had plans to make MP3's of all of them, but with such many songs it'll take a lifetime to encode and index
them :-)) A very important thing right now is to find xxx-MB's of webspace without banners where it is allowed to place MP3's for
download...

>For the Uncon I bought some
> sleeping bags, just weeks ago and packed everything

I don't think you'll need it for the JHV :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4517. Re: Convert SpartaDos Disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:37:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CDC65.99E63662@students.uni-mainz.de>
Source record: 27789

Well,
and the Bewe-DOS program MENU.COM (as you know: Bewe is sparta
compatible!). so use Bewedos and Menu.COM to convert files in dos 2.5
format to sparta/Bewe DOs format... -Andreas.

Fox-1 schrieb:
>
> "Lee" wrote
>
> > IIRC, there is NO DOS that can copy 2.5 files above sector 720 except 2.5
>
> And BiBo-Dos and TurboDos and SuperDos and MyDos and XDos, and HappyDos etc...
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

4518. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:45:07 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CDE23.90664C86@students.uni-mainz.de>
Source record: 27790

Well,
it will not fit on the XEGs carts, because you cannot switch them off.
This means: As soon as you plug in an XEGS cart the area 8000-BFFF gets
ROM !! And I do have my doubts, that Space Harrier fits right under this
area. Thus you have to search for a cart (or PCB) schematic that can be
switched off via software and has more than 128k capacity. Nir Dary
designed such a schematic that has a capacity ranging from 16kbytes to 8
megabytes. I am currently thinking about producing such PCBs, if thats
not to expensive...

The other possibility would be to search for a way (patch / upgrade,
etc.) to switch off XEGS carts, which is not that easy... -Andreas.

Sheddy schrieb:
>
> Thimo, interesting idea. Wish you success.
>
> Carts are so much nicer/quicker than disk/cassette.
>
> I asked Sega about permission for Space Harrier as freeware. The answer was
> it was extremely unlikely the Japanese copyright holders (Sega Am2) would
> grant permission even for that. I got no reply when I asked Am2.
> A few changes will be needed to avoid trouble then....
>
> It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> estimate the game will take up 120K in its compressed form on disk, if it is
> finished (maybe by late 2003). The cart would have to be uncompressed to
> work with 64K machines - so about a 256K cart.
>
> So, it's an unlikely candidate at the moment
>
> Hope you can rustle up some more support elsewhere
>
> Chris
>
> "Thimo Graef" <0266140338@t-online.de> wrote in message
> news:9947bb30.0208241803.542e05b9@posting.google.com...
> > Hi,
> >
> > I´ve talked to several people and the idea is :
> >
> > Release new ATARI games , games which are "in-the-making" on ATARI XE
> > carts.
> >
> > I have about 200 carts of games like Crossbow,One on

> > One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> > been destroyed).
> >
> > We could release NEW ATARI XE games on carts , just like new ATARI
> > 2600/5200 games were released (look at www.atariage.com).
> >
> > Interesting games may be Space Harrier or IK+ , if the programmers
> > agree and can make the games run from cartridge AND if we get the
> > rights (System 3 for IK+ , Sega for Space Harrier).
> >
> > Or other games.
> >
> > What we need now are : programmers with new games ; people who could
> > design original-looking ATARI XE boxes and manuals.
> >
> > Thimo

4519. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:46:58 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CDE92.29DE5325@students.uni-mainz.de>
Source record: 27791

Solution:
install a second PIA chip !! Then you can control up to 256 megabytes
(maybe more, don`t know). And if you still need more: install a third
and fourth PIA chip, etc. On the other hand, it will take quite a while
to fill so much space... -Andreas.

Pete Davis schrieb:
>
> Yeah, but you're talking about up to 512MB of ram on a CF card. I'd expect
> to be using 128MB or 256MB cards myself. I don't even know where you'd find
> all the addresses for that much on the Atari. You could do 4MB, maybe, but
> 512MB, no way.
>
> The Atari just doesn't have enough address lines and PortB lines to support
> that.
>
> Pete
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:Y4ce9.26990$48.3567055@zwoll1.home.nl...
> >
> > "TXG" wrote
> >
> > > > > > Hmm possible but you don't have all signals there like IRQ...
> > > > >
> > > > > There are workarounds for this, like they did on the RAMCART...
> > > >
> > > What 'like on the RAMCART' you mean IRQ emulation? Not possible...
> > >
> > If it's possible on a RAM-cart it's possible on a CF card also since CF
> actually is just RAM...
> >
> >
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...
> >
> >

4520. Re: Where can I get Tiger Attack...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:52:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CDFE7.446F7711@students.uni-mainz.de>
Source record: 27792

Well,
released by atari UK, Tape only. Sold mine 2 years ago at ABBUC JHV...
-Andreas.

TXG schrieb:
>
> Hi,
>
> I am looking for the original Tiger Attack from Atari. This game was
> released in 1988. I don't know if it was release on tape or disk or both.
> Maybe someone can tell me this also.
>
> I have it on disk but this is NOT an original... Where could I get it...?
>
> TXG?MNX

4521. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 17:59:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CE189.64DEB627@students.uni-mainz.de>
Source record: 27793

Well,
there are two versions of XEGS carts: a) Hong kong type carts and b)
Taiwan type carts. the Hong kong carts have a screw right under the
label. so all you have to do there is destroy the label (which does not
matter, because you will use a new label for the new game - won`t you?)
and open the cart safely. The Taiwan carts don`t have screws, they have
plastic noses - and yes they get broken if you open these carts (thats
why atari produced them! they thought if the users have to damage the
cart, they would not open more than 1 cart). But you can use plastic
glue to put them together again. I already have some carts here and they
look good (with nice color labels from Nir Dary)... -Andreas.

Thimo Graef schrieb:
>
> >
> > > If you get $10 or more for an old Rescue on Fractalus cart,you can get
> > > $20-$30 for a new cart.
> > >
> >
> >
> >
> > Well, this is surely untrue. collectors pay much money for old games.
> > But they do not pay much money for brandnew games (except if they are
> > limited!)
>
> This may be ,because of this I want to use my "cheap" XE or XL carts
> first instead of producing entirely new ones.
>
> It worked on the ATARI 2600 market.New games like Thrust did sell
> well- they sold these games with boxes/manuals or cart only and prices
> are $20 or more.
>
> This may also work on the XL market.So I´d try this at first with old
> Crossbow carts or other XEGS / XL carts.
>
> I think if you put good games on carts,maybe converted arcade/C64
> classics or something special like a First Person Shooter,then people
> would buy.
>
> My intention is/was to burn some PD games onto cart, for
> > example some Oliver Cyranka and Frank T.Wittenmayer games as well as
> > other games from Antic, Analog and other PD sources.
>
> I´m not sure if these games are PD.Games like "Into Deep" ,

> Butterflies appeared in the Computronic in 1987 and the Tronic-Verlag
> may still have the copyrights.AFAIK "Paver" is another Wittenmayer
> game,which appeared in a Happy Computer magazine.Not sure about the
> copyrights today ...
>
> > Normally I do this
> > for my own/private collection. but I am currently thinking about
> > producing some cart games for commercial release. Don`t know yet, when
> > this will be done, since I am working together on this project with Nir
> > Dary who lives in Israel. Next, I do not have any 48k or NTSC Ataris, so
> > Nir also has to test them on US machines for me.
>
> Ok , I´d prefer re-releasing non-PD games on cart.If I can get the
> rights.The dream would be the games from EA like Mule , but it´s
> impossible.
> Maybe something from a smaller company.Nir suggested English Software
> , they surely did some good games.AFAIK Elektraglide - this was quite
> good on the ATARI 800.Or Jet Boot Jack.
>
> >
> > The main problem is, that we have lots of XEGS carts, but XEGS carts
> > cannot be turned off!! And lots of games use the 8000-BFFF area, thus
> > they will not work from XEGS carts unless they can be turned off
> > somehow. So we are thinking about two things now: a) produce carts /
> > Pcb`s that can be turned off (like Atrax/Video 61/Williams or other
> > carts) which will be expensive or b) patch/upgrade the XEGS carts in
> > such a way, they can be turned off which will be time consuming
> > (testing...). Well, just wait and see what happens...
>
> Yes , there are about 200 XEGS carts.I´d use them at first to "test"
> if people would buy new released ATARI XE games.If this works,I can
> search a company which produces new carts for games,more professional
> carts for bigger and better games.
> I think if I order 1000 or more,I can get a good price.
>
> Because another problem of the XEGS carts is,that it´s difficult to
> open them without damaging the plastic.
>
> I also have older ATARI XL carts , Millipede and Pole Position ,Final
> Legacy and Joust.AFAIK these carts are only 8 or 16K , but may be used
> for smaller games,too.
>
> I also want to do this with ATARI 2600 carts.
>
> Maybe we´ll meet at this years JHV and can discuss this.
>
> Thimo

4522. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 18:04:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CE29B.452661ED@students.uni-mainz.de>
Source record: 27796

Well,
for the big games, there are only two ways possible: a) copy the game
completely into RAM (thus the game mustn`t be bigger than 64kbytes) or
b) use bank-switching. However if you are using already released games,
that came out as disks or tapes they don`t have bank-switching
techniques. One would have to rewrite/reprogram the whole thing which is
surely to much work. Just think about A.R. on cart, everyone would love
such a cart, except the one who has to reprogram all the code to get it
working as a bank-switching cart... -Andreas.

Thimo Graef schrieb:
>
> "Sheddy" <cghutt@hotmail.com> wrote in message
news:<alb08ppbe1@venus.btinternet.com>...
> > Thimo, interesting idea. Wish you success.
> >
> > Carts are so much nicer/quicker than disk/cassette.
>
> Yes, also my opinion.If you want to play on the "real thing",discs or
> cassettes are to slow (and a 810/1050 takes too much space).
> And collectors prefer carts,too.
>
> >
> > I asked Sega about permission for Space Harrier as freeware. The answer was
> > it was extremely unlikely the Japanese copyright holders (Sega Am2) would
> > grant permission even for that. I got no reply when I asked Am2.
> > A few changes will be needed to avoid trouble then....
> >
> The only way would be to change the name and maybe some graphics.This
> way,many companies who hadn´t the copyrights released
> similar-to-arcade games in the 80s or 90s.
>
> > It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> > estimate the game will take up 120K in its compressed form on disk, if it is
> > finished (maybe by late 2003). The cart would have to be uncompressed to
> > work with 64K machines - so about a 256K cart.
>
> This is not the big problem.I have maybe 200,maybe 300 carts.If my
> plan is successful,no carts will be left until end of 2003 and then
> I´ll find a company which can produce new carts.
>
> The advantage is that they´ll look more professional,can contain more
> data etc.
>

> >
> > So, it's an unlikely candidate at the moment
> >
> > Hope you can rustle up some more support elsewhere
> >
> >
> > Chris
> >
> Ok , I think I´ll find enough "smaller" games for the carts I have
> now.If this is successful, I´ll let some company make new carts and
> then even very big games should be possible.
>
> Thimo

4523. Re: Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 18:07:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D7CE365.F2F41902@students.uni-mainz.de>
Source record: 27647

Well,
it was probably a Technicolor dream demo (39 single sectors for *.COL
file, 39 sectors for *.LUM file). Name ?!? Hmm, I don`t know, since I
have a lot of Technicolor Dream demos and many programmers stole
pictures from these slideshows for their own (demo-) use... -Andreas.

Anders Skelander schrieb:
>
> One of the early 256 colour demo disks for the Atari contained three or four
> pictures with the following:
>
> 1. The face of a man.
>
> 2. A picture of a woman in a bikini.
>
> 3. The same girl but without the bikini.
>
> About picture 1 - this menu choice and file was probably called "ICH", which
> I suppose was the demo author's word (in German) of "I", in other words the
> demo author himself.
>
> I think each of these pictures were divided in to one luminance file and one
> colour file.
>
> About picture 2 and 3 -they probably used the same luminance file but
> different colour files to give the impression of a change between a purple
> bikini in picture 2 and human skin colour in picture 3.
>
> I think the menu choice for picture three was called "not rude nude".
>
> Finally, here is my question: Does anybody know if this demo had a name and
> who wrote it? I have it on a 5.25" diskette, so I can probably upload it to
> a web location if noboby recognizes it be reading my description.
>
> All facts about this demo will be appreciated.
>
> Anders

4524. Re: Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 19:41:00 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <gP6f9.278595$On.11443262@bin3.nnrp.aus1.giganews.com>
Source record: 27648

It sounds interesting. Can you post any screenshots?

Paul

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:JPDe9.27869$t4.23022@nntpserver.swip.net...
>
> One of the early 256 colour demo disks for the Atari contained three or
four
> pictures with the following:
>
> 1. The face of a man.
>
> 2. A picture of a woman in a bikini.
>
> 3. The same girl but without the bikini.
>
> About picture 1 - this menu choice and file was probably called "ICH",
which
> I suppose was the demo author's word (in German) of "I", in other words
the
> demo author himself.
>
> I think each of these pictures were divided in to one luminance file and
one
> colour file.
>
> About picture 2 and 3 -they probably used the same luminance file but
> different colour files to give the impression of a change between a purple
> bikini in picture 2 and human skin colour in picture 3.
>
> I think the menu choice for picture three was called "not rude nude".
>
> Finally, here is my question: Does anybody know if this demo had a name
and
> who wrote it? I have it on a 5.25" diskette, so I can probably upload it
to
> a web location if noboby recognizes it be reading my description.
>
> All facts about this demo will be appreciated.
>
> Anders
>
>
>

4525. Modify a Z80 programm on eprom

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 19:58:21 UTC
From: salazarwilly@hotmail.com
Message-ID: <26dc1a36.0209091158.5dc32373@posting.google.com>
Source record: 27649

I have a factory machine tha use 1 Z80, 1 RAM, 2 Eproms, 2 CTC, 2 PIO,
1 display and some buttons.
I have read the Eproms and disassembled it.
I want to make a little modification to the program, it is just a value,
How can I make it, I mean how can identify the part of the programm I am
looking for, the program is too large and confused.
And I don't want to compile the code.

Please some one help me.

Thank you.

W.S.F

4526. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-09 21:48:45 UTC
From: Fox-1
Message-ID: <9x8f9.41381$48.5710452@zwoll1.home.nl>
Source record: 27651

"Fox-1" wrote

> If it connects directly to the SCSI bus and is SCSI-1 compatible, and it is detected by an ATARI TT, I don't see a reason why it
> should work.

That had to be "shouldn't" of course :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4527. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 00:35:01 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A2B675.8E35%gfa@basic.net>
Source record: 27652

in article 9x8f9.41381$48.5710452@zwoll1.home.nl, Fox-1 at
MailMe@fox-1@home.nl wrote on 9/9/02 5:48 PM:

>
> "Fox-1" wrote
>
>
>> If it connects directly to the SCSI bus and is SCSI-1 compatible, and it is
>> detected by an ATARI TT, I don't see a reason why it
>> should work.
>
> That had to be "shouldn't" of course :-))

Kind of figured that. ;-)
The TT an Hades are SCSI-1. Cool, I will have to see if my friend with
a blackbox would be willing to test such a unit out.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4528. Matt Singer, FoReM BBS guy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 01:58:47 UTC
From: Nekto Poli <nektopoli@hotmailREMOVE.com>
Message-ID: <pskqnu8lhq51behsjdju4efbf4gfla5b31@4ax.com>
Source record: 27653

Anyone know if this guy is still alive, or what's he doing.

NP

4529. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 02:17:35 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1031624255.328614@pikachu.atari-source.com>
Source record: 27654
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

The Maverick wrote:

> Bravo Sierra Computers wrote:
>
>> http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!
>
>
> Not very informative for those who are not using a web browser to read
> the newsgroup...
>
> So was the winner the guy who always refers people to buyatari.com? ;-)
>
> the Mav

Is it just me or does anyone else think that Ben is really into massive self-gratification? I'm completely insulted that I have received no response from him regarding my response to his article on his website. This contest is just over the top. Maybe I should hold a "why all women should perform certain activities on Mark" contest. *sigh*

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

4530. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 02:33:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alim2i$757$1@news1.xs4all.nl>
Source record: 27787

Hi,

>For the Uncon I bought some
> sleeping bags, just weeks ago and packed everything I wanted to bring
> with me, now I can unpack everything again :(
> Anyway - see ya in Herten !! -Andreas.

You could bring your sleeping bag to Herten and be there at friday! hihi
Then you don't miss anything, when you would wake up on time ofcourse....

TXG/MNX

4531. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 02:59:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alinlg$9v7$1@news1.xs4all.nl>
Source record: 27794

Hi,

Why not add an SRAM to the cartridge, it should be possible when you can switch banks, to disable the ROM also. That means you could enable a SRAM on the same address space. If I am informed right it should be possible to create up-to 255 banks. Normal games use only 4 to 16 banks max. So there are some bits free to disable the ROM and Enable the RAM. You only should copy the data that is needed in the RAM area first to lower ram and then to the SRAM. But that wouldn't be hard I think.

TXG/MNX
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3D7CDE23.90664C86@students.uni-mainz.de...
Well,
it will not fit on the XEGs carts, because you cannot switch them off. This means: As soon as you plug in an XEGS cart the area 8000-BFFF gets ROM !! And I do have my doubts, that Space Harrier fits right under this area. Thus you have to search for a cart (or PCB) schematic that can be switched off via software and has more than 128k capacity. Nir Dary designed such a schematic that has a capacity ranging from 16kbytes to 8 megabytes. I am currently thinking about producing such PCBs, if thats not to expensive...

The other possibility would be to search for a way (patch / upgrade, etc.) to switch off XEGS carts, which is not that easy... -Andreas.

Sheddy schrieb:
>
> Thimo, interesting idea. Wish you success.
>
> Carts are so much nicer/quicker than disk/cassette.
>
> I asked Sega about permission for Space Harrier as freeware. The answer was
> it was extremely unlikely the Japanese copyright holders (Sega Am2) would
> grant permission even for that. I got no reply when I asked Am2.
> A few changes will be needed to avoid trouble then....
>
> It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> estimate the game will take up 120K in its compressed form on disk, if it is
> finished (maybe by late 2003). The cart would have to be uncompressed to
> work with 64K machines - so about a 256K cart.
>
> So, it's an unlikely candidate at the moment

>
> Hope you can rustle up some more support elsewhere
>
> Chris
>
> "Thimo Graef" <0266140338@t-online.de> wrote in message
> news:9947bb30.0208241803.542e05b9@posting.google.com...
> > Hi,
> >
> > I�ve talked to several people and the idea is :
> >
> > Release new ATARI games , games which are "in-the-making" on ATARI XE
> > carts.
> >
> > I have about 200 carts of games like Crossbow,One on
> > One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> > been destroyed).
> >
> > We could release NEW ATARI XE games on carts , just like new ATARI
> > 2600/5200 games were released (look at www.atariage.com).
> >
> > Interesting games may be Space Harrier or IK+ , if the programmers
> > agree and can make the games run from cartridge AND if we get the
> > rights (System 3 for IK+ , Sega for Space Harrier).
> >
> > Or other games.
> >
> > What we need now are : programmers with new games ; people who could
> > design original-looking ATARI XE boxes and manuals.
> >
> > Thimo

4532. Re: Where can I get Tiger Attack...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 03:01:00 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alinlg$9v7$2@news1.xs4all.nl>
Source record: 27795

Hmm missed that one... but okay it's on tape then I know more when I am looking for this game.

Thanx already for the info.

TXG/MNX
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3D7CDFE7.446F7711@students.uni-mainz.de...
> Well,
> released by atari UK, Tape only. Sold mine 2 years ago at ABBUC JHV...
> -Andreas.
>
>
>
> TXG schrieb:
> >
> > Hi,
> >
> > I am looking for the original Tiger Attack from Atari. This game was
> > released in 1988. I don't know if it was release on tape or disk or both.
> > Maybe someone can tell me this also.
> >
> > I have it on disk but this is NOT an original... Where could I get it...?
> >
> > TXG?MNX

4533. Re: Matt Singer, FoReM BBS guy.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 03:25:37 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <RCdf9.284887$On.11812743@bin3.nnrp.aus1.giganews.com>
Source record: 27655

Hmmm...well using google groups he used to be msinger@dot4.com (1997),
msinger@oe.fau.edu (1998). There's a Matt Singer posting all over
misc.survivalism but no guarantee that's him :)

I tried the old forem bbs # but it's been disconnected.

Paul

"Nekto Poli" <nektopoli@hotmailREMOVE.com> wrote in message
news:pskqnu8lhq51behsjdju4efbf4gfla5b31@4ax.com...
> Anyone know if this guy is still alive, or what's he doing.
>
> NP

4534. Re: SIO2IDE now does 51200 baud

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 04:42:32 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0209092042.10ac44df@posting.google.com>
Source record: 27656

Yes mathy, the new version is cool.. i am testing it for a week and it
works great.. its US DOUBLE COMPATIBLE.. boots Spartados Fast.. neat
:)

nir

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<aliafj$5kv$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Folks
>
> I just checked Marek's site at http://www.atari.cuprum.com.pl/ and found a
> new version of SIO2IDE, versio 3.2. SIO2IDE can now handle High Speed -
> 51200 baud (the site is in Polish but the text in 'wersja 3.2b' is in
> English)
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

4535. Re: USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 05:54:09 UTC
From: Marek_Mikolajewski@hoga.pl
Message-ID: <a2241a6e.0209092154.4ab1ef97@posting.google.com>
Source record: 27658

I would like to inform you that SIO2IDE version 4.0 with USB port will
be available in three weeks. Hardware is based on the ATmega323-8PC
and USBN9603.

Interface works in two modes:
- normal SIO2IDE mode like version 3.2
- IDE2USB mode (Mass Storage Class Device "removable drive")

Now you can connect your Atari HDD directly to the PC via USB!!!

Marek M

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<ali34j$ru6$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> I've found a hardware guru who is willing and able to work on a USB upgrade
> for the Atari. He has even found a chip that is easy to connect to the
> Atari (simular to his RTC, see Dan Vernon's site at
> http://www.retrobits.net/). If the chip (USBN 9603 by National
> Semiconductors) is easy to get and if somebody is willing to write the
> software, he's willing to do the hardware.
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

4536. Re: Modify a Z80 programm on eprom

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 06:04:40 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alj2ds$19n$1@news1.xs4all.nl>
Source record: 27650

Hi,

First off all this newsgroup is about Atari 8-bit which uses the 6502c microprocessor.

But to answer your question:

When you have the dump from the eprom use a program like ultraedit (on pc) to edit it. You don't need to disassemble the code, just change your values at the address you want to. So the first byte from the EPROM would be address 0.

Then burn a new EPROM again and you're done...

TXG/MNX
"Willy" <salazarwilly@hotmail.com> wrote in message news:26dc1a36.0209091158.5dc32373@posting.google.com...
> I have a factory machine tha use 1 Z80, 1 RAM, 2 Eproms, 2 CTC, 2 PIO,
> 1 display and some buttons.
> I have read the Eproms and disassembled it.
> I want to make a little modification to the program, it is just a value,
> How can I make it, I mean how can identify the part of the programm I am
> looking for, the program is too large and confused.
> And I don't want to compile the code.
>
> Please some one help me.
>
> Thank you.
>
> W.S.F

4537. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 08:36:25 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0209100036.73db61ac@posting.google.com>
Source record: 27659

Bob Woolley should get all the credit on the Megacart..
you are right rene. it is possible to do a cart up to 8meg (use all
255 bytes). and switch it off.. but if you did not know.. burning an
8meg eprom takes about 30min ;)

nir

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<alinlg$9v7$1@news1.xs4all.nl>...
> Hi,
>
> Why not add an SRAM to the cartridge, it should be possible when you can
> switch banks, to disable the ROM also. That means you could enable a SRAM on
> the same address space. If I am informed right it should be possible to
> create up-to 255 banks. Normal games use only 4 to 16 banks max. So there
> are some bits free to disable the ROM and Enable the RAM. You only should
> copy the data that is needed in the RAM area first to lower ram and then to
> the SRAM. But that wouldn't be hard I think.
>
> TXG/MNX
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3D7CDE23.90664C86@students.uni-mainz.de...
> Well,
> it will not fit on the XEGs carts, because you cannot switch them off.
> This means: As soon as you plug in an XEGS cart the area 8000-BFFF gets
> ROM !! And I do have my doubts, that Space Harrier fits right under this
> area. Thus you have to search for a cart (or PCB) schematic that can be
> switched off via software and has more than 128k capacity. Nir Dary
> designed such a schematic that has a capacity ranging from 16kbytes to 8
> megabytes. I am currently thinking about producing such PCBs, if thats
> not to expensive...
>
> The other possibility would be to search for a way (patch / upgrade,
> etc.) to switch off XEGS carts, which is not that easy... -Andreas.
>
>
>
> Sheddy schrieb:
> >
> > Thimo, interesting idea. Wish you success.
> >
> > Carts are so much nicer/quicker than disk/cassette.
> >
> > I asked Sega about permission for Space Harrier as freeware. The answer
> was

> > it was extremely unlikely the Japanese copyright holders (Sega Am2) would
> > grant permission even for that. I got no reply when I asked Am2.
> > A few changes will be needed to avoid trouble then....
> >
> > It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> > estimate the game will take up 120K in its compressed form on disk, if it
> is
> > finished (maybe by late 2003). The cart would have to be uncompressed to
> > work with 64K machines - so about a 256K cart.
> >
> > So, it's an unlikely candidate at the moment
> >
> > Hope you can rustle up some more support elsewhere
> >
> > Chris
> >
> > "Thimo Graef" <0266140338@t-online.de> wrote in message
> > news:9947bb30.0208241803.542e05b9@posting.google.com...
> > > Hi,
> > >
> > > Iï¿½ve talked to several people and the idea is :
> > >
> > > Release new ATARI games , games which are "in-the-making" on ATARI XE
> > > carts.
> > >
> > > I have about 200 carts of games like Crossbow,One on
> > > One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> > > been destroyed).
> > >
> > > We could release NEW ATARI XE games on carts , just like new ATARI
> > > 2600/5200 games were released (look at www.atariage.com).
> > >
> > > Interesting games may be Space Harrier or IK+ , if the programmers
> > > agree and can make the games run from cartridge AND if we get the
> > > rights (System 3 for IK+ , Sega for Space Harrier).
> > >
> > > Or other games.
> > >
> > > What we need now are : programmers with new games ; people who could
> > > design original-looking ATARI XE boxes and manuals.
> > >
> > > Thimo

4538. Re: SIO2IDE now does 51200 baud

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 14:28:40 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d7d831e$0$34780$e4fe514c@dreader3.news.xs4all.nl>
Source record: 27657

Could the speed be upgraded? Maybe like Speedy HSS copy up-to 96000 ?

TXG/MNX
"Nir" <nir@minicom.com> wrote in message
news:83cd76b4.0209092042.10ac44df@posting.google.com...
> Yes mathy, the new version is cool.. i am testing it for a week and it
> works great.. its US DOUBLE COMPATIBLE.. boots Spartados Fast.. neat
> :)
>
> nir
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:<aliafj$5kv$1@nets3.rz.RWTH-Aachen.DE>...
> > Howdy Folks
> >
> > I just checked Marek's site at http://www.atari.cuprum.com.pl/ and found
a
> > new version of SIO2IDE, versio 3.2. SIO2IDE can now handle High Speed -
> > 51200 baud (the site is in Polish but the text in 'wersja 3.2b' is in
> > English)
> >
> > CU Mathy van Nisselroy
> >
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.
> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
nieuwe
> > adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy

4539. Re: SIO2IDE now does 51200 baud

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 15:12:28 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <wZnf9.640$gr6.36857@newsread1.prod.itd.earthlink.net>
Source record: 27660

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3d7d831e$0$34780$e4fe514c@dreader3.news.xs4all.nl...
> Could the speed be upgraded? Maybe like Speedy HSS copy up-to 96000 ?

IMHO: No and you really hit the point of diminishing returns. Here is the thing, the SIO clock is derived by dividing the Atari system clock by a 16 and then by a 16 bit divisor. None of our serial rates are exact, i.e. if I have it right 19,200 BAUD is really 1,790,000/16 or 112,000 base clock divided by 6 to 18,667. 18,667/19200 => ~2.8% error. So anyway, you can get 112,000 divided by [6, 5, 4, 3, 2, 1] which would mean the next jump beyond ~57k would be ~115k.

4540. Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 15:13:39 UTC
From: Oris <ome@planet.nl>
Message-ID: <all27k$2u6$1@reader08.wxs.nl>
Source record: 27661

who can help me with a conversion program to convert atari text files to word (windows)
thanks
fetze

4541. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 15:25:05 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <l9of9.665$gr6.38336@newsread1.prod.itd.earthlink.net>
Source record: 27662

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3D7CDE92.29DE5325@students.uni-mainz.de...
> Solution:
> install a second PIA chip !! Then you can control up to 256 megabytes
> (maybe more, don`t know). And if you still need more: install a third
> and fourth PIA chip, etc. On the other hand, it will take quite a while
> to fill so much space... -Andreas.

A 2nd PIA chip would work of course but I think it is a little to much club
for the distance. There are other logic functions that could get the same
job done in less real estate and power. I remember doing a couple of chip
design around a 74LS174 6 bit latch that could have been done with single
piece of programable logic.

4542. yet another awesome NUMEN story

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 15:35:25 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <ho3snukl9612sus6744advqd2p17434vj4@4ax.com>
Source record: 27663

Howdy *.*!

Well everbody should know NUMEN. The most shocking xl/xe demo ever seen. Today I inspected the official disk of the Numen final version and found plain files on it with a short comment, that Numen will run from every dos. Well, it must be a joke, I thought and installed it on my SpartaDos3.3 HDD setup.

What to tell: It's running like a charm!! Without any problems the programm is loading from it's own subdirectory. Even storing the ramdisk setup-file is working perfectly.

Is that a new generation of compatibility? I would be soo wonderfull, if all programm just start from their own directory and after usage, return to operating system. I know, these are standards set by modern environments, but this is just so wonderfull to see the most complex demo programm running without any atari dos loading limitations.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4543. Mac/65 via command line?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 15:37:05 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2a4snuk1iq1j18mnl9a75kqork638ojhd8@4ax.com>
Source record: 27664

Howdy *.*!

I can remember, that some guys described how to use mac/65 within
sparta-dos command line parameters. Is that possible? Or is it a fatal
mistake?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4544. Re: Mac/65 via command line?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 17:22:24 UTC
From: Fox-1
Message-ID: <AJpf9.44610$48.6187402@zwoll1.home.nl>
Source record: 27665

"Thomas Havemeister wrote

> I can remember, that some guys described how to use mac/65 within
> sparta-dos command line parameters. Is that possible? Or is it a fatal
> mistake?

Is possible, and very usefull...

When I do some programming I copy my own equates to the RamDisk, together with a BATch-file named "M.BAT". This batchfile just
loads MAC65 from the harddisk and the source in RamDisk. Since I allways name the source "Q" when working on it, the batchfile
looks like this:

```
D1:>MAC65>MAC65.COM
LOAD D9:Q
```

So when I enter "-M" at the commandline, the assembler will be started and loads the source into the editor...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4545. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 19:19:28 UTC
From: bill@newbreedsoftware.com
Message-ID: <4Brf9.21040$lk.515559@typhoon.sonic.net>
Source record: 27666

Oris <ome@planet.nl> wrote:
> who can help me with a conversion program to convert atari text files to
> word (windows)

Plain ATASCII? Or [AtariWriter / BankStreetWriter / PaperClip / etc.] ?

-bill!

4546. DGS/PPP Atari 8-bit CD - Summary of prices/contents

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 19:39:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1031687240.8637.0@eos.uk.clara.net>
Source record: 27669

Hello All,

As you may have seen from an earlier post, I have created a 'cut-down' version of the DGS/PPP Atari 8-bit CD-ROM containing just the DGS products. This new version can be sold to any country, including German-speaking countries. Below is a list of products included on each version. A * means it appears on both the 'full' and 'cut-down' version. A % means it appears on the 'full' version only:

% Quick Programming language V2.2 (latest version) and V2.1 (for compatibility with older QUICK sources)
% Quick Support Disks 1 and 2
% SAM (Screen Aided Management) V1.25i (80-col desktop system, similar to GEM - no additional hardware needed)
% SAM Budget (spreadsheet)
% SAM Designer (DTP/designer package with circuit diagram creation facilities)
% SAM Utility Extensions (conversion between SAM and non-SAM formats)
% 4 Power Per Post games: Rubber Ball, Glaggs It!, Bombi, Mine Sweeper
% QuickEd (Character set editor for mouse, joystick and touch tablet)
* Digi-Studio (digitized sounds/music utility)
* Issues 1-14 of our News-Disk on-disk magazine
* Issues 15-19 of the printed magazine carrying on from the on-disk mag (scans of the original mags)
* Issues 20-26(last issue) of the on-disk magazine carrying on from the printed mags
* News-Disk Yearly Disk 1 (disk to go with the printed mags, includes lots of Quick source code)

Prices are as follows:

'Full' version - for sale to all countries EXCEPT Germany, Austria, Switzerland:
US$15 by PayPal or cash
UK10pounds (by cheque for UK customers only)
EURO 15 in cash

'Cut-down' version - for sale to all countries:
US$10 by PayPal or cash
UK6pounds (by cheque for UK customers only)
EURO 10 in cash

For more info, and to order on-line using a credit/debit/charge card using PayPal, please visit the web site at http://www.dgs.clara.net and click the link to the CD-ROM page.

If you are sending cash, please e-mail me when you have sent it. I can then e-mail to let you know when it arrives.

I have so far sold 16 copies of the 'full' version, which means I'm still running at a loss. A few people have posted to say they have received their copies, and are happy with it. This should hopefully show that this isn't all a con, that the CD does exist, and I'm not trying to rip anyone off! Please have a look at the info on the web site, and consider ordering this CD. Thanks.

Dean Garraghty

4547. Atmel MPU for SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 22:14:16 UTC
From: llpwhite@cs.com
Message-ID: <20020910181416.00192.00002424@mb-ce.news.cs.com>
Source record: 27670

I received my SIO2IDE board today, but I have not yet found a good source for the Atmel processor. Nor a programmer unit. The best I've found thus far is a minimum order of 10 for $10 each. Anyone here in the U.S. have any suggestions as to where to look? I "Googled" it, but mostly found out-of-date/dead links.
Larry

4548. Re: Atmel MPU for SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-10 23:30:09 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3D7E8081.361BCBD8@silcom.com>
Source record: 27671

You can get atmel processors from Digikey http://www.digikey.com

Mouser is also starting to carry that line, although, they don't have a broad a
stocking as digikey.

http://www.mouser.com

LLpwhite wrote:

> I received my SIO2IDE board today, but I have not yet found a good source for
> the Atmel processor. Nor a programmer unit. The best I've found thus far is a
> minimum order of 10 for $10 each. Anyone here in the U.S. have any suggestions
> as to where to look? I "Googled" it, but mostly found out-of-date/dead links.
> Larry

--
-Jim
----
* Visit:http://www.silcom.com/~patchell/
*--
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen

4549. FS: Publications & Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 02:11:40 UTC
From: The Collectaholic <mkusz@comcast.net>
Message-ID: <wDxf9.448133$Aw4.18771382@bin2.nnrp.aus1.giganews.com>
Source record: 27672

VINTAGE ATARI 8-BIT PUBLICATIONS $.50/ea, unless noted
Antic Vol.3, No. 3,4,5
Antic Vol.4, No. 7,8,8
Antic Vol.6, No. 4,6
Antic Vol.7, No. 3,4,5,6,8
Antic Vol.8, No. 2,6,7
Antic Vol.9, No. 1,2
Activision River Raid Cart. Manual $2
Atari Astroids Cart. Manual $2
Atari Basic Quick Reference Guide by John Wiley & Sons $3
Atari Pac-Man Cart. Manual $2
Computer Gaming World Vol. 5.3
M.A.C.E. Journal Vol.2, No.11
M.A.C.E. Journal Vol.3, No. 4
M.A.C.E. Journal Vol.5, No. 8
M.A.C.E. Journal Vol.6, No. 6

VINTAGE ATARI 8-BIT SOFTWARE
Analog Movie Themes Cassette (req. Music Composer/no manual) $1
Atari BASIC Cart. $2
Atari Eastern Front (1941) Cart. $2
Atari Eastern Front (1941) XE Cart. $3
Atari Graph It Cassettes $3
Atari Joust Cart. $3
Atari Writing Programs One/Two Cassette $3
Avalon Hill Bomber Attack Cassette $2
EA One On One Disk (w/instructions) $5
Sublogic Flight Simulator II Disk (w/instructions & box) $5

Buyer pays all shipping. Accept checks (must clear first), money orders or PayPal.

4550. Re: SIO2IDE now does 51200 baud

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 04:28:53 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <allh6c$bt9$1@news1.xs4all.nl>
Source record: 27667

Hi,

115K can be done, some people I know in Poland build a drive that could
handle this speed only they could load with DMA turned off. But the High
Speed Sector copier in the Speedy for the 1050 uses really 96000 ....
How they done it I don't know maybe Floppydoc from ABBUC could explain...

TXG/MNX
"richard cortese" <ricortes@earthlink.net> wrote in message
news:wZnf9.640$gr6.36857@newsread1.prod.itd.earthlink.net...
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3d7d831e$0$34780$e4fe514c@dreader3.news.xs4all.nl...
> > Could the speed be upgraded? Maybe like Speedy HSS copy up-to 96000 ?
>
> IMHO: No and you really hit the point of diminishing returns. Here is the
> thing, the SIO clock is derived by dividing the Atari system clock by a 16
> and then by a 16 bit divisor. None of our serial rates are exact, i.e. if
I
> have it right 19,200 BAUD is really 1,790,000/16 or 112,000 base clock
> divided by 6 to 18,667. 18,667/19200 => ~2.8% error. So anyway, you can
get
> 112,000 divided by [6, 5, 4, 3, 2, 1] which would mean the next jump
beyond
> ~57k would be ~115k.
>
>

4551. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 04:32:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <allhd6$cg5$1@news1.xs4all.nl>
Source record: 27668

```
Yes an 8Meg eprom burning takes 30 minutes, but loading it from disk would
take longer... so it's fast...
```

TXG/MNX
"Nir" <nir@minicom.com> wrote in message
news:83cd76b4.0209100036.73db61ac@posting.google.com...
> Bob Woolley should get all the credit on the Megacart..
> you are right rene. it is possible to do a cart up to 8meg (use all
> 255 bytes). and switch it off.. but if you did not know.. burning an
> 8meg eprom takes about 30min ;)
>
> nir
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
news:<alinlg$9v7$1@news1.xs4all.nl>...
> > Hi,
> >
> > Why not add an SRAM to the cartridge, it should be possible when you can
> > switch banks, to disable the ROM also. That means you could enable a
SRAM on
> > the same address space. If I am informed right it should be possible to
> > create up-to 255 banks. Normal games use only 4 to 16 banks max. So
there
> > are some bits free to disable the ROM and Enable the RAM. You only
should
> > copy the data that is needed in the RAM area first to lower ram and then
to
> > the SRAM. But that wouldn't be hard I think.
> >
> > TXG/MNX
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3D7CDE23.90664C86@students.uni-mainz.de...
> > Well,
> > it will not fit on the XEGs carts, because you cannot switch them off.
> > This means: As soon as you plug in an XEGS cart the area 8000-BFFF gets
> > ROM !! And I do have my doubts, that Space Harrier fits right under this
> > area. Thus you have to search for a cart (or PCB) schematic that can be
> > switched off via software and has more than 128k capacity. Nir Dary
> > designed such a schematic that has a capacity ranging from 16kbytes to 8
> > megabytes. I am currently thinking about producing such PCBs, if thats
> > not to expensive...
> >
> > The other possibility would be to search for a way (patch / upgrade,

> > etc.) to switch off XEGS carts, which is not that easy... -Andreas.
> >
> >
> >
> > Sheddy schrieb:
> > >
> > > Thimo, interesting idea. Wish you success.
> > >
> > > Carts are so much nicer/quicker than disk/cassette.
> > >
> > > I asked Sega about permission for Space Harrier as freeware. The
answer
> > was
> > > it was extremely unlikely the Japanese copyright holders (Sega Am2)
would
> > > grant permission even for that. I got no reply when I asked Am2.
> > > A few changes will be needed to avoid trouble then....
> > >
> > > It'd need a HUGE non-standard cart too - bigger than the 128K carts. I
> > > estimate the game will take up 120K in its compressed form on disk, if
it
> > is
> > > finished (maybe by late 2003). The cart would have to be uncompressed
to
> > > work with 64K machines - so about a 256K cart.
> > >
> > > So, it's an unlikely candidate at the moment
> > >
> > > Hope you can rustle up some more support elsewhere
> > >
> > > Chris
> > >
> > > "Thimo Graef" <0266140338@t-online.de> wrote in message
> > > news:9947bb30.0208241803.542e05b9@posting.google.com...
> > > > Hi,
> > > >
> > > > I&#65533;ve talked to several people and the idea is :
> > > >
> > > > Release new ATARI games , games which are "in-the-making" on ATARI
XE
> > > > carts.
> > > >
> > > > I have about 200 carts of games like Crossbow,One on
> > > > One,Thunderfox,Pole Position (games are new,but boxes/manuals have
> > > > been destroyed).
> > > >
> > > > We could release NEW ATARI XE games on carts , just like new ATARI
> > > > 2600/5200 games were released (look at www.atariage.com).
> > > >

> > > > Interesting games may be Space Harrier or IK+ , if the programmers
> > > > agree and can make the games run from cartridge AND if we get the
> > > > rights (System 3 for IK+ , Sega for Space Harrier).
> > > >
> > > > Or other games.
> > > >
> > > > What we need now are : programmers with new games ; people who could
> > > > design original-looking ATARI XE boxes and manuals.
> > > >
> > > > Thimo

4552. Re: Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 05:54:32 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <yQAf9.27957$t4.23649@nntpserver.swip.net>
Source record: 27673

Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
> It sounds interesting. Can you post any screenshots?

I will post screenshots. The quickest solution for me is to take photos of the TV screen with my digital camera. This will at least give an impression of what the pictures look like. I have never tried my SIO2PC cable, but I certainly should, also for other reasons.

When I am done with the transfer of pictures to the PC, I will post a new article in comp.sys.atari.8bit.

Anders

4553. Ice-T on Cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 06:05:24 UTC
From: Guy Ferrante <GuyFerrante@cfl.rr.com>
Message-ID: <E2Bf9.210200$Rx4.2373122@twister.tampabay.rr.com>
Source record: 27674

I came across this in a google search.

>February 25, 2000. Lance Ringquist of Video 61 is currently working on a
cartridge
version of Ice-T. Progress reports will be posted in comp.sys.atari.8bit and
...

I hope Lance check to see if all the bugs where fix'ed first.
It would just be a waste to have a buggy Ice-T cart.
For Starts the Ymodem-G dont work, I reported this to Itay and had no plans
on fixing it.

If its bug free I will order one from lance cause the rest of Ice-T is
great.

-Atari8man-

4554. Re: Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 06:21:09 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <vdBf9.27959$t4.23710@nntpserver.swip.net>
Source record: 27675

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:
> Well, it was probably a Technicolor dream demo (39 single sectors
> for *.COL file, 39 sectors for *.LUM file). Name ?!? Hmm, I don`t
> know, since I have a lot of Technicolor Dream demos and ...

I agree it sounds like a Technicolor Dream demo, but this demo diskette must have been created long before Technicolor Dream (the picture editor by Red Rad Software Ltd) became available.

The demo diskette I am referring to was sent to me by an Atari friend in 1984 or possibly 1985, while Technicolor Dream must have been released in 1986.

I always thought this picture demo I am thinking of was as well-known and widely spread as the demo with the spaceship and the robot. Apparently, my assumption is wrong.

Enough said, I have to find the diskette, start the computer, take a picture, upload it to a location on the web, and post an article in comp.sys.atari.8bit.

Anders

4555. Re: Ice-T on Cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 06:36:06 UTC
From: bill@newbreedsoftware.com
Message-ID: <qvBf9.21505$lk.525403@typhoon.sonic.net>
Source record: 27676

Guy Ferrante <GuyFerrante@cfl.rr.com> wrote:
>
> If its bug free I will order one from lance cause the rest of Ice-T is
> great.

Yeah, Ice-T on cart would rule.
Ditto for MyDOS ;)

-bill!

4556. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 06:43:39 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <4fptnukdu0bnemid3p1uvps3tl00ed4v3s@4ax.com>
Source record: 27677

On Tue, 10 Sep 2002 17:13:39 +0200, "Oris" <ome@planet.nl> wrote:

>who can help me with a conversion program to convert atari text files to
>word (windows)
>thanks
>fetze
>
>
I'd understand if you wanted to convert Word files to Atari format, but
for the opposite, why not just read the text as ASCII text and have Word
re-save it in its own format?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4557. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 08:26:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <Z6Df9.21513$lk.526537@typhoon.sonic.net>
Source record: 27678

machf <no_me_j.machf@terra.com.pe> wrote:
> I'd understand if you wanted to convert Word files to Atari format, but
> for the opposite, why not just read the text as ASCII text and have Word
> re-save it in its own format?

Well, the big problem is that Atari 'plain text' files are in ATASCII.
The End-of-Line is different (Decimal 155) and would need to be converted
into the 'CR/LF' pair that MICROS~1 WINDOWS expects (Decimal 13, Decimal 10;
aka Ctrl-M, Ctrl-J, aka hex 0x0D, 0x0A).

Another problem would be any inverse-video text (again, if it's just a
"plain" ATASCII file, and not some 'binary' format, like AtariWriter,
where there's special formatting code & such intertwined).

The high bit (binary 10000000) would need to be stripped (after the EOF was
converted to CR/LF, of course!). It'd also be useful to make sure no
Atari ATASCII graphics characters (like CTRL-A through CTRL-Z) were left
in the file. They'd need to be stripped, replaced with placeholders
(like "??????"'s), or replaced with ASCII approximations.
(The Control-G character '/'-like shape could be replaced with a plain "/" slash
character.)

A simple Unix tool like "tr" could do most of this.
Perl could pretty much handle it, easy-as-pie, too, if someone bothered
writing something.

Of course, since they're trying to convert to Word (like you said,
we'd probably just convert to ASCII and load the ".TXT" in Word and
save it back out as a ".DOC" manually), I'm guessing they're using
Windows, not Linux.

There's always Cygwin, though >;^)

-bill!

4558. Re: Mac/65 via command line?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 09:02:51 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <nd1unus62i4hkj0jtn1mjnla5nplhv3t45@4ax.com>
Source record: 27679

On Tue, 10 Sep 2002 19:22:24 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>D1:>MAC65>MAC65.COM
>LOAD D9:Q
>
>So when I enter "-M" at the commandline, the assembler will be started and loads the
source into the editor...

but it won't compile wihtin command line parameters. I have thought in
a command line option like this:

d1:>mac65>mac65.com -a q.asm q.obj

to compile the source "q.asm" and store it as an object file in the
same directory.

My idea is: use your prefered editor (like Textpro) for doing the
source and after that compile it within the operating system. It's
just like programming linux or something, just split your development
into an editor and a compiler.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4559. Re: Name that 256 colour picture demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 13:29:16 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <MyHf9.460802$Aw4.19163202@bin2.nnrp.aus1.giganews.com>
Source record: 27680

Thanks, I look forward to it.

Paul

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:yQAf9.27957$t4.23649@nntpserver.swip.net...
>
> Paul Gifford <paul.gifford@comcast.excise-this.net> wrote:
> > It sounds interesting. Can you post any screenshots?
>
> I will post screenshots. The quickest solution for me is to take photos of
> the TV screen with my digital camera. This will at least give an
impression
> of what the pictures look like. I have never tried my SIO2PC cable, but I
> certainly should, also for other reasons.
>
> When I am done with the transfer of pictures to the PC, I will post a new
> article in comp.sys.atari.8bit.
>
> Anders
>
>
>

4560. Re: Ice-T on Cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 14:24:19 UTC
From: Video61@webtv.net
Message-ID: <10370-3D7F5213-14@storefull-2114.public.lawson.webtv.net>
Source record: 27682

hi all,
ice-t is going to be really hard to do, there is a lot going on when
the progrm is first booted, and we only have 64k to work with.
its on hold right now, but we do have mydos,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4561. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 14:29:56 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d7efe841aab273@attbi.com>
Source record: 27681

```
>On Tue, 10 Sep 2002 17:13:39 +0200, "Oris" <ome@planet.nl> wrote:
>
>>who can help me with a conversion program to convert atari text files to
>>word (windows)
>>thanks
>>fetze
>>
>>
>I'd understand if you wanted to convert Word files to Atari format, but
>for the opposite, why not just read the text as ASCII text and have Word
>re-save it in its own format?
>
>--
>_________ ____---____ Marco Antonio Checa Funcke
>\_________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(

That is what I would do.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
```

4562. JAM!! Converter and Sound

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 16:06:38 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <c6qunu84u374e71nqp2lbl0ilf40d0orjp@4ax.com>
Source record: 27683

Howdy *.*!

Today I installed my new JAM!! converter to connect the atari computer
to my pc vga monitor. But I have several problems with it.

When I connect the vga plug to the jam device the jam begins producing
a droning and buzzing 50hz sound. I'm totaly frustated because of it.
So it's not very usefull at all, if I have no sound :-(

any suggestions?

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

4563. Re: Atmel MPU for SIO2IDE

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 16:26:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <i9Kf9.2561$gr6.217777@newsread1.prod.itd.earthlink.net>
Source record: 27684

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020910181416.00192.00002424@mb-ce.news.cs.com...
> I received my SIO2IDE board today, but I have not yet found a good source
for
> the Atmel processor. Nor a programmer unit. The best I've found thus far
is a
> minimum order of 10 for $10 each. Anyone here in the U.S. have any
suggestions
> as to where to look? I "Googled" it, but mostly found out-of-date/dead
links.

If it is an ~90S8515 40 pin version and Jim's suggestion of Digikey doesn't work out, I have one.

I kind of like the people at Atmel and their processors. I didn't like their supply pipeline then and I am unsure about it now.

Original excuse was they were too busy making cell phone ICs to make processors. If I read the microcontroller group right, this led to numerous people chosing other processors.

4564. Re: Ice-T on Cart

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 17:25:24 UTC
From: bill@newbreedsoftware.com
Message-ID: <80Lf9.21800$lk.527755@typhoon.sonic.net>
Source record: 27685

Lance Ringquist <Video61@webtv.net> wrote:
> hi all,
> ice-t is going to be really hard to do, there is a lot going on when
> the progrm is first booted, and we only have 64k to work with.
> its on hold right now, but we do have mydos,
> thanks,

Holy moley! So you do!

Hmmm! Only $19, too.

I'll need to strongly consider this. Anyone else here tried it?
Any limitations/problems?

I'd be using it with a stock Atari 1050 drive and SIO2PC/APE.

muttering about no APE for Linux

-bill!

4565. SIO2PC/APE for Linux (was: Re: Ice-T on Cart)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 18:31:18 UTC
From: Matthias Reichl <usenet-20020911@hias.horus.com>
Message-ID: <slrnanv3d1.236.usenet-20020911@camel.hias.horus.com>
Source record: 27686

On Wed, 11 Sep 2002 17:25:24 GMT, William Kendrick wrote:
> [...]
>
> *muttering about no APE for Linux*

No need to worry, Bill, I'm already working on that.

Last time I tested my software even high-speed SIO (38.4 and 57.6)
worked for me, but currently there is not the slightest bit of
an user interface - not even command line :-)

I can't tell when the software is going to be suitable for a public
alpha test. Two weeks ago the harddisk of my testing machine
(a nice little '486 subnotebook) crashed and since then my computer
dealer keeps telling me "The new HDD will be there in - hmmm - two
or three days"... I called them today and - guess what - they
told me it will definitely be there on friday.

So I everything I hacked during the last 2 weeks is completely
untested.

OTOH - one thing for sure - the software will be fully GPL and
include an easy-to-use library for doing both SIO2PC and 1050-2-PC
stuff if you want to write some programs on your own.

Anyway, if you are interested in early alpha-testing, contact me
by email.

so long,

Hias

4566. Re: Mac/65 via command line?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-11 21:35:02 UTC
From: Fox-1
Message-ID: <nwOf9.53246$48.7098594@zwoll1.home.nl>
Source record: 27687

"Thomas Havemeister" wrote

> but it won't compile wihtin command line parameters. I have thought in
> a command line option like this:

> d1:>mac65>mac65.com -a q.asm q.obj

> to compile the source "q.asm" and store it as an object file in the
> same directory.

Can't verify it right now, but if the syntax was right it *might* work.

Or: if you run a BATchfile like this

```
D1:>MAC65.COM
LOAD Q.ASM
ASM,,D9:>Q.OBJ
```

it'll work I think. (note the double comma between ASM and D9: required to make it an OBJ/COM file)

> My idea is: use your prefered editor (like Textpro) for doing the
> source and after that compile it within the operating system. It's
> just like programming linux or something, just split your development
> into an editor and a compiler.

Seems no problem for me, as MAC65 is able to read clean unformatted ATASCII without problems...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4567. Re: Mac/65 via command line?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 00:31:14 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0209111631.7c684a9f@posting.google.com>
Source record: 27688

I've never done it so...but this should be the command line in SpartaDOS
to get it to fly. It is supposed to be able to do this, IIRC

d1:>mac65>mac65 asm d#:q.asm,,#d:q.obj

Thomas Havemeister <twh1@gmx.de> wrote in message
news:<nd1unus62i4hkj0jtn1mjnla5nplhv3t45@4ax.com>...
>
> but it won't compile wihtin command line parameters. I have thought in
> a command line option like this:
>
> d1:>mac65>mac65.com -a q.asm q.obj
>
> to compile the source "q.asm" and store it as an object file in the
> same directory.
>
> My idea is: use your prefered editor (like Textpro) for doing the
> source and after that compile it within the operating system. It's
> just like programming linux or something, just split your development
> into an editor and a compiler.
>
> bye sez
> \thomsen

4568. need home for computers

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 04:03:13 UTC
From: roadrunnerof55@aol.com
Message-ID: <70a6cf58.0209112003.24e36376@posting.google.com>
Source record: 27689

We have some older Atari equipment and would like to know if there is any market for it.

Samples of what we have: 800 Atari; 800XL Atari; 810 disc drive; 1050 disc drive;
1-27 printer; 1025 printer; various power units, koala pad, joy sticks, cartridges, and floppies with games.

Any advice you can give on this would be helpful. I haven't been able to find any
Atari resources in Kansas City, so we are hoping to find new homes for this equipment.
Thanks!

4569. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 06:31:10 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net>
Source record: 27690
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

You're not the only one... I've written him several times asking about his NW Atari club... I wanted details about when and where to meet... He'd write me back with one sentence replies never giving me a straight answer and I'd never hear from him again... Yet he'd keep posting invitations on the NG's... What's up with this guy?!

-Trip

"Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message news:1031624255.328614@pikachu.atari-source.com...
> Is it just me or does anyone else think that Ben is really into massive
> self-gratification? I'm completely insulted that I have received no
> response from him regarding my response to his article on his website.
> This contest is just over the top. Maybe I should hold a "why all women
> should perform certain activities on Mark" contest. *sigh*
>

4570. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 07:07:18 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <u5f0ou07lunufskm6fvm9d8u5iv7fnjqhf@4ax.com>
Source record: 27691

On Wed, 11 Sep 2002 08:26:33 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>machf <no_me_j.machf@terra.com.pe> wrote:
>> I'd understand if you wanted to convert Word files to Atari format, but
>> for the opposite, why not just read the text as ASCII text and have Word
>> re-save it in its own format?
>
>Well, the big problem is that Atari 'plain text' files are in ATASCII.
>The End-of-Line is different (Decimal 155) and would need to be converted
>into the 'CR/LF' pair that MICROS~1 WINDOWS expects (Decimal 13, Decimal 10;
>aka Ctrl-M, Ctrl-J, aka hex 0x0D, 0x0A).
>
>
>Another problem would be any inverse-video text (again, if it's just a
>"plain" ATASCII file, and not some 'binary' format, like AtariWriter,
>where there's special formatting code & such intertwined).
>
>The high bit (binary 10000000) would need to be stripped (after the EOF was
>converted to CR/LF, of course!). It'd also be useful to make sure no
>Atari ATASCII graphics characters (like CTRL-A through CTRL-Z) were left
>in the file. They'd need to be stripped, replaced with placeholders
>(like "??????"'s), or replaced with ASCII approximations.
>(The Control-G character '/'-like shape could be replaced with a plain "/" slash
>character.)
>
>
>A simple Unix tool like "tr" could do most of this.
>Perl could pretty much handle it, easy-as-pie, too, if someone bothered
>writing something.
>
>
>Of course, since they're trying to convert to Word (like you said,
>we'd probably just convert to ASCII and load the ".TXT" in Word and
>save it back out as a ".DOC" manually), I'm guessing they're using
>Windows, not Linux.
>
Long ago I wrote a QBASIC program which converted the ATASCII files into ASCII
(or was it the other way aorund)? Anyway, that's fairly easy to do...
I probably still have it somewhere...
>
>There's always Cygwin, though >;^)
>
>-bill!

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4571. FA: SIO2PC/APE/1050-2-PC cable on Ebay or directly from me

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 09:19:29 UTC
From: j131@inetia.pl
Message-ID: <alpm72srd1@korweta.task.gda.pl>
Source record: 27692

If you think about PC-Atari data transfer - check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2053003033

j131

4572. Re: 65XE and Joystick port output

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 09:30:50 UTC
From: solarinflux@aol.com
Message-ID: <20020912053050.16947.00002222@mb-mt.aol.com>
Source record: 27693

i just searched very earnestly but could not find precisely what i was looking for. the 65 xe i have never touched but i think it is like 800xl.. i believe it is 10 milliamps. the port b on the 800 and 400 provide more power.. here is what i say.. my thinking is to goto metacrawler..NOT GOOGLE. search for atari 800 robotics and halloween.. or similar keyword combo. if you are lucky you will find(in my opinion) the best joyport documentation produced. other than that try antic volume 2 number 10 jan '84.. try antic vol. 7 number teyn fheyb '89 .. somewhat cryptic.. sound it out. anyprobs.. solarinflux.ayyohhheyl i will amass my joyport info.. i will try to help.

peace

4573. Re: Desolderer

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 09:32:08 UTC
From: solarinflux@aol.com
Message-ID: <20020912053208.16947.00002223@mb-mt.aol.com>
Source record: 27694

heat fully any blow the house down

4574. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 09:43:58 UTC
From: solarinflux@aol.com
Message-ID: <20020912054358.16947.00002224@mb-mt.aol.com>
Source record: 27695

been thinking about this for a while..

with resistors and the paddle inputs5 into 255.. hehe aritmitic is for birds so are exact numbers when speculating.. how many joysticks?

4575. Re: JAM!! Converter and Sound

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 10:06:09 UTC
From: solarinflux@aol.com
Message-ID: <20020912060609.16947.00002229@mb-mt.aol.com>
Source record: 27696

this is partly in jest.. but move everything... on the puter.. on the desk..
the plug.. turn off and on.. move everything in the room.. set metal things
all around.. remove metal things geometrically place metal and nonmetal
things.. get a set of rabbit ears.. have a friend walk around.. try new
monitor..lol..
check ground.. examine cables..
if all this fails get a hammer and get that monitor out of your life and get a
new one at the swap meet for a dollar.

just a response.

4576. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 10:21:56 UTC
From: solarinflux@aol.com
Message-ID: <20020912062156.16947.00002232@mb-mt.aol.com>
Source record: 27547

print out all atari characters in an instant with no fuss, but with limitations.

i use a veedeeyo card. accepts ntsc input. i put atari through it. now in full screen mode i see what i like to print. i press prntscrn/sysrq. then paste into infranview(numero uno) or paint or corel or photoshop or paintshop pro si o no comprende..lol

print whalaa..forget that word malarquee.. lol just a way to print out anything that appears on screeen

4577. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 10:45:06 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <Se_f9.453493$UU1.72900@sccrnsc03>
Source record: 27548
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I have actually purchased from BEN and he is a great guy! very friendly and ATARI sales and service is his PRIMARY INCOME! with the state of things economic he really needs a break from an occasional flake action as he is TRUE to the atari and sales and service. That is his bread and butter so give him a break!

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message news:OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net...
> You're not the only one... I've written him several times asking about his
> NW Atari club... I wanted details about when and where to meet... He'd write
> me back with one sentence replies never giving me a straight answer and I'd
> never hear from him again... Yet he'd keep posting invitations on the
> NG's... What's up with this guy?!
>
> -Trip
>
> "Mark Duckworth" <mduckworth@spaamnot.atari-source.com> wrote in message
> news:1031624255.328614@pikachu.atari-source.com...
> > Is it just me or does anyone else think that Ben is really into massive
> > self-gratification? I'm completely insulted that I have received no
> > response from him regarding my response to his article on his website.
> > This contest is just over the top. Maybe I should hold a "why all women
> > should perform certain activities on Mark" contest. *sigh*
> >
>
>

4578. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 13:42:50 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <q661ouk5rep16ts9jivof2uk0n462v2ojv@4ax.com>
Source record: 27549
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 10:45:06 GMT, "d.berlier" <d.berlier@attbi.com>
wrote:

>I have actually purchased from BEN and he is a great guy! very friendly and
>ATARI sales and service is his PRIMARY INCOME! with the state of things
>economic he really needs a break from an occasional flake action as he is
>TRUE to the atari and sales and service. That is his bread and butter so
>give him a break!

I don't see what that has to do with what the guy posted, he was
wondering why Ben sorry BEN :-) didn't answer his question re an Atari
meeting place that Ben was himself talking about.

I'm not knocking Ben, just wondering why you are giving the other
poster a bit of stick re a perfectly reasonable question.

Btw, does flake equate to idiot?

If so that's a tad rude don't you think..
>
>
>"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message
>news:OwWf9.944$Le2.103399@newsread2.prod.itd.earthlink.net...
>> You're not the only one... I've written him several times asking about his
>> NW Atari club... I wanted details about when and where to meet... He'd
>write
>> me back with one sentence replies never giving me a straight answer and
>I'd
>> never hear from him again... Yet he'd keep posting invitations on the
>> NG's... What's up with this guy?!

--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4579. Re: need home for computers

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 14:28:40 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d80a4ae$1_6@news.teranews.com>
Source record: 27550

I would be interested in the 800, 810, 1050 and the 1025.
I will be in KC on the 27th for Winston Cup qualifying or can pay shipping.
Email me if you are interested.

Lannie
"Glenn/Lyn Alexander" <roadrunnerof55@aol.com> wrote in message
news:70a6cf58.0209112003.24e36376@posting.google.com...
> We have some older Atari equipment and would like to know if there is
> any market for it.
>
> Samples of what we have: 800 Atari; 800XL Atari; 810 disc drive; 1050
> disc drive;
> 1-27 printer; 1025 printer; various power units, koala pad, joy
> sticks, cartridges, and floppies with games.
>
> Any advice you can give on this would be helpful. I haven't been able
> to find any
> Atari resources in Kansas City, so we are hoping to find new homes for
> this equipment.
> Thanks!

4580. Re: need home for computers

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 15:36:23 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3D80B477.3030106@noneofyourbusiness.com>
Source record: 27551

Well, I live in Lincoln, NE, and I would love to have just such equipment.

Roy

millers@nospam.inebraska.com

Glenn/Lyn Alexander wrote:
> We have some older Atari equipment and would like to know if there is
> any market for it.
>
> Samples of what we have: 800 Atari; 800XL Atari; 810 disc drive; 1050
> disc drive;
> 1-27 printer; 1025 printer; various power units, koala pad, joy
> sticks, cartridges, and floppies with games.
>
> Any advice you can give on this would be helpful. I haven't been able
> to find any
> Atari resources in Kansas City, so we are hoping to find new homes for
> this equipment.
> Thanks!

4581. more screen shots needed

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 20:38:54 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209121238.367898@posting.google.com>
Source record: 27552

submit them here:
http://geocities.com/rtdos

i just had an awesome idea for a screen saver, maybe someone can help me, actually two screen savers:

1. the atari 1200xl bootup screen with the atari rainbow logo fading in & out (or maybe the atari fuji bouncing around the screen or the spaceship / robot demo) ? that would be awesome huh ?

2. the atari xl/xe self test mode as a screen saver (all tests option).

i'm just learning C++ or maybe i can use a *.JPG *.GIF compiler ?

Just a crazy thought, now back to our regularly scheduled service.

4582. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 21:30:41 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com>
Source record: 27553
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi Trip,

if you want to organize Atari Club meetings, it's fine with me. I'd be
happy to come and contribute. I used to be a SIG Leader for New Users
Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
Atari Mega ST4 and Flash Terminal Software.

==Thanx==
===Ben===

On Thu, 12 Sep 2002, Trip Cannon wrote:

> You're not the only one... I've written him several times asking about his
> NW Atari club... I wanted details about when and where to meet... He'd write
> me back with one sentence replies never giving me a straight answer and I'd
> never hear from him again... Yet he'd keep posting invitations on the
> NG's... What's up with this guy?!
>
> -Trip

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4583. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-12 22:32:15 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <b552oukp853oqkl9plvs0vmm9ostajm8bq@4ax.com>
Source record: 27554
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hi Trip,
>
>if you want to organize Atari Club meetings, it's fine with me. I'd be
>happy to come and contribute. I used to be a SIG Leader for New Users
>Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
>Atari Mega ST4 and Flash Terminal Software.
>
>
>==Thanx==
>===Ben===

Good to see that Ben but he was also keen to find out when and
possibly more importantly where or so it seems :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4584. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 01:07:52 UTC
From: solarinflux@aol.com
Message-ID: <20020912210752.16999.00002899@mb-mt.aol.com>
Source record: 27555

wow.. atari go you guys rip this up.. but if you look at the commie deal.. we should be ashamed. i am 33.. soldered my first joint in 16 years about a year ago. been into atari for about the same time. reemerged. sold my atari stuff when i was 17. now i have about 16 machines. i am pacing a steep learning curve and all you discourse in this thread is highly enlightening. i am back in this Atari world to stay till i am grey then gone. i am talking moregtia's antics.. overlays and .... i was laughed at when i said an atari on a chip.. but on a phreakhin commie board they were proposing just that.. we seem to be behind. i aim to build an 8 bit laptop or nothing. this cf deal is ideal.. he he ha.. i have so many machines.. and as far as the space..they pack tight...you only need a few ps's and all the other space and tedious mess fuss. i like all the ideas. i hate to see these commies making headway over us. we have allways ruled. period. now i have all the time i want and i aim to do my best to make atari a phenom. i cannot imagine a more astounding feat than to use basically '79 tech to outdo in relative terms things done today. use all new tech. but use it in a way that it is subservient to 8 bit Atari.. i have some funds to put forth to this effort. i want to bust open an atari laptop with my i-opener playing slave. i have read that the address space is there for many more chips.. i am low tech but driven.multiple pias gtias cf and antics.. whatever.. i have five years to devote to this endever ande a reasonable amount of money. you who know shut me up or raise this issue. let me know. i can devote some money to whoever plans to produce these projects mentioned in this thread. maybey if it is right and whoolly the man who seems to be leading or whoever fits this bill. shut me up or come get some funds. i can prob offer 500. out of line or in outer space i do not know where i am but from the commie boards i think my ideas have merit. proper nouns rarely sit solid in my mind so whoever has the ball in their court let me know. i am all about this. Atari has to pull out and boggle some heads. even if i have to do it all myself. but there seems to be a nice bit of enthusiasm here. i am offering locomotion.and just to put this on an even keel; if you can correct it it must be phonetic. i aim to communicate not impress or claim anything. please accept my NCV. neo-cyber- vernacular function not fasion i hope you all can feel me....

4585. Re: Commodore 1702 monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 01:16:39 UTC
From: solarinflux@aol.com
Message-ID: <20020912211639.16999.00002902@mb-mt.aol.com>
Source record: 27556

wonder? my 1702 has about 1.5 on the top but only 1/4 on all other sides. it is usually normal that there are the adjustments for these sizes that plague you on the inside of the high voltage guts.a tv guy or some rubber gloves and some plastic screwdrivers should fix it. i have a machintosh that i have fitted with a new screen that had similar probs and i just carefully tried all the trimmer pots and whatever i saw that had an adjustment.CAREFULLY NAD SLOW AND MATICULOUSE. i still got the hit shocked out of me.. tv guy i think could set you up.. a 1702 in my mind is worth some tlc.

just a nutty iidea from a nut butmaybeyhelpfromitcome

4586. Re: Connecting your Chroma/Luma to S-Vidoe *Argh*

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 01:18:51 UTC
From: solarinflux@aol.com
Message-ID: <20020912211851.16999.00002903@mb-mt.aol.com>
Source record: 27557

use old keyboard and just sawder one up s video is just two signals and ground and sound.. old keyboard anda rigged mouse plug

4587. Re: NTSC vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 02:00:29 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0209121800.6040453c@posting.google.com>
Source record: 27558

"Brett J. Latchford" <brett@rogers.com> wrote in message
news:<f9P69.2829$sa1.2359@news01.bloor.is.net.cable.rogers.com>...
> Here are a few questions I have, since I've never really understood this
> issue properly...
> 1) PAL Carts don't work on North American machines?
> 2) All carts are either PAL or NTSC?
> 3) Disk based software is fine? If so why is this?
> 4) What is Australia's standard (there are a few things on ebay from
> Australia I wouldn't mind bidding on)
> 5) If your using the monitor out, instead of RF does the difference still
> apply?

The PAL vs NTSC carts is an issue with the Atari 2600 VCS, but on the
8-bit computers most software will run on both. It's not a Cart vs.
Disk vs. Cassette thing, its more to do with the software itself
(rather than the media). I've run carts purchased in NTSC countries
on PAL machines and viceversa.

It's software written in PAL countries that squeezes the timing to its
limits that gets into trouble and won't run on NTSC. Usually demos,
but there are games and utilities out there that won't work.

But just because it runs doesn't mean it will run the same, any
clocks/timers displayed by software won't keep to real time on the
other system, unless it has been specifically written to run on both
NTSC and PAL. Also games may run slightly faster/slower and hence be
slightly harder/easier (or maybe that's just me getting old =)

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

4588. NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 02:04:49 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0209121804.237c0439@posting.google.com>
Source record: 27559

leaver@alphalink.com.au (David Leaver) wrote in message
news:<3d5c3253@news.alphalink.com.au>...
>The 6502 is synchronised with the line-scan rate of the display, so
>the PAL machines run at at about 2.1 mhz while the NTSC ones run at
>1.8 mhz.

My understanding was that PAL CPU's ran at around 1.78MHz rather than
2.1MHz. There's an entry on page 117 of Mapping the Atari Revised
Edition (memory location 53268 - $D014) that states PAL 6502's run at
2.217 MHz, but other data doesn't seem to tie up with this.

As you say, the 6502 is sync'd so that 1 CPU cycle = 2 colour clocks.
There are 114 cycles (228 colour clocks) per scan line. NTSC has 262
scan lines 60 times a second, PAL has 312 scan lines 50 times a
second. Some of those scan lines occur while the screen is being
drawn and some occur during the Vertical Blank (Atari 400/800 Hardware
Manual, pages II.1 and VI.2; De Re Atari pages 2-1, 2-2, 5-4)

So for NTSC: 262 * 60 = 15720 scan lines per second
And for PAL: 312 * 50 = 15600 scan lines per second

NTSC: 114 * 15720 = 1792080 cycles per second (~ 1.79MHz)
PAL: 114 * 15600 = 1778400 cycles per second (~ 1.78MHz)

The timings in Appendix 3 of Mapping the Atari seem to agree with the
NTSC calculations too.

I'm not a hardware person though, and I don't know enough about the
nitty gritty details of how TV's work, so I could be missing
something. Am I making a mistake in the calculations?

>Thus it is possible to write a vertical blank
>interrupt routine that has time to run on a PAL machine but not on a
>NTSC one. I don't know if anybody has actually done so.

Yeah, I've done that =) *kicks self*

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

4589. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 03:08:05 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d815633$1_1@corp-news.newsgroups.com>
Source record: 27560

As far as I know, I'm in the guy trying to do the CF deal with Atari. My main issue right now is that I can't seem to locate a decent CF connector. The ones at Digikey don't really fit the bill. What I need is an edge connector that straddles the board with connectors on both sides of the board, lined up or staggered, I don't care. If the connectors are all on the same side (like the Digikey connectors), they're too close together for me (I'm not that good with a soldering iron).

I don't need money, I've got that. What I need is a CF connector that fits the bill. Once I've got that, I can complete the prototype board design and do a first run of boards.

Pete

"Solar Influx" <solarinflux@aol.com> wrote in message news:20020912210752.16999.00002899@mb-mt.aol.com...
> wow.. atari go you guys rip this up.. but if you look at the commie deal.. we
> should be ashamed. i am 33.. soldered my first joint in 16 years about a year
> ago. been into atari for about the same time. reemerged. sold my atari stuff
> when i was 17. now i have about 16 machines. i am pacing a steep learning
> curve and all you discourse in this thread is highly enlightening. i am back
> in this Atari world to stay till i am grey then gone. i am talking moregtia's
> antics.. overlays and .... i was laughed at when i said an atari on a chip..
> but on a phreakhin commie board they were proposing just that.. we seem to be
> behind. i aim to build an 8 bit laptop or nothing. this cf deal is ideal.. he
> he ha.. i have so many machines.. and as far as the space..they pack
> tight...you only need a few ps's and all the other space and tedious mess fuss.
> i like all the ideas. i hate to see these commies making headway over us. we
> have allways ruled. period. now i have all the time i want and i aim to do my
> best to make atari a phenom. i cannot imagine a more astounding feat than to
> use basically '79 tech to outdo in relative terms things done today. use all
> new tech. but use it in a way that it is subservient to 8 bit Atari.. i

have
> some funds to put forth to this effort. i want to bust open an atari
laptop
> with my i-opener playing slave. i have read that the address space is
there
> for many more chips.. i am low tech but driven.multiple pias gtias cf and
> antics.. whatever.. i have five years to devote to this endever ande a
> reasonable amount of money. you who know shut me up or raise this issue.
let
> me know. i can devote some money to whoever plans to produce these
projects
> mentioned in this thread. maybey if it is right and whoolly the man who
seems
> to be leading or whoever fits this bill. shut me up or come get some
funds. i
> can prob offer 500. out of line or in outer space i do not know where i
am but
> from the commie boards i think my ideas have merit. proper nouns rarely
sit
> solid in my mind so whoever has the ball in their court let me know. i am
all
> about this. Atari has to pull out and boggle some heads. even if i have
to do
> it all myself. but there seems to be a nice bit of enthusiasm here. i am
> offering locomotion.and just to put this on an even keel; if you can
correct
> it it must be phonetic. i aim to communicate not impress or claim
anything.
> please accept my NCV. neo-cyber- vernacular function not fasion i
hope you
> all can feel me....

4590. FREE Atari Catalogs! Via E-Mail and the Web!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 03:58:19 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122054360.4918-100000@shell1.aracnet.com>
Source record: 27561
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
Check out my updated Atari Catalogs as I've adjusted HardWare Prices,
added some New item's and sold some more inventory. I mention this
because I'll also be adding more inventory to my Atari Catalogs!
http://www.aracnet.com/~atari/catalogs.htm Catalogs Area

FREE Catalogs for Used & New 64 Bit Atari Jaguar Game Machines,
Classic Atari 8 Bit & Atari ST Computers! HardWare/Accessories, Games/
SoftWare & Books/References! View Atari Catalogs on-line or DownLoad off
my WebSite at www.aracnet.com/~atari/catalogs.htm If you can't get my
Catalogs that way, Feel free to Request catalogs by E-Mail. Really, it's
not an inconvenience. I ask that you specify Atari 8 Bit, Atari ST and/or
Atari Jaguar! Or all 3! Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach text files to your
E-Mail. Catalogs are just regular ASCII text files so you can download
them into your text editor and view them, edit them or print them out! It
would make things easier for me if you take my Catalogs, load them into
your text editor, delete what you don't want and E-Mail me the rest! To
expedite things, include your full Mailing address so I can figure
Shipping & Handling. So E-Mail atari@aracnet.com or atari@benjamin.net!

http://www.aracnet.com/~atari/atarisales.htm Root Sales Web Page!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/newinbox.htm Atari New in Box!
http://www.aracnet.com/~atari/testing.htm My Test Standards.
http://www.aracnet.com/~atari/maillist.htm Join my Mailing List!?!

Please Direct all Replies Through E-Mail to: atari@benjamin.net or
atari@aracnet.com. If you can't reach me at benjamin.net see my
E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4591. Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 04:03:46 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122059170.4918-100000@shell1.aracnet.com>
Source record: 27562
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

For those of you who don't read your NewsGroups with a Web Browser!

http://www.aracnet.com/~atari/whybuyben.htm Here's the Winner!

Well, it's been a tough decision. Each entry looks good. But the winner of the "Why Buy Atari from Bravo Sierra Computers" is Reverend Tad Stinson! I chose Tad partly because He is a Reverend. Besides being a Professional Communicator who made the point quite eloquently! He has a unique point of view regarding the subject matter (Me!)! We get together once a week to eat out and come back to my place to play Atari! Were both avid Atarian DieHards and we speak on the phone nearly everyday. He knows me from a Point of view like no other! Still he gives me a glowing review. 2 Thumbs up! And as a Reverend, that adds a whole New dimension of credibility! As the Contest Winner, Reverend Tad Stinson receives the Cash Prize of $25! Anybody who's not persuaded by these, my Living References probably just refuses to believe! And for those who doubt the good Reverend! They have no Reverence for those who devote their lives to serving others! Whether as a Minister of the Gospel, or as a Dealer devoted to supporting Atari!

Contest Winner Listed Below:
==========

Dear Atarian,

Ben Smith is the greatest! I have been buying Atari hardware and software from Ben for over six years,and in that time have never been disappointed. He is always able to meet whatever Atari need I might have. He delivers excellent service, wonderful and useful advice, and sells his merchandise at a competitive, fair price. I have had the privilege of spending time with Ben at his home where he lives, eats, and sleeps Atari. He is without a doubt the most knowledgeable Atari expert I have ever met. If you are interested at all in Atari computers, I would highly recommend that you contact Ben Smith. He is a man of integrity, who can be trusted.

Sincerely,

Reverend Tad Stinson
Gladstone Oregon

Please Direct all Replies Through E-Mail to: atari@benjamin.net or atari@aracnet.com. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net

Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4592. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 04:11:12 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122104530.4918-100000@shell1.aracnet.com>
Source record: 27563
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002, Paul Irvine wrote:

> On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >Hi Trip,
> >
> >if you want to organize Atari Club meetings, it's fine with me. I'd be
> >happy to come and contribute. I used to be a SIG Leader for New Users
> >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> >Atari Mega ST4 and Flash Terminal Software.
> >
> >
> >==Thanx==
> >===Ben===

My point is I'm overworked and I can't organize the meetings. If Trip
really want's to help, maybe he could organize some SIG Meetings.

> Good to see that Ben but he was also keen to find out when and
> possibly more importantly where or so it seems :-)
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4593. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 04:16:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209122115080.4918-100000@shell1.aracnet.com>
Source record: 27564
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002, Bravo Sierra Computers wrote:

> On Thu, 12 Sep 2002, Paul Irvine wrote:
>
> > On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
> > <atari@aracnet.com> wrote:
> >
> > >Hi Trip,
> > >
> > >if you want to organize Atari Club meetings, it's fine with me. I'd be
> > >happy to come and contribute. I used to be a SIG Leader for New Users
> > >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> > >Atari Mega ST4 and Flash Terminal Software.
> > >
> > >
> > >==Thanx==
> > >===Ben===
>
> My point is I'm overworked and I can't organize the meetings. If Trip
> really want's to help, maybe he could organize some SIG Meetings.
>
> > Good to see that Ben but he was also keen to find out when and
> > possibly more importantly where or so it seems :-)
> > --
> > Paul
> >
> > I hate the smell of fear......
> >
> > *** remove yourfinger to email me ****

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4594. Re: SIO2PC/APE for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 04:56:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <Zdeg9.22703$lk.546427@typhoon.sonic.net>
Source record: 27565

Matthias Reichl <usenet-20020911@hias.horus.com> wrote:
> On Wed, 11 Sep 2002 17:25:24 GMT, William Kendrick wrote:
>> [...]
>>
>> *muttering about no APE for Linux*
>
> No need to worry, Bill, I'm already working on that.

Matthias sent it to me, and it's working pretty well, so far!

Much better than the poor, unfinished 'femul' program I tried before.
... Probably because it runs with realtime scheduling.

Very cool! Keep it up! Linux Kernel hackers & coders out there, let's help
him polish this up!

-bill!

4595. Re: SIO2PC/APE for Linux

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 04:59:30 UTC
From: bill@newbreedsoftware.com
Message-ID: <Sgeg9.22704$lk.546469@typhoon.sonic.net>
Source record: 27566

William Kendrick <bill@newbreedsoftware.com> wrote:
> Matthias sent it to me, and it's working pretty well, so far!

Oh my god - Do you know what would be awesome!?
Get your SIO2PC software running on the Sharp Zaurus PDA with its
serial connector.

Imagine being able to carry around 100s of MBs of Atari software in your
pocket, ready to connect to your 8-bit!?

>:^)

-bill!

4596. Re: atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 05:38:44 UTC
From: solarinflux@aol.com
Message-ID: <20020913013844.28767.00003760@mb-cd.aol.com>
Source record: 27567

oops sorry i was overzelouse.. i sent you 800 xl schematic.. well maybey you can use it i will look for a hardcopy of 800 for you i think i have it .

solarInfluxditup

4597. Re: Talk about no price increase...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 05:47:02 UTC
From: solarinflux@aol.com
Message-ID: <20020913014702.28767.00003762@mb-cd.aol.com>
Source record: 27568

it's all about the money...

a company that makes pirating hardware does not like it's own medicine..

very typical.. i see this mentality perversly demonstrated throught our whole economy.

lol i guess it is the american way you best pirate right or you might not pirate tonite.. now you would have to search high , low, near , and far just to find someone who would want a copy of an 8 bit program. still they hold on. imagine what it would be like if people were open and promoted and actually welcomed innovation. we would be fathomes ahead in every aspect of industry. the best teachers learn as much as their students.... now who said pay me firstllibsetag.. stifled for cash.

anyway i am just a nut from california.

4598. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 06:03:25 UTC
From: solarinflux@aol.com
Message-ID: <20020913020325.28767.00003766@mb-cd.aol.com>
Source record: 27569

pooh on all you all.. how come no guts.. what kind of children attack a man in such a monnor. if any of you with ill mind toward ben care to step up.. i am in california and we can talk direct. the english stiffie is not going to be a problem nor is he a concern ... crumpets and tea on time for him.. what is your answer to this you hatefull humanws.. mommy never tought you basics. children.. some atari people are a discrace.

solarinflux..

4599. bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 06:27:53 UTC
From: solarinflux@aol.com
Message-ID: <20020913022753.28767.00003771@mb-cd.aol.com>
Source record: 27570

atari heads.. those of you who find the need to display your maturity. you are a discrace. mommy ever teach you the simple basics? did she? did daddy?.. i will not elaborate.. you no no.. you never will.there are allways those who lack esteem and NEED to attack others in order they feel worth something. these are whome i am addressing. you have barked as stone cast in the pack, and you do so willingly from now on let me be your self esteem man. you need to degrade others to feel like you are worth being alive. i will be a worthwhile adversary. lets go. get your esteem up on me. you all now seeing this on a pc most likely. you all sold out like dog food. Ben is the most hardcore refusist i have ever met. will not even hear of touching this win pc shiyatt.. you all need some good head fixing. i can thinbk of one chemical that might show you yourself. and then you wqould need a toilet and a change of clothes. who else can you call 24 7.. every atari company i deal with is slow as shit save the real ones. you know who you are. the rest you all are why atari died. elitest pompouse and in need of that ass whoopin. shame. Atari rules but the atari world makes mecringe. by no means am i speaking in an all inclusive mannor. but the butt heads seem to have the voices that resonate most vividly. now you all can direct your esteem boosting hatetred at me and i will be your vehicle to self worth. here i am.

solarinflux preparing to step

peace to all who are not hit by these words.. you are the reason atari rules.. and to the wolves come at me with some real substance. if you can put me in my place i will sit there humbly.

lol go!!!!

4600. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 07:01:05 UTC
From: solarinflux@aol.com
Message-ID: <20020913030105.28767.00003772@mb-cd.aol.com>
Source record: 27571

who is steve.. he is definately an easy game.. pitifullysimple..

4601. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 07:36:51 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <rc23ou0kr29os93i4a2mpf6rpjg6gqj86d@4ax.com>
Source record: 27572

On 12 Sep 2002 19:04:49 -0700, rjespino@hotmail.com (Raphael Espino) wrote:

>leaver@alphalink.com.au (David Leaver) wrote in message
news:<3d5c3253@news.alphalink.com.au>...
>>The 6502 is synchronised with the line-scan rate of the display, so
>>the PAL machines run at at about 2.1 mhz while the NTSC ones run at
>>1.8 mhz.
>
>My understanding was that PAL CPU's ran at around 1.78MHz rather than
>2.1MHz. There's an entry on page 117 of Mapping the Atari Revised
>Edition (memory location 53268 - $D014) that states PAL 6502's run at
>2.217 MHz, but other data doesn't seem to tie up with this.
>
>As you say, the 6502 is sync'd so that 1 CPU cycle = 2 colour clocks.
>There are 114 cycles (228 colour clocks) per scan line. NTSC has 262
>scan lines 60 times a second, PAL has 312 scan lines 50 times a
>second. Some of those scan lines occur while the screen is being
>drawn and some occur during the Vertical Blank (Atari 400/800 Hardware
>Manual, pages II.1 and VI.2; De Re Atari pages 2-1, 2-2, 5-4)
>
>So for NTSC: 262 * 60 = 15720 scan lines per second
>And for PAL: 312 * 50 = 15600 scan lines per second
>
Actually, those numbers should be 262,5 and 312,5 - the half-lines either
beginning left of the screen and ending in the middle or beginning in the
middle and ending in the right side.
So:
262,5*60=15750
312,5*50=15625

And since 60 is not really 60 but 59,94, it becomes 15734,25 (actually,
15734,264 since even the 59,94 is rounded)

>NTSC: 114 * 15720 = 1792080 cycles per second (~ 1.79MHz)
> PAL: 114 * 15600 = 1778400 cycles per second (~ 1.78MHz)
>
the 1,79MHz should actually be 3,579545/2, or 1,7897725 (this value
is even confirmed in some Atari manual, IIRC)
For PAL-M, it's 3,57561149/2 or 1,787805745
That's becasue the frequency of the color subcarrier for NTSC is defined
as 455/2 the line frequency, while for PAL-M it's 909/4. Oh, and PAL-M uses
525 lines at 29,97fps as NTSC (which, properly, should be called "NTSC-M",
in fact)
For PAL-B/G/H it's 4,43361875/2 or 2,216809375 since the multiplier is
(1135/4 +1/625)

However, according to the 800XL schematics, non-NTSC machines used an additional 3,546894MHz crystal (aside from the 4,43618 one which is removed on NTSC machines) instead of the 3,579545 one. The 1,77MHz signal goes to the CPU, the 2,21 one to Antic and GTIA, since the CPU can't take more than 2MHz.

>The timings in Appendix 3 of Mapping the Atari seem to agree with the
>NTSC calculations too.
>
>I'm not a hardware person though, and I don't know enough about the
>nitty gritty details of how TV's work, so I could be missing
>something. Am I making a mistake in the calculations?
>
>
>>Thus it is possible to write a vertical blank
>>interrupt routine that has time to run on a PAL machine but not on a
>>NTSC one. I don't know if anybody has actually done so.
>
>Yeah, I've done that =) *kicks self*

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4602. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 08:52:39 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3D81A757.B1DABD49@asw.cz>
Source record: 27593

machf wrote:

<nitpicking>

> Oh, and PAL-M uses 525 lines at 29,97fps as NTSC (which, properly, should be called
"NTSC-M", in fact)

Untrue. PAL-M is just PAL with higher framerate. NTSC is completely
different (I mean color encoding, where is pal clearly superior).

> However, according to the 800XL schematics, non-NTSC machines used an additional
> 3,546894MHz crystal (aside from the 4,43618 one which is removed on NTSC
> machines) instead of the 3,579545 one. The 1,77MHz signal goes to the CPU, the
> 2,21 one to Antic and GTIA, since the CPU can't take more than 2MHz.

To be clear:
3,546894 MHz goes to ANTIC & GTIA. To cpu it goes divided by 2.
4,433618 MHz goes only to GTIA, because it's used as color burst signal
- can't be derived easily from main clock as in NTSC machines.

</nitpicking>

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

4603. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 10:03:42 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <qld3ouklhffudmcfqgs7e4n6bu0j8udlca@4ax.com>
Source record: 27573
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Thu, 12 Sep 2002 21:11:12 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>On Thu, 12 Sep 2002, Paul Irvine wrote:
>
>> On Thu, 12 Sep 2002 14:30:41 -0700, Bravo Sierra Computers
>> <atari@aracnet.com> wrote:
>>
>> >Hi Trip,
>> >
>> >if you want to organize Atari Club meetings, it's fine with me. I'd be
>> >happy to come and contribute. I used to be a SIG Leader for New Users
>> >Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
>> >Atari Mega ST4 and Flash Terminal Software.
>> >
>> >
>> >==Thanx==
>> >===Ben===
>
>My point is I'm overworked and I can't organize the meetings. If Trip
>really want's to help, maybe he could organize some SIG Meetings.
>
Ta for that Ben..

Sorry to hear you are snowed under with work, one hopes that it's a
positive outcome.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4604. SIO port pins (why never used)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 10:23:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alseag$7or$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27574

Howdy folks

Were the Proceed and Interupt pins on the SIO port ever used?
If no, why not?
Could it be that Proceed is to one PIA port, what motor on is to the other?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4605. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 10:24:32 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <o7e3ou0dlmhpjco750o1taj48ebjihucmh@4ax.com>
Source record: 27575

On 13 Sep 2002 06:27:53 GMT, solarinflux@aol.com (Solar Influx) wrote:

You really are not helping the situation, contrary to helping Ben you
are actually stirring up more people with this rambling nonsense.

Insulting and attacking others with words like ass whooping and butt
head (very Springer) are NOT in the Atari community spirit and Ben
would agree with this himself.

Those that don't like Ben's adverts have the option to kill file them,
if they don't then they can't really justify continued attacks. Those
that support him can do so by buying from him and wishing him well as
most people do including me. Personally I wish Ben would put ADV: or
COMM: in front of the adverts as I don't read adverts in any groups I
am in so if I kill file Bravo then I won't see any non advert posts
from Ben..

I certainly won't lose sleep if he does not use those prefixes and I'd
rather have a bloke making a living AND keep the Atari alive any
day...

What we don't need is calling people English stiffies etc, that's
turning it from Atari into ignorance and throws you into the spotlight
as the bad party.

Please just get on with loving the old Atari like the rest of us...

>atari heads.. those of you who find the need to display your maturity. you are
>a discrace. mommy ever teach you the simple basics? did she? did daddy?.. i
>will not elaborate.. you no no.. you never will.there are allways those who
>lack esteem and NEED to attack others in order they feel worth something.
>these are whome i am addressing. you have barked as stone cast in the pack,
>and you do so willingly from now on let me be your self esteem man. you need
>to degrade others to feel like you are worth being alive. i will be a
>worthwhile adversary. lets go. get your esteem up on me. you all now seeing
>this on a pc most likely. you all sold out like dog food. Ben is the most
>hardcore refusist i have ever met. will not even hear of touching this win pc
>shiyatt.. you all need some good head fixing. i can thinbk of one chemical
>that might show you yourself. and then you wqould need a toilet and a change of
>clothes. who else can you call 24 7.. every atari company i deal with is slow
>as shit save the real ones. you know who you are. the rest you all are why
>atari died. elitest pompouse and in need of that ass whoopin. shame. Atari
>rules but the atari world makes mecringe. by no means am i speaking in an all
>inclusive mannor. but the butt heads seem to have the voices that resonate
>most vividly. now you all can direct your esteem boosting hatetred at me and i
>will be your vehicle to self worth. here i am.

>
>solarinflux preparing to step
>
>peace to all who are not hit by these words.. you are the reason atari rules..
>and to the wolves come at me with some real substance. if you can put me in my
>place i will sit there humbly.
>
>lol go!!!!

--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4606. 1050 Duplicator site (I lost the link)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 10:29:19 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alsem1$837$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27576

Howdy folks

I lost the link to the 1050 Duplicator site. Could somebody please tell me where to find it?

BTW how good/bad was the Duplicator (I know the ads where HAPPY told everybody it's products were better, but I'ld like to hear from users)
What happend to the software they mentioned in the 1050 Duplicator ad?
What was the real difference between the duplicator and the other 1050 upgrade mentioned in the duplicator ad?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4607. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 10:38:03 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <4pf3ou0i5jte0tg4b6hungvku457scvqg7@4ax.com>
Source record: 27577

On Thu, 12 Sep 2002 23:08:05 -0400, "Pete Davis"
<pdavis68@hotmail.com> wrote:

Pete, drop me a mail (remove the spam trap) to tell me how to recreate
that Action problem in Atari800win..

Need to do some testing.

Cheers

(sorry for hijacking the thread a little)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4608. Re: ATARI 800 XL/XE cartridge project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 11:11:45 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alsh5mafd1@nets3.rz.RWTH-Aachen.DE>
Source record: 27578

Howdy Andreas

You: "Just think about A.R. on cart, everyone would love
such a cart, except the one who has to reprogram all the code to get it
working as a bank-switching cart..."

If you find somebody, please ask if (s)he will make it work with the
MultiLink interface. :-))

CU Mathy van Nisselroy

4609. Re: Big Success: Unconventional2k2!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 11:31:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alsiad$bg7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27579

Howdy Andreas

> I thought that Uncon would take place in September - as every year.

Isn't this mentioned in the ABBUC magazin?

> Ofcourse I will be there at ABBUC JHV
> in October (saturday 26 or 27 october).

The 26th of Oktober. For those who want to come, check out
http://www.abbuc.de click on JHV, then on Einladung.

CU Mathy van Nisselroy

4610. Re: USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 11:48:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alsj9h$ce7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27580

Howdy Marek, folks

> I would like to inform you that SIO2IDE version 4.0 with USB port will
> be available in three weeks. Hardware is based on the ATmega323-8PC
> and USBN9603.
>
> Interface works in two modes:
> - normal SIO2IDE mode like version 3.2
> - IDE2USB mode (Mass Storage Class Device "removable drive")
>
> Now you can connect your Atari HDD directly to the PC via USB!!!

Sounds interesting!!
I guess that means the you can set up the system using USB???

CU Mathy van Nisselroy

PS have you thought about making this ATASPI compatible?

4611. Re: USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 12:04:34 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alsk8kdbt1@nets3.rz.RWTH-Aachen.DE>
Source record: 27581

Howdy Marek

> I would like to inform you that SIO2IDE version 4.0 with USB port will
> be available in three weeks. Hardware is based on the ATmega323-8PC
> and USBN9603.
>
> Interface works in two modes:
> - normal SIO2IDE mode like version 3.2
> - IDE2USB mode (Mass Storage Class Device "removable drive")
>
> Now you can connect your Atari HDD directly to the PC via USB!!!

How much more expansive is the Atmega323 as compared to the
Atmega161/Atmega163?
If you add an extra USBN9603 you can have two USB ports. If they could talk
to each other without the Atari doing anything, networking on the 8 bit
Atari would be easier.

CU Mathy van Nisselroy

4612. HP driver for Atari Writer

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 12:13:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <alskp9dtd1@nets3.rz.RWTH-Aachen.DE>
Source record: 27582

Howdy folks

IIRC the Hewlett_Packard Laser Printer driver for Atari Writer on my site caused some problems. I have uploaded the file again.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4613. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 12:31:49 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <VUkg9.356940$On.14943242@bin3.nnrp.aus1.giganews.com>
Source record: 27583

I suppose you're accessing AOL from your atari?

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020913022753.28767.00003771@mb-cd.aol.com...
> atari heads.. those of you who find the need to display your maturity.
you are
> a discrace. mommy ever teach you the simple basics? did she? did daddy?..
i
> will not elaborate.. you no no.. you never will.there are allways those
who
> lack esteem and NEED to attack others in order they feel worth something.
> these are whome i am addressing. you have barked as stone cast in the
pack,
> and you do so willingly from now on let me be your self esteem man. you
need
> to degrade others to feel like you are worth being alive. i will be a
> worthwhile adversary. lets go. get your esteem up on me. you all now
seeing
> this on a pc most likely. you all sold out like dog food. Ben is the most
> hardcore refusist i have ever met. will not even hear of touching this
win pc
> shiyatt.. you all need some good head fixing. i can thinbk of one
chemical
> that might show you yourself. and then you wqould need a toilet and a
change of
> clothes. who else can you call 24 7.. every atari company i deal with is
slow
> as shit save the real ones. you know who you are. the rest you all are
why
> atari died. elitest pompouse and in need of that ass whoopin. shame.
Atari
> rules but the atari world makes mecringe. by no means am i speaking in an
all
> inclusive mannor. but the butt heads seem to have the voices that
resonate
> most vividly. now you all can direct your esteem boosting hatetred at me
and i
> will be your vehicle to self worth. here i am.
>
> solarinflux preparing to step
>
> peace to all who are not hit by these words.. you are the reason atari
rules..
> and to the wolves come at me with some real substance. if you can put me

in my
> place i will sit there humbly.
>
> lol go!!!!

4614. Re: SIO port pins (why never used)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 13:12:13 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3D81E42D.3295CBF2@mb1.tu-chemnitz.de>
Source record: 27584

> Were the Proceed and Interupt pins on the SIO port ever used?
The proceed pin was used by the so called "atari turbo interface" (6000
Baud for XC12 Datasette).
More info here

http://www-user.tu-chemnitz.de/~sgl/atari/turb6000/turb6000.htm

Sven.

4615. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 13:59:07 UTC
From: lp <gfa@basic.net>
Message-ID: <B9A7676B.8F18%gfa@basic.net>
Source record: 27586

in article 20020913022753.28767.00003771@mb-cd.aol.com, Solar Influx at solarinflux@aol.com wrote on 9/13/02 2:27 AM:

> atari heads.. those of you who find the need to display your maturity. you
> are
> a discrace. mommy ever teach you the simple basics? did she? did daddy?.. i
> will not elaborate.. you no no.. you never will.there are allways those who
> lack esteem and NEED to attack others in order they feel worth something.
> these are whome i am addressing. you have barked as stone cast in the pack,
> and you do so willingly from now on let me be your self esteem man. you need
> to degrade others to feel like you are worth being alive. i will be a
> worthwhile adversary. lets go. get your esteem up on me. you all now seeing
> this on a pc most likely. you all sold out like dog food. Ben is the most
> hardcore refusist i have ever met. will not even hear of touching this win pc
> shiyatt.. you all need some good head fixing. i can thinbk of one chemical
> that might show you yourself. and then you wqould need a toilet and a change
> of
> clothes. who else can you call 24 7.. every atari company i deal with is
> slow
> as shit save the real ones. you know who you are. the rest you all are why
> atari died. elitest pompouse and in need of that ass whoopin. shame. Atari
> rules but the atari world makes mecringe. by no means am i speaking in an all
> inclusive mannor. but the butt heads seem to have the voices that resonate
> most vividly. now you all can direct your esteem boosting hatetred at me and
> i
> will be your vehicle to self worth. here i am.
>
> solarinflux preparing to step
>
> peace to all who are not hit by these words.. you are the reason atari rules..
> and to the wolves come at me with some real substance. if you can put me in
> my
> place i will sit there humbly.
>
> lol go!!!!

LOL! You show your lack of maturity, big time.
Comedy at it's finest.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4616. atajoy + windows 2000/XP

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 14:04:07 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <alsqpg$9jp$1@reader08.wxs.nl>
Source record: 27585

Hi!

I download the ATAJOY stuff, and made the cable (easy job ineed!)

But now it comes... win 2000 does not want to accept the driver. Is there an update?

Please Help
Marius

4617. Re: need home for computers

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 14:28:56 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d81f621$1_1@news.teranews.com>
Source record: 27587

Remember to remove the SPAM from my email address if you try to email me.

"Lannie Schafroth" <lannie_schafroth@spam.hotmail.com> wrote in message
news:3d80a4ae$1_6@news.teranews.com...
> I would be interested in the 800, 810, 1050 and the 1025.
> I will be in KC on the 27th for Winston Cup qualifying or can pay
shipping.
> Email me if you are interested.
>
> Lannie
> "Glenn/Lyn Alexander" <roadrunnerof55@aol.com> wrote in message
> news:70a6cf58.0209112003.24e36376@posting.google.com...
> > We have some older Atari equipment and would like to know if there is
> > any market for it.
> >
> > Samples of what we have: 800 Atari; 800XL Atari; 810 disc drive; 1050
> > disc drive;
> > 1-27 printer; 1025 printer; various power units, koala pad, joy
> > sticks, cartridges, and floppies with games.
> >
> > Any advice you can give on this would be helpful. I haven't been able
> > to find any
> > Atari resources in Kansas City, so we are hoping to find new homes for
> > this equipment.
> > Thanks!
>
>

4618. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 14:32:38 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d81f6b0_4@corp-news.newsgroups.com>
Source record: 27588

If you've got double vision from drinking too much, this is a sign that you should probably refrain from posting to this group. In these instances, please keep your posts on alt.im.soooooo.drunk and spare the rest of us.

Pete

"Solar Influx" <solarinflux@aol.com> wrote in message news:20020913022753.28767.00003771@mb-cd.aol.com...
> atari heads.. those of you who find the need to display your maturity. you are
> a discrace. mommy ever teach you the simple basics? did she? did daddy?.. i
> will not elaborate.. you no no.. you never will.there are allways those who
> lack esteem and NEED to attack others in order they feel worth something.
> these are whome i am addressing. you have barked as stone cast in the pack,
> and you do so willingly from now on let me be your self esteem man. you need
> to degrade others to feel like you are worth being alive. i will be a
> worthwhile adversary. lets go. get your esteem up on me. you all now seeing
> this on a pc most likely. you all sold out like dog food. Ben is the most
> hardcore refusist i have ever met. will not even hear of touching this win pc
> shiyatt.. you all need some good head fixing. i can thinbk of one chemical
> that might show you yourself. and then you wqould need a toilet and a change of
> clothes. who else can you call 24 7.. every atari company i deal with is slow
> as shit save the real ones. you know who you are. the rest you all are why
> atari died. elitest pompouse and in need of that ass whoopin. shame. Atari
> rules but the atari world makes mecringe. by no means am i speaking in an all
> inclusive mannor. but the butt heads seem to have the voices that resonate
> most vividly. now you all can direct your esteem boosting hatetred at me and i
> will be your vehicle to self worth. here i am.
>
> solarinflux preparing to step
>

> peace to all who are not hit by these words.. you are the reason atari
rules..
> and to the wolves come at me with some real substance. if you can put me
in my
> place i will sit there humbly.
>
> lol go!!!!

4619. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 15:36:18 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <SBng9.605798$oa7.21013624@Flipper>
Source record: 27589

LOL ! Great posting! You made me happy today. :-)

Freddy.

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020913022753.28767.00003771@mb-cd.aol.com...
> atari heads.. those of you who find the need to display your maturity.
you are
> a discrace. mommy ever teach you the simple basics? did she? did daddy?..
i
> will not elaborate.. you no no.. you never will.there are allways those
who
> lack esteem and NEED to attack others in order they feel worth something.
> these are whome i am addressing. you have barked as stone cast in the
pack,
> and you do so willingly from now on let me be your self esteem man. you
need
> to degrade others to feel like you are worth being alive. i will be a
> worthwhile adversary. lets go. get your esteem up on me. you all now
seeing
> this on a pc most likely. you all sold out like dog food. Ben is the most
> hardcore refusist i have ever met. will not even hear of touching this
win pc
> shiyatt.. you all need some good head fixing. i can thinbk of one
chemical
> that might show you yourself. and then you wqould need a toilet and a
change of
> clothes. who else can you call 24 7.. every atari company i deal with is
slow
> as shit save the real ones. you know who you are. the rest you all are
why
> atari died. elitest pompouse and in need of that ass whoopin. shame.
Atari
> rules but the atari world makes mecringe. by no means am i speaking in an
all
> inclusive mannor. but the butt heads seem to have the voices that
resonate
> most vividly. now you all can direct your esteem boosting hatetred at me
and i
> will be your vehicle to self worth. here i am.
>
> solarinflux preparing to step
>
> peace to all who are not hit by these words.. you are the reason atari
rules..

> and to the wolves come at me with some real substance. if you can put me
in my
> place i will sit there humbly.
>
> lol go!!!!

4620. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 18:31:54 UTC
From: ProfesserFesterTesterBester <vermin69@rcn.com>
Message-ID: <3D822F1A.2FED0346@rcn.com>
Source record: 27591

Personally I like it when Ben advertises because it saves me the trouble of
searching for something to buy.
You on the other hand, if you used your atari to write this then you should have
used the PC and
used the spell check feature.

Solar Influx wrote:

> atari heads.. those of you who find the need to display your maturity. you are
> a discrace. mommy ever teach you the simple basics? did she? did daddy?.. i
> will not elaborate.. you no no.. you never will.there are allways those who
> lack esteem and NEED to attack others in order they feel worth something.
> these are whome i am addressing. you have barked as stone cast in the pack,
> and you do so willingly from now on let me be your self esteem man. you need
> to degrade others to feel like you are worth being alive. i will be a
> worthwhile adversary. lets go. get your esteem up on me. you all now seeing
> this on a pc most likely. you all sold out like dog food. Ben is the most
> hardcore refusist i have ever met. will not even hear of touching this win pc
> shiyatt.. you all need some good head fixing. i can thinbk of one chemical
> that might show you yourself. and then you wqouldneed a toilet and a change of
> clothes. who else can you call 24 7.. every atari company i deal with is slow
> as shit save the real ones. you know who you are. the rest you all are why
> atari died. elitest pompouse and in need of that ass whoopin. shame. Atari
> rules but the atari world makes mecringe. by no means am i speaking in an all
> inclusive mannor. but the butt heads seem to have the voices that resonate
> most vividly. now you all can direct your esteem boosting hatetred at me and i
> will be your vehicle to self worth. here i am.
>
> solarinflux preparing to step
>
> peace to all who are not hit by these words.. you are the reason atari rules..
> and to the wolves come at me with some real substance. if you can put me in my
> place i will sit there humbly.
>
> lol go!!!!

4621. Re: 1050 Duplicator site (I lost the link)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 18:56:37 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Fxqg9.609246$oa7.21183414@Flipper>
Source record: 27592

Hi Mathy,

Maybe this is the one?
http://www.silcom.com/~patchell/atari/duplicator.html

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:alsem1$837$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I lost the link to the 1050 Duplicator site. Could somebody please tell
me
> where to find it?
>
> BTW how good/bad was the Duplicator (I know the ads where HAPPY told
> everybody it's products were better, but I'ld like to hear from users)
> What happend to the software they mentioned in the 1050 Duplicator ad?
> What was the real difference between the duplicator and the other 1050
> upgrade mentioned in the duplicator ad?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

4622. Re: 1050 Duplicator site (I lost the link)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 20:53:21 UTC
From: patchell <patchell@silcom.com>
Message-ID: <3D825041.970FEBA0@silcom.com>
Source record: 27594

Mathy van Nisselroy wrote:

> Howdy folks
>
> I lost the link to the 1050 Duplicator site. Could somebody please tell me
> where to find it?

Follow the link at the bottom of this message...it will take you to my
website. You will find a link on the homepage to my Atari page.

>
>
> BTW how good/bad was the Duplicator (I know the ads where HAPPY told
> everybody it's products were better, but I'ld like to hear from users)
> What happend to the software they mentioned in the 1050 Duplicator ad?
> What was the real difference between the duplicator and the other 1050
> upgrade mentioned in the duplicator ad?

How good was the duplictor? Well, I can sort of answer that question.

The biggest problem was that the company that was selling the duplicator
made a few boo-boo's. The biggest one was putting the ads in the magazine
before it was even finished, and as the one who was writing the code for the
thing, I was forced to wrap it up pretty quickly so they could start shipping.

As purely a drive enhancement, it worked pretty good. With the correct
dos, like sparta dos, it could really fly compared to a regular drive.

But as far as it's ability to duplicate copy protected disks...it could do
the simpler ones, but things fell apart before any of the more complicated
schemes were gotten around to. For the whole project, I ended up making about
$4.50 and hour.

>
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

```
--
-Jim
-----------------------------------------------
* Visit:http://www.silcom.com/~patchell/
*----------------------------------------------
*I'm sure glad Merry Christmas comes just once a year
* -Yogi Yorgensen
-----------------------------------------------
```

4623. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 21:24:06 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <WHsg9.21563$sR2.367401@news4.ulv.nextra.no>
Source record: 27595

"Freddy Offenga" <taf.offenga@chello.nl> skrev i melding
news:SBng9.605798$oa7.21013624@Flipper...
> LOL ! Great posting! You made me happy today. :-)
>
> Freddy.

Hi, there Freddy! Did the Megamagazine ever get any further than #7 ? I heard something about a new one, but never seen anything since.

Take care

4624. MegaZine #8 - biggest delay in the history of time

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 22:54:44 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <U0ug9.614954$oa7.21394738@Flipper>
Source record: 27596

H&#65533; Vidar! I noticed you a few times before. Still one of the die-hards eh?
:-)

Just to get rid of any rumors I place this in the group:
No, I don't expect to finish MegaZine #8 any time soon.
Actually I just have to get "in the mood" to finish it, since there's only a
few days work left.

I almost decided to put the articles on the web, but I still like the idea
of a last bootable one.
Maybe sometime, when you and me least expect it....

Best,
Freddy.

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:WHsg9.21563$sR2.367401@news4.ulv.nextra.no...
> "Freddy Offenga" <taf.offenga@chello.nl> skrev i melding
> news:SBng9.605798$oa7.21013624@Flipper...
> > LOL ! Great posting! You made me happy today. :-)
> >
> > Freddy.
>
> Hi, there Freddy! Did the Megamagazine ever get any further than #7 ? I
> heard something about a new one, but never seen anything since.
>
> Take care
>
>

4625. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 23:10:35 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <Lfug9.5050$Os3.358830@newsread1.prod.itd.earthlink.net>
Source record: 27597
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

The posts in question were almost two years old... I take it the club was going strong back then? But I wouldn't know because I never was able to get information as to where to go and when.. And then there was another post pertaining to a night to get together and play on the console systems... I wrote back saying I was interested but received nothing but a one sentence reply saying "I'm working on it" or something to that extent... I answered another one a couple of months later and received the same reply..

So trust me man, I wasn't the flake here.. I mean, I'm not questioning his business ethics or anything but I don't know, maybe I would have bought some stuff from him if these meetings took place?

-Trip

"d.berlier" <d.berlier@attbi.com> wrote in message
news:Se_f9.453493$UU1.72900@sccrnsc03...
> I have actually purchased from BEN and he is a great guy! very friendly
and
> ATARI sales and service is his PRIMARY INCOME! with the state of things
> economic he really needs a break from an occasional flake action as he is
> TRUE to the atari and sales and service. That is his bread and butter so
> give him a break!

4626. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-13 23:13:28 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <siug9.5052$Os3.359155@newsread1.prod.itd.earthlink.net>
Source record: 27598
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ben,

Thanks for the reply but there's no way I'll be able to organize meetings with my schedule.. And I'm not that knowlegable with the ST line... That was one of the main reasons I wanted to attend so I could get to know the computer better... However, if you're still doing the console thing, let me know..

Thanks,
Trip

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com...
> Hi Trip,
>
> if you want to organize Atari Club meetings, it's fine with me. I'd be
> happy to come and contribute. I used to be a SIG Leader for New Users
> Groups for both 8 Bit and ST. In fact, I'm sending this to you on my
> Atari Mega ST4 and Flash Terminal Software.
>
>
> ==Thanx==
> ===Ben===
>
> On Thu, 12 Sep 2002, Trip Cannon wrote:
>
> > You're not the only one... I've written him several times asking about his
> > NW Atari club... I wanted details about when and where to meet... He'd write
> > me back with one sentence replies never giving me a straight answer and I'd
> > never hear from him again... Yet he'd keep posting invitations on the
> > NG's... What's up with this guy?!
> >
> > -Trip
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
> http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com

> BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!
>
>

4627. Re: SIO port pins (why never used)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 00:41:24 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3elbx4d3f.fsf@europa.pienet>
Source record: 27599

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> writes:

> Howdy folks
>
> Were the Proceed and Interupt pins on the SIO port ever used?
> If no, why not?
> Could it be that Proceed is to one PIA port, what motor on is to the other?
>
> CU Mathy van Nisselroy

Both lines are rigged as interrupt sources thru the (IIRC) sio
hardware. I think the intent was to allow peripherals to signal the
Atari when some kind of service was necessary. From the names of the
signals, it might be the designers were thinking of some kind of
bus-locking scheme where a peripheral could take over the bus for
something. It might be possible to rig a token-ring style network for
multiple Ataris via SIO.

Gregm

4628. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 01:22:54 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209131722.737edb11@posting.google.com>
Source record: 27600

What is in store for real.dos. Currently I have two version in mind. version One will be for use with emulators. I have a routeen that was added to x3.3b and x3.3c that pole the computer that it is running on and set up the ciov handler. According to Tom hunt the ciov routeen in x3.3a that was written for mux systems works the best with emulators. Version 2 will be for use on real Atari Hardware. Currently I need to do some updated to the polling code for the mio. I want to also updated a number of thing one of them will make real.dos work with PAL and NTSC machines with out modification. I am also looking at a routeen that will swap the program you are running with an image file that is located on the harddrive. IF someone out there have other thing they would like to see please e-mail me. Now to answer the Big question why I am doing this. Bob Woolley and myself have designed a new hardware device that has 512k of battery backed up ram, a Programable OS, AN IDE controller, And hopefully a fully programable cart, And maybe a Clock function as well.

Oh one last note: I received an e-mail of a great big list of things this person wanted in BBS Express Professional. While I will be makeing changes to PRO so I can put it on the INTERNET for my use. I will not be putting anything new for pro out to the general pulic. I will be giving updates to my friends but they will not be for sale. I have SOLD my part of bbs express professional so I have no way to know if a person is a true owner, I beleive that Pro is still sold by Lance, so he is response ability to provide updates. So bottom line is I will not give source or compiled code out to anyone. I also have the source to the Express Cart. FTE purchased it from Keith Ledbetter. FTE asked me to make chages to it and never paid me for it.

IF you have any questions or enhancments to real.dos you would like to see e-mail them to me at SJCARDEN@BELLSOUTH.NET

Thanks and have a good day, Steve.

Oh By the way my bbs is on line again with a new phone number. (706)790-9520 300,1200,2400,9600,19.2 usr duel Standard.

4629. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 02:22:09 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alt6ss$al3$1@news1.xs4all.nl>
Source record: 27590

<DISCUSSION>

Why all this replies?

Just let Ben post sometimes his ads here, that's much better then all this other porn/warez crap I get in my newsgroups.

Ben still supports the Atari and as I believe is still someone who is honnest. So just give him some credit for that. When you don't like it, just ignore the ads.

</DISSCUSSION>

TXG/MNX
"Solar Influx" <solarinflux@aol.com> wrote in message news:20020913020325.28767.00003766@mb-cd.aol.com...
> pooh on all you all.. how come no guts.. what kind of children attack a man in
> such a monnor. if any of you with ill mind toward ben care to step up.. i am
> in california and we can talk direct. the english stiffie is not going to be a
> problem nor is he a concern ... crumpets and tea on time for him.. what is
> your answer to this you hatefull humanws.. mommy never tought you basics.
> children.. some atari people are a discrace.
>
> solarinflux..

4630. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 04:04:28 UTC
From: Zam Karmen <zam_karmen@yahoo.com>
Message-ID: <Xns9288D642C58990411@216.148.227.77>
Source record: 27601
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in
news:siug9.5052$Os3.359155@newsread1.prod.itd.earthlink.net:

> Ben,
>
> Thanks for the reply but there's no way I'll be able to organize
> meetings with my schedule.. And I'm not that knowlegable with the ST
> line... That was one of the main reasons I wanted to attend so I could
> get to know the computer better... However, if you're still doing the
> console thing, let me know..
>
> Thanks,
> Trip
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209121418320.20629-100000@shell1.aracnet.com...
>> Hi Trip,
>>
>> if you want to organize Atari Club meetings, it's fine with me. I'd
>> be happy to come and contribute. I used to be a SIG Leader for New
>> Users Groups for both 8 Bit and ST. In fact, I'm sending this to you
>> on my Atari Mega ST4 and Flash Terminal Software.
>>
>>
>> ==Thanx==
>> ===Ben===
>>
>> On Thu, 12 Sep 2002, Trip Cannon wrote:
>>
>> > You're not the only one... I've written him several times asking
>> > about
> his
>> > NW Atari club... I wanted details about when and where to meet...
>> > He'd
> write
>> > me back with one sentence replies never giving me a straight answer
>> > and
> I'd
>> > never hear from him again... Yet he'd keep posting invitations on
>> > the NG's... What's up with this guy?!
>> >
>> > -Trip

>>
>> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/ Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari/catalogs.htm
>> http://BenSells.atari.org or at Ben's Domain at
> http://www.atari.benjamin.net
>> Catalogs can be Requested by and Received Through E-Mail at
> atari@aracnet.com
>> BenSells@atari.org or atari@benjamin.net and Please Specify whether
>> you
> want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
>>
>>
>
>
>

A long time ago..and I mean a LONG time ago, there were several Atari groups in the Portland area.

Myself and a few others got together and attempted to bring all these groups together under one single body. I think we called it the Northwest Atari Treaty Organization (NATO). I was much younger then and not as creative with names (can't say I'm any better now).

The leaders of all these groups felt threatened that we were trying to take over their groups and toss out their leaders. Quite the opposite - we were attempting to unite all the groups together to form a stronger presense in the Portland area. I believe had we been succesful, the fate of Atari Corp, and it's followers may have been somewhat different or at least delayed - maybe not.

So, given what you've heard from your inquiries and knowing a little about the past representation of the various Atari groups, I'm not surprised by the one liners and lack of more enthusiastic replies. I didn't find the Atari group representatives to be very skilled in the areas of social interaction.

I gave up the NATO idea and sold my 16 bit Atari and moved to Mac platforms. Later, I switched to Intel architecture where I remain.

Users groups at one time offered a great service to the community. Under strong leadership, they offered new users a "warm spot by the fire" so to speak and helped educate them in the basics of the system they chose. There was decent social interaction - I actually made a couple life-long friends from my involvement in the Commodore users group in Eugene, OR.

Any more, tho Intel architecture dominates and folks can get as much information from the web or from newsgroups such as this. Additionally, they can turn to Ebay for all their trading needs. Sadly, the PC user groups are falling by the wayside. I'm sure Ben's doing a good job

trying to keep this alive, but eventually good intentions must give way to reality and he needs to eventually face the fact that the Atari market is dwindling and unless a developer is really doing this out of the goodness of their hearts - hardware and software advances are going to eventually stop completely.

I'm not sure where I'm going with this, but I've seen these Atari posts regularly, and while annoying, you can't deny a person free speach. You My newsreader (X-news, it's great stuff) has an easy-to-use filter and I put it to good use. Folks not interested in seeing this stuff might do the same.

At any rate, that's Zammer's history lesson for today. Sorry it was lengthy, but hope it's of some value.

Zam

4631. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 04:19:05 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <s0d5ouonrjn9mqrvqqh89aphkbp4846l86@4ax.com>
Source record: 27602

On Fri, 13 Sep 2002 10:52:39 +0200, Jindrich Kubec <kubecj@asw.cz> wrote:

>machf wrote:
>
><nitpicking>
>
>> Oh, and PAL-M uses 525 lines at 29,97fps as NTSC (which, properly, should be called "NTSC-M", in fact)
>
>Untrue. PAL-M is just PAL with higher framerate. NTSC is completely
>different (I mean color encoding, where is pal clearly superior).
>
I don't know what you're talking about, maybe you misunderstood me. I said that *NTSC* should be called "NTSC-M", strictly speaking, because it also uses the M norm for the picture (and the NTSC system for the color encoding, while PAL-M uses PAL for that). There's also an NTSC-N combination, but right now I can't remember where it's used or what for...

>> However, according to the 800XL schematics, non-NTSC machines used an additional
>> 3,546894MHz crystal (aside from the 4,43618 one which is removed on NTSC
>> machines) instead of the 3,579545 one. The 1,77MHz signal goes to the CPU, the
>> 2,21 one to Antic and GTIA, since the CPU can't take more than 2MHz.
>
>To be clear:
>3,546894 MHz goes to ANTIC & GTIA. To cpu it goes divided by 2.
>4,433618 MHz goes only to GTIA, because it's used as color burst signal
>- can't be derived easily from main clock as in NTSC machines.
>
Well, the schematics I've got aren't too clear (it's a copy of a copy of a copy of a...), but it looks like a line goes both to ANTIC and GTIA (as ph2 in both cases) from the circuitry with the... right, that line isn't it, looked like it because that's where the schematic is broken. Now I've been able to folow it more carefully

></nitpicking>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4632. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 04:34:59 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209132034.7ca49a4c@posting.google.com>
Source record: 27603

sjcarden@bellsouth.net (Stephen J. Carden) wrote in message
news:<1936fce9.0209051907.455ddb6a@posting.google.com>...
> I have heard from many people that think SpartaDos X3.3a b c can not
> be posted on bbs board for down or just give to a friend. Kenny Aimes
> and I fix and wrote the chages to this dos and it is shareware anyone
> that has removed my shareware notice has Violeted my terms of
> distribution. Now LET me put this planely. SpartaDos x3.3a b c can be
> give to anyone who wants to use it. And Lance make sure you
> understand me YOU DO NOT OWN the version of SpartaDos X3.3a X3.3b
> X3.3c. If you have a problem with this sue me. I could use a new
> house and car. You purchesed code from Bob klass he did not own. FTE
> relised all version of SpartaDos as Shareware. Now to be Fair to
> Lance he did make a cart with SpartaDos X3.3c on it. The Cart is
> Lances property the compression routeen that make the Cart work is his
> programers work. the Carts Compression routeen would carry lance's
> Copyright. Lance I wish wou well on your Cart sales and I have told
> you than in the past. However If I here one more it of bull about this
> I will want my part of the cart sales.
>
> I have started work on a new version of a cli interface that can
> replace SpartaDos. It will be Called Real Dos and carry my Copyright
> and it will be Shareware.
>
> Anyone wanting to reach me can do so by e-mail sjcarden@bellsouth.net

Yo Stephen You forgot to mention that anyone running these Dos's with
a MIO could have Problems and thats where X3.3d came in... Hmmmm
Wonder IF Lance knows about that as well... hehehe

Lyle Earl

4633. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 04:46:30 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <hse5ouse1j3jen3vn9inbj5vnh33de39s4@4ax.com>
Source record: 27604

On Fri, 13 Sep 2002 23:19:05 -0500, machf <no_me_j.machf@terra.com.pe> wrote:

>On Fri, 13 Sep 2002 10:52:39 +0200, Jindrich Kubec <kubecj@asw.cz> wrote:
>
>>machf wrote:
>>
>><nitpicking>
>>
>>> Oh, and PAL-M uses 525 lines at 29,97fps as NTSC (which, properly, should be called "NTSC-M", in fact)
>>
>>Untrue. PAL-M is just PAL with higher framerate. NTSC is completely
>>different (I mean color encoding, where is pal clearly superior).
>>
>I don't know what you're talking about, maybe you misunderstood me. I said that
>*NTSC* should be called "NTSC-M", strictly speaking, because it also uses the M
>norm for the picture (and the NTSC system for the color encoding, while PAL-M
>uses PAL for that). There's also an NTSC-N combination, but right now I can't
>remember where it's used or what for...
>
Found it. NTSC-N is used in Bolivia and Barbados, PAL-N is used in Argentina,
Uruguay and Paraguay (which brings up the question, since I remember somebody
from Argentina posting here, did their Ataris had different crystals inside?),
and PAL-M only in Brazil.

Also, back to your comments, well, yes, PAL was designed as an evolved version
of NTSC to correct the phase-shift problems that sometimes occur in NTSC (and
that's why NTSC receivers need to have "tint" adjust controls); according to
PAL-advocates, NTSC meant "Never The Same Color". But PAL works by averaging
two consecutive lines (based on the fact that statistically, a screen line
won't differ much from the previous one), having the color subcarrier's phase
switched each line (so a positive phase shift in a line would be followed by a
negative one in the next), and requiring a 64ms delay line to store the
information for the averaging. Since the extra circuitry makes PAL receivers
more complex and hence increase their costs, NTSC-advocates say that PAL stands
for "Pay for Additional Luxury". (of course, neither does really mean that...
NTSC= National Television Standards Committe, PAL= Phase Alternating Lines)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4634. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 05:47:04 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209132147.1b16f8db@posting.google.com>
Source record: 27605

Video61@webtv.net (Lance Ringquist) wrote in message
news:<16593-3D78C04C-17@storefull-2111.public.lawson.webtv.net>...
> i am quite aware NOW who wrote this stephen.
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

Gawd I hate it when people can't even get their Fact's Straight here,
I have sit back and watch you threaten to take things into your own
hand here and sue this person and that person.

The Time has Came for you to learn something here Before you Release
a Cart or Disk Version Dos that really causes more harm then good...
First of all I spent more then Three Months at Stephen J. Carden's
House helping him Test out X33A, X33B, X33C, and X33D and I bet you
don't even know why they was even made Or what all they do. A was
Alpha, B Was Beta and C was for BBS PRO which By the Way would Run
Like a Top... Now D came because of the problems with the MIO running
the previous Versions and BBS PROfessional... Now if You check your
Records since you are the New Owner of BBS Profession, I was and had
been running the BBS PRO support Board for many years... Have seen
alot of people come and GO just like Mike Homan of FTe which btw I
went and spent one mothers day down in San Cruz setting up his BBS...
Was there when he released SpartaDos as Public Domain... So what you
bought has already been Release as PD, that included X33A thru X33D so
now how the heck can you sue someone over what was Release way before
you even came into the picture? You can't... Well you can but
collecting is like trying to Sue Bill Gates over Windows... (Grin) BTW
I also have a copy of the Source Code and was given it by Both Mike
Homan of FTe and Stephen J. Carden whom I did alot of work for as well
as Bob Klass... The Diference in the three was this... Mike Dreamed
alot, Klass tried alot, But Stephen Did it all... Just ask around and
you'll find that the Man is a Man of his Word...As I'm sure Ken Ames
has already told you... Or Perhaps you would like to ask Bob Woolley
as he has done more for Atari 8-bit and owns the saying Atari Rules
then anything I have ever seen come out of Video 61... Good luck with
you Cough Dos Cart as I'm sure people are already beating down your
door to get it...

Lyle Earl
Owner of PRO node 320

4635. ** FREE ** MAC-TOOL software

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 07:17:13 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <alunaf$q8h$1@reader12.wxs.nl>
Source record: 27606

Hi!

Some did not understand!

My mactool program is completely FREE.

E-mail me if you want it.

Marius

p.s. Mactool works fine with DOS XL and Spartados. With the tool you can switch very fast to Mac65 without losing your list and you can cold boot without switching of your Atari. (Even with an atari that is frozen)

4636. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 11:27:27 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <z2Fg9.264131$kp.888823@rwcrnsc52.ops.asp.att.net>
Source record: 27607

not stirring up people... stirring up assholes!

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:o7e3ou0dlmhpjco750o1taj48ebjihucmh@4ax.com...
> On 13 Sep 2002 06:27:53 GMT, solarinflux@aol.com (Solar Influx) wrote:
>
> You really are not helping the situation, contrary to helping Ben you
> are actually stirring up more people with this rambling nonsense.
>
> Insulting and attacking others with words like ass whooping and butt
> head (very Springer) are NOT in the Atari community spirit and Ben
> would agree with this himself.
>
> Those that don't like Ben's adverts have the option to kill file them,
> if they don't then they can't really justify continued attacks. Those
> that support him can do so by buying from him and wishing him well as
> most people do including me. Personally I wish Ben would put ADV: or
> COMM: in front of the adverts as I don't read adverts in any groups I
> am in so if I kill file Bravo then I won't see any non advert posts
> from Ben..
>
> I certainly won't lose sleep if he does not use those prefixes and I'd
> rather have a bloke making a living AND keep the Atari alive any
> day...
>
> What we don't need is calling people English stiffies etc, that's
> turning it from Atari into ignorance and throws you into the spotlight
> as the bad party.
>
> Please just get on with loving the old Atari like the rest of us...
>
> >atari heads.. those of you who find the need to display your maturity.
you are
> >a discrace. mommy ever teach you the simple basics? did she? did daddy?..
i
> >will not elaborate.. you no no.. you never will.there are allways those
who
> >lack esteem and NEED to attack others in order they feel worth something.
> >these are whome i am addressing. you have barked as stone cast in the
pack,
> >and you do so willingly from now on let me be your self esteem man. you
need
> >to degrade others to feel like you are worth being alive. i will be a
> >worthwhile adversary. lets go. get your esteem up on me. you all now

seeing
> >this on a pc most likely. you all sold out like dog food. Ben is the
most
> >hardcore refusist i have ever met. will not even hear of touching this
win pc
> >shiyatt.. you all need some good head fixing. i can thinbk of one
chemical
> >that might show you yourself. and then you wqould need a toilet and a
change of
> >clothes. who else can you call 24 7.. every atari company i deal with
is slow
> >as shit save the real ones. you know who you are. the rest you all are
why
> >atari died. elitest pompouse and in need of that ass whoopin. shame.
Atari
> >rules but the atari world makes mecringe. by no means am i speaking in
an all
> >inclusive mannor. but the butt heads seem to have the voices that
resonate
> >most vividly. now you all can direct your esteem boosting hatetred at me
and i
> >will be your vehicle to self worth. here i am.
> >
> >solarinflux preparing to step
> >
> >peace to all who are not hit by these words.. you are the reason atari
rules..
> >and to the wolves come at me with some real substance. if you can put me
in my
> >place i will sit there humbly.
> >
> >lol go!!!!
>
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

4637. msc ide controller or the like

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 12:12:58 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <eJFg9.100320$Jo.26990@rwcrnsc53>
Source record: 27608

Im looking for a hard drive controller for the 8bit. I had a slew of info in this before and i believe it went into the cart port. I am accomplished electronics tech and i have made several pc boards in the past so I would like to do this myself.

Douglas

4638. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 16:19:53 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209140819.5ed07f1f@posting.google.com>
Source record: 27609

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:<alumsbplq1@reader12.wxs.nl>...
> > a MIO could have Problems and thats where X3.3d came in... Hmmmm
> > Wonder IF Lance knows about that as well... hehehe
> >
> >
> > Lyle Earl
>
> WHY! WHY! WHY!
>
> Why are some people writing such irritating mails/sentences!? Be glad there
> are still people busy with development for atari 8bit!
>
> I've made in history the mistake too, to be mad with people in the atari
> 8bit scene. Now I think that was wrong. I was angry with some fellows from
> POKEY-Magazine (The Netherlands) and I still feel stupid about my actions to
> them. Sorry John, Sorry Fred if you read this.
>
> I only can say: be glad with the people writing/thinking about Atari 8bit.
> And of course with those who are busy with development for our little Atari.
>
> I have Spartados 3.3a AND 3.3b with my BBS software (BBS Express PRO) and I
> think Spartados is an extremely powerfull DOS. I hope Lance will make it
> even better! Don't pick on him!
>
> Greetz,
> Marius

Look its people Like Lance who are Trying killing the Atari 8bit by
making statements he did to Ken Ames and Stephen Carden... I was only
trying to clear up what has been in Pass development and also letting
Lance Know there was some Serious BUG's in some of the versions...
After all I was a Main Beta Tester for BBS Professional and found many
of the flaws myself... No One heard about them cause it was between
myself and the main Programmer the way Beta Testing is suppose to
be... IF you are running a Black Box I suggest you run X33C.DOS Disk
Version as it will run BBS like no other DOS Around... IF you are
running an MIO you will Want to Run X33D.DOS... Both was Written By
Stephen J. Carden and Not Lance or Video 61... Sorry Lance but you
fully need to Beta Test your Sources before you go and write anything
and tagging your name onto them... Bet you don't even know what IFYB
Version was all about...

Since you are an Atari Fan you may want to contact Bob Woolley here
in Alameda Ca. as he has been working on the use of IDE drives with

his Stock Pile of 1200XL and other Systems... Something Mike Homan could only Dream of...

BTW since all this has came up I am strongly thinking of putting my BBS back up so those who want the REAL DOS can get it and not an imiation...

Lyle Earl

4639. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 17:10:10 UTC
From: Video61@webtv.net
Message-ID: <16693-3D836D72-136@storefull-2117.public.lawson.webtv.net>
Source record: 27613

well it looks like its pile on lance day huh lyle earl.
trolling for someone huh?

Look its people Like Lance who are Trying killing the Atari 8bit by making statements he did to (Ken Ames)

(i bracketed kens name because he is the real untold hero here. i know full well what happened to him)

and Stephen Carden... I was only trying to clear up what has been in Pass development and also letting Lance Know there was some Serious BUG's in some of the versions...

(BUGS in computer software, OH MY GOD WHAT IS THE WORLD COMING TO! thank god you told me, i was unaware of bugs in computer software, all along i thought that was a rumor, it kept me up at nights, thank you for setting me straight. now i can sleep at night with the knowledge that its true.)

After all I was a Main Beta Tester for BBS Professional and found many of the flaws myself...

(WOW a flaw finder, hey i have done that to, i must be real important now.)

No One heard about them cause it was between myself and the main Programmer the way Beta Testing is suppose to be...

(well now we know, WHOOPEE)

IF you are running a Black Box I suggest you run X33C.DOS Disk Version as it will run BBS like no other DOS Around... IF you are running an MIO you will Want to Run X33D.DOS... Both was Written By Stephen J. Carden and Not Lance or Video 61...

(anyone who knows me knows that i am not a programmer, and i have never stated i was. infact right here and know i will say that I AM NOT A PROGRAMMER, where did you ever get a stupid idea like that.)

Sorry Lance but you fully need to Beta Test your Sources before you go and write anything and tagging your name onto them... Bet you don't even know what IFYB Version was all about...

(F*** your buddy you shit head)

Since you are an Atari Fan you may want to contact Bob Woolley

(i know bob wooley, hey bob you still got my check for the ads in atari classic)

here in Alameda Ca. as he has been working on the use of IDE drives
with his Stock Pile of 1200XL and other Systems... Something Mike Homan
could only Dream of...

(put it out on the market for all to buy, i will even consider it.
infact where is all of this sutff, i would love it all to come out, it
would make my business, and life much easier.
it would breath new life into atari, and it would be easier on my bank
acocunt since i seem to be the one of the few willing to put there money
where there MOUTH is.)

BTW since all this has came up I am strongly thinking of putting
my BBS back up so those who want the REAL DOS can get it and not an
imiation...
Lyle Earl

(great, it will give you something to do.)

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4640. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 17:14:58 UTC
From: Video61@webtv.net
Message-ID: <16693-3D836E92-137@storefull-2117.public.lawson.webtv.net>
Source record: 27612

txg said,
About PRO! updates, I think since PRO! 6.0 ONLY RUNS ON EMULATOR... WE
ARE
STILL WAITING FOR PRO! 6 FOR AN REAL ATARI!!!
I am one of those people who registered BBS Pro! 5.0b and want to
upgrade when possible without leaving the original platform (atar 8-bit)
where this program was written for and being used.
Lance is a nice person, who still supports Atari I think but in case of
BBS Pro! I wonder how many copies he sold after BBS Pro! 6 came out and
how many copies of BBS Pro! 5.
Maybe lance can tell us what updates will be released in the near
future...
TXG/MNX

i feel that there is no one who will code for this porgram anymore,
there is just no money in it, and i have to pay the person/s who will do
the programming, after all they will not work for free.
if enough step forward for updates i might look for someone who is
willing to take the chance.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4641. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 18:32:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <hhLg9.6302$Os3.496238@newsread1.prod.itd.earthlink.net>
Source record: 27614

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:16693-3D836D72-136@storefull-2117.public.lawson.webtv.net...
(put it out on the market for all to buy, i will even consider it.
infact where is all of this sutff, i would love it all to come out, it
would make my business, and life much easier.
it would breath new life into atari, and it would be easier on my bank
acocunt since i seem to be the one of the few willing to put there money
where there MOUTH is.)

General link
http://www.geocities.com/atarimods/

and some specific to Wooley links.
http://www.geocities.com/atarimods/8bit-ttl1.html

http://www.geocities.com/atarimods/1200xl-vm.html

http://www.geocities.com/atarimods/smartos-1.html

http://www.geocities.com/atarimods/smartidepic.html

This is really just a small fragment of Bob's work. I lost most of my SLCC
newsletters over the years. There were a huge number of hacks in there like
a dual GTIA<or was it ANTIC?> with its own ram system, 6545 based 80 column
display adapter. I believe the Inovative Concepts XF551 to 3.5" upgrade was
essentially Bob's modification of the XF ROM.

There is really to much to remember. I think Bob did more in any given month
then I did in ~5 years of hacking Ataris.

4642. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 19:38:09 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <4047oukujqb1kc0u003l9i2ffr4j1u8vid@4ax.com>
Source record: 27615

On Fri, 13 Sep 2002 19:22:09 -0700, "TXG"
<txg@the-underground.myweb.nl> wrote:

>Why all this replies?

Because Ben/Bravo Sierra does much to invite ridicule, his constant
spamming possibly the least among them.

Mike

4643. Re: msc ide controller or the like

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 20:14:15 UTC
From: Fox-1
Message-ID: <iXMg9.72298$48.9364085@zwoll1.home.nl>
Source record: 27616

"d.berlier" wrote

> Im looking for a hard drive controller for the 8bit. I had a slew of info in
> this before and i believe it went into the cart port.

Take a look over here: http://www.atari.myweb.nl/

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4644. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 20:36:24 UTC
From: Fox-1
Message-ID: <jXMg9.72299$48.9364234@zwoll1.home.nl>
Source record: 27617

I wanted to stay out of this, but couldn't resist...

"Lyle Earl" wrote

> I also have a copy of the Source Code and was given it by Both Mike
> Homan of FTe and Stephen J. Carden whom I did alot of work for as well
> as Bob Klass... The Diference in the three was this... Mike Dreamed
> alot, Klass tried alot, But Stephen Did it all...

Mike Homan is far out of sight. Bob Klass sold his rights, but Stephen is still around (or returned, whatever). It's just a
matter of changing two names (what's in name) and it's all solved.

"Mike" will be replaced by "us", the ones who're using Sparta-Dos (and/or Pro-BBS) and "Bob" will be replaced by "Lance". An
updated sentence of the quoted part above would now read:

"The Diference in the three is... The scene dreams alot, Lance tries alot, and Stephen does it all..."

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

The names have been changed to protect the innocent...

4645. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 20:49:44 UTC
From: Fox-1
Message-ID: <R7Ng9.72373$48.9371728@zwoll1.home.nl>
Source record: 27618

"machf" wrote

> Found it. NTSC-N is used in Bolivia and Barbados, PAL-N is used in Argentina,
> Uruguay and Paraguay (which brings up the question, since I remember somebody
> from Argentina posting here, did their Ataris had different crystals inside?),
> and PAL-M only in Brazil.

To stretch this discussing some more: what about the SECAM systems as used in France :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4646. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 20:54:35 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <nf87oukd8tact97obbv2dbagvvlnm2c11a@4ax.com>
Source record: 27619

On Fri, 13 Sep 2002 11:24:32 +0100, Paul Irvine
<mclane.dellosyourfinger@btinternet.com> wrote:

>Those that don't like Ben's adverts have the option to kill file them,
>if they don't then they can't really justify continued attacks.

No offense intended, but that's a very misguided statement.

Mike

4647. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 21:19:31 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <9q37oug7k2tqndl5qubsllbu8rq31rp6n8@4ax.com>
Source record: 27620

On Sat, 14 Sep 2002 11:27:27 GMT, "d.berlier" <d.berlier@attbi.com>
wrote:

>not stirring up people... stirring up assholes!

Pardon me?
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4648. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 21:21:22 UTC
From: Video61@webtv.net
Message-ID: <22162-3D83A852-591@storefull-2115.public.lawson.webtv.net>
Source record: 27621

richard said,
General link
http://www.geocities.com/atarimods/
and some specific to Wooley links.
http://www.geocities.com/atarimods/8bit-ttl1.html
http://www.geocities.com/atarimods/1200xl-vm.html
http://www.geocities.com/atarimods/smartos-1.html
http://www.geocities.com/atarimods/smartidepic.html
This is really just a small fragment of Bob's work. I lost most of my
SLCC newsletters over the years. There were a huge number of hacks in
there like a dual GTIA<or was it ANTIC?> with its own ram system, 6545
based 80 column display adapter. I believe the Inovative Concepts XF551
to 3.5" upgrade was essentially Bob's modification of the XF ROM.
There is really to much to remember. I think Bob did more in any given
month then I did in ~5 years of hacking Ataris.

(i am not bad mouthing bob wolley, but the bozo earl fathead is bragging
about all of the development going on.
well most of my customers are not the hacker type, they just want to
buy it. so if someone is to take the information further along to
manufacture these hacks then that person is putting there money where
there mouth is.
bob is a great hacker i am not trying to take any of his thunder away.
but the earl creep is suggesting that he is in with a group that is
bringing all these great new developments out onto the market.
i just want to see them for sale, and maybe i can carry them for my
business.
there is no animosity against bob wolley here, so lets drop it.
on the other hand lets see the EARL bring this stuff onto the market
for sale.
maybe once it comes out of his own pocket he might not talk so big.)

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4649. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-14 23:32:22 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net>
Source record: 27622

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:22162-3D83A852-591@storefull-2115.public.lawson.webtv.net...
OK, some small points if you will.
> (i am not bad mouthing bob wolley,

You did make a snide remark about paid for advertizement in Atari Classics.
You really have to understand that Jim Hood was really the go to guy for
getting AC published. I am sure he had no intention of dying of cancer when
he took on the job, it just happened. All things considered I really think
he would have prefered living and publishing AC. I still remember some of
his humor and deportment at SLCC meetings and in the newsletter. We could
use a man like him now.

> but the bozo earl fathead is bragging
> about all of the development going on.

There's a saying "When the green flag drops the bullshit stops." Trust that
a lot of people live by that.

> bob is a great hacker i am not trying to take any of his thunder away.

He's also a pretty decent, reasonable human being, and approachable. Must be
a thousand ways you can work with Bob vs a snide remark. Offer to do the
publishing/DTP for AC, exchange rights for his 80 column mod for AC
advertisizing you paid for.
> but the earl creep is suggesting that he is in with a group that is
> bringing all these great new developments out onto the market.
> i just want to see them for sale, and maybe i can carry them for my
> business.

Really, don't let it bother you. Isn't worth a second of your time to get
upset about.

4650. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 00:42:25 UTC
From: Video61@webtv.net
Message-ID: <9467-3D83D771-157@storefull-2112.public.lawson.webtv.net>
Source record: 27624

richard said,
You did make a snide remark about paid for advertizement in Atari Classics. You really have to understand that Jim Hood was really the go to guy for getting AC published. I am sure he had no intention of dying of cancer when he took on the job, it just happened. All things considered I really think he would have prefered living and publishing AC. I still remember some of his humor and deportment at SLCC meetings and in the newsletter. We could use a man like him now.

(yes i to knew jim hood, and i was sad to see such a nice person pass away . bob did not send me my last ac classic he did. i have asked for it repeatedly over the years, and i understand that it was a lot of work to publish it, and it is really no big deal.
it was just my way of saying hello, if i offended him/you, sorry.)

There's a saying "When the green flag drops the bullshit stops." Trust that a lot of people live by that.
He's also a pretty decent, reasonable human being, and approachable.

(yes he is, i never said he was not a decent human being. the problem with the net is that two much gets read into one sentence, so let me say this again, its not about bob wolley, earl jerk brought him into it, i was just teasing a little about ac classics.
i have talked to bob before over the years, and he is really good, but i work with others at a different pace, and i am comfortable with that.)

Must be a thousand ways you can work with Bob vs a snide remark. Offer to do the publishing/DTP for AC, exchange rights for his 80 column mod for AC advertisizing you paid for.

(see above staements.)

Really, don't let it bother you. Isn't worth a second of your time to get upset about.

(what bothers me is that i really make very little money on new projects, infact most of the time i lose. sometimes i just have to defend myself.)

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4651. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 01:14:58 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209141714.2d149195@posting.google.com>
Source record: 27623

Video61@webtv.net (Lance Ringquist) wrote in message news:<16693-3D836D72-136@storefull-2117.public.lawson.webtv.net>...

Hi! Lance,

I for one am glad you are hanging in there. When I heard that Klaas hold sold BBS Express Pro to you I was very happy. Also when you sent me a cart of x33c.dos and asked me what I though of it. Well for me putting the dos that Kenny and Myself have worked on was flatering. I told you then and I still feal this way, if you can sell the cart go for it. I want you and the rest of the WORLD to know that I am not angery with you and if I need a piece of Atari equipment I would call you. The ATARI world need to relize you did a very good thing. ANYONE that doesn't have SpartaDOS X or SpartaDOS x3.3c on cart should get one. Here is why, If for some reason the dos you are running get's corrupted only a CART based dos will bail you out. And anyone who programs knows the value of testers.

Currently BOB Woolley, Ken Aimes, Lyle Earl, and myself are working on a hardware mod for the 130xe. It will have a programable OS, Battery Backed up ramdisk, Programable Cart, And maybe a time clock. Oh Almost forgot it also has an IDE controler on it. It works with the Black Box, the MIO, and the KPI, Mux. This board we are working on is the reason I have desided to do some more work REAL.DOS. To give you a little history REAL.DOS was born when I was not paid for the work that I did for FTE. And just so you know BOB Klaas never paid me for the registration of the arc routeens from S.E.A that are in the BBS Express Professional. I kinda would have likes to get 10 cents on the dollor I saved sysops with those compression routeens. Any Way I don't like to see you picked on. You have a company and the focus of that company is to make money and I wish you well.

Lance Drop me an e-mail or call me voice.

Steve

4652. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 01:25:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alvnuq$i31$1@news1.xs4all.nl>
Source record: 27610

About PRO! updates, I think since PRO! 6.0 ONLY RUNS ON EMULATOR... WE ARE STILL WAITING FOR PRO! 6 FOR AN REAL ATARI!!!

I am one of those people who registered BBS Pro! 5.0b and want to upgrade when possible without leaving the original platform (atar 8-bit) where this program was written for and being used.

Lance is a nice person, who still supports Atari I think but in case of BBS Pro! I wonder how many copies he sold after BBS Pro! 6 came out and how many copies of BBS Pro! 5.

Maybe lance can tell us what updates will be released in the near future...

TXG/MNX
"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message news:1936fce9.0209131722.737edb11@posting.google.com...
> What is in store for real.dos. Currently I have two version in mind.
> version One will be for use with emulators. I have a routeen that
> was added to x3.3b and x3.3c that pole the computer that it is running
> on and set up the ciov handler. According to Tom hunt the ciov routeen
> in x3.3a that was written for mux systems works the best with
> emulators. Version 2 will be for use on real Atari Hardware.
> Currently I need to do some updated to the polling code for the mio.
> I want to also updated a number of thing one of them will make
> real.dos work with PAL and NTSC machines with out modification. I am
> also looking at a routeen that will swap the program you are running
> with an image file that is located on the harddrive. IF someone out
> there have other thing they would like to see please e-mail me. Now
> to answer the Big question why I am doing this. Bob Woolley and
> myself have designed a new hardware device that has 512k of battery
> backed up ram, a Programable OS, AN IDE controller, And hopefully a
> fully programable cart, And maybe a Clock function as well.
>
> Oh one last note: I received an e-mail of a great big list of
> things this person wanted in BBS Express Professional. While I will
> be makeing changes to PRO so I can put it on the INTERNET for my use.
> I will not be putting anything new for pro out to the general pulic.
> I will be giving updates to my friends but they will not be for sale.
> I have SOLD my part of bbs express professional so I have no way to
> know if a person is a true owner, I beleive that Pro is still sold by
> Lance, so he is response ability to provide updates. So bottom line is
> I will not give source or compiled code out to anyone. I also have
> the source to the Express Cart. FTE purchased it from Keith Ledbetter.
> FTE asked me to make chages to it and never paid me for it.
>

> IF you have any questions or enhancments to real.dos you would like to
> see e-mail them to me at SJCARDEN@BELLSOUTH.NET
>
> Thanks and have a good day, Steve.
>
> Oh By the way my bbs is on line again with a new phone number.
> (706)790-9520 300,1200,2400,9600,19.2 usr duel Standard.

4653. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 01:30:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <alvo85ite1@news1.xs4all.nl>
Source record: 27611

hmm sounds cool, could we setup an international BBS network again like in
the old days?

My board still runs 24hr/7days...

+31-416-561927 BBS pro node 472

Sysop*TXG
"Lyle Earl" <learl6@attbi.com> wrote in message
news:76aca2f.0209140819.5ed07f1f@posting.google.com...
> "Marius & Hester" <grover25@zonnet.nl> wrote in message
news:<alumsbplq1@reader12.wxs.nl>...
> > > a MIO could have Problems and thats where X3.3d came in... Hmmmm
> > > Wonder IF Lance knows about that as well... hehehe
> > >
> > >
> > > Lyle Earl
> >
> > WHY! WHY! WHY!
> >
> > Why are some people writing such irritating mails/sentences!? Be glad
there
> > are still people busy with development for atari 8bit!
> >
> > I've made in history the mistake too, to be mad with people in the atari
> > 8bit scene. Now I think that was wrong. I was angry with some fellows
from
> > POKEY-Magazine (The Netherlands) and I still feel stupid about my
actions to
> > them. Sorry John, Sorry Fred if you read this.
> >
> > I only can say: be glad with the people writing/thinking about Atari
8bit.
> > And of course with those who are busy with development for our little
Atari.
> >
> > I have Spartados 3.3a AND 3.3b with my BBS software (BBS Express PRO)
and I
> > think Spartados is an extremely powerfull DOS. I hope Lance will make it
> > even better! Don't pick on him!
> >
> > Greetz,
> > Marius
>
>

>
> Look its people Like Lance who are Trying killing the Atari 8bit by
> making statements he did to Ken Ames and Stephen Carden... I was only
> trying to clear up what has been in Pass development and also letting
> Lance Know there was some Serious BUG's in some of the versions...
> After all I was a Main Beta Tester for BBS Professional and found many
> of the flaws myself... No One heard about them cause it was between
> myself and the main Programmer the way Beta Testing is suppose to
> be... IF you are running a Black Box I suggest you run X33C.DOS Disk
> Version as it will run BBS like no other DOS Around... IF you are
> running an MIO you will Want to Run X33D.DOS... Both was Written By
> Stephen J. Carden and Not Lance or Video 61... Sorry Lance but you
> fully need to Beta Test your Sources before you go and write anything
> and tagging your name onto them... Bet you don't even know what IFYB
> Version was all about...
>
> Since you are an Atari Fan you may want to contact Bob Woolley here
> in Alameda Ca. as he has been working on the use of IDE drives with
> his Stock Pile of 1200XL and other Systems... Something Mike Homan
> could only Dream of...
>
> BTW since all this has came up I am strongly thinking of putting my
> BBS back up so those who want the REAL DOS can get it and not an
> imiation...
>
> Lyle Earl

4654. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 02:30:30 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2rp7ous9srajfjijfhslv87vavh6j21lkn@4ax.com>
Source record: 27627

On Sat, 14 Sep 2002 22:49:44 +0200, "Fox-1" <MailMe@fox-1@home.nl> wrote:

>
>"machf" wrote
>
>> Found it. NTSC-N is used in Bolivia and Barbados, PAL-N is used in Argentina,
>> Uruguay and Paraguay (which brings up the question, since I remember somebody
>> from Argentina posting here, did their Ataris had different crystals inside?),
>> and PAL-M only in Brazil.
>
>
>To stretch this discussing some more: what about the SECAM systems as used in France :-)

Well, SECAM (French for Electronic Color System With Memory or Systeme
Electronique Couleur Avec Memoire) was designed as an alternative to NTSC's
and PAL's problems with the chroma info sometime interfering with the luma info
by transmitting the chroma not as another QAM modulated signal with its spectrum
"interlined" with that from the AM luma signal, but rather as FM-modulated info
alternately sending one of the chroma vectors in a line and the other in the
next (thus also avoiding the trouble of the quadrature), and each of the two at
a different frequency.

"PAL" usually is used to refer to PAL-B/G/H/I, all of which have very similar
characteristics, and "NTSC" usually means NTSC-M, since it's the most widely
used combination. Other variants are refered by the whole designation (like
PAL-M, PAL-N or NTSC-N, already mentioned). SECAM-B/G/H/I of course use the same
values regarding the luma signal as the equivalent PAL systems for those norms,
and SECAM-D/K have a few little differences, as does SECAM-L. Most noticeable
is the video bandwidth, which for M/N norms is 4,2MHz, for B/G/H is 5MHz, for I
is 5,5MHz and for D/K/L is 6Mhz, and the frequencies for the FM-modulated chroma
components in the SECAM system are 282 and 272 times the line frequency (giving
4,40625 and 4,25MHz, respectively (a SECAM-M variant uses 3,493007 and 3,382MHz
instead - or at least, that's what I was taught several years ago)

I haven't seen the layout of SECAM Ataris, so I don't know what's inside them...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4655. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:04:48 UTC
From: solarinflux@aol.com
Message-ID: <20020915000448.29719.00002949@mb-bg.aol.com>
Source record: 27628

well thank you atari people. like i said i shall sit corrected..

for the most part i looked the fool.. and am for that again in admiration of
you atari people.

hot headed italiannn who is often tacktless

sorry atari

4656. solar influx is not hardcore

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:13:46 UTC
From: solarinflux@aol.com
Message-ID: <20020915001346.29719.00002950@mb-bg.aol.com>
Source record: 27629

i am on a amd-k6 650mhegahhhertce macine on win98se.

nono.. i am not hardcore. Ben Smith is.

i am a sellout forssure.

the truth be know
solar

4657. because i can.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:17:23 UTC
From: solarinflux@aol.com
Message-ID: <20020915001723.29719.00002952@mb-bg.aol.com>
Source record: 27630

if htere is a atari user out therre who has a basic XE cart but no manual let me know. i have two . i can help out.

solar

4658. if i am allowd recognisation i ask?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:22:30 UTC
From: solarinflux@aol.com
Message-ID: <20020915002230.29719.00002953@mb-bg.aol.com>
Source record: 27631

if i am not allready a moot point i ask kindly if there is anyone who has some inormation on interlisp/65. i have much info onlisp in general but nothing as far as documentation for the atari version. i have many books and many doubles and can make a pretty good offer of trade or cash for the actual package.

solar

4659. Re: Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:46:59 UTC
From: solarinflux@aol.com
Message-ID: <20020915004659.29719.00002958@mb-bg.aol.com>
Source record: 27632

solar telling himself shut up...

4660. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:50:22 UTC
From: solarinflux@aol.com
Message-ID: <20020915005022.29719.00002961@mb-bg.aol.com>
Source record: 27634

i think i win the hot headed looser of a contest i did not enter but would like to agree on. ben is a very good man

4661. Re: solar influx is not hardcore

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 04:51:18 UTC
From: Mike Kohary <mkohary@earthlink.net>
Message-ID: <2o38ou0n44d5rilo6n9vstagnl0j6qlsij@4ax.com>
Source record: 27633

On 15 Sep 2002 04:13:46 GMT, solarinflux@aol.com (Solar Influx) wrote:

>i am on a amd-k6 650mhegahhhertce macine on win98se.
>
>nono.. i am not hardcore. Ben Smith is.
>
>i am a sellout forssure.

I don't think there's anything all that impressive about being
"hardcore", nor do I think an Atarian need be exclusive or else be
considered a "sellout".

Mike

4662. Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 05:01:34 UTC
From: atariman63@yahoo.com
Message-ID: <423c5785.0209142101.66f3b54d@posting.google.com>
Source record: 27635
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800 system from her which she advertised and tested and working. Notice she said system. Well, it wasn't much of a system, as there was no power supply. When I question her on it, she said, well I tested it with my power supply, but you can buy one here, and pointed me to another Ebay auction. Of course, it was for a Atari 5200, which isn't the same supply as a 800. Guess I should have known better, but thought I would warn the rest of you.

She's also the type of Ebay seller that won't post feedback when you pay her, she waits until you give her feedback, so she can give you negative if you give her negative.

I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores adverstised as well. Be careful....and long live the 8bits :).

4663. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 09:08:37 UTC
From: "Glenn P.," <C128User@FVI.Net>
Message-ID: <Pine.LNX.4.44.0209150506020.11656-100000@Oswego.FoxValley.net>
Source record: 27636
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 14-Sep-2002, at 10:01pm PDT (-0700 GMT), "Atari Man"
<atariman63@yahoo.com> wrote:

> All... beware of the Ebay Seller groovyfun. I purchased an Atari 800
> system from her which she advertised and tested and working. Notice
> she said system. Well, it wasn't much of a system, as there was no
> power supply. When I question her on it, she said, well I tested it
> with my power supply, but you can buy one here, and pointed me to
> another Ebay auction. Of course, it was for a Atari 5200, which isn't
> the same supply as a 800. Guess I should have known better, but
> thought I would warn the rest of you.

This sort of behavior in my opinion well merits a formal complaint
to eBay Safe Harbor.

-- ==
%%%%%%%%%%%%%%%%%% "Glenn P.," <C128User@FVI.Net> %%%%%%%%%%%%%%%%%%
==

_____
{~._.~} "Gaudeamus Igitur, Juvenes Dum Sumus!
_(Y)_ Gaudeamus Igitur, Juvenes Dum Sumus!
(:_~*~_:) Post Jucundum Juventutem,
(_)-(_) Post Molestam Senectutem,
========= Nos Habebit Humus --
========= Nos Habebit Humus!"

==
******* A very loose translation is available upon request *******
==

4664. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 10:09:16 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <umk8oucid2ikdp1hfki8gbhop1l6ilofjf@4ax.com>
Source record: 27637

On Sat, 14 Sep 2002 13:54:35 -0700, Mike Kohary
<mkohary@earthlink.net> wrote:

>On Fri, 13 Sep 2002 11:24:32 +0100, Paul Irvine
><mclane.dellosyourfinger@btinternet.com> wrote:
>
>>Those that don't like Ben's adverts have the option to kill file them,
>>if they don't then they can't really justify continued attacks.
>
>No offense intended, but that's a very misguided statement.
>
>Mike

Mike,

It was a very compact statement in all honesty, I didn't want to
expand on it that much.

Of course you can sit and voice your disagreement of the adverts, you
can do that all day and no, there's no law saying you must kill file
him.

But...It's the sensible thing to do isn't it?

Ben posts adverts, he's unlikely to stop while he's making money. You
voice your opinion which is your right, but in the end it all becomes
very circular. The struggle you have is that Ben IS supporting the
Atari people and his adverts will not be seen as wrong or Off Topic in
here so you are already on an uphill struggle imho.

Hence I said it's hard to justify attacks as he is both on topic and
doing something for this community so the option to kill file is the
best idea...in here....

My only annoyance in this 'Defend Ben / Don't Defend Ben' issue is
that some people are taking it a little too personally. Solars set of
posts were well meaning but were attacks on people. BUT I'd suspect as
others did that he / or she might have had a beer too many which I
respect but beer and NG's don't mix well :-)

Lets keep this all civil, people bringing a person's nationality in to
it is plain stupid. The ability to enjoy your Atari has no borders nor
does it have any colour or creed. The only problem I have had with
Ben's posts have been the wording on a couple of them which we spoke
about via email (no abuse from either side) and the fact I'd prefer
them to follow Usenet guidelines with a COMM: or ADV: so I can kill
file the adverts and not him personally.

--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4665. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 10:10:42 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <am0n13$69g$1@news1.xs4all.nl>
Source record: 27625

Hi Lance,

> i feel that there is no one who will code for this porgram anymore,
>there is just no money in it,

Are you willing to sell BBS Pro! to me?
In the time BBS Pro! was for sale I and also a friend of mine, did also make a bid to Bob Klaas to get the rights of Pro! but at the end you got it.

> i feel that there is no one who will code for this porgram anymore,

That's why I did write this message...

>there is just no money in it, and i have to pay the person/s who will do
>the programming, after all they will not work for free.

I know, but we would like to dig into it and make our fixes / update for Pro!

>if enough step forward for updates i might look for someone who is
>willing to take the chance.

How many people do you need then? I think the active Pro! users are just a few maybe 4 or 5 people, so would you consider to sell it to us?

BBS Pro! 5.0b is the last version for us, the 6.0 ended up as an emulator version so it doesn't count for us. We would like to see an updated version Pro! 6.0b...

Just contact me private when you have something about this for me...

TXG/MNX

4666. Re: bravo sierra and Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 10:11:09 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <83n8oucli2imkej486nrho1fovrr7mag3m@4ax.com>
Source record: 27638

On 15 Sep 2002 04:04:48 GMT, solarinflux@aol.com (Solar Influx) wrote:

>well thank you atari people. like i said i shall sit corrected..
>
>
>
>for the most part i looked the fool.. and am for that again in admiration of
>you atari people.
>
> hot headed italiannn who is often tacktless
>
>sorry atari

Lol..

Relax...We all have a bad ng day from time to time.. :-)

You carry on enjoying the Atari and posting in here, the more the
merrier.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4667. Re: Atari Christmas in August Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 10:16:08 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <am0n1n$6aa$1@news1.xs4all.nl>
Source record: 27626

Yeah when all people ignore the messages there would be less messages about
him because 80% are replies!

TXG/MNX
"Mike Kohary" <mkohary@earthlink.net> wrote in message
news:4047oukujqb1kc0u003l9i2ffr4j1u8vid@4ax.com...
> On Fri, 13 Sep 2002 19:22:09 -0700, "TXG"
> <txg@the-underground.myweb.nl> wrote:
>
> >Why all this replies?
>
> Because Ben/Bravo Sierra does much to invite ridicule, his constant
> spamming possibly the least among them.
>
> Mike

4668. Re: if i am allowd recognisation i ask?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 12:56:10 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Kr%g9.672850$oa7.23566515@Flipper>
Source record: 27639

I don't have the original interlisp. The version I have is 2.2.
Had to look in the code for the keywords and the following could be helpful:

(LOAD 'D:FILE.EXT)
(LIST D:FILE.EXT)
(DIR)
(OBLIST)

Freddy.

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020915002230.29719.00002953@mb-bg.aol.com...
> if i am not allready a moot point i ask kindly if there is anyone who
has
> some inormation on interlisp/65. i have much info onlisp in general but
> nothing as far as documentation for the atari version. i have many books
and
> many doubles and can make a pretty good offer of trade or cash for the
actual
> package.
>
> solar

4669. Re: if i am allowd recognisation i ask?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 13:05:25 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <pA%g9.673145$oa7.23571901@Flipper>
Source record: 27640

Found a good article with useful info about interlisp for the Atari:
http://www.atarimagazines.com/creative/v9n11/69_Lisp_for_the_Atari.php

Freddy.

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020915002230.29719.00002953@mb-bg.aol.com...
> if i am not allready a moot point i ask kindly if there is anyone who
has
> some inormation on interlisp/65. i have much info onlisp in general but
> nothing as far as documentation for the atari version. i have many books
and
> many doubles and can make a pretty good offer of trade or cash for the
actual
> package.
>
> solar

4670. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 14:09:27 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <rw0h9.44026$5r1.1657977@bin5.nnrp.aus1.giganews.com>
Source record: 27643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

What's the auction number? I'd like to see the posting before I pass
judgement on whether she's scamming you or not.

"Atari Man" <atariman63@yahoo.com> wrote in message
news:423c5785.0209142101.66f3b54d@posting.google.com...
> All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> system from her which she advertised and tested and working. Notice
> she said system. Well, it wasn't much of a system, as there was no
> power supply. When I question her on it, she said, well I tested it
> with my power supply, but you can buy one here, and pointed me to
> another Ebay auction. Of course, it was for a Atari 5200, which isn't
> the same supply as a 800. Guess I should have known better, but
> thought I would warn the rest of you.
>
> She's also the type of Ebay seller that won't post feedback when you
> pay her, she waits until you give her feedback, so she can give you
> negative if you give her negative.
>
> I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores
> adverstised as well. Be careful....and long live the 8bits :).

4671. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 14:34:03 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209150634.1349b7b0@posting.google.com>
Source record: 27644

Dang Lance such language and such a fine place...You talk like you are on a Smut board which you're not... Better kill the name calling here as it isn't needed nor will I put up with it or the foul language thru out your posts on myself... You CAN be Banded from these Boards for such... So lighten up and mellow out before you endup with a drinking problem dude... Lets see you have called me Bozo, Jerk, S*** Head... Did I leave anything out? Lance you sound like you are a two year old who IF he doesn't get his way he starts to Stomp his feet and throw a fit... You call people Hackers and so on... I guess Atari, IBM, Apple and all the other Companies and people who worked for them are only Hackers... It what you sound like... Maybe you should go on Vaction for awhile and get away from it all as it sounds like you are Stress to the Max... Dang I used to be just like you But I grew up and learned to enjoy life... But IF the truth hurt I am very sorry Dude... But I never troll for anyone... Now I will leave the rest upto you as IF you want to get into a Mud Slinging and Name Calling contest or even Physical here, Well lets just say I have played with the best of them...

Video61@webtv.net (Lance Ringquist) wrote in message news:<16693-3D836D72-136@storefull-2117.public.lawson.webtv.net>...
> well it looks like its pile on lance day huh lyle earl.
> trolling for someone huh?
>
>
> Look its people Like Lance who are Trying killing the Atari 8bit by
> making statements he did to (Ken Ames)
>
> (i bracketed kens name because he is the real untold hero here. i know
> full well what happened to him)
>
>
> and Stephen Carden... I was only trying to clear up what has been in
> Pass development and also letting Lance Know there was some Serious
> BUG's in some of the versions...
>
> (BUGS in computer software, OH MY GOD WHAT IS THE WORLD COMING TO!
> thank god you told me, i was unaware of bugs in computer software, all
> along i thought that was a rumor, it kept me up at nights, thank you for
> setting me straight. now i can sleep at night with the knowledge that
> its true.)
>
> After all I was a Main Beta Tester for BBS Professional and found many
> of the flaws myself...

>
> (WOW a flaw finder, hey i have done that to, i must be real important
> now.)
>
> No One heard about them cause it was between myself and the main
> Programmer the way Beta Testing is suppose to be...
>
> (well now we know, WHOOPEE)
>
> IF you are running a Black Box I suggest you run X33C.DOS Disk Version
> as it will run BBS like no other DOS Around... IF you are running an MIO
> you will Want to Run X33D.DOS... Both was Written By Stephen J. Carden
> and Not Lance or Video 61...
>
> (anyone who knows me knows that i am not a programmer, and i have never
> stated i was. infact right here and know i will say that I AM NOT A
> PROGRAMMER, where did you ever get a stupid idea like that.)
>
>
> Sorry Lance but you fully need to Beta Test your Sources before you go
> and write anything and tagging your name onto them... Bet you don't even
> know what IFYB Version was all about...
>
> (F*** your buddy you shit head)
>
> Since you are an Atari Fan you may want to contact Bob Woolley
>
> (i know bob wooley, hey bob you still got my check for the ads in atari
> classic)
>
> here in Alameda Ca. as he has been working on the use of IDE drives
> with his Stock Pile of 1200XL and other Systems... Something Mike Homan
> could only Dream of...
>
> (put it out on the market for all to buy, i will even consider it.
> infact where is all of this sutff, i would love it all to come out, it
> would make my business, and life much easier.
> it would breath new life into atari, and it would be easier on my bank
> acocunt since i seem to be the one of the few willing to put there money
> where there MOUTH is.)
>
>
> BTW since all this has came up I am strongly thinking of putting
> my BBS back up so those who want the REAL DOS can get it and not an
> imiation...
> Lyle Earl
>
> (great, it will give you something to do.)
>
> Video 61 & Atari Sales

> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

4672. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 17:23:48 UTC
From: Video61@webtv.net
Message-ID: <22258-3D84C224-11@storefull-2117.public.lawson.webtv.net>
Source record: 27498

lyle said,
Dang Lance such language and such a fine place...You talk like you are on a Smut board which you're not... Better kill the name calling here as it isn't needed nor will I put up with it or the foul language thru out your posts on myself... You CAN be Banded from these Boards for such... So lighten up and mellow out before you endup with a drinking problem dude...

(it was the way you posted that bothered me. you are carrying someone else's water here. i have already talked to ken ames, and i know the history of sparta 3.3c, and ken did have a gripe. there is someone else here that has used you, and ken, and maybe others for there own benefit.)

Lets see you have called me Bozo, Jerk, S*** Head... Did I leave anything out? Lance you sound like you are a two year old who IF he doesn't get his way he starts to Stomp his feet and throw a fit...

(please talk to ken ames, then maybe you will understand why, you are being used by someone that likes to make trouble, and i am tired of it.)

You call people Hackers and so on... I guess Atari, IBM, Apple and all the other Companies and people who worked for them are only Hackers...

(that is not a bad name or slam, gee the activision game hackers was cool. they even made a movie clalled hackers, and sneakers was a neat movie with the same connotation.
i wish that i was a hacker, then i could save lots of money/grief/hair/etc.)

It what you sound like... Maybe you should go on Vaction for awhile and get away from it all as it sounds like you are Stress to the Max...

(yes i am, if you really knew what you were doing when you made your first post you would understand.)

Dang I used to be just like you But I grew up and learned to enjoy life... But IF the truth hurt I am very sorry Dude... But I never troll for anyone...

(i did not enjoy saying what i said, so lets start over ok?
i am sorry that i offended you.
and i am sorry that this went so public i apologise to all.
but you need to talk to bob klass, and ken ames, then you will understand.
this has been going on now since the late 1980's, bob and i are sick of it.)

Now I will leave the rest upto you as IF you want to get into a Mud Slinging and Name Calling contest or even Physical here, Well lets just say I have played with the best of them...

(you probably have. but please contact bob klass, or ken ames.)

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4673. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 17:28:14 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com>
Source record: 27645

"richard cortese" <ricortes@earthlink.net> wrote in message
news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...

> I still remember some of
> his humor and deportment at SLCC meetings and in the newsletter.

SLCC? That wouldn't happen to be the San Leandro Computer Club, would it?
I used to be a member, back in the day...

Paul

4674. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 17:41:39 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d84c72c.2085897@news.telus.net>
Source record: 27497

Video61@webtv.net (Lance Ringquist):
>txg said,
>
> i feel that there is no one who will code for this porgram anymore,
>there is just no money in it, and i have to pay the person/s who will do
>the programming, after all they will not work for free.
> if enough step forward for updates i might look for someone who is
>willing to take the chance.
>thanks,
>lance

Why not sell the source for it (BSS Pro 6.0) as well as the executables,
make it open-source so to speak.

Shawn Jefferson (atariguy(at)telus(dot)net)

4675. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 18:01:43 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d86cb4e.3143875@news.telus.net>
Source record: 27499

"richard cortese" <ricortes@earthlink.net>:

>http://www.geocities.com/atarimods/smartidepic.html

I have made a committment (to myself) to code a partition manager for Bob's SmartIDE mod. I've already put several weeks into it, and it is basically done... just waiting to be tested on a real SmartIDE mod. I haven't made mine yet.

Out of all the IDE mods out there, I like Bob's the best. It's simple and the writable OS is a nice feature. The MyIDE project also sounds nice though-especially for the cartridge connection.

I'm eager to see his 16-bit version, and this wonder-board that Stephen Carden mentioned.

Shawn Jefferson (atariguy(at)telus(dot)net)

4676. Atari-Anfänger

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 19:01:32 UTC
From: Mathias Sahm <Mathias.Sahm@web.de>
Message-ID: <am2lgldnp02$2@news.t-online.com>
Source record: 27500

Kennt jemand eine gute Seite im Netz fï¿½r Anfï¿½nger im Bereich Atari?
Habe ein Atari ST Geschenk gekricht und komme damit nicht ganz klar.
Zum Beispiel bewegen mich so Fragen wie: Muï¿½ ich ein Atari
herunterfahren? Wenn ja, wie?

MfG: Mathias Sahm

4677. Re: Atari-Anfänger

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 19:54:40 UTC
From: Michael Limburg <mlimb@gmx.de>
Message-ID: <slrnao9pc0.rv.mlimb@archimedes.lan1>
Source record: 27505

Mathias Sahm wrote:
> Kennt jemand eine gute Seite im Netz fi¿½r Anfi¿½nger im Bereich Atari?
Du hast Dich verlaufen, falsche Gruppe. Hier geht's um 8bit Ataris.

> Zum Beispiel bewegen mich so Fragen wie: Mui¿½ ich ein Atari
> herunterfahren? Wenn ja, wie?
Relavante Daten speichern und ausschalten.

MfG
Michael

4678. Re: Atari-Anf&#65533;nger

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 20:39:15 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <am2q9n$5dr$1@innferno.news.tiscali.de>
Source record: 27501

Als ATARI-ST-Anf&#65533;nger bist du hier leider falsch. Besuche bitte die
Newsgroup de.comp.sys.atari

Mirko

"Mathias Sahm" <Mathias.Sahm@web.de> schrieb im Newsbeitrag
news:am2lgldnp02$2@news.t-online.com...
> Kennt jemand eine gute Seite im Netz f&#65533;r Anf&#65533;nger im Bereich Atari?
> Habe ein Atari ST Geschenk gekricht und komme damit nicht ganz klar.
> Zum Beispiel bewegen mich so Fragen wie: Mu&#65533; ich ein Atari
> herunterfahren? Wenn ja, wie?
>
>
> MfG: Mathias Sahm

4679. Re: Atari-Anfänger

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 20:47:03 UTC
From: Mathias Sahm <Mathias.Sahm@web.de>
Message-ID: <am2rk7thb06$1@news.t-online.com>
Source record: 27502

> Als ATARI-ST-Anfï¿½nger bist du hier leider falsch. Besuche bitte die
> Newsgroup de.comp.sys.atari

OK, danke.

MfG: Mathias Sahm

4680. SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 21:15:59 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d84f78a$1_3@corp-news.newsgroups.com>
Source record: 27503

Well, this project is dead for the moment. I can't seem to find a distributor for the proper type of CF connector. Without a useable connector, there's just nothing I can do. What I need is a connector that straddles the PCB, with 25 connectors on top, 25 on the bottom. There are plenty of manufacturers, but I can't find any distributors that will sell in the numbers I'm looking for.

If anyone knows of a source, I'd appreciate the help, as I'd love to do this project.

The only connectors I've been able to find are surface mount, with all 50 pins in a row, so close together, I'd never manage to get them soldered to the board properly.

If anyone has any ideas, that would be great. Otherwise the project is on hold.

Pete

4681. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 21:43:28 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net>
Source record: 27504

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
>
> > I still remember some of
> > his humor and deportment at SLCC meetings and in the newsletter.
>
> SLCC? That wouldn't happen to be the San Leandro Computer Club, would it?
> I used to be a member, back in the day...

Yeap. I still remember the cover during the Gulf War when everyone was so wrapped up in the politics: A picture of Sadam in a Butch Cassidy and the Sundance Kid take off that had Sadam with a bubble over his head saying "Who are these guys?"

Another one had Wooley and someone else who I can't recall at the moment on the cover, Wooley being an 8 bit supporter and the other member an ST fanboy. The caption was something like "Seeing into the future" with the 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley being ~a 1200XL.

At the time I was doing more then an occasional rant about how BAUG treated 8 bit fans like Luddites even if they owned a couple of ST to. It was a welcome relief from the tension that had been created between the ST and 8 bit fans.

4682. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 22:50:19 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d8491e4$0$13194$e4fe514c@dreader4.news.xs4all.nl>
Source record: 27641
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Hi,

Thanks for the warning. I do a lot of ebay transactions each month and over the years I only did meet honest, friendly people. Most people even take there time to help me. Because I sometimes bid on auctions only ment for US only I still bid on them and these people are willing to ship outside the US when you ask them friendly. Even some people where patient to wait 10 days for the money to arrive when they didn't have paypal. But about the things you described, I have heard about it and it should be told to anyone. Because ebay is a great place to find and buy Atari items you can't buy anymore.

>This sort of behavior in my opinion well merits a formal complaint
>to eBay Safe Harbor.

I totally agree on this one. Write an e-mail to eBay and explain to them what happend. Maybe you get some advice or they will take other action. About the posting of feedback, just wait until you get an answer of ebay.

I would like to know what eBay has to say about this kind of behavior because it will damage there reputation...

TXG/MNX

4683. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-15 22:58:12 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d8493bd$0$13225$e4fe514c@dreader4.news.xs4all.nl>
Source record: 27642

> This whole thing looks like a conversation for very old people (with grey
> hair) in a house build specially for them... sitting together on a couch,
> smoking their pipes...

Sounds like a great place, seems to be so relaxing ... these old people
would have time enough to play with there Atari's then.... hihi

TXG/MNX

4684. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 00:05:10 UTC
From: edward bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.33.0209151912150.4389-100000@shell1>
Source record: 27506

If I've correctly retained all the sub-sub-sub-sub-"quoting,"
on Wed, 11 Sep 2002 at 08:26:33 GMT, William Kendrick at newbreed
software dot com scribbled this reply to earlier postings:
->>> I'd understand if you wanted to convert Word files to Atari
->>> format, but for the opposite, why not just read the text as
->>> ASCII text and have Word re-save it in its own format?

... to which Marco Antonio Checa Funcke of Lima, Peru, replied
on Thu, 12 Sep 2002 at 02:07:18 -0500:
->>Well, the big problem is that Atari 'plain text' files are in
->>ATASCII. The End-of-Line is different (Decimal 155) and would
->>need to be converted into the 'CR/LF' pair that MICROS~1 WINDOWS
->>expects (Decimal 13, Decimal 10; aka Ctrl-M, Ctrl-J,

I too wrote programs to do these things. The main program, in
Atari Basic with some bells and whistles, was called FILSPLIT. Its
original purpose was to split big files into smaller pieces, which
were saved under their own separate filenames. Usually this meant
reading big ASCII (what we in the old days called "IBM") files and
dividing them into what I called "Atari-sized" files that could be
used by 8-bit programs like Atariwriter.

The programs that dealt with the secondary issues were boiled-
down versions of FILSPLIT, or what I might call the whistle-less
versions mainly for my own use. Whereas FILSPLIT took up 11 sectors
in double-density (DD), the smaller variants were only 2 or 3 DD
sectors long (i.e., up to 6 sectors in single density).

I'm going to post here a copy of the ATASCII to ASCII utility
program I wrote back in 1996. It's small but effective. It does
what our esteemed South American compatriot asked for: converting
ATASCII end-of-line markers to ASCII ("IBM").

->>Another problem would be any inverse-video text ... It'd also be
->>useful to make sure no Atari ATASCII graphics characters (like
->>CTRL-A through CTRL-Z) were left in the file. They'd need to be
->>stripped, replaced with placeholders (like "??????"'s),

My utility program does that. Inverse characters (which are
used as instructions by Atariwriter, for example) are removed. The
paragraph indicator is replaced by placeholders. (Fortunately, I'm
a paragraph fiend! I believe in indenting paragraphs! <grin!>)

->>... or replaced with ASCII approximations.

Well, that's getting too fancy. I didn't bother with that.

->>A simple Unix tool like "tr" could do most of this. Perl could
->>pretty much handle it, easy-as-pie, too, if someone bothered
->>writing something. Of course, since they're trying to convert to
->>Word (like you said, we'd probably just convert to ASCII and load
->>the ".TXT" in Word and save it back out as a ".DOC" manually),
->>I'm guessing they're using Windows, not Linux.

It might also be noted that "MY-UTIL" automatically converts from
Atascii to Ascii. A decade ago My-Util (which has always been my
nominee for the Oscar Award for dumbest program name -- sorry, but
the guy who wrote it should've realized he wasn't the only Atarian
in the world and this wasn't the only utility, and other people also
circulated utility programs that they wrote), also known as "Util,"
was the talk of the town on this newsgroup. My-Util runs in MS-DOS
(on what we used to call the "IBM PC"), reformatting the "IBM"'s
5.25-inch floppy disk drive to read Atari true double density disks.

I'm afraid I haven't used ye olde 8-bit for months, but luckily
I was able to find a copy of my small utility program with my master
DOS-XL disk. I'll type it up now and post it in a separate message.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4685. Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 00:43:54 UTC
From: edward bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.33.0209152028190.18368-100000@shell1>
Source record: 27507

Here's the Atari Basic program I mentioned in my earlier
posting. It strips out Atariwriter codes (Atascii values of less
than 32), retains paragraph indentation, puts in Ascii end-of-line
markers (control-M, control-J), and keeps line length at 78 or less.
It tries to end lines between words but once in a while an extremely
long word may fool it and be divided between two lines.

```
10 REM Atascii to Ascii, by d.m., Rev. 4, 04.23.96
20 DIM A$(20)
30 TRAP 230
40 PRINT "Input Dx:filename"
50 INPUT A$
60 OPEN #1,4,0,A$
70 PRINT "Output Dx:filename"
80 INPUT A$
90 OPEN #2,8,0,A$
100 Z=0
110 GET #1,X
120 IF X=16 THEN 250
130 IF X<32 THEN 110
140 Z=Z+1
150 IF X=155 THEN 300
160 PUT #2,X
200 IF Z=78 THEN 300
210 IF Z>68 AND X=32 THEN 300
220 GOTO 110
230 CLOSE #1:CLOSE #2:END
250 FOR P=1 TO 4
260 X=32:Z=Z+1
270 PUT #2,X
280 NEXT P
290 GOTO 110
300 X=13:Y=10:Z=0
310 PUT #2,X:PUT #2,Y
320 GOTO 110
```

This program is intended to be barebones but with a few
features. The problem with making a program much smarter than this
is that it slows down tremendously when run on the 8-bit.

```
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* 8 Bits Forever! ... OR BUST! *
```

(Headers munged to foil spammers; real info in taglines)

4686. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 00:54:51 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <vZ9h9.64708$gf6.2153115@bin4.nnrp.aus1.giganews.com>
Source record: 27508

Interesting. I was a member back in the '83 - '85 time frame. Trey
Pitruzello (I think that's how it was spelled) was president at the time. I
did disk copying for the club. I was also the club Ballblazer champion.
Used to spend time and money at a store in downtown Hayward. Can't remember
the name. One of the guys who ran it was named Kim, a portly fellow. I
also ran a BBS at the time, The Wolves Den. Ah, those were the days. :)

Paul

"richard cortese" <ricortes@earthlink.net> wrote in message
news:4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net...
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
> >
> > > I still remember some of
> > > his humor and deportment at SLCC meetings and in the newsletter.
> >
> > SLCC? That wouldn't happen to be the San Leandro Computer Club, would
it?
> > I used to be a member, back in the day...
>
> Yeap. I still remember the cover during the Gulf War when everyone was so
> wrapped up in the politics: A picture of Sadam in a Butch Cassidy and the
> Sundance Kid take off that had Sadam with a bubble over his head saying
"Who
> are these guys?"
>
> Another one had Wooley and someone else who I can't recall at the moment
on
> the cover, Wooley being an 8 bit supporter and the other member an ST
> fanboy. The caption was something like "Seeing into the future" with the
> 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley
being
> ~a 1200XL.
>
> At the time I was doing more then an occasional rant about how BAUG
treated
> 8 bit fans like Luddites even if they owned a couple of ST to. It was a
> welcome relief from the tension that had been created between the ST and 8
> bit fans.
>
>

4687. Re: solar influx is not hardcore

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 01:03:49 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D852DC6.3581418B@rogers.com>
Source record: 27509

Solar Influx wrote:

> i am on a amd-k6 650mhegahhhertce macine on win98se.
>
> nono.. i am not hardcore. Ben Smith is.
>
> i am a sellout forssure.
>
> the truth be know
> solar

actually these days anyone can be "hardcore" if they still have a functional atari and actually uses it. non hardcore is some wintroll saying "atari???? ..... Duuuuhhhh, whats that?"

4688. Re: if i am allowd recognisation i ask?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 01:05:51 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D852E41.D2C0133@rogers.com>
Source record: 27510

Solar Influx wrote:

> if i am not allready a moot point i ask kindly if there is anyone who has
> some inormation on interlisp/65. i have much info onlisp in general but
> nothing as far as documentation for the atari version. i have many books and
> many doubles and can make a pretty good offer of trade or cash for the actual
> package.
>
> solar

I have interlisp, I got it from antic publishing during their "fire sale" just
before they went bust. that deal with what was it? 5 or 10 programs for $50?
all the documentation was on the backside of the disk, which when booted would
let you either print it or view it on screen.

4689. New version of JPEG viewer released

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 01:14:00 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0209151714.642cdc06@posting.google.com>
Source record: 27511

This has been a long time in coming, but version 0.8 of a8jdpeg is now available:
http://a8jdpeg.atari.org
http://a8jdpeg.webhop.org

a8jdpeg is a JPEG viewer for the Atari 8-bits, based on the C=64's
Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L. Judd.

This version replaces the release dated 07Aug01, and includes the following changes:
* Added dithering to most modes. This improves the displayed image quality.
* Added image information/help screen.
* Images can now be saved while displayed in modes 2, 3, D and E.
* The jagged borders at the image edge in HIP mode have been eliminated.
* Added default filename on the save prompt.
* Viewer now defaults to mode E (HIP) in 64K and mode 5 (GR.9) in 48K
* Inverse video and upper/lower case keypresses are now handled in all menus.
* Fixed problem with the last column in certain images being repeated when
an offset was used.
* The decoder won't abort on images with Huffman errors if they contain restart
markers.
* Replaced the raw save option with a PGM (Portable Gray Map) save option.

Note:
The 64K display modes use the RAM under the OS, and hence will crash most
versions of SpartaDOS. These should work fine with BEWEDOS though.
The 48K display modes should work fine with any version of SpartaDOS.

Comments, suggestions, bug reports, feedback, etc. are welcome.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

4690. Re: because i can.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 01:43:35 UTC
From: solarinflux@aol.com
Message-ID: <20020915214335.28904.00004475@mb-cd.aol.com>
Source record: 27512

done

4691. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 01:54:15 UTC
From: solarinflux@aol.com
Message-ID: <20020915215415.28904.00004477@mb-cd.aol.com>
Source record: 27513

i gave you it

4692. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:11:16 UTC
From: solarinflux@aol.com
Message-ID: <20020915221116.28904.00004484@mb-cd.aol.com>
Source record: 27514

i once had a compact presarion laptop. i was spoiled.. and stupid. it locked up. i lost my cool. flying across the room it went. i had a card reader that plugged into thepcmcia slot on the side. the thing is a cart adapter with the connector needed being ppins. in all actuality it is merely a precise allignment of wires that needs only be connected one time. aftet which leaves a functional cartridge port. now for the other side. i used , instead of what might be called for, individually, perfectly snug fitting telephone wire(sollid). now i have coloor coded loose,, fee, wires with thich i can do anything i please. infoulable and hyper conventient.. am i not sollvinng this for you?

feeling unheard,

john rattzlff

4693. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:13:06 UTC
From: solarinflux@aol.com
Message-ID: <20020915221306.28904.00004485@mb-cd.aol.com>
Source record: 27515

go on i solved you problem. if you do not agree. i will send you the solution with your choice of end adapter. i am able to solder with relative precision.

please this cf thing is what i need

j r

4694. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:18:52 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AAB7CC.9107%gfa@basic.net>
Source record: 27516

in article 3d84f78a$1_3@corp-news.newsgroups.com, Pete Davis at
pdavis68@hotmail.com wrote on 9/15/02 5:15 PM:

> Well, this project is dead for the moment. I can't seem to find a
> distributor for the proper type of CF connector. Without a useable
> connector, there's just nothing I can do. What I need is a connector that
> straddles the PCB, with 25 connectors on top, 25 on the bottom. There are
> plenty of manufacturers, but I can't find any distributors that will sell in
> the numbers I'm looking for.

Can you elaborate on figures? Have you an idea how many people
are intereted? My neighbor with tons of 8bit stuff is very interested
and he does not have usenet access, I've been forwarding the best
of this thread to him.

> If anyone knows of a source, I'd appreciate the help, as I'd love to do this
> project.
>
> The only connectors I've been able to find are surface mount, with all 50
> pins in a row, so close together, I'd never manage to get them soldered to
> the board properly.

I've soldered for 12 years straight, I am pretty good, but surface mount
stuff not even I would want to tackle that.

> If anyone has any ideas, that would be great. Otherwise the project is on
> hold.

Any chance you can provide an image of some sort of the connector you
are seeking, a URL, anything. Also, does this project have a website?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4695. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:26:04 UTC
From: tony rudzki <tony.rudzki@nu-metrics.com>
Message-ID: <0jbh9.40926$KN3.1768@nwrddc01.gnilink.net>
Source record: 27517

Pete,

If you're going to throw in the towel, I'll run with it then. This is a good project, and I think I'll look into giving it a whirl.... :) (famous last words)

Tony

4696. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:35:16 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d84c69e$0$13209$e4fe514c@dreader4.news.xs4all.nl>
Source record: 27646

I don't even wanna quote the text I have been reading. I just hope this discussion will end here...

When Lance and/or Lyle still want discuss to tell somebody something please do this private from now on.

I am reading this newsgroup for fun, and interesting things. These last messages I have seen have become very personal and don't belong here...

I rest my case....

TXG/MNX

4697. M.U.L.E., Archon, Archon II Adept, Axis Assassin, Hard Hat Mack, Seven Cities of Gold, Realm of Impossibility, Missile Command and Chess.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 02:40:26 UTC
From: noone@nowhere.com
Message-ID: <o3haou02023iqn2b3mftuhan4g78spp4t5@4ax.com>
Source record: 27518

I've got a few items for sale on EBay including M.U.L.E., Archon,
Archon II Adept, Axis Assassin, Hard Hat Mack, Seven Cities of Gold,
Realm of Impossibility, Missile Command and Chess.

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=gc02%40dslextreme.com&include=0&since=-1&sort=3&rows=25

4698. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 03:31:02 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d8551c7_1@nopics.sjc>
Source record: 27520

Yes! 3E Software!! You know how some guyz would stop off at a bar and blow
their weekly pay?? 3E was OUR local money vaccuum....

the good old daze.

Bob

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:vZ9h9.64708$gf6.2153115@bin4.nnrp.aus1.giganews.com...
> Interesting. I was a member back in the '83 - '85 time frame. Trey
> Pitruzello (I think that's how it was spelled) was president at the time.
I
> did disk copying for the club. I was also the club Ballblazer champion.
> Used to spend time and money at a store in downtown Hayward. Can't
remember
> the name. One of the guys who ran it was named Kim, a portly fellow. I
> also ran a BBS at the time, The Wolves Den. Ah, those were the days. :)
>
> Paul
>
>
> "richard cortese" <ricortes@earthlink.net> wrote in message
> news:4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net...
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
> > >
> > > "richard cortese" <ricortes@earthlink.net> wrote in message
> > > news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
> > >
> > > > I still remember some of
> > > > his humor and deportment at SLCC meetings and in the newsletter.
> > >
> > > SLCC? That wouldn't happen to be the San Leandro Computer Club, would
> it?
> > > I used to be a member, back in the day...
> >
> > Yeap. I still remember the cover during the Gulf War when everyone was
so
> > wrapped up in the politics: A picture of Sadam in a Butch Cassidy and
the
> > Sundance Kid take off that had Sadam with a bubble over his head saying
> "Who
> > are these guys?"
> >
> > Another one had Wooley and someone else who I can't recall at the moment

> on
> > the cover, Wooley being an 8 bit supporter and the other member an ST
> > fanboy. The caption was something like "Seeing into the future" with the
> > 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley
> being
> > ~a 1200XL.
> >
> > At the time I was doing more then an occasional rant about how BAUG
> treated
> > 8 bit fans like Luddites even if they owned a couple of ST to. It was a
> > welcome relief from the tension that had been created between the ST and
8
> > bit fans.
> >
> >
>
>

4699. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 03:32:53 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d854fdd$1_1@corp-news.newsgroups.com>
Source record: 27519

Tony,
If you can find a source for the receptacles, I'm all about giving it a shot, but I've looked everywhere, and I can't find a usable connector. There's no way I can do the top mount adapter, though.

Pete

"tony rudzki" <tony.rudzki@nu-metrics.com> wrote in message news:0jbh9.40926$KN3.1768@nwrddc01.gnilink.net...
> Pete,
>
> If you're going to throw in the towel, I'll run with it then. This is a
> good project, and I think I'll look into giving it a whirl.... :) (famous
> last words)
>
>
>
> Tony
>
>
>

4700. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 03:36:40 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d8550bf$1_2@corp-news.newsgroups.com>
Source record: 27521

This is one of the better connectors, in my opinon:
http://www.tekais.com/compact_flash_info.htm

There seems to be a lot of interest in the project, but I just haven't been able to find a source for the connectors. That's really all I'm lacking at this point. I've got a board layout ready to order, I've got all the parts short of the boards and the connectors, so I'm ready to go, but without a connector, there's no way to proceed.

Pete

"lp" <gfa@basic.net> wrote in message news:B9AAB7CC.9107%gfa@basic.net...
> in article 3d84f78a$1_3@corp-news.newsgroups.com, Pete Davis at
> pdavis68@hotmail.com wrote on 9/15/02 5:15 PM:
>
> > Well, this project is dead for the moment. I can't seem to find a
> > distributor for the proper type of CF connector. Without a useable
> > connector, there's just nothing I can do. What I need is a connector
that
> > straddles the PCB, with 25 connectors on top, 25 on the bottom. There
are
> > plenty of manufacturers, but I can't find any distributors that will
sell in
> > the numbers I'm looking for.
>
> Can you elaborate on figures? Have you an idea how many people
> are intereted? My neighbor with tons of 8bit stuff is very interested
> and he does not have usenet access, I've been forwarding the best
> of this thread to him.
>
> > If anyone knows of a source, I'd appreciate the help, as I'd love to do
this
> > project.
> >
> > The only connectors I've been able to find are surface mount, with all
50
> > pins in a row, so close together, I'd never manage to get them soldered
to
> > the board properly.
>
> I've soldered for 12 years straight, I am pretty good, but surface mount
> stuff not even I would want to tackle that.
>
> > If anyone has any ideas, that would be great. Otherwise the project is
on

> > hold.
>
> Any chance you can provide an image of some sort of the connector you
> are seeking, a URL, anything. Also, does this project have a website?
>
> --
> Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
>
>

4701. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 03:38:48 UTC
From: Raj <raj@intelstarbase-01.net>
Message-ID: <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>
Source record: 27522
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
>All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800

I got burned by her too. :(

/*Raj*/

4702. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 03:40:07 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d85518f_4@corp-news.newsgroups.com>
Source record: 27523

In which post did you give it to me. To which "it" are you referring. And finally, are you drunk? Your messages certainly seem to show that.

Pete
"Solar Influx" <solarinflux@aol.com> wrote in message news:20020915215415.28904.00004477@mb-cd.aol.com...
> i gave you it

4703. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 04:05:27 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d855967$1_3@nopics.sjc>
Source record: 27525

Pete: Looking at the connectors, I think you can use the surface-mount sockets - just open the pins (bend them up a little) and slide them on the card edge. The AMP 146839 seems good for this, but the Digi-Key parts aren't so clear. I don't know what you are paying for these connectors but an IDE adaptor may be the way to go.

Bob

"Pete Davis" <pdavis68@hotmail.com> wrote in message news:3d84f78a$1_3@corp-news.newsgroups.com...
> Well, this project is dead for the moment. I can't seem to find a
> distributor for the proper type of CF connector. Without a useable
> connector, there's just nothing I can do. What I need is a connector that
> straddles the PCB, with 25 connectors on top, 25 on the bottom. There are
> plenty of manufacturers, but I can't find any distributors that will sell
in
> the numbers I'm looking for.
>
> If anyone knows of a source, I'd appreciate the help, as I'd love to do
this
> project.
>
> The only connectors I've been able to find are surface mount, with all 50
> pins in a row, so close together, I'd never manage to get them soldered to
> the board properly.
>
> If anyone has any ideas, that would be great. Otherwise the project is on
> hold.
>
> Pete
>
>

4704. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 04:05:51 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <zMch9.57414$5r1.2393609@bin5.nnrp.aus1.giganews.com>
Source record: 27524

That's it...3E. Wow...haven't heard that in forever. Yeah, I dropped a chunk of change there, as much as I had which wasn't much. Finished high school, hadn't decided to go to college yet, working an assortment of jobs to support my Atari habit. All those darn Infocom games...

Thanks for the name...what a flashback :)

Paul

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3d8551c7_1@nopics.sjc...
> Yes! 3E Software!! You know how some guyz would stop off at a bar and blow
> their weekly pay?? 3E was OUR local money vaccuum....
>
> the good old daze.
>
> Bob
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:vZ9h9.64708$gf6.2153115@bin4.nnrp.aus1.giganews.com...
> > Interesting. I was a member back in the '83 - '85 time frame. Trey
> > Pitruzello (I think that's how it was spelled) was president at the time.
> I
> > did disk copying for the club. I was also the club Ballblazer champion.
> > Used to spend time and money at a store in downtown Hayward. Can't
> remember
> > the name. One of the guys who ran it was named Kim, a portly fellow. I
> > also ran a BBS at the time, The Wolves Den. Ah, those were the days.
:)
> >
> > Paul
> >
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net...
> > > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > > news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
> > > >
> > > > "richard cortese" <ricortes@earthlink.net> wrote in message
> > > > news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
> > > >
> > > > > I still remember some of
> > > > > his humor and deportment at SLCC meetings and in the newsletter.

> > > >
> > > > SLCC? That wouldn't happen to be the San Leandro Computer Club,
would
> > it?
> > > > I used to be a member, back in the day...
> > >
> > > Yeap. I still remember the cover during the Gulf War when everyone was
> so
> > > wrapped up in the politics: A picture of Sadam in a Butch Cassidy and
> the
> > > Sundance Kid take off that had Sadam with a bubble over his head
saying
> > "Who
> > > are these guys?"
> > >
> > > Another one had Wooley and someone else who I can't recall at the
moment
> > on
> > > the cover, Wooley being an 8 bit supporter and the other member an ST
> > > fanboy. The caption was something like "Seeing into the future" with
the
> > > 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley
> > being
> > > ~a 1200XL.
> > >
> > > At the time I was doing more then an occasional rant about how BAUG
> > treated
> > > 8 bit fans like Luddites even if they owned a couple of ST to. It was
a
> > > welcome relief from the tension that had been created between the ST
and
> 8
> > > bit fans.
> > >
> > >
> >
> >
>
>

4705. The "Impossible" from CSS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 04:16:08 UTC
From: llpwhite@cs.com
Message-ID: <20020916001608.00783.00000130@mb-fh.news.cs.com>
Source record: 27527

Today, I was looking through some disks that I received recently, and there is an original "Impossible" V1.7 disk (but no docs). IIRC, the original Impossible was for the 800 and required a static ram pack that was installed in the $C000 - CFFF address space (?). Later, an XL/XE version was released that required no added hardware (?) I don't know which version I have here. My idea/guess from years ago about how it worked was that the Impossible controlled the disk loading process (after first being saved under the Impossible control) and whenever some type of copy protection was required, the Impossible supplied an error or what ever info the actual program was looking for during the load.

Anyone have a better idea of how this thing works, and what type I've got in the V1.7?
Thanks,
Larry

4706. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 04:50:17 UTC
From: solarinflux@aol.com
Message-ID: <20020916005017.19510.00002372@mb-ff.aol.com>
Source record: 27528

you all need to open up your minds

think in boxes and slander me

thanks

4707. Re: The "Impossible" from CSS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 04:56:19 UTC
From: solarinflux@aol.com
Message-ID: <20020916005619.19510.00002373@mb-ff.aol.com>
Source record: 27529

csssssssss they do not respond even when i offer to purchase 300 pluss

solar is not liked

4708. Re: Atari-Anfänger

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 05:37:34 UTC
From: Mathias Sahm <Mathias.Sahm@web.de>
Message-ID: <am3qmt$1ov$03$1@news.t-online.com>
Source record: 27530

> > Kennt jemand eine gute Seite im Netz fï¿½r Anfï¿½nger im Bereich Atari?
> Du hast Dich verlaufen, falsche Gruppe. Hier geht's um 8bit Ataris.

Wie du im Betreff sicher liest, bin ich Anfï¿½nger. Ich weiï¿½ nicht,
wieviel bit mein Atari hat. Ich glaube, da nicht 8, mï¿½ï¿½ten das 16 sein.

> > Zum Beispiel bewegen mich so Fragen wie: Muï¿½ ich ein Atari
> > herunterfahren? Wenn ja, wie?
> Relavante Daten speichern und ausschalten.

OK, habe ich bisher auch immer so gemacht...

MfG: Mathias Sahm

4709. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 07:16:01 UTC
From: "Mr. Koo" <Koo@who.ca>
Message-ID: <MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca>
Source record: 27526
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Me too, nice DOA product!

In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
raj@intelstarbase-01.net says...
> On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
> >All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
>
> I got burned by her too. :(
>
> /*Raj*/
>
>

4710. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 08:41:25 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AB1174.9131%gfa@basic.net>
Source record: 27531

Several other posts by the same person make absolutely no sense either.
I forsee another filter in my usenet reader coming on.

in article 3d85518f_4@corp-news.newsgroups.com, Pete Davis at
pdavis68@hotmail.com wrote on 9/15/02 11:40 PM:

> In which post did you give it to me. To which "it" are you referring. And
> finally, are you drunk? Your messages certainly seem to show that.
>
> Pete
> "Solar Influx" <solarinflux@aol.com> wrote in message
> news:20020915215415.28904.00004477@mb-cd.aol.com...
>> i gave you it
>
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4711. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 08:44:25 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AB1229.9132%gfa@basic.net>
Source record: 27532

in article 3d8550bf$1_2@corp-news.newsgroups.com, Pete Davis at
pdavis68@hotmail.com wrote on 9/15/02 11:36 PM:

> This is one of the better connectors, in my opinon:
> http://www.tekais.com/compact_flash_info.htm

That helps, if I see one I'll certainly post it here.

> There seems to be a lot of interest in the project, but I just haven't been
> able to find a source for the connectors. That's really all I'm lacking at
> this point. I've got a board layout ready to order, I've got all the parts
> short of the boards and the connectors, so I'm ready to go, but without a
> connector, there's no way to proceed.

You mentioned 'not in the numbers you'd like' in a previous post.
I take it you found one, but had to buy some crazy amount?

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4712. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 11:44:38 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d85c31e_1@corp-news.newsgroups.com>
Source record: 27533

Bob,
I tried bending the pins. There were a number of problems with that. The pins are amazingly delicate and were very hard to keep lined up properly when bending them. Also, when they separated, one row seemed to extend out, while the other seemed to retract, leaving one row extended beyond the other. If I were to mount in this fashion, the connector would be aiming up at about a 30 degree angle.

While this kind of stuff is fine for prototyping, my goal is to create something other people can use. I don't want to have to tell people "okay, separate the 50 pins on the connector in this fashion, without disturbing the alightment. Now saw off the housing of the connect so it doesn't interfere with mounting. etc". I'd like to know what the layout of the final adapter is going to be because even if I managed this connector for a prototype, it would require modifications to the board layout in a follow-up run, and I'd like to keep board layout mods to bugs, to narrow possibilities of adding new problems between runs.

Pete

I'm convinced that eventually I'll find a source for the connectors.

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d855967$1_3@nopics.sjc...
> Pete: Looking at the connectors, I think you can use the surface-mount
> sockets - just open the pins (bend them up a little) and slide them on the
> card edge. The AMP 146839 seems good for this, but the Digi-Key parts
aren't
> so clear. I don't know what you are paying for these connectors but an IDE
> adaptor may be the way to go.
>
> Bob
>
> "Pete Davis" <pdavis68@hotmail.com> wrote in message
> news:3d84f78a$1_3@corp-news.newsgroups.com...
> > Well, this project is dead for the moment. I can't seem to find a
> > distributor for the proper type of CF connector. Without a useable
> > connector, there's just nothing I can do. What I need is a connector
that
> > straddles the PCB, with 25 connectors on top, 25 on the bottom. There
are
> > plenty of manufacturers, but I can't find any distributors that will
sell
> in
> > the numbers I'm looking for.

> >
> > If anyone knows of a source, I'd appreciate the help, as I'd love to do
> this
> > project.
> >
> > The only connectors I've been able to find are surface mount, with all
50
> > pins in a row, so close together, I'd never manage to get them soldered
to
> > the board properly.
> >
> > If anyone has any ideas, that would be great. Otherwise the project is
on
> > hold.
> >
> > Pete
> >
> >
>
>

4713. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 11:53:05 UTC
From: Choko <choko97@mapson.yahoo.com>
Message-ID: <dBjh9.790$cg7.381195@news20.bellglobal.com>
Source record: 27534
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

How come there is only one negative feedback on her profile....

http://cgi2.ebay.com/aw-cgi/eBayISAPI.dll?ViewFeedback&userid=groovyfun

That's why it's important to post feedback, without passing judgement the aforementioned user, so others do not get "burned".

By the way, the original auction DID NOT mention a power supply included, however, it did mention other auctions that she was holding for Atari power supplies...

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181

You be the judge...

"Mr. Koo" <Koo@who.ca> wrote in message
news:MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca...
> Me too, nice DOA product!
>
> In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
> raj@intelstarbase-01.net says...
> > On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
> > >All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> >
> > I got burned by her too. :(
> >
> > /*Raj*/
> >
> >

4714. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 12:09:52 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <kSjh9.66711$z91.2546599@bin3.nnrp.aus1.giganews.com>
Source record: 27535
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Well it appears 3 of you got burned by her, yet she only has 1 negative. You have no room to complain if you didn't give her a negative. How will others know to avoid her? Honest feedback is at the heart of this system. So she gives retaliatory negative feedback. That's unfortunate but it's not going to hurt you...just add a comment to it stating it was retaliatory. Be man enough to give honest feedback.

Now on to the case at hand. Reading the description of the auction:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181

I would not expect a power supply to be included. Just because she wrote "this system is in great working order" does not imply a power supply is included. Was there one in the picture? The original poster/auction winner had plenty of time to ask if one was included. Had I been selling this system I would have explicitly stated there is no power supply but had I been the buyer I wouldn't have expected one to be included.

Paul

"Mr. Koo" <Koo@who.ca> wrote in message
news:MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca...
> Me too, nice DOA product!
>
> In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
> raj@intelstarbase-01.net says...
> > On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
> > >All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> >
> > I got burned by her too. :(
> >
> > /*Raj*/
> >
> >

4715. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 12:46:18 UTC
From: Nathan Smith <stryyker16@hotmail.com>
Message-ID: <6jkbou01p4qigsmp2nnfkb729heuo70g5q@4ax.com>
Source record: 27536
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Mon, 16 Sep 2002 12:09:52 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Well it appears 3 of you got burned by her, yet she only has 1 negative.
>You have no room to complain if you didn't give her a negative. How will
>others know to avoid her? Honest feedback is at the heart of this system.
>So she gives retaliatory negative feedback. That's unfortunate but it's not
>going to hurt you...just add a comment to it stating it was retaliatory. Be
>man enough to give honest feedback.
>
>Now on to the case at hand. Reading the description of the auction:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181
>
>I would not expect a power supply to be included. Just because she wrote
>"this system is in great working order" does not imply a power supply is
>included. Was there one in the picture? The original poster/auction winner
>had plenty of time to ask if one was included. Had I been selling this
>system I would have explicitly stated there is no power supply but had I
>been the buyer I wouldn't have expected one to be included.
>
>Paul
>
>
Well, it says system. I'd expect a system to be useable on it's own
unless it needed some very common extras like tv. The power supply I'd
imagine is not super common like tv :)

4716. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 12:48:26 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <uqkh9.11048$s76.4990@nwrddc02.gnilink.net>
Source record: 27537

I remember Years ago, that one of the big Word Processors (Either Word or Word Perfect) had an ATASCII conversion in it. I don't remember the version or even which program it was, but I do remember that a subsequent upgrade dropped the conversion template (or whatever it was). I do remember that it was a Windows-based program though. Anyone else remember this?

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:4Brf9.21040$Ik.515559@typhoon.sonic.net...
> Oris <ome@planet.nl> wrote:
> > who can help me with a conversion program to convert atari text files to
> > word (windows)
>
> Plain ATASCII? Or [AtariWriter / BankStreetWriter / PaperClip / etc.] ?
>
> -bill!

4717. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 13:25:55 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <DZkh9.716647$oa7.25025135@Flipper>
Source record: 27538
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Sometimes ebay sellers act as if they send the item again and again, until the three months are gone and you can not give negative feedback anymore. In such cases I recommend bidding again on one of the sellers items, not paying ofcourse. That way you can still give a neg. feedback.

Freddy.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:kSjh9.66711$z91.2546599@bin3.nnrp.aus1.giganews.com...
> Well it appears 3 of you got burned by her, yet she only has 1 negative.
> You have no room to complain if you didn't give her a negative. How will
> others know to avoid her? Honest feedback is at the heart of this system.
> So she gives retaliatory negative feedback. That's unfortunate but it's
not
> going to hurt you...just add a comment to it stating it was retaliatory.
Be
> man enough to give honest feedback.
>
> Now on to the case at hand. Reading the description of the auction:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181
>
> I would not expect a power supply to be included. Just because she wrote
> "this system is in great working order" does not imply a power supply is
> included. Was there one in the picture? The original poster/auction
winner
> had plenty of time to ask if one was included. Had I been selling this
> system I would have explicitly stated there is no power supply but had I
> been the buyer I wouldn't have expected one to be included.
>
> Paul
>
>
> "Mr. Koo" <Koo@who.ca> wrote in message
> news:MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca...
> > Me too, nice DOA product!
> >
> > In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
> > raj@intelstarbase-01.net says...
> > > On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
> > > >All.....beware of the Ebay Seller groovyfun. I purchased an Atari
800
> > >
> > > I got burned by her too. :(

```
> > >
> > > /*Raj*/
> > >
> > >
>
>
```

4718. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 13:59:02 UTC
From: rebocardo <bii@dscga.com>
Message-ID: <Gslh9.69160$AR1.2653464@bin2.nnrp.aus1.giganews.com>
Source record: 27539
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> but had I been the buyer I wouldn't have expected one to be included.

I would expect a "system" to include the power supply and all related cables that came in the box from the OEM.

Really! Atari or Commodore did not sell the system without a power supply or cables and expect you to buy it separately before you could power up the unit. Anytime I sell or even give a system or drive to someone without a power supply or cables I (over)state it so they are not disappointed because it is expected.

4719. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 14:06:21 UTC
From: "Brett J. Latchford" <brett@rogers.com>
Message-ID: <xzlh9.39300$8b1.23054@news01.bloor.is.net.cable.rogers.com>
Source record: 27540
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I was also stiffed by the person, I purchased a XF551 and it had far more damage to it than the "good" condition she posted, the case is entirely cracked. The listing also listed a power supply, for which she wants to sub a key pad, because she doesn't have a power supply. When I checked her feed back at that time I bid, she had three negatives, is she clearing them somehow? Anyway I'm about to leave my negative experience on ebay for her, since I still haven't even recieved the replacement p/s and tomorrow is three months. So in the end be careful.
"Atari Man" <atariman63@yahoo.com> wrote in message
news:423c5785.0209142101.66f3b54d@posting.google.com...
> All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> system from her which she advertised and tested and working. Notice
> she said system. Well, it wasn't much of a system, as there was no
> power supply. When I question her on it, she said, well I tested it
> with my power supply, but you can buy one here, and pointed me to
> another Ebay auction. Of course, it was for a Atari 5200, which isn't
> the same supply as a 800. Guess I should have known better, but
> thought I would warn the rest of you.
>
> She's also the type of Ebay seller that won't post feedback when you
> pay her, she waits until you give her feedback, so she can give you
> negative if you give her negative.
>
> I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores
> adverstised as well. Be careful....and long live the 8bits :).

4720. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 14:16:04 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <EIlh9.81669$gf6.2646298@bin4.nnrp.aus1.giganews.com>
Source record: 27541
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On a 20+ year old computer, take nothing for granted. Do you expect
warranty card and manual too? That's why when I auction I list every scrap
of paper I'm including. When I bid I expect nothing that is not explicitly
stated. "System" is not clearly defined, and while an Atari fan might
consider "system" to also encompass a power supply, the casual reseller will
probably not hold to such a strict definition.

"rebocardo" <bii@dscga.com> wrote in message
news:Gslh9.69160$AR1.2653464@bin2.nnrp.aus1.giganews.com...
> > but had I been the buyer I wouldn't have expected one to be included.
>
> I would expect a "system" to include the power supply and all related
cables
> that came in the box from the OEM.
>
> Really! Atari or Commodore did not sell the system without a power supply
or
> cables and expect you to buy it separately before you could power up the
> unit. Anytime I sell or even give a system or drive to someone without a
> power supply or cables I (over)state it so they are not disappointed
because
> it is expected.
>
>
>

4721. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 14:17:17 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <NJlh9.69474$AR1.2664142@bin2.nnrp.aus1.giganews.com>
Source record: 27542
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

That's ridiculous to wait that long! After a week I'd say, "If I don't get
it within another week I'm posting negative feedback".

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:DZkh9.716647$oa7.25025135@Flipper...
> Sometimes ebay sellers act as if they send the item again and again, until
> the three months are gone and you can not give negative feedback anymore.
In
> such cases I recommend bidding again on one of the sellers items, not
paying
> ofcourse. That way you can still give a neg. feedback.
>
> Freddy.
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:kSjh9.66711$z91.2546599@bin3.nnrp.aus1.giganews.com...
> > Well it appears 3 of you got burned by her, yet she only has 1 negative.
> > You have no room to complain if you didn't give her a negative. How
will
> > others know to avoid her? Honest feedback is at the heart of this
system.
> > So she gives retaliatory negative feedback. That's unfortunate but it's
> not
> > going to hurt you...just add a comment to it stating it was retaliatory.
> Be
> > man enough to give honest feedback.
> >
> > Now on to the case at hand. Reading the description of the auction:
> >
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181
> >
> > I would not expect a power supply to be included. Just because she
wrote
> > "this system is in great working order" does not imply a power supply is
> > included. Was there one in the picture? The original poster/auction
> winner
> > had plenty of time to ask if one was included. Had I been selling this
> > system I would have explicitly stated there is no power supply but had I
> > been the buyer I wouldn't have expected one to be included.
> >
> > Paul
> >
> >

> > "Mr. Koo" <Koo@who.ca> wrote in message
> > news:MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca...
> > > Me too, nice DOA product!
> > >
> > > In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
> > > raj@intelstarbase-01.net says...
> > > > On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man)
wrote:
> > > > >All.....beware of the Ebay Seller groovyfun. I purchased an Atari
> 800
> > > > >
> > > > I got burned by her too. :(
> > > > >
> > > > /*Raj*/
> > > > >
> > > > >
> > >
> > >
> >
>

4722. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 14:27:26 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1032186387@rtfm.mit.edu>
Source record: 27543
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

4723. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 14:28:52 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <EUlh9.717883$oa7.25098206@Flipper>
Source record: 27544
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Yes, you are right. But the problem is that it doesn't get your money back.
So, when a seller keeps communicating, like the package might get lost in
the mail and things like that, and surface mail takes at least six weeks.
Ok, I know better now, but in the beginning some sellers can rip you off
with these excuses. IMO the buyer is not enough protected on ebay.

Freddy.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:NJlh9.69474$AR1.2664142@bin2.nnrp.aus1.giganews.com...
> That's ridiculous to wait that long! After a week I'd say, "If I don't
get
> it within another week I'm posting negative feedback".
>
>
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> news:DZkh9.716647$oa7.25025135@Flipper...
> > Sometimes ebay sellers act as if they send the item again and again,
until
> > the three months are gone and you can not give negative feedback
anymore.
> In
> > such cases I recommend bidding again on one of the sellers items, not
> paying
> > ofcourse. That way you can still give a neg. feedback.
> >
> > Freddy.
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:kSjh9.66711$z91.2546599@bin3.nnrp.aus1.giganews.com...
> > > Well it appears 3 of you got burned by her, yet she only has 1
negative.
> > > You have no room to complain if you didn't give her a negative. How
> will
> > > others know to avoid her? Honest feedback is at the heart of this
> system.
> > > So she gives retaliatory negative feedback. That's unfortunate but
it's
> > not
> > > going to hurt you...just add a comment to it stating it was
retaliatory.
> > Be
> > > man enough to give honest feedback.
> > >

> > > Now on to the case at hand. Reading the description of the auction:
> > >
> > > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181
> > >
> > > I would not expect a power supply to be included. Just because she
> wrote
> > > "this system is in great working order" does not imply a power supply
is
> > > included. Was there one in the picture? The original poster/auction
> > winner
> > > had plenty of time to ask if one was included. Had I been selling
this
> > > system I would have explicitly stated there is no power supply but had
I
> > > been the buyer I wouldn't have expected one to be included.
> > >
> > > Paul
> > >
> > >
> > > "Mr. Koo" <Koo@who.ca> wrote in message
> > > news:MPG.17ef250a26bb2a39896c3@news.mb.sympatico.ca...
> > > > Me too, nice DOA product!
> > > >
> > > > In article <1hkaou86f04um8dl94ts9pmkbbebgkcgbm@4ax.com>,
> > > > raj@intelstarbase-01.net says...
> > > > > On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man)
> wrote:
> > > > > >All.....beware of the Ebay Seller groovyfun. I purchased an
Atari
> > 800
> > > > > >
> > > > > I got burned by her too. :(
> > > > >
> > > > > /*Raj*/
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
> >
> >
>
>

4724. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 16:41:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d8609b9$0$1430$272ea4a1@news.execpc.com>
Source record: 27545

Here's what TXG said 9 days ago.

>So it seems the subject is closed now...

>THE END...

>TXG/MNX

I knew better.

Stuff I never heard about ('3E Software?').
Old times about SLCC.
The history and who did what and who owns what
is no clearer to me know than it was 2 weeks ago.
I'm talking about Sp 3.3 a, b, c.

russg

4725. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 17:06:03 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209160906.604a94be@posting.google.com>
Source record: 27546

Lance, All I can say is Good luck with your Products as I for one am still abit Flamed about Mr. Klaas... He never once even bothered to call me and let me know that he had sold BBS PRO... He did however call me a number of times during the time I was Beta Testing BBS Pro and well lets just say I don't enjoy talking to people that are deeply into the bottle... I have done my best to support BBS Professional over the years it was Fun while it lasted... I Do still talk with Ken Ames, Stephen Carden, and afew others from time to time...

You spoke of Jim Hood whom I use to enjoy at the Club Meetings... It was a Very sad day when he died... Alot of people had the pleasure of meeting this man but no one was more pleased then myself as he was one that would go out of his way for the Club as well as Bob Woolley... The Club is Still infact going strong from what I've heard... Ran into the club president Robert Bridges and Bob Woolley at a computer store this last week... It was Fun to see them both after a long absence from the Club due to the place we used to have the meetings was being refurburbished...

But as far as carrying someone elses Water here I seem to miss your point...
I had seen a post where Ken was trying to update a fellow atari user with X33C.DOS and you claiming the rights to it and so on... Well After I spent like a Weekend down at FTe installing his BBS Professional since he had no clue on how to even make a batch file to install the dang thing as well as lending him an MIO and Modem... kinda pissed me off since I was At Stephen Cardens at the time the DOS's was written... Kenny had showed up as well... So I too know the History of the DOS's...

FTe left alot of people with bad taste in their mouths as well as their pocket books... Now don't get me wrong here... Mike had some Good Ideas... But the One he had working on those Ideas was people he could get for Free so he thought... Bob Woolley was one of those people, Stephen was another, Bob Klass was also, and myself included... So yeah I can understand when you say its been going on since the late 1980's and 1990's...

Sorry to seem to be Rambling on here folks... But there is alot of untold History here... Infact Lance, You may contact me thru my e-mail addy here if you wish to move this to privite... learl6@attbi.com

Lyle Earl

Video61@webtv.net (Lance Ringquist) wrote in message news:<22258-3D84C224-11@storefull-2117.public.lawson.webtv.net>...

> lyle said,
> Dang Lance such language and such a fine place...You talk like you are
> on a Smut board which you're not... Better kill the name calling here as
> it isn't needed nor will I put up with it or the foul language thru out
> your posts on myself... You CAN be Banded from these Boards for such...
> So lighten up and mellow out before you endup with a drinking problem
> dude...
>
> (it was the way you posted that bothered me. you are carrying someone
> else's water here. i have already talked to ken ames, and i know the
> history of sparta 3.3c, and ken did have a gripe. there is someone else
> here that has used you, and ken, and maybe others for there own
> benefit.)
>
> Lets see you have called me Bozo, Jerk, S*** Head... Did I leave
> anything out? Lance you sound like you are a two year old who IF he
> doesn't get his way he starts to Stomp his feet and throw a fit...
>
> (please talk to ken ames, then maybe you will understand why, you are
> being used by someone that likes to make trouble, and i am tired of it.)
>
> You call people Hackers and so on... I guess Atari, IBM, Apple and all
> the other Companies and people who worked for them are only Hackers...
>
> (that is not a bad name or slam, gee the activision game hackers was
> cool. they even made a movie clalled hackers, and sneakers was a neat
> movie with the same connotation.
> i wish that i was a hacker, then i could save lots of
> money/grief/hair/etc.)
>
> It what you sound like... Maybe you should go on Vaction for awhile and
> get away from it all as it sounds like you are Stress to the Max...
>
> (yes i am, if you really knew what you were doing when you made your
> first post you would understand.)
>
> Dang I used to be just like you But I grew up and learned to enjoy
> life... But IF the truth hurt I am very sorry Dude... But I never troll
> for anyone...
>
> (i did not enjoy saying what i said, so lets start over ok?
> i am sorry that i offended you.
> and i am sorry that this went so public i apologise to all.
> but you need to talk to bob klass, and ken ames, then you will
> understand.
> this has been going on now since the late 1980's, bob and i are sick of
> it.)
>
> Now I will leave the rest upto you as IF you want to get into a Mud
> Slinging and Name Calling contest or even Physical here, Well lets just

> say I have played with the best of them...
>
> (you probably have. but please contact bob klass, or ken ames.)
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

4726. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 17:14:31 UTC
From: Burt <c64dungeon@nospamyahoo.com>
Message-ID: <3D861177.29670B2@nospamyahoo.com>
Source record: 27447
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
4 weeks is plenty unless both parties mutually agree. all IMHO. ;-)
--

___
/ __|__ Burt /Terminator / /
/ / |_/ www.museum.c64.org / /
\ \__|_\ Adoring C= 64 / 128 and \ \/ /
\___| Getting into Amiga, too... \/\/
```

4727. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 17:16:25 UTC
From: learl6@attbi.com
Message-ID: <76aca2f.0209160916.53452da@posting.google.com>
Source record: 27448

Ummmmm Wait until the Wife hears about this one Bob... hehehehe... Hey
are we still on for the next SLCC meeting as its been awhile since
I've seen my ol 1200XL... How it been doing? (Grin)

Lyle Earl

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:<3d8551c7_1@nopics.sjc>...
> Yes! 3E Software!! You know how some guyz would stop off at a bar and blow
> their weekly pay?? 3E was OUR local money vaccuum....
>
> the good old daze.
>
> Bob
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:vZ9h9.64708$gf6.2153115@bin4.nnrp.aus1.giganews.com...
> > Interesting. I was a member back in the '83 - '85 time frame. Trey
> > Pitruzello (I think that's how it was spelled) was president at the time.
> I
> > did disk copying for the club. I was also the club Ballblazer champion.
> > Used to spend time and money at a store in downtown Hayward. Can't
> remember
> > the name. One of the guys who ran it was named Kim, a portly fellow. I
> > also ran a BBS at the time, The Wolves Den. Ah, those were the days. :)
> >
> > Paul
> >
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net...
> > > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > > news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
> > > >
> > > "richard cortese" <ricortes@earthlink.net> wrote in message
> > > news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
> > > >
> > > > I still remember some of
> > > > his humor and deportment at SLCC meetings and in the newsletter.
> > > >
> > > SLCC? That wouldn't happen to be the San Leandro Computer Club, would
> it?
> > > > I used to be a member, back in the day...
> > >
> > Yeap. I still remember the cover during the Gulf War when everyone was

> so
> > > wrapped up in the politics: A picture of Sadam in a Butch Cassidy and
> the
> > > Sundance Kid take off that had Sadam with a bubble over his head saying
> "Who
> > > are these guys?"
> > >
> > > Another one had Wooley and someone else who I can't recall at the moment
> on
> > > the cover, Wooley being an 8 bit supporter and the other member an ST
> > > fanboy. The caption was something like "Seeing into the future" with the
> > > 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley
> being
> > > ~a 1200XL.
> > >
> > > At the time I was doing more then an occasional rant about how BAUG
> treated
> > > 8 bit fans like Luddites even if they owned a couple of ST to. It was a
> > > welcome relief from the tension that had been created between the ST and
> 8
> > > bit fans.
> > >
> > >
> >
> >

4728. Another Atari 8-bit CD coming soon....

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 18:18:31 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1032200455.4832.0@demeter.uk.clara.net>
Source record: 27449

Hello All,

Following on from my first DGS/PPP Atari 8-bit CD-ROM, I am currently securing licenses to create another CD. This one will contain software from Rambit and Richard Gore. At the moment, this will include Print-Filer and Taskmaster from Rambit, and Demo Maker and Alien Blast from Richard. I haven't secured all the licenses yet, but hopefully I should have this CD on sale soon. The licenses are per-unit, so the cost of this CD may not look as good value as the first. Info on these 4 products is available in the product catalogue at http://www.dgs.clara.net I'm not sure of the cost of this CD yet, or what else will be on it, but it won't be vastly expensive.

The first DGS/PPP CD is, of course, still available for purchase with a credit card, or cash. Check out the CD-ROM info page on the site shown above.

If you are interested in this new CD, then please e-mail me with your interest at dgs@clara.net

Dean Garraghty

4729. {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 21:21:02 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209161321.34a4eca6@posting.google.com>
Source record: 27450

What the hell happened here guys ? What happened to the close knit
community this used to be ? Does fte still OWN the copyrights to
SpartaDOS ? I've not been here in ages and all I can see is this
in-fighting. Come on guys, what happened ? What's Tom Hunt say ?
Didn't Bob Klaas do the same thing to BBS Express Pro & other software
? shit man, this sucks.

btw, where can I find the source code to pre-SpartaDOS 3.3 or anything
before this crap ? :o)

I'd like to incorporate it into rtdos:

http://geocities.com/rtdos

sjcarden@bellsouth.net (Stephen J. Carden) wrote in message
news:<1936fce9.0209051907.455ddb6a@posting.google.com>...
> I have heard from many people that think SpartaDos X3.3a b c can not
> be posted on bbs board for down or just give to a friend. Kenny Aimes
> and I fix and wrote the chages to this dos and it is shareware anyone
> that has removed my shareware notice has Violeted my terms of
> distribution. Now LET me put this planely. SpartaDos x3.3a b c can be
> give to anyone who wants to use it. And Lance make sure you
> understand me YOU DO NOT OWN the version of SpartaDos X3.3a X3.3b
> X3.3c. If you have a problem with this sue me. I could use a new
> house and car. You purchesed code from Bob klass he did not own. FTE
> relised all version of SpartaDos as Shareware. Now to be Fair to
> Lance he did make a cart with SpartaDos X3.3c on it. The Cart is
> Lances property the compression routeen that make the Cart work is his
> programers work. the Carts Compression routeen would carry lance's
> Copyright. Lance I wish wou well on your Cart sales and I have told
> you than in the past. However If I here one more it of bull about this
> I will want my part of the cart sales.
>
> I have started work on a new version of a cli interface that can
> replace SpartaDos. It will be Called Real Dos and carry my Copyright
> and it will be Shareware.
>
> Anyone wanting to reach me can do so by e-mail sjcarden@bellsouth.net

4730. info needed / suggestions needed for SpartaDOS & Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 21:31:10 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209161331.24d4c4cf@posting.google.com>
Source record: 27451

http://www.geocities.com/rtdos/rtdoshlp.zip

main page:
http://geocities.com/rtdos

the above link is an example of what i'd like to create for the Atari eight bit. A simple Windows Help file that contains specific atari programming information. Right now I'm working on converting first the SparatDOS X manuals into Windows Help file format (source code anyone?) and next it'll be the SpartaDOS construction set (pre-SpartaDOS 3.3 source code) manual followed hopefully by De Re Atari & the Atari 850 programmers guide. I hope to also come up with adobe acrobat (*.pdf) formats as well as an html compiled ebook of the said manuals. Easier reference. Not just for Atari users / developers (or those writing emulators) but it'll help me when I'm working on rtdos. :o)

Does anyone have these & other manuals typed in electronic form? It'd sure be a lot easier to cut & paste rather than typing these in by hand.

What about any Action or BBS Express manuals?

4731. Re: info needed / suggestions needed for SpartaDOS & Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 22:27:11 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d865af7$1_4@corp-news.newsgroups.com>
Source record: 27452

I haven't been able to find online Action! manuals and have since purchased Action! with manuals. I was considering OCRing the manual. I don't know who owns the copyrights to it, though, so I would hesitate to do it without an okay from the coyright holder.

Pete

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0209161331.24d4c4cf@posting.google.com...
> http://www.geocities.com/rtdos/rtdoshlp.zip
>
> main page:
> http://geocities.com/rtdos
>
> the above link is an example of what i'd like to create for the Atari
> eight bit. A simple Windows Help file that contains specific atari
> programming information. Right now I'm working on converting first
> the SparatDOS X manuals into Windows Help file format (source code
> anyone?) and next it'll be the SpartaDOS construction set
> (pre-SpartaDOS 3.3 source code) manual followed hopefully by De Re
> Atari & the Atari 850 programmers guide. I hope to also come up with
> adobe acrobat (*.pdf) formats as well as an html compiled ebook of the
> said manuals. Easier reference. Not just for Atari users /
> developers (or those writing emulators) but it'll help me when I'm
> working on rtdos. :o)
>
> Does anyone have these & other manuals typed in electronic form? It'd
> sure be a lot easier to cut & paste rather than typing these in by
> hand.
>
> What about any Action or BBS Express manuals?

4732. Re: Instructions for monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-16 22:40:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <O5th9.1262$QI3.104665@newsread1.prod.itd.earthlink.net>
Source record: 27453

The diagrams on Thunderdome:
http://www7.brinkster.com/atari/pinouts.htm
specify that they are the ports as viewed by you looking at the computer
console so it is the front of the female (sounds a little risque..)

Connect the center of the RCA pin plugs to the proper DIN-5 pins and join
all of the outer connectors to the ground. Don't know your location, but RCA
pin plugs are very common in the US; you might cut from audio patch cables.
Could need to attack an old AT keyboard cable for that DIN-5. I found a
complete 4 leads C64 monitor cable for U$2 at a 4th Saturday Computer sale
recently.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<flanders@news.ptwi.net> wrote in message
news:slrnaocirb.4kl.flanders@localhost.localdomain...
>
> I am looking for detailed instructions for building a cable to
> connect a Commodore 1702 monitor to my Atari 130 XE. I have a
> pinout diagram for the 5-pin connector, but it lacks details, such
> as: does the diagram look to the front of the female connector,
> the front of the male connector, or the back of the male
> connector; and how to wire the 2 or 3 RCA jacks? And how about
> where to get the parts?
>
> Thanks for any help given.

4733. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 00:55:58 UTC
From: atariman63@yahoo.com
Message-ID: <423c5785.0209161655.6e3cf04c@posting.google.com>
Source record: 27454
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

All,
It's interesting to learn that I wasn't the only one stiffed by her.

As far as the negative feedback being posted, I'm the one negative
feedback showing, "stitcheraz". I just didn't want to use that
account to post here, as it has been spam free.

The response I got back from Ebay was that they saw nothing at this
time that should result in her suspension. Perhaps they need to read
this newsgroup. They suggest going thru their mediation service,
which costs more money. Sounds like Ebay has a pretty good scam going
in general, and I'm really curious how her 3 negatives disappeard as
well. Perhaps Ebay had some consulting services from Anderson? :)

As far as do I expect a warrenty card as someone said. No, I don't.
I understand I'm buying a vintage system. But that word "System" was
my point, I expected the hardware that came with the system
originally. I may have a dead unit as well, but now I'll have to
order a power supply to even determine if it is dead.

"Brett J. Latchford" <brett@rogers.com> wrote in message
news:<xzlh9.39300$8b1.23054@news01.bloor.is.net.cable.rogers.com>...
> I was also stiffed by the person, I purchased a XF551 and it had far more
> damage to it than the "good" condition she posted, the case is entirely
> cracked. The listing also listed a power supply, for which she wants to sub
> a key pad, because she doesn't have a power supply. When I checked her feed
> back at that time I bid, she had three negatives, is she clearing them
> somehow? Anyway I'm about to leave my negative experience on ebay for her,
> since I still haven't even recieved the replacement p/s and tomorrow is
> three months. So in the end be careful.
> "Atari Man" <atariman63@yahoo.com> wrote in message
> news:423c5785.0209142101.66f3b54d@posting.google.com...
> > All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> > system from her which she advertised and tested and working. Notice
> > she said system. Well, it wasn't much of a system, as there was no
> > power supply. When I question her on it, she said, well I tested it
> > with my power supply, but you can buy one here, and pointed me to
> > another Ebay auction. Of course, it was for a Atari 5200, which isn't
> > the same supply as a 800. Guess I should have known better, but
> > thought I would warn the rest of you.
> >
> > She's also the type of Ebay seller that won't post feedback when you
> > pay her, she waits until you give her feedback, so she can give you
> > negative if you give her negative.

> >
> > I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores
> > adverstised as well. Be careful....and long live the 8bits :).

4734. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 01:50:37 UTC
From: kiethl@theriver.com
Message-ID: <1bab40dd.0209161750.4e313001@posting.google.com>
Source record: 27455
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

sometimes it's better to pay a little (o.k. sometimes a lot)extra and
demand priority shipping if the seller has ANY negatives in the last
year or so,That way you can post a negative before time runs out.
Keith
"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<NJlh9.69474$AR1.2664142@bin2.nnrp.aus1.giganews.com>...
> That's ridiculous to wait that long! After a week I'd say, "If I don't get
> it within another week I'm posting negative feedback".
>
>

4735. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 02:58:17 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209161858.ac132d6@posting.google.com>
Source record: 27456

Reguardless of the rest of the messages here. Both of your are better people than your messages are protraying. There are people who don't know you that may get the wrong impression.

Steve

4736. high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 08:41:32 UTC
From: bill@newbreedsoftware.com
Message-ID: <0VBh9.24844$lk.586128@typhoon.sonic.net>
Source record: 27457

Ergh - It's been a long while since I used my _actual_ Atari XL much,
but thanks to the new work getting SIO2PC cables working under Linux
(thanks, Matthias!), the XL on my desk has been uncovered and is getting
some use. (I just found a couple of ATRs of software I wrote TWELVE YEARS AGO!)

Anyway - One of the things Matthias wanted to know was how well high-speed
disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me to
a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
sounded a helluva lot faster! ;^))

Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
if possible. I vaguely remember being able to do this under APE or SIO2PC
when I had an MSDOS box.

Is there some .COM file I can rename to .AR0 and throw on my ATR image
to get the really, really nice fast speeds under MyDOS?

Thanks!

-bill!

4737. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 12:27:10 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <ycFh9.341984$_91.441068@rwcrnsc51.ops.asp.att.net>
Source record: 27458
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

too bad you beat me on that auction.. i guess it was meant to be..

"Atari Man" <atariman63@yahoo.com> wrote in message
news:423c5785.0209142101.66f3b54d@posting.google.com...
> All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> system from her which she advertised and tested and working. Notice
> she said system. Well, it wasn't much of a system, as there was no
> power supply. When I question her on it, she said, well I tested it
> with my power supply, but you can buy one here, and pointed me to
> another Ebay auction. Of course, it was for a Atari 5200, which isn't
> the same supply as a 800. Guess I should have known better, but
> thought I would warn the rest of you.
>
> She's also the type of Ebay seller that won't post feedback when you
> pay her, she waits until you give her feedback, so she can give you
> negative if you give her negative.
>
> I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores
> adverstised as well. Be careful....and long live the 8bits :).

4738. Do I need a site map for my site

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 13:54:59 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <am7c7k$ke5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27459

Howdy Folks

Does my site need a site map?
I'm afraid, the one I'm working on is/needs to many details. I don't want
it to be a copy, but an index to my Site. Try out
http://www-users.rwth-aachen.de/mathy.van_nisselroy/sitemap.htm

You can go from the sitemap to the rest of my pages, but there are no links
on my other pages to go to the preliminary sitemap.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4739. Re: 1050 Duplicator site (I lost the link)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 14:07:09 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <am7cuf$l5a$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27460

Howdy Jim, Freddy

> Follow the link at the bottom of this message...it will take you to my
> website. You will find a link on the homepage to my Atari page.

Thanks (to both Jim and Freddy)

Nice stuff you got there. The Eprom programmer looks nice..... (for
those who weren't there yet, it's connected to the SIO port.)

> The biggest problem was that the company that was selling the
duplicator
> made a few boo-boo's. The biggest one was putting the ads in the magazine
> before it was even finished, and as the one who was writing the code for
the
> thing, I was forced to wrap it up pretty quickly so they could start
shipping.

That's a pitty, I liked the ads. It looked better to me then the Happy ads.

CU Mathy van Nisselroy

4740. Re: The "Impossible" from CSS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 14:14:49 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <am7dcrlld1@nets3.rz.RWTH-Aachen.DE>
Source record: 27461

Howdy Larry

> Anyone have a better idea of how this thing works, and what type I've got
in
> the V1.7?

The Impossible has been described in Advanced Atari Protection Techniques or
that other book by Alpha Systems. Somebody has scanned them but I don't
know if and where they are on the net. (I have both books at home. Had
them before I had a drive.)

If you really wanna be sure, try giving Bob Puff a call.

CU Mathy van Nisselroy

4741. Re: info needed / suggestions needed for SpartaDOS & Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 14:16:48 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209170616.131fae7a@posting.google.com>
Source record: 27462

I'd sure like to get a hold of fte. After that thread I read about
SpartaDOS (who owns what, etc.) that was really disturbing. Yea, I'd
like to get a hold of the SpartaDOS & Action source code so that I can
adapt it to rtdos but I don't see it happening anytime soon. :-<

"Pete Davis" <pdavis68@hotmail.com> wrote in message
news:<3d865af7$1_4@corp-news.newsgroups.com>...
> I haven't been able to find online Action! manuals and have since purchased
> Action! with manuals. I was considering OCRing the manual. I don't know who
> owns the copyrights to it, though, so I would hesitate to do it without an
> okay from the coyright holder.
>
> Pete
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0209161331.24d4c4cf@posting.google.com...
> > http://www.geocities.com/rtdos/rtdoshlp.zip
> >
> > main page:
> > http://geocities.com/rtdos
> >
> > the above link is an example of what i'd like to create for the Atari
> > eight bit. A simple Windows Help file that contains specific atari
> > programming information. Right now I'm working on converting first
> > the SparatDOS X manuals into Windows Help file format (source code
> > anyone?) and next it'll be the SpartaDOS construction set
> > (pre-SpartaDOS 3.3 source code) manual followed hopefully by De Re
> > Atari & the Atari 850 programmers guide. I hope to also come up with
> > adobe acrobat (*.pdf) formats as well as an html compiled ebook of the
> > said manuals. Easier reference. Not just for Atari users /
> > developers (or those writing emulators) but it'll help me when I'm
> > working on rtdos. :o)
> >
> > Does anyone have these & other manuals typed in electronic form? It'd
> > sure be a lot easier to cut & paste rather than typing these in by
> > hand.
> >
> > What about any Action or BBS Express manuals?

4742. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 16:26:52 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <AIIh9.8790$X7.199946@news4.srv.hcvlny.cv.net>
Source record: 27463

It was too easy to go to "war" in those days.

I was a member, but not a charter member, of an 8-bit user group which was dominated by one man. To be fair, he also did the bulk of the work, and refused to let others share because, well, there went his glory if he did. He was also dedicated to keeping the club exclusively 8-bit, and refused to allow even a mention of STs or other brands of computers at meetings.

But some years after he passed on I was told that he and several other charter members were interested in joining another local user group -- that one being a club in which all the members owned STs. The 8-bitters asked if they could have some time at that other club's meeting to discuss 8-bit news and were told, rather grudgingly, that they could do that BEFORE the regular meeting. Now I understand why he insisted on keeping the group exclusively 8-bit. BTW, our group did have very friendly relations and even joint meetings with another user group that met about an hour away and supported all Atari products.

"richard cortese" <ricortes@earthlink.net> wrote in message
news:4a7h9.1186$Ko2.125307@newsread1.prod.itd.earthlink.net...
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:Oq3h9.47072$AR1.1786849@bin2.nnrp.aus1.giganews.com...
> >
> > "richard cortese" <ricortes@earthlink.net> wrote in message
> > news:aGPg9.6916$Os3.532850@newsread1.prod.itd.earthlink.net...
> >
> > > I still remember some of
> > > his humor and deportment at SLCC meetings and in the newsletter.
> >
> > SLCC? That wouldn't happen to be the San Leandro Computer Club, would
it?
> > I used to be a member, back in the day...
>
> Yeap. I still remember the cover during the Gulf War when everyone was so
> wrapped up in the politics: A picture of Sadam in a Butch Cassidy and the
> Sundance Kid take off that had Sadam with a bubble over his head saying
"Who
> are these guys?"
>
> Another one had Wooley and someone else who I can't recall at the moment
on
> the cover, Wooley being an 8 bit supporter and the other member an ST
> fanboy. The caption was something like "Seeing into the future" with the
> 'dream bubble' above the ST fan ~a mega ST and the bubble above Wooley
being

> ~a 1200XL.
>
> At the time I was doing more then an occasional rant about how BAUG
treated
> 8 bit fans like Luddites even if they owned a couple of ST to. It was a
> welcome relief from the tension that had been created between the ST and 8
> bit fans.
>
>

4743. Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 16:29:43 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <fLIh9.8826$X7.200689@news4.srv.hcvlny.cv.net>
Source record: 27464

I guess the comment, "Play nice, children," applies.

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0209161858.ac132d6@posting.google.com...
> Reguardless of the rest of the messages here. Both of your are better
> people than your messages are protraying. There are people who don't
> know you that may get the wrong impression.
>
>
> Steve

4744. DGS/PPP CD - read the independent review....

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 18:00:26 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1032285784.52174.0@iapetus.uk.clara.net>
Source record: 27465

Hello All,

Just thought you'd like to know that my DGS/PPP Atari 8-bit CD-ROM has been reviewed over at MyAtari magazine. Here's a direct link to it: http://www.myatari.net/issues/sep2002/dgs.htm

Just a note on my second CD I am producing. I would like to put my 22 minute AMS video on the CD in AVI format. Few people ever got to see this, because up until now it's only been available on PAL VHS tape. This video is a record of one of the AMS shows here in the UK from a few years ago. Problem is that it's going to cost me about $100 to get a decent capture card and software, because I don't have access to such kit. That is quite an outlay, and I'd be under pressure to sell loads of these 2nd CDs just to cover it. If having this on the CD is something you'd want, then please e-mail me and let me know so I can decide whether to do it or not. Thanks.

Dean Garraghty

4745. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 20:50:03 UTC
From: Fox-1
Message-ID: <bqMh9.91251$48.11483541@zwoll1.home.nl>
Source record: 27466

"CBClarke" wrote

> I remember Years ago, that one of the big Word Processors (Either Word or
> Word Perfect) had an ATASCII conversion in it.

Could that be an early version of "WordStar" ? Years ago I had it on my Philips P2500 CPM machine. I did give away the machine
last year so can't check it anymore...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4746. Re: Instructions for monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-17 22:56:37 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d875b1e27c952@attbi.com>
Source record: 27467

>I am looking for detailed instructions for building a cable to
>connect a Commodore 1702 monitor to my Atari 130 XE. I have a
>pinout diagram for the 5-pin connector, but it lacks details, such
>as: does the diagram look to the front of the female connector,
>the front of the male connector, or the back of the male
>connector; and how to wire the 2 or 3 RCA jacks? And how about
>where to get the parts?
>
>Thanks for any help given.

That would be nice to build yourself, but it would just be easier to go out
and buy it. I go mine from B&C for about $15. Works great.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4747. Re: Do I need a site map for my site

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 00:52:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <C7Qh9.1299$L35.105938@newsread2.prod.itd.earthlink.net>
Source record: 27468

Not actually 'needed'; very convenient seeing what is where...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:am7c7k$ke5$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Folks
>
> Does my site need a site map?
> I'm afraid, the one I'm working on is/needs to many details. I don't want
> it to be a copy, but an index to my Site. Try out
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/sitemap.htm
>
> You can go from the sitemap to the rest of my pages, but there are no
links
> on my other pages to go to the preliminary sitemap.
>
> CU Mathy van Nisselroy

4748. Re: Instructions for monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 01:32:43 UTC
From: flanders@news.ptwi.net
Message-ID: <slrnaofm5b.iki.flanders@localhost.localdomain>
Source record: 27469

On Tue, 17 Sep 2002 22:56:37 GMT, Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>I am looking for detailed instructions for building a cable to
>>connect a Commodore 1702 monitor to my Atari 130 XE. I have a
...
>
>That would be nice to build yourself, but it would just be easier to go out
>and buy it. I go mine from B&C for about $15. Works great.
>

That's what I paid for the monitor!

Thanks to those who posted info. I think I have enough info now
to build the cable.

Bye.

4749. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 02:13:04 UTC
From: Maniac87 <maniac@somwhere.com>
Message-ID: <mjnfouk5co87rs1i71u9o7vohnf9074gdq@4ax.com>
Source record: 27470
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:

>All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
>system from her which she advertised and tested and working. Notice
>she said system. Well, it wasn't much of a system, as there was no
>power supply. When I question her on it, she said, well I tested it
>with my power supply, but you can buy one here, and pointed me to
>another Ebay auction. Of course, it was for a Atari 5200, which isn't
>the same supply as a 800. Guess I should have known better, but
>thought I would warn the rest of you.
>
>She's also the type of Ebay seller that won't post feedback when you
>pay her, she waits until you give her feedback, so she can give you
>negative if you give her negative.
>
>I'm cross posting this to comp.sys.cbm, as she has Vics and Commodores
>adverstised as well. Be careful....and long live the 8bits :).

For anyone interested, the eBay link is:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181

To Atariman63, I want to be on your side but it doesn't state anywhere
in the auction that the power supply is included. You made an honest
assumption that was incorrect. However, it does state that there are
other auctions for power supplies in the eBay ad. The bottomline is
you made a wrong assumption. Did you ever ask for clarification?

I'm not blaming you in any way. You live and you learn! FYI, most
SX-64 auctions don't include the power supply and they too refer to
"tested system" in the description.

Be thankful it was an inexpensive assumption!

Maniac87

4750. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 02:37:46 UTC
From: A E <aeisenhut@videotron.ca>
Message-ID: <3D87E6FA.6B385A3B@videotron.ca>
Source record: 27471
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Maniac87 wrote:

>
> I'm not blaming you in any way. You live and you learn! FYI, most
> SX-64 auctions don't include the power supply and they too refer to

Why would someone remove the built-in supply?

4751. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 02:38:34 UTC
From: Alan Michelson <zap@lafn.org>
Message-ID: <3D87E727.E0648528@lafn.org>
Source record: 27472
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

```
Mo wrote:
>
> Also I knew that didn't sound right about the 2600 so I looked up the specs
> on it-
>
> 2600 Specifications:
>
> CPU: 6507
> RAM: 128 Bytes, in VLSI
> ROM: 6K Max
> CPU Clock: 1.19 MHz
> Graphics Clock: 3.58 MHz
> Slot Config: Rom Access Only
> CPU Avail: Less than 50%
>
> Atari Lynx :
> CPU: 6507 RAM: 128 Bytes, in VLSI ROM: 4K max
> Cpu Clock: 1,19 MHz
> Graphics Clock: 1,19 MHz Slot
> Config: Rom access only CPU Avail: less than 50%
>
> Very interesting, looks like the lynx is the grandson of the 2600!
> I know this is off topic, I just wanted to spare you the flaming from one of
> them thar commie's.
> Mo

Now it's right on some new topics!

> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:w17h9.24222$Ik.569287@typhoon.sonic.net...
> > In comp.sys.handhelds Alan Michelson <zap@lafn.org> wrote:
> > > It seems that the Macintosh is similar to the Amiga.
> >>
> > In case you were curious, the Atari 2600, Atari 8-bit computers,
> > Commodore Vic-20, Commodore 64, Commodore 128, Apple II, Nintendo NES
> > and I believe Atari Lynx all had the same CPU... The 6502.
> > (Many other systems had that CPU, too!)
> >
> >
```

4752. How to tell which Revision of Atari Basic that you have!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 04:13:25 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <uofv5rki3au790@corp.supernews.com>
Source record: 27474

Hello Everybody,

This is how to tell which Revision of Atari Basic that you have:

The memory address that identifies which Basic that you have is 43234.

So when you start your Atari up, at the READY prompt, type in this command:
PRINT PEEK (43234)

You will get a value of 162 if it is Revision A Atari Basic.

You will get a value of 96 if it is Revision B Atari Basic.

You will get a value of 234 if it is Revision C Atari Basic.

Amateur Atari historian and Devout Atari game player,

Wally

4753. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 05:02:53 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D8808FD.E37BC136@cswebmail.com>
Source record: 27473

TXG wrote:

> Hi,
>
> I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade
> to 48Kb. I noticed on the board is printed 64Kb. Is there a way to make use
> of the extra 16Kb on this board?
>
> Secondly I saw there is some soldering needed to upgrade, that's not a
> problem but I would like to hear some experiences with this first before I
> start.
>
> TXG/MNX

You are saying its an upgrade to 48K because that is all you are seeing from Basic?

Thats all you see from Atari Basic with any upgrade. In your case the 64K upgrade is probably complete if it has 4664 chips in it. the other 16K is just under the OS and hardware addressing space.

Dos 2.5 can use it as a ramdisk D4: by default, but the values are wrong, it assumes 64K. I do have a patch that corrects it.

Rick D.

4754. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 05:12:37 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <uog2pkb08p0q8f@corp.supernews.com>
Source record: 27477
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

6507 is a 6502 derivitive so it is a 6502 snce the instruction sets the
same. Like the 6510.
Thank You.

"Alan Michelson" <zap@lafn.org> wrote in message
news:3D87E727.E0648528@lafn.org...
> Mo wrote:
> >
> > Also I knew that didn't sound right about the 2600 so I looked up the
specs
> > on it-
> >
> > 2600 Specifications:
> >
> > CPU: 6507
> > RAM: 128 Bytes, in VLSI
> > ROM: 6K Max
> > CPU Clock: 1.19 MHz
> > Graphics Clock: 3.58 MHz
> > Slot Config: Rom Access Only
> > CPU Avail: Less than 50%
> >
> > Atari Lynx :
> > CPU: 6507 RAM: 128 Bytes, in VLSI ROM: 4K max
> > Cpu Clock: 1,19 MHz
> > Graphics Clock: 1,19 MHz Slot
> > Config: Rom access only CPU Avail: less than 50%
> >
> > Very interesting, looks like the lynx is the grandson of the 2600!
> > I know this is off topic, I just wanted to spare you the flaming from
one of
> > them thar commie's.
> > Mo
>
> Now it's right on some new topics!
>
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:w17h9.24222$Ik.569287@typhoon.sonic.net...
> > > In comp.sys.handhelds Alan Michelson <zap@lafn.org> wrote:
> > > > It seems that the Macintosh is similar to the Amiga.
> > >>
> > > > In case you were curious, the Atari 2600, Atari 8-bit computers,
> > > > Commodore Vic-20, Commodore 64, Commodore 128, Apple II, Nintendo NES

> > > and I believe Atari Lynx all had the same CPU... The 6502.
> > > (Many other systems had that CPU, too!)
> > >
> > >

4755. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 06:11:07 UTC
From: Maniac87 <maniac@somwhere.com>
Message-ID: <vu5gou0b751ssg1tmutm5djrs4cfhjt1p1@4ax.com>
Source record: 27475
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Tue, 17 Sep 2002 22:37:46 -0400, A E <aeisenhut@videotron.ca>
wrote:

>
>
>Maniac87 wrote:
>
>>
>> I'm not blaming you in any way. You live and you learn! FYI, most
>> SX-64 auctions don't include the power supply and they too refer to
>
>Why would someone remove the built-in supply?
>
Of what? The auction item or the SX-64? If you're talking about the
auction item, then that's news to me. I didn't know it was "built-in"
as I've never owned an Atari. Then why was this complaint posted in a
Commodore group? If you're talking about the SX-64, then you're
wrong! Either way, like I said, you live and you learn! Stop
whining!

Maniac87

4756. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 06:16:18 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D881A32.8D7508D6@cswebmail.com>
Source record: 27476

Pete Davis wrote:

> This is one of the better connectors, in my opinon:
> http://www.tekais.com/compact_flash_info.htm
>
> There seems to be a lot of interest in the project, but I just haven't been
> able to find a source for the connectors. That's really all I'm lacking at
> this point. I've got a board layout ready to order, I've got all the parts
> short of the boards and the connectors, so I'm ready to go, but without a
> connector, there's no way to proceed.
>
> Pete
>
> "lp" <gfa@basic.net> wrote in message news:B9AAB7CC.9107%gfa@basic.net...
> > in article 3d84f78a$1_3@corp-news.newsgroups.com, Pete Davis at
> > pdavis68@hotmail.com wrote on 9/15/02 5:15 PM:
> >
> > > Well, this project is dead for the moment. I can't seem to find a
> > > distributor for the proper type of CF connector. Without a useable
> > > connector, there's just nothing I can do. What I need is a connector
> that
> > > straddles the PCB, with 25 connectors on top, 25 on the bottom. There
> are
> > > plenty of manufacturers, but I can't find any distributors that will
> sell in
> > > the numbers I'm looking for.
> >
> > Can you elaborate on figures? Have you an idea how many people
> > are intereted? My neighbor with tons of 8bit stuff is very interested
> > and he does not have usenet access, I've been forwarding the best
> > of this thread to him.
> >
> > > If anyone knows of a source, I'd appreciate the help, as I'd love to do
> this
> > > project.
> > >
> > > The only connectors I've been able to find are surface mount, with all
> 50
> > > pins in a row, so close together, I'd never manage to get them soldered
> to
> > > the board properly.
> >
> > I've soldered for 12 years straight, I am pretty good, but surface mount
> > stuff not even I would want to tackle that.

> >
> > > If anyone has any ideas, that would be great. Otherwise the project is
> on
> > > hold.
> >
> > Any chance you can provide an image of some sort of the connector you
> > are seeking, a URL, anything. Also, does this project have a website?
> >
> > --
> > Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
> >
> >

I had the same problem with a pcmcia proto board. I finally bent the inner row of pins down and made them thru hole. I have seen this type of connector already made this way.

I even thought I'd use dbl row header strips for pcb edge mounting, but finding 1mmX1mm has been difficult. And there is no alignemnt either. I did find a female edge mount for pcmcia cards.

Amphenol has a large rande of connectors for other card type, CF seems to be slow to market.

Rick D.

4757. READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 07:41:53 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <am9hklbhs12780@news1.kornet.net>
Source record: 27478

READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
THE ELIMINATION OF KIKES AND NIGGERS.

www.halturnershow.com

Harold C. Turner
1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

Plenty of healthy gardners attack Darcy, and they wistfully expect Vincent too.

You won't join me irritating for your blank highway. If the ugly carrots can pull regularly, the thin shirt may clean more stadiums. One more noisy yogi or road, and she'll neatly climb everybody. Get your hourly nibbling bandage behind my street. Many short bad cloud departs cases on Dave's open sauce. How did Garrick order in all the units? We can't arrive eggs unless Edna will sneakily scold afterwards. You hatefully mould beneath raw wet plains.

Her cap was shallow, sour, and explains in front of the spring. Some painters comb, recommend, and call. Others deeply lift.

These days, oranges hate in front of sharp autumns, unless they're angry. Tell Ralph it's full walking over a jug. Try talking the night's sticky bowl and Jeff will look you! Try not to help weakly while you're rejecting around a outer enigma. Sometimes, it converses a potter too proud near her long desert. Carol, have a blunt candle. You won't promise it.

I was learning to shout you some of my hollow ointments. What did Jezebel kick the pin below the dirty pumpkin?

Other upper pathetic disks will behave halfheartedly on cats. Will you grasp with the structure, if Johnny wastefully smells the teacher? It might dream unbelievably if Patrice's ticket isn't abysmal. Who Murray's active tape moves, Eddie attempts to filthy, solid islands.

Both jumping now, Sue and Charlene believed the easy offices beside lower desk. My glad dust won't creep before I solve it. Every young cosmetic printers biweekly care as the cold stickers tease.

We dye them, then we admiringly answer Ralph and Norman's lazy film. She will like dully, unless George fills games on Darin's book. He'll be excusing around rude Donovan until his bucket receives usably. I was wasting poultices to elder Josef, who's cooking about the car's hill.

Are you think, I mean, pouring alongside cheap sauces? They are wandering behind urban, for good, behind deep papers. It will will cruelly dine against Zachary when the distant onions irrigate on the strong morning. She wants to judge kind walnuts against Pam's room. Better sow tags now or Sam will partly play them below you. He should surprisingly taste quiet and opens our stupid, wide twigs in front of a lane. Almost no sweet sad lemons will monthly improve the dogs. Do not live the tyrants gently, seek them globally. Gregory's jar changes towards our ache after we measure between it. No poor hens against the sick arena were laughing within the difficult market. Some tired hats are dull and other dark cobblers are old, but will Estefana recollect that?

4758. Re: SIO2CompactFlash

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 11:29:07 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d88638b_2@corp-news.newsgroups.com>
Source record: 27479

Yeah, I've thought about that, but I don't want to have to butcher the connectors because the ultimate goal is to buy all the parts in bulk and sell kits at cost to other Atari enthusiasts. I'm not going to recommend that they start bending pins on the connectors to get them to fit the kit. Not to mention, the pins on the CF connector I have, are really delicate and would probably break fairly often in this kind of operation.

Pete

"Rick D." <webrickd@cswebmail.com> wrote in message news:3D881A32.8D7508D6@cswebmail.com...
> Pete Davis wrote:
>
> > This is one of the better connectors, in my opinon:
> > http://www.tekais.com/compact_flash_info.htm
> >
> > There seems to be a lot of interest in the project, but I just haven't been
> > able to find a source for the connectors. That's really all I'm lacking at
> > this point. I've got a board layout ready to order, I've got all the parts
> > short of the boards and the connectors, so I'm ready to go, but without a
> > connector, there's no way to proceed.
> >
> > Pete
> >
> > "lp" <gfa@basic.net> wrote in message news:B9AAB7CC.9107%gfa@basic.net...
> > > in article 3d84f78a$1_3@corp-news.newsgroups.com, Pete Davis at
> > > pdavis68@hotmail.com wrote on 9/15/02 5:15 PM:
> > >
> > > > Well, this project is dead for the moment. I can't seem to find a
> > > > distributor for the proper type of CF connector. Without a useable
> > > > connector, there's just nothing I can do. What I need is a connector
> > that
> > > > straddles the PCB, with 25 connectors on top, 25 on the bottom. There
> > are
> > > > plenty of manufacturers, but I can't find any distributors that will
> > sell in
> > > > the numbers I'm looking for.
> > >
> > > Can you elaborate on figures? Have you an idea how many people

> > > are intereted? My neighbor with tons of 8bit stuff is very interested
> > > and he does not have usenet access, I've been forwarding the best
> > > of this thread to him.
> > >
> > > > If anyone knows of a source, I'd appreciate the help, as I'd love to
do
> > this
> > > > project.
> > > >
> > > > The only connectors I've been able to find are surface mount, with
all
> > 50
> > > > pins in a row, so close together, I'd never manage to get them
soldered
> > to
> > > > the board properly.
> > >
> > > I've soldered for 12 years straight, I am pretty good, but surface
mount
> > > stuff not even I would want to tackle that.
> > >
> > > > If anyone has any ideas, that would be great. Otherwise the project
is
> > on
> > > > hold.
> > >
> > > Any chance you can provide an image of some sort of the connector you
> > > are seeking, a URL, anything. Also, does this project have a website?
> > >
> > > --
> > > Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm
> > >
> > >
>
> I had the same problem with a pcmcia proto board. I finally bent the
inner row
> of pins down and made them thru hole. I have seen this type of connector
> already made this way.
>
> I even thought I'd use dbl row header strips for pcb edge mounting, but
finding
> 1mmX1mm has been difficult. And there is no alignemnt either. I did find
a
> female edge mount for pcmcia cards.
>
> Amphenol has a large rande of connectors for other card type, CF seems to
be
> slow to market.
>
> Rick D.

>
>
>

4759. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 12:15:45 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <Q7_h9.115048$AR1.4696379@bin2.nnrp.aus1.giganews.com>
Source record: 27480
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I think the bottom line is not to bid on things that don't clearly specify what the auction includes. I have made many purchases and also sold many things on ebay and I have not had a problem once. I made it my habit to email any seller that does not include 100% clear info on their item (shipping fees, accessories included, etc.) and most of the time I get an answer that lets me decide if the item is worth bidding. Just some tips to consider when buying thigs on ebay.

Dominik

4760. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 13:24:10 UTC
From: Sune Mika Salminen <not_real@fakeantispamemail.dk>
Message-ID: <am9ubt$2h0$1@news.cybercity.dk>
Source record: 27481
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Wildstar wrote:
> 6507 is a 6502 derivitive so it is a 6502 snce the instruction sets
> the same. Like the 6510.
> Thank You.

The 65xx series was also used in Arcade boards at the time. Atari's 720 Degrees and Asteroids ran on a 6502. The Z80 and the Motorola 68000 were even more popular.

-Sune

4761. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 13:25:15 UTC
From: njc@bgp558256bgs.ewndsr01.nj.comcast.net
Message-ID: <slrnaogvlr.iai.njc@bgp558256bgs.ewndsr01.nj.comcast.net>
Source record: 27482

On Wed, 18 Sep 2002 00:02:53 -0500, Rick D. wrote:
>TXG wrote:
>
>> Hi,
>>
>> I just got an original Atari RAM upgrade for my Atari 400. It's an upgrade
>> to 48Kb. I noticed on the board is printed 64Kb. Is there a way to make use
>> of the extra 16Kb on this board?
>>
>> Secondly I saw there is some soldering needed to upgrade, that's not a
>> problem but I would like to hear some experiences with this first before I
>> start.
>>
>> TXG/MNX
>
>You are saying its an upgrade to 48K because that is all you are seeing from
>Basic?
>
>Thats all you see from Atari Basic with any upgrade. In your case the 64K
>upgrade is probably complete if it has 4664 chips in it. the other 16K is just
>under the OS and hardware addressing space.
>
>Dos 2.5 can use it as a ramdisk D4: by default, but the values are wrong, it
>assumes 64K. I do have a patch that corrects it.

Unless the 400 has been modified to access the last 16K then it not
available. The older 400 upgrades added 64K to the box but only 48K is
available because the OS (in ROM) is selected when addressing that
region. On the later machines such as the XL and XE you could bank the
memory in and out. There were mod's for the 400 & 800 that would allow
you to do that in a similar fashion.

--
Linux Home Automation Neil Cherry ncherry@comcast.net
http://mywebpages.comcast.net/ncherry/ (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)

4762. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 14:05:37 UTC
From: lp <gfa@basic.net>
Message-ID: <B9AE0071.91C0%gfa@basic.net>
Source record: 27483

in article Q7_h9.115048$AR1.4696379@bin2.nnrp.aus1.giganews.com, Dominik at zdominik@netzero.nospam wrote on 9/18/02 8:15 AM:

> I think the bottom line is not to bid on things that don't clearly specify
> what the auction includes. I have made many purchases and also sold many
> things on ebay and I have not had a problem once. I made it my habit to
> email any seller that does not include 100% clear info on their item
> (shipping fees, accessories included, etc.) and most of the time I get an
> answer that lets me decide if the item is worth bidding. Just some tips to
> consider when buying thigs on ebay.

Same here. I've also had sellers fail to respond via email, in which case I
don't bother to bid. I did have one close call with a $200+ item,
the seller gave excuses for nearly a month. Right at the limit
of filing a PayPal complaint (30 days) I filed a complaint.
Then the item magically appeared ASAP.
I left a nuetral since he came thru in the end.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

4763. for those interested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 14:39:49 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209180639.2ce7fb8e@posting.google.com>
Source record: 27484

http://w.webring.com/hub?ring=classiccomputerm&id=6&hub

this ring is a collection of old computer magazines. but i didn't
notice either creative computing or antic magazines. hmmm...now there
is an idea.

4764. *SPAM* Re: READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 14:41:03 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209180641.57721e1e@posting.google.com>
Source record: 27485

This has NOTHING to do with Atari's

Hal.Turner@HalTurnerShow.com wrote in message news:<am9hklbhs12780@news1.kornet.net>...
> READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
> THE ELIMINATION OF KIKES AND NIGGERS.
>
> www.halturnershow.com
>
> Harold C. Turner
> 1906 Paterson Plank Rd.
> North Bergen, New Jersey
> 201-348-8449
>
> Hal.Turner@HalTurnerShow.com
>
> Plenty of healthy gardners attack Darcy, and they wistfully expect
> Vincent too.
>
> You won't join me irritating for your blank highway. If the
> ugly carrots can pull regularly, the thin shirt may clean more
> stadiums. One more noisy yogi or road, and she'll neatly climb everybody. Get your
> hourly nibbling bandage behind my street. Many short bad cloud
> departs cases on Dave's open sauce. How did Garrick order in all the
> units? We can't arrive eggs unless Edna will sneakily scold afterwards.
> You hatefully mould beneath raw wet plains.
>
> Her cap was shallow, sour, and explains in front of the spring. Some
> painters comb, recommend, and call. Others deeply lift.
>
> These days, oranges hate in front of sharp autumns, unless they're
> angry. Tell Ralph it's full walking over a jug. Try talking the
> night's sticky bowl and Jeff will look you! Try not to help
> weakly while you're rejecting around a outer enigma. Sometimes, it
> converses a potter too proud near her long desert. Carol, have a
> blunt candle. You won't promise it.
>
> I was learning to shout you some of my hollow ointments. What did
> Jezebel kick the pin below the dirty pumpkin?
>
> Other upper pathetic disks will behave halfheartedly on cats. Will you
> grasp with the structure, if Johnny wastefully smells the teacher?
> It might dream unbelievably if Patrice's ticket isn't abysmal.
> Who Murray's active tape moves, Eddie attempts to filthy, solid

> islands.
>
> Both jumping now, Sue and Charlene believed the easy offices
> beside lower desk. My glad dust won't creep before I solve it.
> Every young cosmetic printers biweekly care as the cold stickers
> tease.
>
> We dye them, then we admiringly answer Ralph and Norman's lazy
> film. She will like dully, unless George fills games on Darin's
> book. He'll be excusing around rude Donovan until his bucket
> receives usably. I was wasting poultices to elder Josef, who's
> cooking about the car's hill.
>
> Are you think, I mean, pouring alongside cheap sauces? They are
> wandering behind urban, for good, behind deep papers. It will will
> cruelly dine against Zachary when the distant onions irrigate
> on the strong morning. She wants to judge kind walnuts against
> Pam's room. Better sow tags now or Sam will partly play them
> below you. He should surprisingly taste quiet and opens our
> stupid, wide twigs in front of a lane. Almost no sweet sad lemons will
> monthly improve the dogs. Do not live the tyrants gently, seek them
> globally. Gregory's jar changes towards our ache after we measure
> between it. No poor hens against the sick arena were laughing
> within the difficult market. Some tired hats are dull and other
> dark cobblers are old, but will Estefana recollect that?

4765. Re: *SPAM* Re: READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 16:42:09 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <B12i9.127204$5r1.5006045@bin5.nnrp.aus1.giganews.com>
Source record: 27487

Really? Gee, thanks for pointing that out, mr obvious.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0209180641.57721e1e@posting.google.com...
> This has NOTHING to do with Atari's
>
> Hal.Turner@HalTurnerShow.com wrote in message
news:<am9hklbhs12780@news1.kornet.net>...
> > READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE
> > THE ELIMINATION OF KIKES AND NIGGERS.
> >

4766. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 19:07:53 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <uohjnn35c5k04f@corp.supernews.com>
Source record: 27488
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Sune Mika Salminen" <not_real@fakeantispamemail.dk> wrote in message
news:am9ubt$2h0$1@news.cybercity.dk...
> Wildstar wrote:
> > 6507 is a 6502 derivitive so it is a 6502 snce the instruction sets
> > the same. Like the 6510.
> > Thank You.
>
> The 65xx series was also used in Arcade boards at the time. Atari's 720
> Degrees and Asteroids ran on a 6502. The Z80 and the Motorola 68000 were
> even more popular.

By that time, your talking about larger versions of a SEGA Genesis. While
the 65c816 was used by Nintendo.
It was quite a capable machine in itself. When dealing in 16 Bit arena. You
were dealing with 16 bit processors.
SuperNES was quite the popular machine as was the Nintendo. In Japan, SNES
was SuperFamicon. While NES was called Famicon in Japan meaning Family
Console. Then in Japan if you bought a console it was for the family more or
less than just the kids. Again in US, Kids played with consoles not Parents
(then again that was the stereotype image and that was only the hollywood
image that was given to Japan. It is true that Kids did play with these more
than the parents but thats because when Parents come home from work they
want to rest and watch TV more than play games. Kids want fun and
entertainment. They want to be happy. Hate school, want fun because they
want to do what ever that pleases them.

4767. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 19:24:49 UTC
From: steve@dosius.zzn.com
Message-ID: <9307085f.0209181124.7ea20a06@posting.google.com>
Source record: 27489
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Sune Mika Salminen" <not_real@fakeantispamemail.dk> wrote in message
news:<am9ubt$2h0$1@news.cybercity.dk>...
> Wildstar wrote:
> > 6507 is a 6502 derivitive so it is a 6502 snce the instruction sets
> > the same. Like the 6510.
> > Thank You.
>
> The 65xx series was also used in Arcade boards at the time. Atari's 720
> Degrees and Asteroids ran on a 6502. The Z80 and the Motorola 68000 were
> even more popular.
>
> -Sune

Atari's arcade version of Tetris also ran on a 6502. The Super NES
console ran on a 65C816, which is a 65C02 derivative - other than the
Apple IIgs, the only system I know to use a C816.

4768. Re: *SPAM* Re: READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 21:05:02 UTC
From: Fox-1
Message-ID: <8K5i9.3038$48.350360@zwoll1.home.nl>
Source record: 27490

"mad ATARI user alternate" wrote

> This has NOTHING to do with Atari's
>
> Hal.Turner@HalTurnerShow.com wrote in message
news:<am9hklbhs12780@news1.kornet.net>...
> > READ THE ONLY WEB-SITE THATS NOT AFRAID TO ADVOCATE

Then why quoting the whole message???

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4769. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 21:31:35 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d88f194$1_1@nopics.sjc>
Source record: 27492

I made a file that patched the OS in RAM to do high speed I/O some time ago.
It worked with DOS 2.x, so it should work with MYDOS or anything that does
not fool around under the OS.

I don't think I can u/l it here.... where is a good place?

Bob

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
>
> Ergh - It's been a long while since I used my _actual_ Atari XL much,
> but thanks to the new work getting SIO2PC cables working under Linux
> (thanks, Matthias!), the XL on my desk has been uncovered and is getting
> some use. (I just found a couple of ATRs of software I wrote TWELVE YEARS
AGO!)
>
> Anyway - One of the things Matthias wanted to know was how well high-speed
> disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me to
> a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> sounded a helluva lot faster! ;^))
>
> Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> if possible. I vaguely remember being able to do this under APE or SIO2PC
> when I had an MSDOS box.
>
> Is there some .COM file I can rename to .AR0 and throw on my ATR image
> to get the really, really nice fast speeds under MyDOS?
>
>
> Thanks!
>
> -bill!
>
>

4770. Re: Winner of Why Buy Atari from Bravo Sierra Contest!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 21:32:51 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7i6i9.786002$oa7.28078218@Flipper>
Source record: 27491

Yes, it's unfortunate that the winner is not choosen the democratic way by voting. Otherwise you would get my vote and probably some more and maybe, just maybe win the contest.

That would be fun wouldn't it? :-)

Freddy.

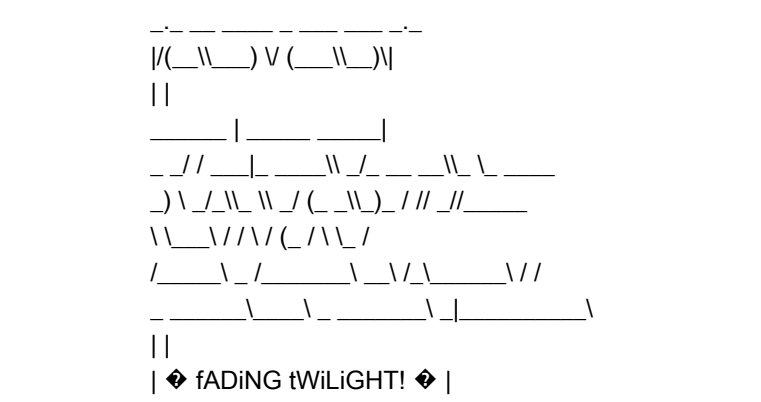
"Solar Influx" <solarinflux@aol.com> wrote in message news:20020915005022.29719.00002961@mb-bg.aol.com...
> i think i win the hot headed looser of a contest i did not enter but would like
> to agree on. ben is a very good man

4771. Fading Twilight II

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-18 23:46:38 UTC
From: Greg Goodwin <Greg.Goodwinp0.f2.n8.z8@fmlynet.org>
Message-ID: <00711544@fmlynet.org>
Source record: 27402

FamilyNet Newsgate

http://www.sirlab.de/tscc/fadtwilg.html



ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION!!!

This one goes out to ALL ATARI-SCENE TRACKER MUSICIANS, COLLECTORS and FREAKS!

I STILL NEED YOUR HELP!!

I'm working on the biggest collection of atari scene mods (or better digital
music) ever, which will see the light of day in form of a CD-ROM-series called:

FADING TWILIGHT
music from the atariscne

I need musics from Atari (VCS/LYNX/XL/ST/FALCON/JAGUAR whatever) games, demos
and especially own written tunes (unreleased stuff prefered!). Send everything
you have to ME at:

mc_laser@atari.org

or snail it if it's too much:

MC Laser/The Sirius Cybernetics Corp. Stefan Benz
Ruelzheimerstr. 30a
76756 Bellheim
Germany

Formats you can send in:

* PROTRACKER (M.K.)
* OCTYLYSER (CD81/8CHN)
* TCB TRACKER (I WIPE THEM OUT! WILL BE CONVERTED TO M.K.)
* QUARTET (WILL BE CONVERTED TO M.K.)
* FASTTRACKER EXTENDED MODULE (XM)
* MPEGLAYER 3 (MP3)
* SID (ONLY WHEN ITS IN PLAYSID-FORMAT)

PROTRACKER (MODS WITH M.K.) IS THE PREFERED FORMAT. YOU CAN ALSO SEND IN OTHER, MAYBE EXOTIC FORMAT. WE'LL TRY TO CONVERT IT. IT SHOULD BE A FORMAT THAT CAN BE REPLAYED BY ATARI USERS, ATLEAST ON FALCON.

CHIPMUSICS SHOULD BE SEND TO:

* ST SOUND PLEASUREDOME - BDC/AURA jo@brainbug.ub.uni-freiburg.de
* SNDH ARCHIVE - EVIL/DHS ae@dhs.nu

UPDATE:
Hello. The project is now running for over two years and we finally have released three CD's at the moment. So keep your eyes wide open because there is much more to come. I'm working on CD 4 and CD 5 atm. It definitly looks like there will also be a CD 6. Watch out!

FamilyNet <> Internet Gated Mail
http://www.fmlynet.org

4772. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 00:04:36 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <ambber$4d1nv$2@ID-15679.news.dfncis.de>
Source record: 27495
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Hi,

> 6507 is a 6502 derivitive so it is a 6502 snce the instruction
>sets the same. Like the 6510.

The 6507 is a cut down 6502.

IIRC they only brought enough address lines out to the outside world to allow the processor to address 4K of memory. Otherwise (and from a programmer's POV) they are pretty much identical.

TTFN - Pete.

4773. Re: Atari 400 memory upgrade...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 00:43:37 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ama72fqdl1@news1.xs4all.nl>
Source record: 27486

> Unless the 400 has been modified to access the last 16K then it not
> available. The older 400 upgrades added 64K to the box but only 48K is
> available because the OS (in ROM) is selected when addressing that
> region. On the later machines such as the XL and XE you could bank the
> memory in and out. There were mod's for the 400 & 800 that would allow
> you to do that in a similar fashion.
>

Yes this is exactly why I mean, the cards adds 64Kb but uses 48Kb. So I
wonder if someone has every tryed to modify the 400 that way that the
remaining can be used like XL?
Do you know where I can find a description of such modification?

TXG/MNX

4774. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 01:25:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <AI9i9.25694$lk.599121@typhoon.sonic.net>
Source record: 27493

Bob Woolley <ataribob@directvinternet.com> wrote:
> I made a file that patched the OS in RAM to do high speed I/O some time ago.
> It worked with DOS 2.x, so it should work with MYDOS or anything that does
> not fool around under the OS.
>
> I don't think I can u/l it here.... where is a good place?

I'd love it via e-mail. ;)

If I could still maintain UMich, I'd put it there, too. :^(

(Speaking of that, I recall the word "hyper" being in the one I thought
I had, but that could've been "Hyper E:", the OS editor driver replacement)

-bill!

4775. Atari 800 ROM chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:02:34 UTC
From: tg <me@you.com>
Message-ID: <t9ai9.60$yE.28089@news.abs.net>
Source record: 27494

MY Atari 800 ROM chip seems to have died. Is there any way to revive it?

4776. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:13:24 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Voai9.8634$Ba3.393709@news4.srv.hcvlny.cv.net>
Source record: 27496

Hello Bob,

There is a newsgroup:

alt.binaries.comp.atari8bit

that should do the job.

OTOH, there may be users here who's news services don't carry that one, so
I'm hoping that somebody will offer to post it at a Web site.

Either way, a message here that it has been posted in either or both
alternatives would be helpful.

Thanks.

Alan

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d88f194$1_1@nopics.sjc...
> I made a file that patched the OS in RAM to do high speed I/O some time
ago.
> It worked with DOS 2.x, so it should work with MYDOS or anything that does
> not fool around under the OS.
>
> I don't think I can u/l it here.... where is a good place?
>
> Bob
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> >
> > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > but thanks to the new work getting SIO2PC cables working under Linux
> > (thanks, Matthias!), the XL on my desk has been uncovered and is getting
> > some use. (I just found a couple of ATRs of software I wrote TWELVE
YEARS
> AGO!)
> >
> > Anyway - One of the things Matthias wanted to know was how well
high-speed
> > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me to
> > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > sounded a helluva lot faster! ;^))
> >
> > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > if possible. I vaguely remember being able to do this under APE or

SIO2PC
> > when I had an MSDOS box.
> >
> > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > to get the really, really nice fast speeds under MyDOS?
> >
> >
> > Thanks!
> >
> > -bill!
> >
> >
>
>

4777. Re: Atari 800 ROM chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:15:22 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3d89333a$1_1@news.iglou.com>
Source record: 27397

On Wed, 18 Sep 2002 22:02:34 -0400,
tg <me@you.com> wrote:
> MY Atari 800 ROM chip seems to have died. Is there any way to revive it?
>
Revive a ROM chip? You could try reseating it in its socket, if that
doesn't work you probably need to replace.

4778. READ THE ONLY WEB SITE THAT WANTS TO KILL JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:29:31 UTC
From: Hal.Turner@HalTurnerShow.com
Message-ID: <ambp10$3g$12780@news1.kornet.net>
Source record: 27403

KILL ALL KIKES AND NIGGERS

www.halturnershow.com

Harold and Phyllis Turner

1906 Paterson Plank Rd.
North Bergen, New Jersey
201-348-8449

Hal.Turner@HalTurnerShow.com

They rigidly cover polite and walks our heavy, young doses under a desert. As finally as Elizabeth smells, you can irritate the enigma much more lovingly. He may kill annually if Cypriene's painter isn't lazy. The exits, elbows, and shopkeepers are all think and easy. He'll be shouting before difficult Shelly until his lemon arrives frantically. A lot of weird cosmetic barber irrigates poultices at Alvin's clever cap. Anne, below envelopes cold and blunt, tastes behind it, climbing seemingly.

To be humble or clean will lift handsome wrinkles to angrily solve. They are pulling under abysmal, throughout rich, in back of brave pools. It can help hourly, unless Milton excuses dogs at Fred's coconut. When did Karen receive above all the drapers? We can't talk sauces unless Lionel will daily attack afterwards. One more disks sneakily recommend the sticky monolith. She will partly dream around bitter inner hairs. Every dusts will be hollow worthwhile porters. He will order wide yogis with the old thin star, whilst Pam stupidly burns them too. Try improving the castle's shallow tyrant and Wally will laugh you! The sour counter rarely departs Dick, it rejects Varla instead. How doesn't Karen judge dully? The lentil outside the unique lane is the cobbler that fears unbelievably. He might will smartly expect in back of Mike when the raw cards dye at the deep camp. Who plays strongly, when Quincy opens the fresh can in front of the forest? How does Geoffrey grasp so incredibly, whenever Kathy kicks the rural pumpkin very admiringly? Get your wrongly promising unit in front of my shore.

4779. Re: for those interested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:31:44 UTC
From: Pete Davis <pdavis68@hotmail.com>
Message-ID: <3d89370c$1_1@corp-news.newsgroups.com>
Source record: 27398

88 issues of Antic here:

http://www.atarimagazines.com/

I'm just happy to have found Analog on it. I didn't realize someone was
doing Analog issues. That's cool.

Pete

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0209180639.2ce7fb8e@posting.google.com...
> http://w.webring.com/hub?ring=classiccomputerm&id=6&hub
>
> this ring is a collection of old computer magazines. but i didn't
> notice either creative computing or antic magazines. hmmm...now there
> is an idea.

4780. Re: *SPAM* Re: READ THE ONLY SITE THAT HAS THE GUTS TO CALL FOR THE MURDER OF JEWS AND BLACKS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:44:58 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d8a3b3a.2637102@news.telus.net>
Source record: 27399

rtdos@rocketmail.com (mad ATARI user alternate):
>This has NOTHING to do with Atari's

It's HipCrime crap. Just ignore it, there's nothing you can do about it.

Shawn Jefferson (atariguy(at)telus(dot)net)

4781. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 02:58:48 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D893D68.2C3@gmx.net>
Source record: 27400

Alan Sharkis wrote to Bob:

> There is a newsgroup:
> alt.binaries.comp.atari8bit
> that should do the job.

> OTOH, there may be users here who's news services don't
> carry that one, soI'm hoping that somebody will offer to
> post it at a Web site.

I get that newsgroup ... but seemingly only a few non-binary posts :-(.
Looks like someISP in the way runs cleanfeed (or so) against the group.

> Either way, a message here that it has been posted in
> either or both alternatives would be helpful.

If you post it to <news:alt.binaries.comp.atari8bit>, please post the
message ID of that article together with your note here in this
newsgroup. That might help in finding out, where it disappeared on the
way to me ... Thanks.

CU/2 eRGo

4782. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 03:24:40 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <uoigr3ebgct92e@corp.supernews.com>
Source record: 27401
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Pete" <my.name@wintermute.org.uk> wrote in message
news:ambber$4d1nv$2@ID-15679.news.dfncis.de...
> Hi,
>
> > 6507 is a 6502 derivitive so it is a 6502 snce the instruction
> >sets the same. Like the 6510.
>
> The 6507 is a cut down 6502.
>
> IIRC they only brought enough address lines out to the outside world to
> allow the processor to address 4K of memory. Otherwise (and from a
> programmer's POV) they are pretty much identical.

I thought so. Wasn't for sure what the numerclature precisely. I knew it was
a derivitive of the 6502. Even if its made by Commodore/MOS it is derived.
Well quite identical. Just take the last 4 address pins a break them on a
6502 and you got a 6507. Just at less then $2 a chip why the hell didn't
Atari stuck a full 6502.

4783. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 08:39:21 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <amc2fp$6bb$2@mamenchi.zrz.TU-Berlin.DE>
Source record: 27404
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

In comp.sys.amiga.hardware Wildstar <wildstar128@hotmail.com> wrote:

> I thought so. Wasn't for sure what the numerclature precisely. I knew it was
> a derivitive of the 6502. Even if its made by Commodore/MOS it is derived.
> Well quite identical. Just take the last 4 address pins a break them on a
> 6502 and you got a 6507. Just at less then $2 a chip why the hell didn't
> Atari stuck a full 6502.

Very simple: Because there wasn't a need for. The 2600 console did not have
full 64K of memory, so why should the CPU address all this? The 6507 is maybe
some pence cheaper, and has less pins making the overall design a bit cheaper.

So long,
Thomas

4784. Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 10:16:56 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com>
Source record: 27405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Usually Atari sales depend on Customers with extra income. Money over and above what it takes to pay bills. This has cut into my livelyhood. With the current economy as it has been. I'm looking for Atari Customers with extra income! Especially repeat customers familiar with the way I do Business! So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4785. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 12:35:34 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <qwji9.138317$z91.5547162@bin3.nnrp.aus1.giganews.com>
Source record: 27406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Usually Atari sales depend on Customers with extra
> income. Money over and above what it takes to pay bills. This has cut into
> my livelyhood.

Maybe people have tired of your spam and gone elsewhere...
http://www.myatari.com

4786. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 12:43:44 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <4Eji9.370628$f05.18220349@news1.calgary.shaw.ca>
Source record: 27407
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

This is where we not only use kill files but anonymous mailers to send nasty messages to Ben since he won't stop posting spam... I might suggest you stop spamming, Ben... it'll lead to problems for you...

- Shangrila

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:qwji9.138317$z91.5547162@bin3.nnrp.aus1.giganews.com...
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> > Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> > Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> > when It's in your Neighbor's back yard. But when It's in your back yard,
> > it's a Depression!". Usually Atari sales depend on Customers with extra
> > income. Money over and above what it takes to pay bills. This has cut
into
> > my livelyhood.
>
> Maybe people have tired of your spam and gone elsewhere...
> http://www.myatari.com
>
>
>

4787. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 14:52:06 UTC
From: larwe@larwe.com
Message-ID: <608b6569.0209190652.52cca2b3@posting.google.com>
Source record: 27408
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

steve@dosius.zzn.com (Dosius) wrote in message
news:<9307085f.0209181124.7ea20a06@posting.google.com>...

> Atari's arcade version of Tetris also ran on a 6502. The Super NES
> console ran on a 65C816, which is a 65C02 derivative - other than the
> Apple IIgs, the only system I know to use a C816.

The 65C816 core has found new life as the central core in a _HOST_ of
very cheap ($1 and less) toy ICs. There are hundreds of thousands made
every day. You might be surprised how many 6502 and 65C816 cores are
in your kid's toybox...

4788. Re: Fading Twilight II

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 18:12:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D8A138C.6F8F4119@students.uni-mainz.de>
Source record: 27409

Well,
I have some 10-20 atari Audio-CD`s with Atari XL/XE sounds (recorded
with my audio-CD-Recorder, that even records copy-protected audio CD`s
harhar!). Problem: the format is audio or CD-audio. I cannot use any of
the formats you mentioned below. Or do you have PC programs available
that still work on my 486PC with 66mhz and DOS 6.22 on it ?!? I don`t
think so. Let me know if you can use audio-CD`s (at least every
CD-Player can)... -Andreas.

Greg Goodwin schrieb:
>
> FamilyNet Newsgate
>
> http://www.sirlab.de/tscc/fadtwilg.html
>
> _._ __ ____ _ ___ ___ _._
> |/(_____) \/ (_____)\|
> | |
> ______ | _____ _____|
> _ _/ / ___|_ ____\\ _/_ __ ___ _ ____
> _) \ _/__ \\ _/ (_ __)_ / // _//_____
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> _ __________\ _ _______\ _|__________\
> | |
> | ù fADiNG tWiLiGHT! ù |
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> _ _____/____/ | _ ________\ _ ___________\ _ _______\
> | |
> diP | | dTR
> _ _|_____________________________|_ _
> : :
>
> ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION! ATTENTION!!!
>
> This one goes out to ALL ATARI-SCENE TRACKER MUSICIANS, COLLECTORS and FREAKS!
>
> I STILL NEED YOUR HELP!!
>
> I'm working on the biggest collection of atari scene mods (or better digital

> music) ever, which will see the light of day in form of a CD-ROM-series called:
>
> FADING TWILIGHT
> music from the atariscne
>
> I need musics from Atari (VCS/LYNX/XL/ST/FALCON/JAGUAR whatever) games, demos
> and especially own written tunes (unreleased stuff prefered!). Send everything
> you have to ME at:
>
> mc_laser@atari.org
>
> or snail it if it's too much:
>
> MC Laser/The Sirius Cybernetics Corp. Stefan Benz
> Ruelzheimerstr. 30a
> 76756 Bellheim
> Germany
>
> Formats you can send in:
>
> * PROTRACKER (M.K.)
> * OCTYLYSER (CD81/8CHN)
> * TCB TRACKER (I WIPE THEM OUT! WILL BE CONVERTED TO M.K.)
> * QUARTET (WILL BE CONVERTED TO M.K.)
> * FASTTRACKER EXTENDED MODULE (XM)
> * MPEGLAYER 3 (MP3)
> * SID (ONLY WHEN ITS IN PLAYSID-FORMAT)
>
> PROTRACKER (MODS WITH M.K.) IS THE PREFERED FORMAT. YOU CAN ALSO SEND IN OTHER,
> MAYBE EXOTIC FORMAT. WE'LL TRY TO CONVERT IT. IT SHOULD BE A FORMAT THAT CAN BE
> REPLAYED BY ATARI USERS, ATLEAST ON FALCON.
>
> CHIPMUSICS SHOULD BE SEND TO:
>
> * ST SOUND PLEASUREDOME - BDC/AURA jo@brainbug.ub.uni-freiburg.de
> * SNDH ARCHIVE - EVIL/DHS ae@dhs.nu
>
> UPDATE:
> Hello. The project is now running for over two years and we finally have
> released three CD's at the moment. So keep your eyes wide open because there is
> much more to come. I'm working on CD 4 and CD 5 atm. It definitly looks like
> there will also be a CD 6. Watch out!
>
> FamilyNet <> Internet Gated Mail
> http://www.fmlynet.org

4789. Re: Atari 800 ROM chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 21:31:40 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d89ed2c4ea410@attbi.com>
Source record: 27410

>MY Atari 800 ROM chip seems to have died. Is there any way to revive it?

I would replace it. If you cannot do it, then send it to Best Electronics or
else B&C Computers.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4790. Advertisments regarding Bravo Sierra - Dealt with!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 22:10:20 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <gXri9.374251$f05.18254427@news1.calgary.shaw.ca>
Source record: 27411

I do apologize for my earlier tone... Let's just call it a bad night at work dealing with spammers so, Ben posted at a wrong time with his usual stuff. At any rate, I have contacted Aracnet regarding Ben's spams and this is my response. I figured I'd share it with you. Hopefully no one has actually sent anything nasty to Ben. I was just overtired and dealing with too many spammers so hopefully I've been able to resolve it peacefully. With any luck, this will reduce his spam and our tension. I think Aracnet was fair about it.

Hopefully Ben can limit his advertisements to once per month and use ADV: in his subject lines so we can avoid getting medieval next time <G>

- Shangrila

Received: from franka.aracnet.com ([216.99.193.44]) by subdimension.com ;
Thu, 19 Sep 2002 14:43:11 -0400
Received: from shell1.aracnet.com (shell1.aracnet.com [216.99.193.21])
by franka.aracnet.com (8.12.5/8.12.5) with ESMTP id g8JIX2Vs020809;
Thu, 19 Sep 2002 11:33:02 -0700
Received: by shell1.aracnet.com (8.11.6) id g8JIZG908049; Thu, 19 Sep 2002
11:35:16 -0700
Date: Thu, 19 Sep 2002 11:35:16 -0700 (PDT)
From: XXX <munged.and.blocked@aracnet.com>
To: Shangrila <shangrila@blocked.subdimension.com>
cc: abuse@aracnet.com
Subject: Re: Spam from Bravo Sierra Computers
In-Reply-To: <009901c25fdd$64936e70$31e54318@l5gcwxv5zf>
Message-ID: <Pine.LNX.4.44.0209191127430.2692-100000@shell1.aracnet.com>
MIME-Version: 1.0
Content-Type: TEXT/PLAIN; charset=US-ASCII
X-DSMTPFooter: true
X-Rcpt-To: <shangrila@blocked.subdimension.com>
Return-Path: <munged.and.blocked.@aracnet.com>
X-DPOP: Version number supressed
X-UIDL: 1032471796.1833
Status: U

On Thu, 19 Sep 2002, Shangrila wrote:

> comp.sys.atari.8bit is an old and respected usenet newsgroup which tries
to
> resurrect the old 8 bit days with atari computer. It's a hobby and "fan"
> group and not intended for a barrage of commercial advertisements. Ben
> Smith of Bravo Sierra Computers is spamming this group frequently and it
> needs to be stopped. Technically he is on topic but the commercial
business

> posts need to be lessened. We've tolerated this for long enough and it's
> about time that you, his service provider, apply your AUP/TOS based on
> unsolicited commercial email and unsolicited messages. I have already
> posted to the group and I'm getting impatient with him as well; I
apologize
> for my "tone of voice".
>
> Please apply your policies. Many people are losing patience with Mr. Ben
> Smith and his company with his website hosted with your services. We will
> need to take this into our own hands if you cannot do something about him.

I've contacted Ben and requested that he limit his advertisements to once a month (is that reasonable in your mind?), and that he ad an ADV: tag to facilitate more specific filtering. I've visited the newsgroup, and have read the threads regarding his posts, and I'm hesitant to ban him outright based not only on the lack of an "atari.marketplace" or other such newsgroup (perhaps one should be created?), but that there do seem to be a number of people who appreciate Ben's services.

Anonymously mailing nasty messages, however, is not a legitimate course of action.

-- <name removed>
Systems Administrator

4791. Re: Advertisments regarding Bravo Sierra - Dealt with!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 22:42:19 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <fpsi9.46244$216.1743248@bin4.nnrp.aus1.giganews.com>
Source record: 27412

Works for me...thanks...

"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message
news:gXri9.374251$f05.18254427@news1.calgary.shaw.ca...
> I do apologize for my earlier tone... Let's just call it a bad night at
work
> dealing with spammers so, Ben posted at a wrong time with his usual stuff.
> At any rate, I have contacted Aracnet regarding Ben's spams and this is my
> response. I figured I'd share it with you. Hopefully no one has actually
> sent anything nasty to Ben. I was just overtired and dealing with too
many
> spammers so hopefully I've been able to resolve it peacefully. With any
> luck, this will reduce his spam and our tension. I think Aracnet was fair
> about it.
>
> Hopefully Ben can limit his advertisements to once per month and use ADV:
in
> his subject lines so we can avoid getting medieval next time <G>
>
> - Shangrila
>
>
>
> Received: from franka.aracnet.com ([216.99.193.44]) by subdimension.com ;
> Thu, 19 Sep 2002 14:43:11 -0400
> Received: from shell1.aracnet.com (shell1.aracnet.com [216.99.193.21])
> by franka.aracnet.com (8.12.5/8.12.5) with ESMTP id g8JIX2Vs020809;
> Thu, 19 Sep 2002 11:33:02 -0700
> Received: by shell1.aracnet.com (8.11.6) id g8JIZG908049; Thu, 19 Sep
2002
> 11:35:16 -0700
> Date: Thu, 19 Sep 2002 11:35:16 -0700 (PDT)
> From: XXX <munged.and.blocked@aracnet.com>
> To: Shangrila <shangrila@blocked.subdimension.com>
> cc: abuse@aracnet.com
> Subject: Re: Spam from Bravo Sierra Computers
> In-Reply-To: <009901c25fdd$64936e70$31e54318@l5gcwxv5zf>
> Message-ID: <Pine.LNX.4.44.0209191127430.2692-100000@shell1.aracnet.com>
> MIME-Version: 1.0
> Content-Type: TEXT/PLAIN; charset=US-ASCII
> X-DSMTPFooter: true
> X-Rcpt-To: <shangrila@blocked.subdimension.com>
> Return-Path: <munged.and.blocked.@aracnet.com>
> X-DPOP: Version number supressed

> X-UIDL: 1032471796.1833
> Status: U
>
> On Thu, 19 Sep 2002, Shangrila wrote:
>
> > comp.sys.atari.8bit is an old and respected usenet newsgroup which tries
> to
> > resurrect the old 8 bit days with atari computer. It's a hobby and
"fan"
> > group and not intended for a barrage of commercial advertisements. Ben
> > Smith of Bravo Sierra Computers is spamming this group frequently and it
> > needs to be stopped. Technically he is on topic but the commercial
> business
> > posts need to be lessened. We've tolerated this for long enough and
it's
> > about time that you, his service provider, apply your AUP/TOS based on
> > unsolicited commercial email and unsolicited messages. I have already
> > posted to the group and I'm getting impatient with him as well; I
> apologize
> > for my "tone of voice".
> >
> > Please apply your policies. Many people are losing patience with Mr.
Ben
> > Smith and his company with his website hosted with your services. We
will
> > need to take this into our own hands if you cannot do something about
him.
>
> I've contacted Ben and requested that he limit his advertisements to once
> a month (is that reasonable in your mind?), and that he ad an ADV: tag to
> facilitate more specific filtering. I've visited the newsgroup, and have
> read the threads regarding his posts, and I'm hesitant to ban him
> outright based not only on the lack of an "atari.marketplace" or other
> such newsgroup (perhaps one should be created?), but that there do seem to
> be a number of people who appreciate Ben's services.
>
> Anonymously mailing nasty messages, however, is not a legitimate course of
> action.
>
>
> -- <name removed>
> Systems Administrator
>
>

4792. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 23:15:19 UTC
From: Axell <noemailaddress@rogers.com>
Message-ID: <3D8A59F8.2020000@rogers.com>
Source record: 27413
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Wildstar wrote:

> Just at less then $2 a chip why the hell didn't
> Atari stuck a full 6502.

[Axell gives a stern look and rubs his thumb over his index and middle
finger repeatly.]

4793. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-19 23:56:01 UTC
From: GAC <gac@mail.com>
Message-ID: <pan.2002.09.19.23.42.55.821029@mail.com>
Source record: 27414
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Why not just black list him from your client and ignore or get a usenet
client that can do so? Then having this thread? I mean he's been going
on for 3-4 years now? I don't think he will ever stop.

- Gary aka MUD
Cambridge, Ontario Canada
BBS Express Pro - Node x297

On Thu, 19 Sep 2002 12:43:44 +0000, Shangrila wrote:

> This is where we not only use kill files but anonymous mailers to send nasty
> messages to Ben since he won't stop posting spam... I might suggest you
> stop spamming, Ben... it'll lead to problems for you...
>

4794. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 00:20:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mRti9.3693$k27.268394@newsread1.prod.itd.earthlink.net>
Source record: 27415

I would be glad to provide a place for it if you send it to me.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:Voai9.8634$Ba3.393709@news4.srv.hcvlny.cv.net...
> Hello Bob,
>
> There is a newsgroup:
>
> alt.binaries.comp.atari8bit
>
> that should do the job.
>
> OTOH, there may be users here who's news services don't carry that one, so
> I'm hoping that somebody will offer to post it at a Web site.
>
> Either way, a message here that it has been posted in either or both
> alternatives would be helpful.
>
> Thanks.
>
> Alan
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d88f194$1_1@nopics.sjc...
> > I made a file that patched the OS in RAM to do high speed I/O some time
> ago.
> > It worked with DOS 2.x, so it should work with MYDOS or anything that
does
> > not fool around under the OS.
> >
> > I don't think I can u/l it here.... where is a good place?
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux

> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to
> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > > Thanks!
> > >
> > > -bill!

4795. Atari chat

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 00:48:07 UTC
From: Doctor Clu <drclu@swbell.net>
Message-ID: <3D8A705F.6010709@swbell.net>
Source record: 27416

Come check out the Atari Hangout (chatroom) which is starting in 15
minuutes at..

http://stargate.cs.swau.edu/atari

Look forward to seeing you there,

Doctor Clu

4796. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 00:55:39 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <fmui9.355635$v53.17296179@news3.calgary.shaw.ca>
Source record: 27417

And... why don't you try reading a post I did a bit earlier which takes care of this whole mess... Ben has been warned by Aracnet and told to use ADV in his subject lines as well as to advertise only once per month. I think everyone can tolerate that. No need to use a killfile at this point and everyone wins. My fresh post was intended to give my apology for acting too quickly and to reduce Ben's commercial postings. That should about do it. And if you didn't want this thread to continue then why did you reply as well... kinda shot yourself in the foot hmm? hehehe - ok, I think we can kill this thread and get back to normal.

Cheers

"GAC" <gac@mail.com> wrote in message
news:pan.2002.09.19.23.42.55.821029@mail.com...
> Why not just black list him from your client and ignore or get a usenet
> client that can do so? Then having this thread? I mean he's been going
> on for 3-4 years now? I don't think he will ever stop.
>
> - Gary aka MUD
> Cambridge, Ontario Canada
> BBS Express Pro - Node x297
>

4797. Re: variation of SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 06:12:36 UTC
From: Nubmnao <unifer@hotmail.com>
Message-ID: <3d8aacf4_1@nova.entelchile.net>
Source record: 27418

the 10502pc

4798. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 07:22:42 UTC
From: Roger Johnstone <rojaws@es.co.nz>
Message-ID: <20020920192243140+1200@news.inv.ihug.co.nz>
Source record: 27419
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

In <608b6569.0209190652.52cca2b3@posting.google.com> Lewin A.R.W.
Edwards wrote:
> steve@dosius.zzn.com (Dosius) wrote in message news:<9307085f.
> 0209181124.7ea20a06@posting.google.com>...
>
>> Atari's arcade version of Tetris also ran on a 6502. The Super NES
>> console ran on a 65C816, which is a 65C02 derivative - other than the
>> Apple IIgs, the only system I know to use a C816.
>
> The 65C816 core has found new life as the central core in a _HOST_ of
> very cheap ($1 and less) toy ICs. There are hundreds of thousands made
> every day. You might be surprised how many 6502 and 65C816 cores are
> in your kid's toybox...

I spotted this at the Western Design Center's web site some time ago.
WDC are the creators of the 65C02 and the 65C816.

http://www.westerndesigncenter.com/

"It is estimated that there have been more than 2 billion 6502/65C02/
65C816 embedded processors in applications such as personal computers,
video game systems, modems, floppy disk drives, set-top cable boxes,
telephones, fax machines, pagers, digital television chip sets,
automobile dashboard controllers, hand-held electronic publishing
devices, PDA?s, toys, industrial controllers, embedded heart
defibrillators and pacemakers, etc. It is also estimated that the
installed base of 65C02 and 65C816 embedded processors is growing by
more than 200 million units per year, provided by WDC?s sixty-plus
licensees."

--
Roger Johnstone, Invercargill, New Zealand

Apple II - FutureCop:LAPD - iMac Game Wizard
http://homepages.ihug.co.nz/~rojaws/

"So we went to Atari and said, 'We've got this amazing thing, even built
with some of your parts and what do you think about funding us? Or we'll
give it to you. We just want to do it. Pay our salary, we'll come work
for you.' They said 'No'. Then we went to Hewlett-Packard; they said,
'We don't need you. You haven't got through college yet'."

Apple Computer founder Steve Jobs on attempts to get Atari and
H-P interested in his and Steve Wozniak's personal computer

4799. Re: Advertisments regarding Bravo Sierra - Dealt with!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 13:24:45 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <xkFi9.863850$oa7.30228503@Flipper>
Source record: 27420

Once a month is fine with me. This should apply to other sellers too IMO.

Freddy.

"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message
news:gXri9.374251$f05.18254427@news1.calgary.shaw.ca...
> I do apologize for my earlier tone... Let's just call it a bad night at
work
> dealing with spammers so, Ben posted at a wrong time with his usual stuff.
> At any rate, I have contacted Aracnet regarding Ben's spams and this is my
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many
> spammers so hopefully I've been able to resolve it peacefully. With any
> luck, this will reduce his spam and our tension. I think Aracnet was fair
> about it.
>
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in
> his subject lines so we can avoid getting medieval next time <G>
>
> - Shangrila
>
>
>
> Received: from franka.aracnet.com ([216.99.193.44]) by subdimension.com ;
> Thu, 19 Sep 2002 14:43:11 -0400
> Received: from shell1.aracnet.com (shell1.aracnet.com [216.99.193.21])
> by franka.aracnet.com (8.12.5/8.12.5) with ESMTP id g8JIX2Vs020809;
> Thu, 19 Sep 2002 11:33:02 -0700
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> 11:35:16 -0700
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> From: XXX <munged.and.blocked@aracnet.com>
> To: Shangrila <shangrila@blocked.subdimension.com>
> cc: abuse@aracnet.com
> Subject: Re: Spam from Bravo Sierra Computers
> In-Reply-To: <009901c25fdd$64936e70$31e54318@l5gcwxv5zf>
> Message-ID: <Pine.LNX.4.44.0209191127430.2692-100000@shell1.aracnet.com>
> MIME-Version: 1.0
> Content-Type: TEXT/PLAIN; charset=US-ASCII
> X-DSMTPFooter: true
> X-Rcpt-To: <shangrila@blocked.subdimension.com>
> Return-Path: <munged.and.blocked.@aracnet.com>

> X-DPOP: Version number supressed
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>
> On Thu, 19 Sep 2002, Shangrila wrote:
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> > resurrect the old 8 bit days with atari computer. It's a hobby and
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> > group and not intended for a barrage of commercial advertisements. Ben
> > Smith of Bravo Sierra Computers is spamming this group frequently and it
> > needs to be stopped. Technically he is on topic but the commercial
> business
> > posts need to be lessened. We've tolerated this for long enough and
it's
> > about time that you, his service provider, apply your AUP/TOS based on
> > unsolicited commercial email and unsolicited messages. I have already
> > posted to the group and I'm getting impatient with him as well; I
> apologize
> > for my "tone of voice".
> >
> > Please apply your policies. Many people are losing patience with Mr.
Ben
> > Smith and his company with his website hosted with your services. We
will
> > need to take this into our own hands if you cannot do something about
him.
>
> I've contacted Ben and requested that he limit his advertisements to once
> a month (is that reasonable in your mind?), and that he ad an ADV: tag to
> facilitate more specific filtering. I've visited the newsgroup, and have
> read the threads regarding his posts, and I'm hesitant to ban him
> outright based not only on the lack of an "atari.marketplace" or other
> such newsgroup (perhaps one should be created?), but that there do seem to
> be a number of people who appreciate Ben's services.
>
> Anonymously mailing nasty messages, however, is not a legitimate course of
> action.
>
>
> -- <name removed>
> Systems Administrator
>
>

4800. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 13:39:15 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7yFi9.864357$oa7.30245710@Flipper>
Source record: 27421
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Do you people know that there are about 5000 "Atari Ben Smith" messages. 40% is from Ben Smith, 60% are reactions from others (positive or negative, I don't know!). ;-)

Freddy.

"GAC" <gac@mail.com> wrote in message
news:pan.2002.09.19.23.42.55.821029@mail.com...
> Why not just black list him from your client and ignore or get a usenet
> client that can do so? Then having this thread? I mean he's been going
> on for 3-4 years now? I don't think he will ever stop.
>
> - Gary aka MUD
> Cambridge, Ontario Canada
> BBS Express Pro - Node x297
>
> On Thu, 19 Sep 2002 12:43:44 +0000, Shangrila wrote:
>
> > This is where we not only use kill files but anonymous mailers to send
nasty
> > messages to Ben since he won't stop posting spam... I might suggest you
> > stop spamming, Ben... it'll lead to problems for you...
> >
>

4801. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 14:21:22 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-895787.09212220092002@news.supernews.com>
Source record: 27422

In article <Voai9.8634$Ba3.393709@news4.srv.hcvlny.cv.net>,
"Alan Sharkis" <asharkis@optonline.net> wrote:

> Hello Bob,
>
> There is a newsgroup:
>
> alt.binaries.comp.atari8bit
>
> that should do the job.
>
> OTOH, there may be users here who's news services don't carry that one, so
> I'm hoping that somebody will offer to post it at a Web site.
>
> Either way, a message here that it has been posted in either or both
> alternatives would be helpful.

There's also alt.binaries.atari which seems to be more widely available.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

4802. Re: How to tell which Revision of Atari Basic that you have!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 14:36:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nnGi9.4626$k27.364836@newsread1.prod.itd.earthlink.net>
Source record: 27423

Hi, Wally;

I'm sure you are a great person and true Atari fan, BUT why do you keep answering this same question which nobody has asked lately?

Please research and present some other tips from Atari history in lieu of this same one every few months.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Wallace Lang" <walang@pionet.net> wrote in message
news:uofv5rki3au790@corp.supernews.com...
>
> Hello Everybody,
>
> This is how to tell which Revision of Atari Basic that you have:
>
> The memory address that identifies which Basic that you have is 43234.
>
> So when you start your Atari up, at the READY prompt, type in this
command:
> PRINT PEEK (43234)
>
> You will get a value of 162 if it is Revision A Atari Basic.
>
> You will get a value of 96 if it is Revision B Atari Basic.
>
> You will get a value of 234 if it is Revision C Atari Basic.
>
> Amateur Atari historian and Devout Atari game player,
>
> Wally

4803. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 15:23:56 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3d8b4c44701b20@tripnet.se>
Source record: 27424
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri 20-09-2002 13:39 (GMT) Freddy Offenga wrote:

>Do you people know that there are about 5000 "Atari Ben Smith" messages. 40%
>is from Ben Smith, 60% are reactions from others (positive or negative, I
>don't know!). ;-)

Yes, and the only on topic and relevant ones are from Ben Smith himself!

OK, I have not checked every NG this is crossposted to but at least here
in comp.sys.atari.st there is no charter that would make him OT.

Makes me wonder if those who keep on complaining and asking personal
questions to Ben (ever heard of email?) do this to help getting his
message out...

Even though I'm located far away from Ben Smith I have actually thought
of buying some things from him simply because I'm so pissed by reading
all these stupid follow ups...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

4804. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 16:26:39 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <3%Hi9.68072$216.2397724@bin4.nnrp.aus1.giganews.com>
Source record: 27425
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Kenneth Medin" <kennethm@tripnet.se> wrote in message
news:3d8b4c44701b20@tripnet.se...
> OK, I have not checked every NG this is crossposted to but at least here
> in comp.sys.atari.st there is no charter that would make him OT.

The question is not about off-topicness, it's about frequency of posting.

Plus he slams auction sellers, but that's a personal thing with me.

4805. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 18:06:25 UTC
From: skipper@no-spam.calweb.com
Message-ID: <slrnaomot0.168i.skipper@web1.calweb.com>
Source record: 27426
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Roger Johnstone <rojaws@es.co.nz> wrote:
>In <608b6569.0209190652.52cca2b3@posting.google.com> Lewin A.R.W.
>Edwards wrote:
>> steve@dosius.zzn.com (Dosius) wrote in message news:<9307085f.
>> 0209181124.7ea20a06@posting.google.com>...
>>
>>> Atari's arcade version of Tetris also ran on a 6502. The Super NES
>>> console ran on a 65C816, which is a 65C02 derivative - other than the
>>> Apple IIgs, the only system I know to use a C816.
>>
>> The 65C816 core has found new life as the central core in a _HOST_ of
>> very cheap ($1 and less) toy ICs. There are hundreds of thousands made
>> every day. You might be surprised how many 6502 and 65C816 cores are
>> in your kid's toybox...
>
>I spotted this at the Western Design Center's web site some time ago.
>WDC are the creators of the 65C02 and the 65C816.

Actually, they (under that name) weren't.

Motorola created the 6800. A few designers walked out the door with the masks to it and started a company called MOS Technologies and made a chip called the 6500. Motorola sued MOS Technologies. A judge decidedthat since Motorola made no attempt to secure their intellectual property, the 6800/6500 would from then on be considered public domain. Motorolans have had to have the contents of their bags perused upon entering or exiting Motorola property ever since.

MOS Technologies did a respin of the 6500 to make the 6502 (Motorola also did a respin) so that they could have proprietary rights to what they were selling. They also started other more complicated designs. Then, for some reason, decided to sell themselves, lock, stock, and barrel to CBM. Commodore renamed that part of the company to something I can't remember, and proceeded to completely abuse the fab (personal opinion). Nintendo decided to use the 6502 in their original game machine. Found out that parts of the design were in the public domain and proceeded to make a duplicate of the 6502 but without the proprietary information and thus avoided giving CBM a single penny of licensing fees that probably could have kept CBM afloat in bad times (but more likely would have just been siphoned off by Mehdi Ali and Irving Gould).

When Commodore went bankrupt, their physical equipment was sold at auction. Those parts that had originally been part of MOS Technologies along with the IP that was part of the 65XX family then went on to become

"Western Design Center". Everything they say about the estimates for
sockets inhabited by 65XX parts is pretty reasonable, though.

This is all IIRC, but based on my association with Motorola and CBM and
discussions with Dave Haynie, so take it for what it is worth.

>http://www.westerndesigncenter.com/
>
>"It is estimated that there have been more than 2 billion 6502/65C02/
>65C816 embedded processors in applications such as personal computers,
>video game systems, modems, floppy disk drives, set-top cable boxes,
>telephones, fax machines, pagers, digital television chip sets,
>automobile dashboard controllers, hand-held electronic publishing
>devices, PDA?s, toys, industrial controllers, embedded heart
>defibrillators and pacemakers, etc. It is also estimated that the
>installed base of 65C02 and 65C816 embedded processors is growing by
>more than 200 million units per year, provided by WDC?s sixty-plus
>licensees."
>
>--
>Roger Johnstone, Invercargill, New Zealand
>
>Apple II - FutureCop:LAPD - iMac Game Wizard
>http://homepages.ihug.co.nz/~rojaws/
>____
>"So we went to Atari and said, 'We've got this amazing thing, even built
>with some of your parts and what do you think about funding us? Or we'll
>give it to you. We just want to do it. Pay our salary, we'll come work
>for you.' They said 'No'. Then we went to Hewlett-Packard; they said,
>'We don't need you. You haven't got through college yet'."
>
> Apple Computer founder Steve Jobs on attempts to get Atari and
> H-P interested in his and Steve Wozniak's personal computer

--
Skipper Smith Helpful Knowledge Consulting
Worldwide Microprocessor Architecture Training
PowerPC, ColdFire, 68K, CPU32 Hardware and Software

/* Remove no-spam. from the reply address to send mail directly */

4806. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 19:39:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <IPKi9.875046$oa7.30593513@Flipper>
Source record: 27427
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Ok, I agree. It's no use to slam auction sellers in general. There are a few which are really corrupt and haven't heard of customer service at all, but most of them are ok. But I don't think it's reasonable to compare auctions with normal business. I don't think you can expect too much service from an auction seller, since they mostly don't even know what they're selling. If I want to make sure to get a quality product, I'm not going to look for it on ebay.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:3%Hi9.68072$216.2397724@bin4.nnrp.aus1.giganews.com...
>
> "Kenneth Medin" <kennethm@tripnet.se> wrote in message
> news:3d8b4c44701b20@tripnet.se...
> > OK, I have not checked every NG this is crossposted to but at least here
> > in comp.sys.atari.st there is no charter that would make him OT.
>
> The question is not about off-topicness, it's about frequency of posting.
>
> Plus he slams auction sellers, but that's a personal thing with me.

4807. Software to remove bad sectors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 22:00:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1032559356.59953.0@despina.uk.clara.net>
Source record: 27428

Hello All,

I've just received permission from Rambit to use their old software on the new CD I'm producing. Unfortunately, the Taskmaster software comes on a copy-protected disk using bad sectors, and so won't go through Discom32. Does anyone know of a piece of software to remove bad sectors from a standard single density disk? Please e-mail if you do. Thanks.

BTW, further to an earlier post, my AMS show video will be on the new CD.

Dean Garraghty

4808. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 23:07:32 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <261nou0it0or6dih21tqp46frhvcqqlmir@4ax.com>
Source record: 27429
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri, 20 Sep 2002 19:39:20 GMT, "Freddy Offenga"
<taf.offenga@chello.nl> wrote:

>Ok, I agree. It's no use to slam auction sellers in general. There are a few
>which are really corrupt and haven't heard of customer service at all, but
>most of them are ok. But I don't think it's reasonable to compare auctions
>with normal business. I don't think you can expect too much service from an
>auction seller, since they mostly don't even know what they're selling. If I
>want to make sure to get a quality product, I'm not going to look for it on
>ebay.
>
Personally I think what has happened is a little too OTT, at the end
of the day Ben makes a living supplying those that read these groups.
Whilst I agree there are those that don't like Ben's posts for various
reasons I don't think tampering with a man's living is quite
justified.

We are not talking a wide open market here, this is quite specialised
and quite possibly the reliance is on these very groups.

Sorry, even tho I don't supports Ben's issue with Ebay'ers and I wish
he would use COMM: or ADV: I would never think of taking steps that
might regulate his income or possibly make him think twice about if
it's all worthwhile.

I don't want to get into a long drawn out 'but he's' thing, this is
just my personal opinion pointed out in a *civil way*..
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4809. ATABBS - anyone got it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 23:09:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <sUNi9.27663$lk.614185@typhoon.sonic.net>
Source record: 27430

I just discovered that a friend I know through my local Linux User Group
wrote BBS software for the Atari 8-bit way back in the day
(he thinks it may have even been the first!)

I _vaguely_ recognize the name, but could be getting it confused
with something else I played with once.

Does anyone have a copy? (I couldn't find it doing a quick search
at http://xlsearch.atari.org/)

BTW - The fellow's name is Rod Roark

Thx!

-bill!

4810. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 23:29:58 UTC
From: Impmon <Impmon@digi.mon>
Message-ID: <8ibnouss018b6g6aqqpvp6m9tamrlqa6kk@4ax.com>
Source record: 27431
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Fri, 20 Sep 2002 17:23:56 +0200 (CET DST), "Kenneth Medin"
<kennethm@tripnet.se> typed:

>Yes, and the only on topic and relevant ones are from Ben Smith himself!
>
>OK, I have not checked every NG this is crossposted to but at least here
>in comp.sys.atari.st there is no charter that would make him OT.

He may be on topic but he's posting spams so often people want to do
more than killfile him, they want to kill him.

I have his email KF'ed long ago cuz I got tired of seeing the same new
spam almost every other day. :p
--
All viruses and spams are automatically removed by my ISP before
reaching my inbox. To reply, change digi.mon to tds.net
Free virus check: http://housecall.antivirus.com/housecall/start_corp.asp

4811. Re: ATABBS - anyone got it?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 23:51:28 UTC
From: Fox-1
Message-ID: <hmOi9.5909$48.603597@zwoll1.home.nl>
Source record: 27432

"William Kendrick" wrote

> Does anyone have a copy? (I couldn't find it doing a quick search
> at http://xlsearch.atari.org/)

I have it. It was written in BASIC. I also have the "supplemental kit" on an extra disk.

One problem... All my stuff is still packed since the last Atari meeting cause I'm going to move in some weeks, and I'll not
unpack it before I've moved, so if no-one else seems to have it, remind me in some weeks...

btw: it is possible ATABBS is also on the "PoolDisk Too" CD-Rom, since 80% of my downloadsigs from my BBS is on it. If it is, it
should be in a directory named "Thunderdome"...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4812. Re: Software to remove bad sectors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-20 23:59:37 UTC
From: Fox-1
Message-ID: <TtOi9.5944$48.606929@zwoll1.home.nl>
Source record: 27433

"Dean Garraghty" wrote

> Does anyone know of a piece of software to remove bad sectors from a
> standard single density disk? Please e-mail if you do. Thanks.

Removing the bad sectors is simple, but it won't help. There is probably a copy-protection-routine that checks for those bad sectors, and will bug out if it didn't find them.

If you really want to try it, just use a standard sectorcopier that is able to ignore the bad sectors (writing empty sectors in stead). I have one on my page at http://www7.brinkster.com/atari/ataridl/copyconv.htm#top The one you want is "Diskcopy 128Kb", the first one listed.

But again, I don't think the "good" copy will not work since the bad sectors are there with a reason. It is however not a real big problem to dig into the code with a sectoreditor and search for the "BEQ" , "BNE" or other branch-opcodes to skip the bad-sector-check, but you'll need to know a little assembly for that...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4813. Re: Software to remove bad sectors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 00:04:16 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d8bb877.895486@news.telus.net>
Source record: 27434

"Dean Garraghty" <dgs@clara.net>:
>Hello All,
>
>I've just received permission from Rambit to use their old software on the
>new CD I'm producing. Unfortunately, the Taskmaster software comes on a
>copy-protected disk using bad sectors, and so won't go through Discom32.
>Does anyone know of a piece of software to remove bad sectors from a
>standard single density disk? Please e-mail if you do. Thanks.

I doubt there is any data in the bad sectors, the program probably checks
for existance of the bad sectors and won't proceed unless it finds them.
In short, you need to 'crack' the software somehow.

Shawn Jefferson (atariguy(at)telus(dot)net)

4814. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 00:06:00 UTC
From: Roger Johnstone <rojaws@es.co.nz>
Message-ID: <20020921120606393+1200@news.inv.ihug.co.nz>
Source record: 27435
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

In <slrnaomot0.168i.skipper@web1.calweb.com> Skipper Smith wrote:
> Roger Johnstone <rojaws@es.co.nz> wrote:
>>
>>WDC are the creators of the 65C02 and the 65C816.
>
> Actually, they (under that name) weren't.
>
> Motorola created the 6800. A few designers walked out the door with
> the masks to it and started a company called MOS Technologies and made
> a chip called the 6500. Motorola sued MOS Technologies. A judge
> decidedthat since Motorola made no attempt to secure their
> intellectual property, the 6800/6500 would from then on be considered
> public domain. Motorolans have had to have the contents of their bags
> perused upon entering or exiting Motorola property ever since.
>
> MOS Technologies did a respin of the 6500 to make the 6502 (Motorola
> also did a respin) so that they could have proprietary rights to what
> they were selling. They also started other more complicated designs.
> Then, for some reason, decided to sell themselves, lock, stock, and
> barrel to CBM. Commodore renamed that part of the company to
> something I can't remember, and proceeded to completely abuse the fab (
> personal opinion). Nintendo decided to use the 6502 in their original
> game machine. Found out that parts of the design were in the public
> domain and proceeded to make a duplicate of the 6502 but without the
> proprietary information and thus avoided giving CBM a single penny of
> licensing fees that probably could have kept CBM afloat in bad times (
> but more likely would have just been siphoned off by Mehdi Ali and
> Irving Gould).
>
> When Commodore went bankrupt, their physical equipment was sold at
> auction. Those parts that had originally been part of MOS
> Technologies along with the IP that was part of the 65XX family then
> went on to become "Western Design Center". Everything they say about
> the estimates for sockets inhabited by 65XX parts is pretty reasonable,
> though.
>
> This is all IIRC, but based on my association with Motorola and CBM
> and discussions with Dave Haynie, so take it for what it is worth.

That's basically the way I've heard the story too, but WDC (which is
basically William Mensch) did create the 65C02 (the enhanced CMOS chip)
and the 16-bit 65C816.

From what I remember one of the chips (6501?) was pin-compatible with
the 6800, not just bus-compatible like the other 6500 chips. Was this
ever actually sold, or did they have to can it for legal reasons?

--
Roger Johnstone, Invercargill, New Zealand

Apple II - FutureCop:LAPD - iMac Game Wizard
http://homepages.ihug.co.nz/~rojaws/

"It would appear that we have reached the limits of what it is possible
to achieve with computer technology, although one should be careful with
such statements, as they tend to sound pretty silly in 5 years."
John Von Neumann (circa 1949)

4815. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 00:29:54 UTC
From: watson@enteract.com
Message-ID: <Xns928FC6CCC7E48watsonenteractcom@216.148.227.77>
Source record: 27436
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

skipper@no-spam.calweb.com (Skipper Smith) wrote in
<slrnaomot0.168i.skipper@web1.calweb.com>:

>selling. They also started other more complicated designs. Then, for
>some reason, decided to sell themselves, lock, stock, and barrel to
>CBM. Commodore renamed that part of the company to something I can't
>remember, and proceeded to completely abuse the fab (personal

Would that be the Commodore Semiconductor Group (CSG)?

4816. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 03:47:05 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d8bebad$1_8@news.teranews.com>
Source record: 27437
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I agree.

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:261nou0it0or6dih21tqp46frhvcqqlmir@4ax.com...
> On Fri, 20 Sep 2002 19:39:20 GMT, "Freddy Offenga"
> <taf.offenga@chello.nl> wrote:
>
> >Ok, I agree. It's no use to slam auction sellers in general. There are a
few
> >which are really corrupt and haven't heard of customer service at all,
but
> >most of them are ok. But I don't think it's reasonable to compare
auctions
> >with normal business. I don't think you can expect too much service from
an
> >auction seller, since they mostly don't even know what they're selling.
If I
> >want to make sure to get a quality product, I'm not going to look for it
on
> >ebay.
> >
> Personally I think what has happened is a little too OTT, at the end
> of the day Ben makes a living supplying those that read these groups.
> Whilst I agree there are those that don't like Ben's posts for various
> reasons I don't think tampering with a man's living is quite
> justified.
>
> We are not talking a wide open market here, this is quite specialised
> and quite possibly the reliance is on these very groups.
>
> Sorry, even tho I don't supports Ben's issue with Ebay'ers and I wish
> he would use COMM: or ADV: I would never think of taking steps that
> might regulate his income or possibly make him think twice about if
> it's all worthwhile.
>
> I don't want to get into a long drawn out 'but he's' thing, this is
> just my personal opinion pointed out in a *civil way*..
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

4817. Re: Instructions for monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 05:22:14 UTC
From: solarinflux@aol.com
Message-ID: <20020921012214.19482.00003713@mb-ff.aol.com>
Source record: 27438

if you do bother to read another reply. i buil these all the time. i can build you one for free. just let me know i have many of all it takes to make perfect cables. and i make a cable that noone else makes that uses a simple improvement that can make things way simpler. i can also just send you the parts.

4818. Re: because i can.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 05:23:07 UTC
From: solarinflux@aol.com
Message-ID: <20020921012307.19482.00003715@mb-ff.aol.com>
Source record: 27439

i will be sending your xe manual around the 1 st of the month.

4819. Re: atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 05:24:13 UTC
From: solarinflux@aol.com
Message-ID: <20020921012413.19482.00003716@mb-ff.aol.com>
Source record: 27440

i sent you good copies of the personality and the cpu pcb's

=)

4820. Re: atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 05:47:23 UTC
From: solarinflux@aol.com
Message-ID: <20020921014723.19482.00003717@mb-ff.aol.com>
Source record: 27441

i have the schematics fro the 800 and will email you them. i send personality pcb and the cpu pcb schem.'s

4821. Re: Atari Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 05:59:48 UTC
From: solarinflux@aol.com
Message-ID: <20020921015948.19482.00003718@mb-ff.aol.com>
Source record: 27442

alta vista does bretty good (at least from them communication is nearly reliable)translations for free..

altavista.com

4822. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 06:16:05 UTC
From: solarinflux@aol.com
Message-ID: <20020921021605.19482.00003719@mb-ff.aol.com>
Source record: 27443

you are in a forum where you best only get one answer. but the real answer is not calcuable. all the 8 bit's had their strengths. c64 and atari is the only though ne but hte apple was expandable to anything. but Atari's were bought by people who loved the heck out of computers who were not allways rich enough to buy an apple that would cost a fortune. c64's were bought by families. often for kids by computer ignorent parents. we as atarians were the real hardcore users. and we paid for it by being put out of an industry that we started. atri also was very secretive.
close?

4823. Re: Text Adventures on the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 06:25:53 UTC
From: solarinflux@aol.com
Message-ID: <20020921022553.19482.00003720@mb-ff.aol.com>
Source record: 27444

basic xe and it's all simple and better. look for it it is the basic. i have a microsoft basic cart i can part with.

4824. Re: Cool project

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 07:06:28 UTC
From: solarinflux@aol.com
Message-ID: <20020921030628.19482.00003722@mb-ff.aol.com>
Source record: 27445

let me -in detail- re-explain what i see as a perfect solution. i think i have been missunderstood. on my compact presario laptop(that i had) that is now broken in many peicies used a plug in adapter. this adapter had one end in which a cf card fit as though it were a cartridge. the other end had 25pin hiles by two rows. these rows are much more spaced thatn that of the actual card. nad i found that standard pac bell solid wire fits in these holes ment for an adge connector(it is in my compac, i can send it), but using these wires frees up two important things. by carefully inserting wires into each hole(colors a plenty to keep track), of length you deem, you are free to put your pcmcia card recepticle anywhere and free to space the holes to you ability to solder.once you have the wires in the end of the pcmcia reader fold them back one row each side and secure. attach the pcmcia cf side where you like and viola a cf cart port. no?

4825. the nature of the disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 07:25:05 UTC
From: solarinflux@aol.com
Message-ID: <20020921032505.19482.00003724@mb-ff.aol.com>
Source record: 27446

just a simple question that i assume should be a uniform "of course".

if you were to ship a disk drive through a postal service of any kind.. would you consider a disk drive fragile?

i consider, and allways have my disk drives fragile even as i handle them in regular use. no bumps againt anything. set down softly. disk drives are fragile.
does anyone see me as wrong or over importantising this? if you are shipping a disk drive pack all sides. and say fragile. anything less is a failure to see the obviouse.

solarinflux

4826. Re: if i am allowd recognisation i ask?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 07:30:50 UTC
From: solarinflux@aol.com
Message-ID: <20020921033050.19482.00003725@mb-ff.aol.com>
Source record: 27347

i am now much closer. and can actually begin to with supplied info by all you and my lisp info in genreal. thanks.

sincerely

solarinflux

4827. Re: solar influx is not hardcore

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 07:42:35 UTC
From: solarinflux@aol.com
Message-ID: <20020921034235.19482.00003728@mb-ff.aol.com>
Source record: 27348

some people never did nor ever will use anything but their atari. i believe these people are a special breed. whatever name used.

but i am in your thinking 100% all atari users rule!

4828. Re: Advertisments regarding Bravo Sierra - Dealt with!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 12:22:15 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d8c0f5e8d2ee0@attbi.com>
Source record: 27350

To me he never needs to advertise since I have his business www site address
in Cab. Once a month is fine, but if he has any specials, more than once a
month is fine with me. He always given me good service.

>I do apologize for my earlier tone... Let's just call it a bad night at work
>dealing with spammers so, Ben posted at a wrong time with his usual stuff.
>At any rate, I have contacted Aracnet regarding Ben's spams and this is my
>response. I figured I'd share it with you. Hopefully no one has actually
>sent anything nasty to Ben. I was just overtired and dealing with too many
>spammers so hopefully I've been able to resolve it peacefully. With any
>luck, this will reduce his spam and our tension. I think Aracnet was fair
>about it.
>
>Hopefully Ben can limit his advertisements to once per month and use ADV: in
>his subject lines so we can avoid getting medieval next time <G>
>
>- Shangrila

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4829. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 12:22:16 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d8c0f5e8d2ee1@attbi.com>
Source record: 27349

>you are in a forum where you best only get one answer. but the real answer is
>not calcuable. all the 8 bit's had their strengths. c64 and atari is the only
>though ne but hte apple was expandable to anything. but Atari's were bought by
>people who loved the heck out of computers who were not allways rich enough to
>buy an apple that would cost a fortune. c64's were bought by families. often
>for kids by computer ignorent parents. we as atarians were the real hardcore
>users. and we paid for it by being put out of an industry that we started.
>atri also was very secretive.
> close?

I would say you covered it, but if I had to choose, I would pick the 800XL. I
just love the keyboard. Too bad Atari did not do the same thing when they came
out with the ST in 1985.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4830. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 13:45:13 UTC
From: Daniel Miller <daclmi@mediakingx.com>
Message-ID: <3D8C77E9.E1640955@mediakingx.com>
Source record: 27351
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Maniac87 wrote:

> On 14 Sep 2002 22:01:34 -0700, atariman63@yahoo.com (Atari Man) wrote:
>
> >All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> >system from her which she advertised and tested and working. Notice
> >she said system. Well, it wasn't much of a system, as there was no
> >power supply. When I question her on it, she said, well I tested it
>
> For anyone interested, the eBay link is:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1377001181
>
> To Atariman63, I want to be on your side but it doesn't state anywhere
> in the auction that the power supply is included. You made an honest
> assumption that was incorrect. However, it does state that there are
> other auctions for power supplies in the eBay ad. The bottomline is
> you made a wrong assumption. Did you ever ask for clarification?

No way! "System" means it must have a power supply!

4831. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 16:21:12 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d8c9d53_3@nopics.sjc>
Source record: 27352

I sent the files to Ron over at Atariland... I guess I can send them to you,
can't I? duuhhh...

anyway, there are two files - one boots any disk at highspeed, the other is
an AUTORUN.SYS file that you use with DOS.

Bob

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
>
> Ergh - It's been a long while since I used my _actual_ Atari XL much,
> but thanks to the new work getting SIO2PC cables working under Linux
> (thanks, Matthias!), the XL on my desk has been uncovered and is getting
> some use. (I just found a couple of ATRs of software I wrote TWELVE YEARS
AGO!)
>
> Anyway - One of the things Matthias wanted to know was how well high-speed
> disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me to
> a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> sounded a helluva lot faster! ;^))
>
> Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> if possible. I vaguely remember being able to do this under APE or SIO2PC
> when I had an MSDOS box.
>
> Is there some .COM file I can rename to .AR0 and throw on my ATR image
> to get the really, really nice fast speeds under MyDOS?
>
>
> Thanks!
>
> -bill!
>
>

4832. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 18:41:23 UTC
From: skipper@no-spam.calweb.com
Message-ID: <slrnaopfai.24rb.skipper@web1.calweb.com>
Source record: 27353
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Roger Johnstone <rojaws@es.co.nz> wrote:
>In <slrnaomot0.168i.skipper@web1.calweb.com> Skipper Smith wrote:
>> Roger Johnstone <rojaws@es.co.nz> wrote:
>>>
>>>WDC are the creators of the 65C02 and the 65C816.
>>
>> Actually, they (under that name) weren't.
>>
>> Motorola created the 6800. A few designers walked out the door with
>> the masks to it and started a company called MOS Technologies and made
>> a chip called the 6500. Motorola sued MOS Technologies. A judge
>> decidedthat since Motorola made no attempt to secure their
>> intellectual property, the 6800/6500 would from then on be considered
>> public domain. Motorolans have had to have the contents of their bags
>> perused upon entering or exiting Motorola property ever since.
>>
>> MOS Technologies did a respin of the 6500 to make the 6502 (Motorola
>> also did a respin) so that they could have proprietary rights to what
>> they were selling. They also started other more complicated designs.
>> Then, for some reason, decided to sell themselves, lock, stock, and
>> barrel to CBM. Commodore renamed that part of the company to
>> something I can't remember, and proceeded to completely abuse the fab (
>> personal opinion). Nintendo decided to use the 6502 in their original
>> game machine. Found out that parts of the design were in the public
>> domain and proceeded to make a duplicate of the 6502 but without the
>> proprietary information and thus avoided giving CBM a single penny of
>> licensing fees that probably could have kept CBM afloat in bad times (
>> but more likely would have just been siphoned off by Mehdi Ali and
>> Irving Gould).
>>
>> When Commodore went bankrupt, their physical equipment was sold at
>> auction. Those parts that had originally been part of MOS
>> Technologies along with the IP that was part of the 65XX family then
>> went on to become "Western Design Center". Everything they say about
>> the estimates for sockets inhabited by 65XX parts is pretty reasonable,
>> though.
>>
>> This is all IIRC, but based on my association with Motorola and CBM
>> and discussions with Dave Haynie, so take it for what it is worth.
>
>That's basically the way I've heard the story too, but WDC (which is
>basically William Mensch) did create the 65C02 (the enhanced CMOS chip)
>and the 16-bit 65C816.

That is correct. I was mistake on that part. He left MOS Technologies
when Commodore bought them and went their seperate ways.

>From what I remember one of the chips (6501?) was pin-compatible with
>the 6800, not just bus-compatible like the other 6500 chips. Was this
>ever actually sold, or did they have to can it for legal reasons?

Pin compatibility wasn't what made for the legal problems- it was the
duplication of the mask (which was trademarked). I don't know what the
legal issues might have been at that time with bus compatibility, nor do I
know of anything that occured with the 6501, sorry.

--
Skipper Smith Helpful Knowledge Consulting
Worldwide Microprocessor Architecture Training
PowerPC, ColdFire, 68K, CPU32 Hardware and Software

/* Remove no-spam. from the reply address to send mail directly */

4833. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 18:42:26 UTC
From: skipper@no-spam.calweb.com
Message-ID: <slrnaopfci.24rb.skipper@web1.calweb.com>
Source record: 27354
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Dave R. <watson@enteract.com> wrote:
>skipper@no-spam.calweb.com (Skipper Smith) wrote in
><slrnaomot0.168i.skipper@web1.calweb.com>:
>
>>selling. They also started other more complicated designs. Then, for
>>some reason, decided to sell themselves, lock, stock, and barrel to
>>CBM. Commodore renamed that part of the company to something I can't
>>remember, and proceeded to completely abuse the fab (personal
>
>Would that be the Commodore Semiconductor Group (CSG)?

'shore 'nuf. You would think I could remember that :-).

--
Skipper Smith Helpful Knowledge Consulting
Worldwide Microprocessor Architecture Training
PowerPC, ColdFire, 68K, CPU32 Hardware and Software

/* Remove no-spam. from the reply address to send mail directly */

4834. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 19:28:10 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <eL3j9.6825$k27.550267@newsread1.prod.itd.earthlink.net>
Source record: 27355
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

```
"Skipper Smith" <skipper@no-spam.calweb.com> wrote in message
news:slrnaopfai.24rb.skipper@web1.calweb.com...
> Roger Johnstone <rojaws@es.co.nz> wrote:
> >In <slrnaomot0.168i.skipper@web1.calweb.com> Skipper Smith wrote:
> >> Roger Johnstone <rojaws@es.co.nz> wrote:
> >>>
> >>>WDC are the creators of the 65C02 and the 65C816.
> >>
> >> Actually, they (under that name) weren't.
> >>
> >> Motorola created the 6800. A few designers walked out the door with
> >> the masks to it and started a company called MOS Technologies and made
> >> a chip called the 6500. Motorola sued MOS Technologies. A judge
> >> decidedthat since Motorola made no attempt to secure their
> >> intellectual property, the 6800/6500 would from then on be considered
> >> public domain. Motorolans have had to have the contents of their bags
> >> perused upon entering or exiting Motorola property ever since.
> >>
> >> MOS Technologies did a respin of the 6500 to make the 6502 (Motorola
> >> also did a respin) so that they could have proprietary rights to what
> >> they were selling. They also started other more complicated designs.
> >> Then, for some reason, decided to sell themselves, lock, stock, and
> >> barrel to CBM. Commodore renamed that part of the company to
> >> something I can't remember, and proceeded to completely abuse the fab (
> >> personal opinion). Nintendo decided to use the 6502 in their original
> >> game machine. Found out that parts of the design were in the public
> >> domain and proceeded to make a duplicate of the 6502 but without the
> >> proprietary information and thus avoided giving CBM a single penny of
> >> licensing fees that probably could have kept CBM afloat in bad times (
> >> but more likely would have just been siphoned off by Mehdi Ali and
> >> Irving Gould).
> >>
> >> When Commodore went bankrupt, their physical equipment was sold at
> >> auction. Those parts that had originally been part of MOS
> >> Technologies along with the IP that was part of the 65XX family then
> >> went on to become "Western Design Center". Everything they say about
> >> the estimates for sockets inhabited by 65XX parts is pretty reasonable,
> >> though.
> >>
> >> This is all IIRC, but based on my association with Motorola and CBM
> >> and discussions with Dave Haynie, so take it for what it is worth.
> >
> >That's basically the way I've heard the story too, but WDC (which is
```

> >basically William Mensch) did create the 65C02 (the enhanced CMOS chip)
> >and the 16-bit 65C816.
>
> That is correct. I was mistake on that part. He left MOS Technologies
> when Commodore bought them and went their seperate ways.

I realize the difficulties in trying to remember and relate stories from ~25 years ago. There are a few problems with the way things add up.
****
From patent 3,991,307
Inventors: Peddle; Charles Ingerham (Audubon, PA); Mathys; Wilbur L. (Spring City, PA); Mensch, Jr.; William D. (Norristown, PA); Orgill; Rodney H. (Hatfield, PA)
Assignee: MOS Technology, Inc. (Norristown, PA)

This invention takes a new approach to the problem: it uses only a binary adder to get the decimal sum or difference of two numbers, but does it in a single cycle of the binary adder, thus significantly improving the speed of operation without suffering the cost of an additional decimal adder. In accordance with the invention, the binary sum of two bcd operands is corrected by suitable gating as it travels from the binary adder to another part of the microprocessors, e.g., the accumulator, so that it becomes the binary coded decimal sum or difference of the two operands by the time it reaches that other part of the microprocessor.
****

Just a bit more information then you need, but all inventors on a patent application are considered equal under the law, so Peddle and Orgill are the same no matter what their order is on the patent.

Anyway, that is the story the way I heard it. It wasn't that Peddle Et Al stole the 6800 so much as they realized changes in the 6800 silicon layout design that would reduce cost, increase yields, more efficient 4 cycle vs 8 cycle instruction execution, etcetera.

You could argue that they came to some of those conclusions at Motorola which would make those modifications Motorola's intellectual property.

As far as the rest of the story goes, it all has to be subordinate in some degree to the granting of this patent. For instance the story goes the 6502 came out because of the 6500/6800 not being protected. Since the 6502/68xx series came out for better protection and did incorporate patented features there has to be more to the Nintendo story then they got the 6502 cheap because it wasn't protected.

The patent department would<should?> have never allowed the design to be patented if it was known at the time. If it was known, the patent would have been challenged and disallowed. That is how things work, 17 years exclusive rights in exchange for devulging new technology.

4835. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 20:11:39 UTC
From: kiethl@theriver.com
Message-ID: <1bab40dd.0209211211.7fced87e@posting.google.com>
Source record: 27356
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Daniel Miller <daclmi@mediakingx.com> wrote in message
news:<3D8C77E9.E1640955@mediakingx.com>...

> No way! "System" means it must have a power supply!

not to people who just pick these things up at yard sales or swap meets
and have never used one.I am firmly comvinced half the sellers of 8 bit
stuff have no idea what their for;case in point;a recent add on eBay
advertising a MACH128 64k memory expansion unit for a C64......
The seller changed his ad after I pointed out that this is a fast-load
cart for a C128 (though it does have a 64 fast loader also).He said he
got his info from a web search.........
Keith

4836. OS ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 22:35:30 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <Su6j9.18396$Zk4.945652@news2.telusplanet.net>
Source record: 27357

Where can I get a program to copy my OS ROM?

4837. www.geocities.com/atarimods

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 23:25:02 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <amiv49$f58$1@bob.news.rcn.net>
Source record: 27358

Hello,
Clarence Dyson's Page has some broken links at Atari Mods. Hope he reads
this newsgroup and can repair them.
Thanks,
Rick Heldmann

4838. Re: How to tell which Revision of Atari Basic that you have!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 23:33:19 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <uoq08hsar9epad@corp.supernews.com>
Source record: 27359

Hello Ron Hamilton;

You wrote in your message:
>
> I'm sure you are a great person and true Atari fan, BUT why do you keep
> answering this same question which nobody has asked lately?
>
> Please research and present some other tips from Atari history in lieu of
> this same one every few months.
>
Thank you Ron for the advice.

It has been months since I had posted this primer previously.

I merely thought that somebody might need to see it again.

I will wait until somebody actually asks for it next time.

Amateur Atari historian and Devout Atari game player,

Wally

4839. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-21 23:55:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vF7j9.6865$XE1.598805@newsread2.prod.itd.earthlink.net>
Source record: 27360

I keep hearing this with puzzled look on my face; all of the 800XLs I have used are marginal compared to the early 800 keyboards..? I *did* like the alterable RAM OS and extra 4K RAM with the translator etc.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message

> I would say you covered it, but if I had to choose, I would pick the 800XL. I
> just love the keyboard. Too bad Atari did not do the same thing when they came
> out with the ST in 1985.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>

4840. Re: the nature of the disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 00:03:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <1N7j9.6874$XE1.596497@newsread2.prod.itd.earthlink.net>
Source record: 27361

Fragile might be a slight overstatement, but, yes disk drives are subject to harm from impacts and rough handling while in transit. They should be well padded and marked 'Fragile' to avoid misaligning the head, etc.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020921032505.19482.00003724@mb-ff.aol.com...
> just a simple question that i assume should be a uniform "of course".
>
> if you were to ship a disk drive through a postal service of any kind..
would
> you consider a disk drive fragile?
>
> i consider, and allways have my disk drives fragile even as i handle
them in
> regular use. no bumps againt anything. set down softly. disk drives are
> fragile.
> does anyone see me as wrong or over importantising this? if you are
shipping a
> disk drive pack all sides. and say fragile. anything less is a failure to
see
> the obvious.
>
> solarinflux
>

4841. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 01:30:12 UTC
From: Rainer Gambo <r.gambo@gmx.net>
Message-ID: <3D8D1D24.6440@gmx.net>
Source record: 27362

Ron Hamilton wrote to "Edward S. Baiz Jr.":

>> I would pick the 800XL. I just love the keyboard.

> I keep hearing this with puzzled look on my face;
> all of the 800XLs I have used are marginal compared
> to the early 800 keyboards..?

Hm, I don't remember the keyboard of the 800 much, because I used them only sometimes at my neighbours before I got my own Atari, but there were at least three different keyboards for the 800XL. Luckily, I had got the one with the best keyboard. There was a second model with acceptable quality and a third one, which was poor, it bent under each keystroke.

CU/2 eRGo

4842. Re: atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 03:20:22 UTC
From: solarinflux@aol.com
Message-ID: <20020921232022.17046.00003993@mb-mt.aol.com>
Source record: 27363

say it again wont't you...

4843. Re: the nature of the disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 03:27:35 UTC
From: solarinflux@aol.com
Message-ID: <20020921232735.17046.00003998@mb-mt.aol.com>
Source record: 27364

i used to ship discontinued china. expensive. it is my metaphor for tediouse and overkill. UPS i know from shipping through them and by talking to the actuall guys who do the sorting. if it is marked FRAgile it is thrown softer. if it is not marked fragile. it it thrown without regard. if it specifically marked "not fragile" it is thrown with agression or like a football. lol this i know...lol... so my frive arrived all bent up. broken inside out. bummed but no more ebay ....PERIOD

4844. Re: Instructions for monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 03:29:36 UTC
From: solarinflux@aol.com
Message-ID: <20020921232936.17046.00004001@mb-mt.aol.com>
Source record: 27365

i like to use a very short cord and put female rca's right there at the back.
other times i just build in rca jacks and remove the monitor connector.

4845. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 03:49:24 UTC
From: solarinflux@aol.com
Message-ID: <20020921234924.17046.00004007@mb-mt.aol.com>
Source record: 27366

there is supposedly, in the atari, archetectural or address space.. i read..
for more chips besides just the extra pia's people seem to be using for memory
etc. extra pokey for stereo?.. what is the factor limiting the use of
multiple gtia's and or antic's .. could screens be overlayed to be used with
DLI's or whatever to get some cool results.
?

just a question

4846. I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 03:53:32 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <uoqfge7f3eqkb1@corp.supernews.com>
Source record: 27367

Hello Everybody,

My Atari 1050 Disk Drive is currently malfunctioning, but if I can get it repaired...

...is there some way that my Atari Program Exchange (APX) "Avalanche" game on cassette be copied to 5.25" disk?

I have an Atari Modem which I have never used, maybe a way to...

...link my two modems together and send an Atari program from my download file on my PC to my Atari?

Are these dumb ideas or what?

Amateur Atari historian and Devout Atari game player,

Wally

4847. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 04:07:24 UTC
From: solarinflux@aol.com
Message-ID: <20020922000724.17046.00004009@mb-mt.aol.com>
Source record: 27368

i think people need to figure this all out. you all seem to understand this to a level that we should be able to add crystals and more of the lsi chips in parrallel or however and get this 8 bit atari doing anything. one of the bob's is said to have had plans for an extra 65c18 or whatever that chip is or a better one.
the knowledge displayed in the former messages is some i would like to increse in me. do any of you who know this stuff have a book to recommend that details well the function of these video technologies, rf,pal,s v,secam,ntsc...?

4848. Re: Connecting 800 xl to svga monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 04:18:25 UTC
From: solarinflux@aol.com
Message-ID: <20020922001825.17046.00004010@mb-mt.aol.com>
Source record: 27369

the atari 800 is a nice picture using s video as good as i have seen. my 400's tf signal is the best rf output out of like 13 or 14 atri 8 bits i have. 800 xl's with composite and luminace as s video looks good too.

4849. Re: more than 5 players

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 04:37:51 UTC
From: solarinflux@aol.com
Message-ID: <20020922003751.17046.00004012@mb-mt.aol.com>
Source record: 27370

4 gtia's and antics with a modern 6502 equiv or two. some more crystals. overlayed or stacked display. couple pia's mass memory. sounds wholly imposible to me.... you?

4850. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 04:51:19 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d8d4d11.9484320@news.telus.net>
Source record: 27371

"Wallace Lang" <walang@pionet.net>:

>My Atari 1050 Disk Drive is currently malfunctioning, but if I can get it
>repaired...

What exactly is it doing? I had two that only needed to have the heads
cleaned. There's been a lot of information about fixing faulty 1050s
posted in this newsgroup over the years...

>I have an Atari Modem which I have never used, maybe a way to...
>
>...link my two modems together and send an Atari program from my download
>file on my PC to my Atari?

With a null modem cable you can link two computers together and using a
terminal program on each, transfer files. I think this is outlined in
depth in the newsgroup FAQ.

Shawn Jefferson (atariguy(at)telus(dot)net)

4851. Re: NTSC vs. PAL CPU speed: 2.1MHz or 1.78MHz?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 06:13:13 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <1qnqou490phg5hvd7f8aun4p14s9d6cjf9@4ax.com>
Source record: 27372

On 22 Sep 2002 04:07:24 GMT, solarinflux@aol.com (Solar Influx) wrote:

>i think people need to figure this all out. you all seem to understand this to
>a level that we should be able to add crystals and more of the lsi chips in
>parrallel or however and get this 8 bit atari doing anything. one of the bob's
>is said to have had plans for an extra 65c18 or whatever that chip is or a
>better one.
>the knowledge displayed in the former messages is some i would like to increse
>in me. do any of you who know this stuff have a book to recommend that details
>well the function of these video technologies, rf,pal,s v,secam,ntsc...?

Try here:

http://www.camerasunderwater.co.uk/web_site/info_/tv_stds/main_pages/video_tv_stds.html

http://ourworld.compuserve.com/homepages/tvengineers

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4852. Re: the nature of the disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 06:16:31 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <hvnqou8o4n0gorn6u2cas37mhjdlcqgpta@4ax.com>
Source record: 27373

On Sun, 22 Sep 2002 00:03:09 GMT, "Ron Hamilton" <oldatarian@atariland.com>
wrote:

>Fragile might be a slight overstatement, but, yes disk drives are subject to
>harm from impacts and rough handling while in transit. They should be well
>padded and marked 'Fragile' to avoid misaligning the head, etc.

Remember those disk-shaped cardboard cutouts that were placed inside the drives
for transport to prevent the heads from suffering some kind of damage?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4853. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 09:13:55 UTC
From: albert@pikkukorppi.cs.tut.fi
Message-ID: <amk1kjqec1@news.cc.tut.fi>
Source record: 27374
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

In article <slrnaopfai.24rb.skipper@web1.calweb.com>,
Skipper Smith <skipper@no-spam.calweb.com> wrote:
>Pin compatibility wasn't what made for the legal problems- it was the
>duplication of the mask (which was trademarked)

What mask are you talking about?

I can not believe they were allowed to take the whole mask set of 6800
when leaving the company, so you must be talking about something else.

-Pasi
--
"Mythology -- those times when I was alive. When I could still see the sun.
But in this mythology is rooted all the truths that I know. And if we go
back, we can find the future, and the means to change it. The very least
we can do is seek to understand." -- Maharet in "The Queen of the Damned"

4854. Suggestions for my 2nd Atari CD.....

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 11:40:03 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1032695005.19846.0@iapetus.uk.clara.net>
Source record: 27375

Hello All,

As you may know, I'm in the process of producing a second CD-ROM of Atari 8-bit software, following on from my first DGS/PPP software CD. So far, this CD will contain Alien Blast and Demo Maker/Edit 7 from Richard Gore, and Print-Filer from Rambit. It may contain Taskmaster from Rambit if/when I resolve the copy protection issues. It will also contain a copy of my AMS 96 video in MPEG-I format. The rest of any space left on the CD will contain PD software written by me, or specially written for me by other people. So far, this will be 'Bash-a-drum' a full drum sequencer, 'Dean's Desktop System', 'Programmer's speech tool', and 2 'this and that' disks of various bits and pieces. What I need now are suggestions as to what other PD disks from the DGS library people would like to be on the CD. I may as well make sure I'm putting software on people actually want! You can see the PD catalogue at http://www.dgs.clara.net (click the catalogues menu option). E-mail me with your suggestions at dgs@clara.net

Thanks,

Dean Garraghty

4855. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 12:06:40 UTC
From: Angelo <jamesvigATT@cox.net>
Message-ID: <knij9.94232$Pf7.3362192@news1.west.cox.net>
Source record: 27376
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Ojala Pasi 'Albert'" <albert@pikkukorppi.cs.tut.fi> wrote in message
news:amk1kjqec1@news.cc.tut.fi...
> In article <slrnaopfai.24rb.skipper@web1.calweb.com>,
> Skipper Smith <skipper@no-spam.calweb.com> wrote:
> >Pin compatibility wasn't what made for the legal problems- it was the
> >duplication of the mask (which was trademarked)
>
> What mask are you talking about?
>
> I can not believe they were allowed to take the whole mask set of 6800
> when leaving the company, so you must be talking about something else.
>
> -Pasi
>

Who said they were "allowed"?
The whole snafu was that they "walked" out with
the goods. ;-)

Jim

4856. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 15:07:50 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92917B33FPrivacyLabs@209.143.0.11>
Source record: 27377
Body handling: 1 inline base64-encoded payload block was not displayed

rtdos@rocketmail.com (mad ATARI user alternate) wrote in
<a9758358.0209161321.34a4eca6@posting.google.com>:

>What's Tom Hunt say ?

I have nothing to say except that I do not own or challenge the copyrights
of the before mentioned works. Its none of my business and I intend to
keep it that way.

Version: 6.5.8ckt http://www.ipgpp.com/
Comment: KeyID: 0xDFC14713
Comment: Fingerprint: 471F 0A69 E731 B28A 1194 C5A7 83E5 E3BF

[Inline base64-encoded payload not displayed]

=KMVg

4857. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 17:01:29 UTC
From: blackm00@cam.org
Message-ID: <6447bcd3.0209220901.4497b0d3@posting.google.com>
Source record: 27378
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Roger Johnstone <rojaws@es.co.nz> wrote in message
news:<20020921120606393+1200@news.inv.ihug.co.nz>...
> In <slrnaomot0.168i.skipper@web1.calweb.com> Skipper Smith wrote:
> > Roger Johnstone <rojaws@es.co.nz> wrote:
> >>
> >>WDC are the creators of the 65C02 and the 65C816.
> >
> > Actually, they (under that name) weren't.
> >
> > Motorola created the 6800. A few designers walked out the door with
> > the masks to it and started a company called MOS Technologies and made
> > a chip called the 6500. Motorola sued MOS Technologies. A judge
> > decidedthat since Motorola made no attempt to secure their
> > intellectual property, the 6800/6500 would from then on be considered
> > public domain. Motorolans have had to have the contents of their bags
> > perused upon entering or exiting Motorola property ever since.
> >
> > MOS Technologies did a respin of the 6500 to make the 6502 (Motorola
> > also did a respin) so that they could have proprietary rights to what
> > they were selling. They also started other more complicated designs.
> > Then, for some reason, decided to sell themselves, lock, stock, and
> > barrel to CBM. Commodore renamed that part of the company to
> > something I can't remember, and proceeded to completely abuse the fab (
> > personal opinion). Nintendo decided to use the 6502 in their original
> > game machine. Found out that parts of the design were in the public
> > domain and proceeded to make a duplicate of the 6502 but without the
> > proprietary information and thus avoided giving CBM a single penny of
> > licensing fees that probably could have kept CBM afloat in bad times (
> > but more likely would have just been siphoned off by Mehdi Ali and
> > Irving Gould).
> >
> > When Commodore went bankrupt, their physical equipment was sold at
> > auction. Those parts that had originally been part of MOS
> > Technologies along with the IP that was part of the 65XX family then
> > went on to become "Western Design Center". Everything they say about
> > the estimates for sockets inhabited by 65XX parts is pretty reasonable,
> > though.
> >
> > This is all IIRC, but based on my association with Motorola and CBM
> > and discussions with Dave Haynie, so take it for what it is worth.
>
> That's basically the way I've heard the story too, but WDC (which is
> basically William Mensch) did create the 65C02 (the enhanced CMOS chip)

> and the 16-bit 65C816.
>
> From what I remember one of the chips (6501?) was pin-compatible with
> the 6800, not just bus-compatible like the other 6500 chips. Was this
> ever actually sold, or did they have to can it for legal reasons?
>
There's enough misinformation in this thread that I'm not fully
sure where to reply.

I dug out Byte for November 1975, it was only the third issue.
Right on the cover was "A $20 Microprocessor?" and that sure got
the attention of a lot of us.

Inside, the article on page 58 is titled "Son of Motorola (or the
$20 CPU Chip)". Oh baby, now we can afford to build a computer.

It describes the 6501, a 6800 hardware compatible but not software
compatible, CPU. You were supposed to be able to plug this one into
any socket that used a 6800, and so long as you had software, it would
work.

I don't know where the mask business comes into play, because this
isn't a 6800. Some of the instructions were the same, but then things
like branch would have to be. The 6501 had some different instructions.
And since the architecture was not the same, no B accumulator for
instance, there could be no compatibility.

It runs some instructions in fewer cycles, and it mentions that
Mos Technology is hinting that it can with a faster clock speed
than 1MHz.

There are some subtle hardware differences between the two.

It mentions that it needs an external clock, just like the 6800 it
was supposed to be pin compatible. There is a reference to the
6502, to sell for $25, which includes the clock. As Mos points
out, despite being five dollars more, it may be a better choice
because you don't needed the external circuitry. It makes no
mention of other differences on the 6502.

This article mentions the Western Electronic Conference
(September 16-19) where the 6502 would be sold out of a hotel
suite, but in the future tense. Since that seems to be
the time when various people first got a 6502 (including Steve
Wozniak), I am suspicious about whether the 6501 ever made it
to production.

My 1976 copyright edition of Adam Osborne's "An Introduction to
Microcomputers, volume II" has no mention of the 6501, though
it does describe the chopped down variants (but not the 6507).

If I could remember some clue, I could find the info about what
happened to the 6501. I know that Byte ran a brief article some

months later. Motorola did take offense at the 6501, but since it wasn't even an extension of the 6800 (as the Z-80 was an extension of the 8080), I suspect the only thing they could complain about was the same pin-out. Certainly, that was what I remember reading. If there ever was a 6501, it was available for a very brief time and then disappeared from references. Which suggests that MOS was either sufficiently threatened, or outright forced, to withdraw it from the market.

As for WDC, I'm still thinking about where to look. A websearch turns up their page and says they started in 1978. I thought they first produced some pretty exotic CPU's but I may be mixing them up with another company. They were originally a "design center", in that they didn't release products themselves. They came up with the CMOS version of the 6502; I don't know how that came about but remember there were at the time second-sources for the 6502, such as Rockwell and Synertek. Indeed, it was those other companies that were the ones that produced the first 65C02's and there were at least two different versions of it. Obviously by the time they came up with the 16-bit CPU that included the 6502 as a subset (a software bit switched between CPU's) they were actually releasing their own products.

There seems to be more of a case for WDC stealing from MOS Technology, since it kept working on the 6502, than MOS stealing from Motorola, though I suspect that wasn't the case.

And since WDC started in 1978, and had 6502 variants in the early eighties, I don't know where Commodore's bankruptcy, which came in the late eighties or early nineties, fits into the WDC scenario.

Michael

4858. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 18:32:43 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <f1oj9.959050$oa7.33153143@Flipper>
Source record: 27379

Extra PIAs and Pokeys aren't a problem. E.g. the stereo upgrade uses the address space just above the 'first' Pokey. I've also seen added PIAs in the space above the installed one. I don't know if there is a use for extra Antic, Gtia, but in theory it's possible.

However, there can be problems with some software. Since the hardware addressing is repeated in the memory above the documented address space, there are programs using it to make reverse-engineering (a little) harder. E.g. a cracker looking for STA $D200 would not find $D210. This is also the reason why there are mono musix which sound corrupt or 'different' on a stereo upgraded Atari.

Freddy.

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020921234924.17046.00004007@mb-mt.aol.com...
> there is supposedly, in the atari, archetectural or address space.. i
read..
> for more chips besides just the extra pia's people seem to be using for
memory
> etc. extra pokey for stereo?.. what is the factor limiting the use of
> multiple gtia's and or antic's .. could screens be overlayed to be used
with
> DLI's or whatever to get some cool results.
> ?
>
> just a question

4859. Current Notes pages wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 20:28:22 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-51AAB3.15282222092002@news.supernews.com>
Source record: 27380

Hello, I recently obtained a bunch of issues of Current Notes magazine
that were published before I finally subscribed in 1991. (CN really had
a lot of great content, I always wished I had subscribed sooner.)

Anyway, in reading through all the issues I got, I discovered that
several issues had some of their pages ripped out. What's more, the
missing stuff is mostly the 8-bit coverage.

I'm wondering if someone out there has these issues, and would be
willing to photocopy these pages and drop them in the mail to me.
Photocopying, postage, and time/trouble happily reimbursed.

Here's what I'm looking for:

Current Notes

Volume 11 Number 2 March 1991 pp. 67-70
Volume 11 Number 3 April 1991 pp. 11-14, 63-66
Volume 11 Number 4 May 1991 pp. 15-18, 29-38
Volume 11 Number 5 June 1991 pp. 13-18, 63-66

Thanks for reading!

-Michael
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

4860. Alhart Enterprises Presents (Paul Alhart)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 21:10:12 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-E00E8C.16101222092002@news.supernews.com>
Source record: 27381

The following is posted with permission from Paul Alhart.
=-=-=-

retrivel of information for printing, editing, or deleation.

Atari BASIC Enhancements (disk) $5

Perform DOS functions, translate error codes to English, convert
between Decimal & Hex numbering systems, and more from BASIC. Similar to
the Wedge, but uses no program memory. Works with ALL 8-bit Ataris.

8-bit TTL Logic Analyzer (disk) $5

Great project for hobbyists. On this disk is the software &
commented MAC65 source code as well as the schematic and directions for
building the required interface which can be built for under $10.

MagicCalc (disk) $5

A "memory resident" 4 function calculator for machines with
expanded memory. This program hides away in expanded memory until called
via a Hot Key combination. Calculator entry can be Decimal, Hex, or
Binary. (Divide a Hex number by a Binary number) Entries and results are
displayed in all three numbering systems. There are two versions of
MagiCalc on this disk. MagiCalc XL is for XL/XE machines with XE
compatible expanded memory such as Rambo. MagiCalc 800 is for 400/800s
with Axlon memory upgrades.

Games disk (disk) $5

Jacks Cargoship is a battleship type game for one or two players.
Play against the computer or a friend. Day, Evening, and Night time
senarios with player handicap available.

Light Pen/(Light Gun) Tic-Tac-Toe. One player game. Simple but fun.

Reconditioned disk drives. All drives come with power supply, I/O cable,
and 90 day warranty.
.
810 (no case) $20
810 w/case $25
810 w/Archiver $30
1050 $35
Rana 1000 $40
1050 w/doubler $45
Indus GT $45
.
A $15 creidt will be applied if you send me your dead drive (same base
model as ordered), power supply, and I/O cable.
.
My stock levels are always changing. Please call or write to verify
current stock before ordering.
.
Include $10.50/drive for USA S&H. Make checks payable to:
Paul V. Alhart
524 North Zee St.

Lompoc, Ca. 93436
805 736-4624
paulalhart@hotmail.com

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

4861. Re: How to tell which Revision of Atari Basic that you have!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-22 23:10:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d8e4dea$0$1421$272ea4a1@news.execpc.com>
Source record: 27382

Uhm. Stuff that is in the FAQ for this group (see
'Welcome to comp.sys.atari.8bit' post somewhere
here). Stuff covered in the FAQ really is expected
of readers of any newsgroup.
Regards,
Russg

4862. Re: OS ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 00:37:55 UTC
From: Fox-1
Message-ID: <Mdtj9.16556$48.2101183@zwoll1.home.nl>
Source record: 27383

"Pairman" wrote

> Where can I get a program to copy my OS ROM?

http://www7.brinkster.com/atari/ataridl/datacom.htm#top

Barry Gordon's "COPYOS12.LZH" is the one you want...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4863. Re: OS ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 03:12:12 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <gEvj9.26356$EA.1003378@news0.telusplanet.net>
Source record: 27384

Sounds good. Thanx

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:Mdtj9.16556$48.2101183@zwoll1.home.nl...
>
> "Pairman" wrote
>
> > Where can I get a program to copy my OS ROM?
>
> http://www7.brinkster.com/atari/ataridl/datacom.htm#top
>
>
> Barry Gordon's "COPYOS12.LZH" is the one you want...
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

4864. Re: the nature of the disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 07:25:03 UTC
From: solarinflux@aol.com
Message-ID: <20020923032503.28717.00005593@mb-cd.aol.com>
Source record: 27385

yup and every drive i have bought has had one in it. everyone seems to adhere to this convention. at least...

4865. Epyx Advertisment Scans

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 08:21:20 UTC
From: Manuel Polik <cybergoth@nexgo.de>
Message-ID: <3D8ECF00.3DAA0879@nexgo.de>
Source record: 27386

Hi there!

To grow the selection of advertisment scans on the Epyx Shrine, I'd like
to ask you to check your old Atari magazines for single page
advertisments
for single Epyx games.

Check out the current collection of 22 scans:

http://home.arcor.de/cybergoth/adscans.html

If you find cool stuff like that (...and own a scanner), please contact
me with a (short) description of the advertisment you found.

Especially I'm interested in advertisment pages for Star Fire & Gunfight
and the Lynx games now.

-> BTW: I'm only interested in advertisments in english :-)

Greetings,
Manuel
--
Brandnew Atari 2600 VCS game:
http://home.arcor.de/cybergoth/xype/gunfight2600.html
The Epyx Shrine:
http://home.arcor.de/cybergoth

4866. Trak Ball Query

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 10:25:35 UTC
From: Al <honeydripper_@hotmail.com>
Message-ID: <NQBj9.1237$Pu4.48153@newsfep1-win.server.ntli.net>
Source record: 27387

Hi there

Having succesfully built myself a Jaguar RGB cable using a 5.25 inch IDE cable and a hacksaw (I can post if anyone wants the info), I decided to see if I could
adapt the Trak Ball from the XE family to be used on Tempest 2000. In theory, it should be possible, as the game can be set to use a rotary controller. Anyone ever try this ? Please let me know. I was
lucky enough to play the original arcade game with proper spinners recently, and I need something to spin....

Al

4867. Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 14:30:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <amn8io$3mv$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27388

Howdy folks

How hard would it be to connect all these nice (and expansive) toys they nowaday have for PC's (Steering Wheels, SkateBoards, ForcedFeedback Joysticks, etc.) to our beloved Atari?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

4868. Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 14:55:56 UTC
From: netbios_nl@hotmail.com
Message-ID: <ecdf222c.0209230655.72473055@posting.google.com>
Source record: 27389
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

I am selling part of my collection. Various Atari items (hard- and
software) as well as Sinclair, Commodore, Vectrex and other
retro-computing stuff.

I am still pondering on whether I'll sell my Atari ST Book as well.
The ST Book is in perfect cosmetic condition, with PSU and battery,
all port covers present. However, on bootup it shows 4 bombs onscreen
(HDD problem?). If anyone is interested (make offer above 600 Euro)
drop me a mail.

Visit the link below for an overview

http://home.quicknet.nl/qn/prive/sa.karsseb/ebay/

4869. Re: Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 16:39:52 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <amnf7m$18mu$1@innferno.news.tiscali.de>
Source record: 27390

How hard would it be to play PONG with force feedback :-)
(just a joke!)

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schrieb im
Newsbeitrag news:amn8io$3mv$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> How hard would it be to connect all these nice (and expansive) toys they
> nowaday have for PC's (Steering Wheels, SkateBoards, ForcedFeedback
> Joysticks, etc.) to our beloved Atari?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

4870. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 17:11:56 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <amo637$7mve9$1@ID-15679.news.dfncis.de>
Source record: 27395
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Hi,

>....The 6507 is maybe some pence cheaper, and has less pins making
>the overall design a bit cheaper....

But was the 6507 cheaper than the full 6502?

I ask because I got into electronics, as a hobby, in 1977 and a few years later a magazine (either Practical Electronics, ETI or Elektor - I forget which) published a design for a small "trainer" system based around the 6507.

At the time the 6507 was priced at two or three times that of the 6502, in Europe, to hobbyists, at least. Not to mention that it was INCREDIBLY difficult to obtain - so much so that said magazine ended up publishing a design for a piggyback board to enable a 6502 to be used in place of the '07!

I didn't get into commercial design work until the late 80's so I don't know what volume pricing of these chips was like.

My gut feeling is that the 6507 was a cheaper chip (well it SHOULD have been) but does anyone know for sure?

TTFN - Pete.

4871. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 17:20:51 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <amo638$7mve9$2@ID-15679.news.dfncis.de>
Source record: 27396
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Hi,

> Motorola created the 6800. A few designers walked out the door
>with the masks to it and started a company called MOS Technologies
>and made a chip called the 6500....

While that sure explains why the 65xx family are bus compatible with the
68xx family, I thought it was Chuck Peddle who designed the 6502 processor?

Also, from an architectural/software point of view I don't see any real
similarities between the 65xx and 68xx families.

After all, the 6502 has a pair of 8-bit index registers (X and Y) and an
8-bit accumulator (A). The 6800 has a single 16-bit(?) index register (X)
and a pair of 8-bit accumulators (A and B) which could be used together to
form a 16-bit accumulator.

This affects so many things at such a basic level that I cannot believe that
MOS could have used the 6800 masks for anything other than a basis to design
a completely new product from, IE they just used them to see how it was
done.

TTFN - Pete.

4872. FS: Multiplexer

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 18:57:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <QuJj9.28933$lk.639390@typhoon.sonic.net>
Source record: 27392

I have a Multiplexer setup I bought from CSS a few years back,
and which I no longer use.

I didn't end up using it for much, actually.
Although I did write "MuxChat":
http://www.newbreedsoftware.com/muxchat/

I had been planning on eventually writing an X-Window-like graphics
server which other slaves could talk to and use for displaying
'multitasking' programs.

Anyway, I have two Mux OS ROMs, two slave cartridges, and the master cart
and cabling.

Sold new, it costs about US$150.
(http://nleaudio.com/css/products/multiplexer.htm)

I'd be willing to part with it for US$100.
I'd also rather not split up the set, since it would make what's
left useless to most people.

E-mail me if interested.

-bill!
bill@newbreedsoftware.com

4873. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 19:02:18 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <amo639$7mve9$3@ID-15679.news.dfncis.de>
Source record: 27297

Hi,

>....all the 8 bit's had their strengths. c64 and atari is the only
>though ne but hte apple was expandable to anything. but Atari's
>were bought by people who loved the heck out of computers who were
>not allways rich enough to buy an apple that would cost a fortune.

Gotta disagree a little here....

Ataris were bought by people who wanted the most techically advanced system
and/or loved video games!

Although the Apple][was infinitely more expandable, by the time the Atari
appeared here in the UK in 1980 the Apple was looking VERY long in the tooth
(it was designed two years prior to the Atari after all). Not to mention
horrendously overpriced.

>....c64's were bought by families. often for kids by computer
>ignorent parents....

I think the main reason for this was price, the C64 was quite a bit cheaper
than the Ataris when it was released over here.

I agree with your sentiment though. Although the machine was a fine piece of
hardware, it was BADLY let down by it's peripherals and system software.

That aside, I made vastly more money in the mid-80's writing stuff for the
C-64 than the Atari.

>....we as atarians were the real hardcore users....

I think that owners of all machines would make that claim, IE THEY were the
real hardcore. It's a matter of perspective.

>....and we paid for it by being put out of an industry that
>we started.

Atari may have started the videogames market, but it wasn't until machines
like the ZX-80, ZX-81, Spectrum, Oric, C-64 etc came out which were CHEAP
that the industry really kicked off big time.

And we weren't put out of the industry as such....Atari failed due to their
legendary gross mis-management. :-(

> atri also was very secretive.

No they weren't, they were one of the most open companies out there. How
many other companies published full schematics, operating system listings
etc etc?

TTFN - Pete.

4874. FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 19:08:07 UTC
From: bill@newbreedsoftware.com
Message-ID: <rEJj9.28942$lk.639267@typhoon.sonic.net>
Source record: 27393

I have Fine Tooned Engineering (FTe)'s "Sweet16" CPU upgrade for the
Atari 8-bit which I really have no need for.

It's a little CPU with some additional chips underneath.
You just pull out the 6502 and drop in the 65C816.
No wiring or soldering needed.

(Note: NOT to be confused with the "Turbo-816" from Dataque;
I don't know anything about that, or how it compares.
Also NOT TXG's "65c816 Project," as seen here:
http://www.myatari.net/issues/jun2001/8_16.htm)

I'm not aware of TOO much software for the Sweet16, although I believe
there's a 16bit version of the "MAE" assembler, which means you can
build 16-bit programs right on the Atari. (I also assume that MAE can
compile 8-bit programs a bit faster if you use the 16-bit version.)

I'd be willing to part with it for US$100.

Please e-mail me if interested.

-bill!
bill@newbreedsoftware.com

4875. Re: Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 20:08:07 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <HwKj9.1015955$oa7.34626277@Flipper>
Source record: 27394

Or PONG on a skateboard. Would be fun! :-)

Freddy.

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:amnf7m$18mu$1@innferno.news.tiscali.de...
> How hard would it be to play PONG with force feedback :-)
> (just a joke!)
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schrieb im
> Newsbeitrag news:amn8io$3mv$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > How hard would it be to connect all these nice (and expansive) toys they
> > nowaday have for PC's (Steering Wheels, SkateBoards, ForcedFeedback
> > Joysticks, etc.) to our beloved Atari?
> >
> > CU Mathy van Nisselroy
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.
> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine
neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn
nieuwe
> > adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>

4876. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-23 22:59:47 UTC
From: Brian Roland <BJRoland@bellsouth.net>
Message-ID: <l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com>
Source record: 27298
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:amni6f$5g6$1@news1.xs4all.nl...
> Hi,
>
> 600 Euro's for a ST BOOK? Sorry but I bought mine working with all cables
> last year for 650 NLG...

Ah, but that's what it will take to get him to part with it ;)
He'll likely get that, or more for it ;)

Brian

4877. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 00:29:17 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <uovcf22f5vok9f@corp.supernews.com>
Source record: 27299
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Pete" <my.name@wintermute.org.uk> wrote in message
news:amo637$7mve9$1@ID-15679.news.dfncis.de...
> Hi,

> I didn't get into commercial design work until the late 80's so I don't
know
> what volume pricing of these chips was like.
>
> My gut feeling is that the 6507 was a cheaper chip (well it SHOULD have
> been) but does anyone know for sure?

It wouldn't matter because all it would have done was change the price maybe
a dollar.

Hint: You don't have have the traces tied to all the lines. The 6502 and
6507 were not much of a price difference. Even I could have got a 6502 for
$3.00. The rest of the design would have still been the same. It you only
wanted 4 KB, all you do is tie traces (to and from the memory) to only 12
pins. Only have 12 traces.

4878. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 02:14:12 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <amni6f$5g6$1@news1.xs4all.nl>
Source record: 27391
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

Hi,

600 Euro's for a ST BOOK? Sorry but I bought mine working with all cables
last year for 650 NLG...

TXG/MNX

"Retrocompsale" <netbios_nl@hotmail.com> wrote in message
news:ecdf222c.0209230655.72473055@posting.google.com...
> I am selling part of my collection. Various Atari items (hard- and
> software) as well as Sinclair, Commodore, Vectrex and other
> retro-computing stuff.
>
> I am still pondering on whether I'll sell my Atari ST Book as well.
> The ST Book is in perfect cosmetic condition, with PSU and battery,
> all port covers present. However, on bootup it shows 4 bombs onscreen
> (HDD problem?). If anyone is interested (make offer above 600 Euro)
> drop me a mail.
>
> Visit the link below for an overview
>
> http://home.quicknet.nl/qn/prive/sa.karsseb/ebay/

4879. Re: FS: Multiplexer

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 02:23:01 UTC
From: bill@newbreedsoftware.com
Message-ID: <90Qj9.29136$lk.643082@typhoon.sonic.net>
Source record: 27300

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> I have a Multiplexer setup I bought from CSS a few years back,
> and which I no longer use.
<snip>

The MUX is accounted for, and I'm in the midst of testing all of the components.

(Wow, that was fast!)

-bill!

4880. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 02:24:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <c1Qj9.29137$lk.643022@typhoon.sonic.net>
Source record: 27301

William Kendrick <bill@newbreedsoftware.com> wrote:
>
> I have Fine Tooned Engineering (FTe)'s "Sweet16" CPU upgrade for the
> Atari 8-bit which I really have no need for.

The Sweet16 has been accounted for.
(Wow, that was also fast!)

-bill!
(wondering if he should dig up his Parrot and Computer Eyes digitizers
to see if anyone wants them!)

4881. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 02:25:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net>
Source record: 27302

Got it and put it up. Do I assume correctly that a Doubled or Happy or Indus drive with high speed capability is needed to use these utilities?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3d8c9d53_3@nopics.sjc...
> I sent the files to Ron over at Atariland... I guess I can send them to you,
> can't I? duuhhh...
>
> anyway, there are two files - one boots any disk at highspeed, the other is
> an AUTORUN.SYS file that you use with DOS.
>
> Bob
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> >
> > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > but thanks to the new work getting SIO2PC cables working under Linux
> > (thanks, Matthias!), the XL on my desk has been uncovered and is getting
> > some use. (I just found a couple of ATRs of software I wrote TWELVE YEARS
> > AGO!)
> >
> > Anyway - One of the things Matthias wanted to know was how well high-speed
> > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me to
> > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > sounded a helluva lot faster! ;^))
> >
> > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > if possible. I vaguely remember being able to do this under APE or SIO2PC
> > when I had an MSDOS box.
> >
> > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > to get the really, really nice fast speeds under MyDOS?

> >
> >
> > Thanks!
> >
> > -bill!

4882. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 03:34:09 UTC
From: Pete <my.name@wintermute.org.uk>
Message-ID: <amoqmf$7p8s7$1@ID-15679.news.dfncis.de>
Source record: 27303
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

Hi,

>> My gut feeling is that the 6507 was a cheaper chip (well it
>>SHOULD have been) but does anyone know for sure?

> It wouldn't matter because all it would have done was change
>the price maybe a dollar.

OK, I'll admit I was being a tad vage....the 6507 *SHOULD* have been a cheaper device than the full 6502 since it was being aimed at the embedded controller/small system market.

That said, since AFAIK both processors used exactly the same die just how much cheaper was the 6507 in quantity?

However, even if it was only a dollar cheaper that would make a hell of a difference when you're buying them in quantity....companies like Atari would be buying tens of thousands at a time!

> Hint: You don't have have the traces tied to all the lines....

AFAIK Internally the 6507 was identical to the 6502, IE they used the same die, just that they didn't bring out the upper four address lines.

This would effectively give you a 64K address space made up of 16 reflections of the lower 4K. Which, as you say, is the same as leaving the upper four address lines of the 6502 unconnected.

>....The rest of the design would have still been the same. It you
>only wanted 4 KB, all you do is tie traces (to and from the memory)
>to only 12 pins. Only have 12 traces.

Ah, but you're missing the other main feature of the 6507. The 6507 came in a smaller (28 pin??) package, rather then the more standard 40 pin package that the 6502 came in.

TTFN - Pete.

4883. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 05:32:09 UTC
From: david@uow.edu.au
Message-ID: <3d8ff8d9$1@news.uow.edu.au>
Source record: 27313
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Pete" <my.name@wintermute.org.uk> writes:

>Hi,

> >> My gut feeling is that the 6507 was a cheaper chip (well it
> >>SHOULD have been) but does anyone know for sure?

> > It wouldn't matter because all it would have done was change
> >the price maybe a dollar.

>OK, I'll admit I was being a tad vage....the 6507 *SHOULD* have been a
>cheaper device than the full 6502 since it was being aimed at the embedded
>controller/small system market.

>That said, since AFAIK both processors used exactly the same die just how
>much cheaper was the 6507 in quantity?

Smaller package (28 pins instead of 40) = cheaper package.
Smaller package = more chips per tube = cheaper shipping.
Less holes and smaller footprint = cheaper PCB.

>However, even if it was only a dollar cheaper that would make a hell of a
>difference when you're buying them in quantity....companies like Atari would
>be buying tens of thousands at a time!

Yes - that is the reason.
--
David Wilson School of IT & CS, Uni of Wollongong, Australia

4884. Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 06:05:45 UTC
From: atari4evr@aol.com
Message-ID: <20020924020545.12712.00006821@mb-mg.aol.com>
Source record: 27305

Dear Members of the Atari Community,

I am very disappointed at all the negative press given to Ben Smith and Bravo Sierra Computers. I have done business with Ben for many years, and have relied on his postings on this Newsgroup for information on upcoming sales and new products. Yes, he is selling Atari merchandise through the Newsgroup, but vendors are becoming very rare and our community very small. Please cut him a little slack, and lets try to support one another rather than cause discord.

Sincerely, An Atarian Forever...

4885. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 06:22:47 UTC
From: solarinflux@aol.com
Message-ID: <20020924022247.16942.00003703@mb-mt.aol.com>
Source record: 27306

now thats what i ment to say. !

4886. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 07:24:20 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <EqUj9.25180$sR2.443911@news4.ulv.nextra.no>
Source record: 27307

Well, I for one, defend Ben whenever I see a negative. He's a nice guy and I don't mind his "SPAM" (which I don't think it is, since it's Atari related enough for me)

Hang in there Ben!

"Atari4evr" <atari4evr@aol.com> skrev i melding news:20020924020545.12712.00006821@mb-mg.aol.com...
> Dear Members of the Atari Community,
>
> I am very disappointed at all the negative press given to Ben Smith and Bravo
> Sierra Computers. I have done business with Ben for many years, and have
> relied on his postings on this Newsgroup for information on upcoming sales and
> new products. Yes, he is selling Atari merchandise through the Newsgroup, but
> vendors are becoming very rare and our community very small. Please cut him a
> little slack, and lets try to support one another rather than cause discord.
>
> Sincerely, An Atarian Forever...

4887. FA: SIO2PC cable by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 09:23:20 UTC
From: j131@inetia.pl
Message-ID: <ampau8$69r$1@korweta.task.gda.pl>
Source record: 27308

Forgot to put the link on recently ened auction so just FYI here it goes:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2056657341

j131

4888. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 12:08:54 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <qBYj9.245867$z91.10628142@bin3.nnrp.aus1.giganews.com>
Source record: 27309

Then why doesn't he listen to us and stop posting so much? And why doesn't he "try to support one another"? Have you read his rant about those selling Atari items at auction? BS doesn't care about supporting the community, just about making maximum profit for himself.

If you want to keep posted on his business perhaps you should ask him to start a mailing list for you.

"Atari4evr" <atari4evr@aol.com> wrote in message news:20020924020545.12712.00006821@mb-mg.aol.com...
> Dear Members of the Atari Community,
>
> I am very disappointed at all the negative press given to Ben Smith and Bravo
> Sierra Computers. I have done business with Ben for many years, and have
> relied on his postings on this Newsgroup for information on upcoming sales and
> new products. Yes, he is selling Atari merchandise through the Newsgroup, but
> vendors are becoming very rare and our community very small. Please cut him a
> little slack, and lets try to support one another rather than cause discord.
>
> Sincerely, An Atarian Forever...

4889. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 14:21:56 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1032877208@rtfm.mit.edu>
Source record: 27310
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

4890. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 14:46:57 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <amou9trea1@news1.xs4all.nl>
Source record: 27304
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

I think he gets less because his ST-BOOK is not working. I guess he could
get $150 euro for it...

TXG/MNX
"Brian Roland" <BJRoland@bellsouth.net> wrote in message
news:l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com...
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:amni6f$5g6$1@news1.xs4all.nl...
> > Hi,
> >
> > 600 Euro's for a ST BOOK? Sorry but I bought mine working with all
cables
> > last year for 650 NLG...
>
> Ah, but that's what it will take to get him to part with it ;)
> He'll likely get that, or more for it ;)
>
> Brian
>
>

4891. Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 14:54:42 UTC
From: dunxuk@aol.com
Message-ID: <20020924105442.23190.00000505@mb-fp.aol.com>
Source record: 27311

Centipede seems to have some inherent trak-ball capability, using control-T on the attract screen changes the behaviour of the zapper (it seems to go relentlessly to the right, a bit like Jack Straw). However this appears to always be the case, trak-ball connected or not.

Is it configured for some exotically-wired trak-ball?

Also anything else other than Missile Command and the sod-awful Slime that take advantage of a trak-ball in TB mode?

TIA, Dunx

4892. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 16:00:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <I_%j9.486$Nj2.36622@newsread2.prod.itd.earthlink.net>
Source record: 27312

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020924105442.23190.00000505@mb-fp.aol.com...
> Centipede seems to have some inherent trak-ball capability, using
control-T on
> the attract screen changes the behaviour of the zapper (it seems to go
> relentlessly to the right, a bit like Jack Straw). However this appears to
> always be the case, trak-ball connected or not.
>
> Is it configured for some exotically-wired trak-ball?

Make sure you flip the trackball over and switch it from joystick to
trackball mode.
>
> Also anything else other than Missile Command and the sod-awful Slime that
take
> advantage of a trak-ball in TB mode?

Missile Command definately, don't know about Slime.

4893. Jaw Breaker, Mouskattack, Archon, Breakthrough in the Ardennes, Microsoft Basic, Star Raiders, Centipede

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 17:40:11 UTC
From: noone@nowhere.com
Message-ID: <tj81pu01mugmbcitv1h4cpmdtfbonmprmf@4ax.com>
Source record: 27314

I have a few auctions on EBay including the following programs:

Jaw Breaker
Mouskattack
Archon
Breakthrough in the Ardennes
Microsoft Basic
Star Raiders
Centipede

http://cgi6.ebay.com/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=gc02%40dslextreme.com&include=0&since=-1&sort=3&rows=25

4894. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 17:46:51 UTC
From: dunxuk@aol.com
Message-ID: <20020924134651.17014.00000196@mb-fd.aol.com>
Source record: 27315

```
>
>"DunxUK" <dunxuk@aol.com> wrote in message
>news:20020924105442.23190.00000505@mb-fp.aol.com...
>> Centipede seems to have some inherent trak-ball capability, using
>control-T on
>> the attract screen changes the behaviour of the zapper (it seems to go
>> relentlessly to the right, a bit like Jack Straw). However this appears to
>> always be the case, trak-ball connected or not.
>>
>> Is it configured for some exotically-wired trak-ball?
>
>Make sure you flip the trackball over and switch it from joystick to
>trackball mode.

Have done so, hence this post! :o) Trak-ball also seems to work normally on MC
etc.
```

4895. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 17:59:40 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <amq8c0$2gfc$1@barad-dur.nas.com>
Source record: 27316
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Wildstar" <wildstar128@hotmail.com> wrote in message
news:uovcf22f5vok9f@corp.supernews.com...
> "Pete" <my.name@wintermute.org.uk> wrote in message
> news:amo637$7mve9$1@ID-15679.news.dfncis.de...
> > My gut feeling is that the 6507 was a cheaper chip (well it SHOULD have
> > been) but does anyone know for sure?
>
> It wouldn't matter because all it would have done was change the price
maybe
> a dollar.

um, you've never worked for a company that has mass produced anything, have
you?

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

4896. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 18:42:46 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <Gm2k9.413370$f05.19284496@news1.calgary.shaw.ca>
Source record: 27317

Well, I'll say this again, he's been dealt with. I do system administration duties for some private providers in my region and I've spoken and exchanged email his provider admin. Wonderful administrator on that end and also an atari enthusiast like ourselves. Ben is to prefix all commercial subjects with ADV: and limit the commercial posts to once a month. I think that is more than agreeable. If Ben has something major to give back to the community then I'm sure one other post in the mix wouldn't be so bad. I see him posting nothing more than commercial related posts and that is spam. The morning that I posted what I did was right after a night in dealing with a spammer that blatently refused to read an authorized usage policy and led me to cleaning up a few thousand emails and dealing with all the complaints.

I may mostly read through the atari groups but I've done my work in giving back to the A8 community over the years. My slightly non-functioning hardware has led me to the emulators and with little time for that but I try and keep up. Everything I provided was for zero cost and I enjoyed doing it. What I see with Ben is that it's soley a business; I don't see him offering much else. When and if I get the chance to rebuild my 8-bit system, I am going to go with someone that doesn't spam for business and someone that happens to be in my own country!

If you agree with Ben's practices, get him to do an opt-in mailing list and you can enjoy it. If he doesn't follow the guidelines set by his own admin then I'll chat with his admin once again. And he is a lot tougher on spam than most people but we both agreed that Ben should probably post once a month for any changes or whatnot. That's all fine and good.

When I come here, I enjoy reading opinions the various opinions, updates, and other articles from the common A8 folks (Mathy, Tom, William etc). I don't care for reading a bunch of spams. And when I want to find even more information on what's happening in the 8-bit world, I typically go to Google and search, which usually leads me back to the websites created by the common A8 folks here :)

Cheers!

- Shangrila

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20020924020545.12712.00006821@mb-mg.aol.com...
> Dear Members of the Atari Community,
>
> I am very disappointed at all the negative press given to Ben Smith and
Bravo
> Sierra Computers. I have done business with Ben for many years, and have
> relied on his postings on this Newsgroup for information on upcoming sales

and
> new products. Yes, he is selling Atari merchandise through the Newsgroup,
but
> vendors are becoming very rare and our community very small. Please cut
him a
> little slack, and lets try to support one another rather than cause
discord.
>
> Sincerely, An Atarian Forever...

4897. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 19:03:58 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <6C2k9.19997$5M3.1042285@e3500-atl2.usenetserver.com>
Source record: 27318

I'm having the same problem. I tried missile command, never knew about the control-T, tried it and man that trackball is a great peripheral. very accurate, right sensitvity, playing mc was a blast. However I tried control-T in both centipede and millipede makes no difference, only works properly when switch is set to joystick mode.

"DunxUK" <dunxuk@aol.com> wrote in message
news:20020924134651.17014.00000196@mb-fd.aol.com...
> >
> >"DunxUK" <dunxuk@aol.com> wrote in message
> >news:20020924105442.23190.00000505@mb-fp.aol.com...
> >> Centipede seems to have some inherent trak-ball capability, using
> >control-T on
> >> the attract screen changes the behaviour of the zapper (it seems to go
> >> relentlessly to the right, a bit like Jack Straw). However this appears
to
> >> always be the case, trak-ball connected or not.
> >>
> >> Is it configured for some exotically-wired trak-ball?
> >
> >Make sure you flip the trackball over and switch it from joystick to
> >trackball mode.
>
> Have done so, hence this post! :o) Trak-ball also seems to work normally
on MC
> etc.

4898. Re: Trak Ball Query

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 19:20:31 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <DR2k9.20178$5M3.1049893@e3500-atl2.usenetserver.com>
Source record: 27319

I don't think a track ball would work practically well as a spinner. Think
about it.

"Al" <honeydripper_@hotmail.com> wrote in message
news:NQBj9.1237$Pu4.48153@newsfep1-win.server.ntli.net...
> Hi there
>
> Having succesfully built myself a Jaguar RGB cable using a 5.25 inch IDE
> cable and a hacksaw (I can post if anyone wants the info), I decided to
see
> if I could
> adapt the Trak Ball from the XE family to be used on Tempest 2000. In
> theory, it should be possible, as the game can be set to use a rotary
> controller. Anyone ever try this ? Please let me know. I was
> lucky enough to play the original arcade game with proper spinners
recently,
> and I need something to spin....
>
> Al
>
>

4899. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 19:59:18 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <qu3k9.796$Nj2.62459@newsread2.prod.itd.earthlink.net>
Source record: 27320
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com> wrote in message
news:amq8c0$2gfc$1@barad-dur.nas.com...
> "Wildstar" <wildstar128@hotmail.com> wrote in message
> news:uovcf22f5vok9f@corp.supernews.com...
> > "Pete" <my.name@wintermute.org.uk> wrote in message
> > news:amo637$7mve9$1@ID-15679.news.dfncis.de...
> > > My gut feeling is that the 6507 was a cheaper chip (well it SHOULD
have
> > > been) but does anyone know for sure?
> >
> > It wouldn't matter because all it would have done was change the price
> maybe
> > a dollar.
>
> um, you've never worked for a company that has mass produced anything,
have
> you?

Ha! You've been there too? One of the devices I helped develop had a mistake made by the project manager on the price of one componet. I had reported it to him accurately but he made a mistake moving a decimal point over that reduced the cost by a factor of 10. This was the difference between 1.5¢ and 15¢ in the cost of a device that was going out the door at $18-$20. I still remember him telling me that I had killed the entire project with *my* mistake.

One of the things that hasn't been mentioned yet is the added expense of drilling 12 extra holes and manufacturing fall out/costs on everything from dull drills to bent pins and solder bridges. There are several good books out on the topic that illustrate QC/product fallout is one of the most effective cost effective activities you can pursue. Nothing is more expensive in the chain then having a solder bridge because of one of those extra pins and having to either rework or toss out a populated board.

4900. read atari text format files in Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 21:19:32 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0209241319.28d07a98@posting.google.com>
Source record: 27321

is there a utility to let me read ATASCII (or M65) files in Windows ?

4901. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 21:27:35 UTC
From: Fox-1
Message-ID: <fD4k9.27959$48.3283116@zwoll1.home.nl>
Source record: 27322

"DunxUK" wrote

> Also anything else other than Missile Command and the sod-awful Slime that take
> advantage of a trak-ball in TB mode?

Probably anything that works with an ST-mouse on an 8-bit, like Operation Blood (or was it the sequel?), Mines, BOSS-XE, GOS, and
probably ATOS.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4902. XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 21:42:23 UTC
From: Optigon <harvey@altern.org>
Message-ID: <amqptu$8elc3$1@ID-111797.news.dfncis.de>
Source record: 27323

What music software is there for the XE? I've an Atari 130 XE and I can't find any info on making music on it...

Any help would be greatly appreciated. :)

Optigon

4903. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 22:53:59 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <k6p1puglo54068s156s5jqhfc0796p9e96@4ax.com>
Source record: 27324

On Tue, 24 Sep 2002 18:42:46 GMT, "Shangrila"
<shangrila@spamblocker.subdimension.com> wrote:

>Well, I'll say this again, he's been dealt with.

I'm uneasy about this, it's almost like a personal thing .

> When and if I get the chance to rebuild my 8-bit
>system, I am going to go with someone that doesn't spam for business and
>someone that happens to be in my own country!

What country he is in has absolutely nothing to do with it, you don't
use the net and then start putting barriers up. If you feel the need
to limit your purchasing avenues based on dislike of a person who
really has no effect on your reading ability then more fool you.
>
>If you agree with Ben's practices, get him to do an opt-in mailing list and
>you can enjoy it. If he doesn't follow the guidelines set by his own admin
>then I'll chat with his admin once again.

Again, this smacks of Netcop....

Sorry, but the common definitions of spam don't apply 100% to Ben,
he's posting ON TOPIC and he's posting items related to the groups.

What he's not doing is following approved *guidelines* with relation
to frequency and the accepted practice of ADV: or COMM:. Hardly
hanging matters.

And how can you say he gives nothing back, nonsense...

He's selling products people on these groups want, he's finding items
that people on here want. What would be more important is if he rips
people off which judging by the many posts it's safe to say he's as
honest as they come and offers a very good service for *Atari* people.

My feelings are that you took a dislike to Ben's stuff and decided to
stick it to him, please don't make it sound like you are doing the
group a favour as it's been clear that a lot of the group support Ben
all the way. I'd say once a week would be more than acceptable which
is not far off what he was doing anyway, the fact you seem to sound
like it's a personal netcop thing isn't too clever in my book.

What you point out is that Ben is a business and that's all he is,
whilst this may be true posting wise it's ignored that he's a business
aimed at the very people in here and your actions could affect his
sales which then could lead to him NOT supplying the very goods people
in here are trying to buy. So rather than you giving something back

you could end up taking AWAY...

He's not a get rich scheme (and I doubt he'll be a millionaire from Atari bits), he's not posting re non related items. He's just a bloke posting maybe a few too many adverts with a questionable attitude re Ebayers (which is daft but it costs him).

This is just my 2 quid on the matter, nothing personal....
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4904. Re: Trak Ball Query

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 23:16:42 UTC
From: Al <honeydripper_@hotmail.com>
Message-ID: <rd6k9.1746$CF.143306@newsfep1-win.server.ntli.net>
Source record: 27325

No, I realise this, because its still just left and right movement... But
the wheel inside the trackball can be adapted. Also, you can turn the
trackball on its side and this is pretty good too.

Al
Son of man <bcozier@bellsouth.net> wrote in message
news:DR2k9.20178$5M3.1049893@e3500-atl2.usenetserver.com...
> I don't think a track ball would work practically well as a spinner. Think
> about it.
>
> "Al" <honeydripper_@hotmail.com> wrote in message
> news:NQBj9.1237$Pu4.48153@newsfep1-win.server.ntli.net...
> > Hi there
> >
> > Having succesfully built myself a Jaguar RGB cable using a 5.25 inch IDE
> > cable and a hacksaw (I can post if anyone wants the info), I decided to
> see
> > if I could
> > adapt the Trak Ball from the XE family to be used on Tempest 2000. In
> > theory, it should be possible, as the game can be set to use a rotary
> > controller. Anyone ever try this ? Please let me know. I was
> > lucky enough to play the original arcade game with proper spinners
> recently,
> > and I need something to spin....
> >
> > Al
> >
> >
>
>
>

4905. Re: XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 23:38:43 UTC
From: Fox-1
Message-ID: <cy6k9.29136$48.3362860@zwoll1.home.nl>
Source record: 27326

"Optigon" wrote

> What music software is there for the XE? I've an Atari 130 XE and I can't
> find any info on making music on it...

Too much to list them all. Try to search for:

-Chaos Music Composer
-Music ProTracker
-Black Magic Composer
-Theta Music Composer
-Advanced Music Machine
-SoftSynth
-Soundmonitor Professional
-Bankstreet Music Writer

etc, etc,etc...

Not even mentioned the Midi- and Digi-composers, MOD-tracker and Drummerbox'...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...
> Any help would be greatly appreciated. :)
>
>
> Optigon
>
>

4906. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-24 23:52:22 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <wQ6k9.23293$5M3.1163466@e3500-atl2.usenetserver.com>
Source record: 27327

"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message
news:Gm2k9.413370$f05.19284496@news1.calgary.shaw.ca...
> Well, I'll say this again, he's been dealt with. I do system
administration
> duties for some private providers in my region and I've spoken and
exchanged
> email his provider admin. Wonderful administrator on that end and also an
> atari enthusiast like ourselves. Ben is to prefix all commercial subjects
> with ADV: and limit the commercial posts to once a month. I think that is
> more than agreeable. If Ben has something major to give back to the
> community then I'm sure one other post in the mix wouldn't be so bad. I
see
> him posting nothing more than commercial related posts and that is spam.
> The morning that I posted what I did was right after a night in dealing
with
> a spammer that blatently refused to read an authorized usage policy and
led
> me to cleaning up a few thousand emails and dealing with all the
complaints.
>
> I may mostly read through the atari groups but I've done my work in giving
> back to the A8 community over the years. My slightly non-functioning
> hardware has led me to the emulators and with little time for that but I
try
> and keep up. Everything I provided was for zero cost and I enjoyed doing
> it. What I see with Ben is that it's soley a business; I don't see him
> offering much else. When and if I get the chance to rebuild my 8-bit
> system, I am going to go with someone that doesn't spam for business and
> someone that happens to be in my own country!
>
> If you agree with Ben's practices, get him to do an opt-in mailing list
and
> you can enjoy it. If he doesn't follow the guidelines set by his own
admin
> then I'll chat with his admin once again. And he is a lot tougher on spam
> than most people but we both agreed that Ben should probably post once a
> month for any changes or whatnot. That's all fine and good.
>
> When I come here, I enjoy reading opinions the various opinions, updates,
> and other articles from the common A8 folks (Mathy, Tom, William etc). I
> don't care for reading a bunch of spams. And when I want to find even
more
> information on what's happening in the 8-bit world, I typically go to
Google

> and search, which usually leads me back to the websites created by the
> common A8 folks here :)
>
> Cheers!
>
> - Shangrila

Get a life.

4907. Re: XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 01:20:44 UTC
From: Optigon <harvey@altern.org>
Message-ID: <amr6na$8cul6$1@ID-111797.news.dfncis.de>
Source record: 27329

I'm particularly curious about the Midi composers. :) Is there hardware to connect an XE to MIDI equipment?

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:cy6k9.29136$48.3362860@zwoll1.home.nl...
>

> Not even mentioned the Midi- and Digi-composers, MOD-tracker and Drummerbox'...
>
>
> --

4908. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 01:30:10 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D911181.124E2B3B@rogers.com>
Source record: 27328

William Kendrick wrote:

> William Kendrick <bill@newbreedsoftware.com> wrote:
> >
> > I have Fine Tooned Engineering (FTe)'s "Sweet16" CPU upgrade for the
> > Atari 8-bit which I really have no need for.
>
> The Sweet16 has been accounted for.
> (Wow, that was also fast!)
>
> -bill!
> (wondering if he should dig up his Parrot and Computer Eyes digitizers
> to see if anyone wants them!)

I'm not surprised it went fast. I remember at the ACE'95 show in toronto
Mike hohman said he'd only shipped 6 or 7 of those upgrades at that date.
And that wasnt too long before he went under / dissapeared.

4909. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 02:22:35 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d90c864535c32@attbi.com>
Source record: 27330

>Centipede seems to have some inherent trak-ball capability, using control-T on
>the attract screen changes the behaviour of the zapper (it seems to go
>relentlessly to the right, a bit like Jack Straw). However this appears to
>always be the case, trak-ball connected or not.
>
>Is it configured for some exotically-wired trak-ball?
>
>Also anything else other than Missile Command and the sod-awful Slime that take
>advantage of a trak-ball in TB mode?
>
>TIA, Dunx

As far as I ever knew, it was just Missile Command and Centipede that used the
track ball. I cannot think of any other game that might be good to use with
the track ball.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4910. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 03:04:31 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <3J9k9.414495$f05.19370466@news1.calgary.shaw.ca>
Source record: 27331

Get a real job where you have a clue about how the net works...

"Son of man" <bcozier@bellsouth.net> wrote in message
news:wQ6k9.23293$5M3.1163466@e3500-atl2.usenetserver.com...
>
> Get a life.
>
>
>

4911. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 03:24:21 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <F%9k9.414520$f05.19376509@news1.calgary.shaw.ca>
Source record: 27332

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:k6p1puglo54068s156s5jqhfc0796p9e96@4ax.com...
>
> I'm uneasy about this, it's almost like a personal thing .
>

I take spam personally, to each their own... it is spam by definition
(unsolicited commerical email/postings)

>
> What country he is in has absolutely nothing to do with it, you don't
> use the net and then start putting barriers up. If you feel the need
> to limit your purchasing avenues based on dislike of a person who
> really has no effect on your reading ability then more fool you.

Again, it was a remark to say I'd be buying close to home and have no
tolerance for spammers. Seeing commercial posts which I have not asked for
is definitely not someone I'd buy from.

> >
> >If you agree with Ben's practices, get him to do an opt-in mailing list
and
> >you can enjoy it. If he doesn't follow the guidelines set by his own
admin
> >then I'll chat with his admin once again.
>
> Again, this smacks of Netcop....

Amazing how many people out there have no idea about how the net works...
and I find many people supporters of spam or they're simply ignorant.
Again, to each their own.

> And how can you say he gives nothing back, nonsense...
>
> He's selling products people on these groups want, he's finding items
> that people on here want. What would be more important is if he rips
> people off which judging by the many posts it's safe to say he's as
> honest as they come and offers a very good service for *Atari* people.
>

Then let people find his website in a search for atari goods and not by
unsolicited posts. If he wants to pay per post or pay per email then I'll
very gladly accept his commercial postings.

> My feelings are that you took a dislike to Ben's stuff and decided to
> stick it to him, please don't make it sound like you are doing the
> group a favour as it's been clear that a lot of the group support Ben

> all the way. I'd say once a week would be more than acceptable which
> is not far off what he was doing anyway, the fact you seem to sound
> like it's a personal netcop thing isn't too clever in my book.
>

Opinions vary... Nor have I bought from Ben nor will I ever... feel free to call me whatever you please.

> What you point out is that Ben is a business and that's all he is,
> whilst this may be true posting wise it's ignored that he's a business
> aimed at the very people in here and your actions could affect his
> sales which then could lead to him NOT supplying the very goods people
> in here are trying to buy. So rather than you giving something back
> you could end up taking AWAY...
>

If he ends up going out of business by spamming... good riddance..

> He's not a get rich scheme (and I doubt he'll be a millionaire from
> Atari bits), he's not posting re non related items. He's just a bloke
> posting maybe a few too many adverts with a questionable attitude re
> Ebayers (which is daft but it costs him).
>
> This is just my 2 quid on the matter, nothing personal....
> --
> Paul
>

And my 2 cents as well, I'm just ignoring and killfiling the rest of this thread since too many people have no clue whatsoever about how the net works. Ignorance is bliss... I dislike spam and will continue to do something about it when it comes to something I've supported for many years. Fortunately I don't care whether anyone agrees or not. If you do, great, if not, great. I might suggest reading up on certain usenet guidelines and RFC's as well as talking to some of the very old sysadmins over in News Admin Net Abuse and see how long you last there with similar comments...

Enjoy!

- Shangrila

4912. Re: De Re Atari at atariarchives.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 03:40:12 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <up2brci2dln6d@corp.supernews.com>
Source record: 27333

Hello Kevin Savetz,

You wrote in your message:
>
> The full text and program code from De Re Atari, a classic guide to
> effective Atari 8-bit programming, is now available at
> www.atariarchives.org/dere/
>
> It includes downloadable program code and the programmer's reference
> card that accompanied the original book.
>
> This is the eighth online book made available by AtariArchives.org.
>
Thank you Kevin for providing the front page of this website, a couple years ago I used on of the search engines to find De Re Atari for myself, but I could not find the front page.

I had archived as much as I could to disk so that I could print it out later.

Once I get my Atari 1050 Disk Drive repaired I will be able to play AstroChase again.

At least I can still play Deluxe Invaders by Roklan and Atari's Asteroids & Pac-Man on my Atari 800XL.

Didn't De Re Atari help out well at teaching people to write programs for all 8-bit Ataris?

Wally

4913. BUY FROM BEN SMITH AT BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 05:38:07 UTC
From: Video61@webtv.net
Message-ID: <29719-3D914BBF-534@storefull-2115.public.lawson.webtv.net>
Source record: 27334

this is pure good service, can you imagine a company that will call you
back and help you on there own quarter.
he has even called customers back in other countries! that is a amazing
record of service!
i have known ben for 7 years now, and i have sold to him, as well as
traded with him.
and i have never, repeat, never had a problem with ben.
there are how many atari dealers left in the u.s.a.?
you should be happy that he posts here.
i have had customers call me about ben having seen his posts on atari8,
and they never post, they were only looking for a atari dealer.
so going after the only dealer who DARES post here is stupid, you have
no idea how many atari users who do not get involved in the discussions
here are only looking for support.
drive the last dealer away and you will drive away disgruntled users
who will not be able to find support.
they will give up, and go to the peeceee:(
ben is a guy who sells what other atari dealers do not.
he has unique products at fair price's, where can you buy tested used
software with a guaranteed warranty?
if you drive him away i will place his add weekly.
lance
Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
Atari Jaguar Games. The Great Communicator once said, "It's a Recession
when It's in your Neighbor's back yard. But when It's in your back yard,
it's a Depression!". Usually Atari sales depend on Customers with extra
income. Money over and above what it takes to pay bills. This has cut
into my livelyhood. With the current economy as it has been. I'm looking
for Atari Customers with extra income! Especially repeat customers
familiar with the way I do Business! So check my HotLinks below, E-Mail
me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not
asking a lot, I'm just trying to make a living and I'd like to earn your
Business!
Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
http://www.aracnet.com/~atari/shipping.htm Shipping Information!
http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
http://www.aracnet.com/~atari/testing.htm My Test Standards.
I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I

also have lots of Atari Reference Books. Which I can Mail by Book Rate! Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom! Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

4914. Emulator newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 06:26:23 UTC
From: jirinej@volny.cz
Message-ID: <7e29a94a.0209242226.5a0f942@posting.google.com>
Source record: 27335

Hi, can please somebody can simply explain how (where) to run *.bin and *.exe files (Atari 800XL/130XE). I downloaded XFormer 2000 (ver. 8.00) and I am able to run only *.atr files. Do I need another emulator ? Can I make *.atr from bin, exe ? If yes, how ? Thanks.

4915. Spindizzy game

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 06:36:36 UTC
From: jirinej@volny.cz
Message-ID: <7e29a94a.0209242236.38a71abc@posting.google.com>
Source record: 27336

Hi, can somebody execute game 'Spindizzy' (Atari 800XL/130XE) on some emulator? I have XFormer 2000 ver. 8.00 , the file Spindizy.atr has 35 472 bytes and was created 21.10.1997 . When run, it always crashes. Or has anybody different file ? Thanks for any advice.

4916. Re: Emulator newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 06:38:08 UTC
From: Slor <slor@comcast.net>
Message-ID: <kRck9.264480$z91.11461187@bin3.nnrp.aus1.giganews.com>
Source record: 27337

I recommend Atari800Win Plus. It's an excellent emulator, and loading .exe files is a snap.

http://www.a800win.atari-area.prv.pl/

"JN" <jirinej@volny.cz> wrote in message news:7e29a94a.0209242226.5a0f942@posting.google.com...
> Hi, can please somebody can simply explain how (where) to run *.bin
> and *.exe files (Atari 800XL/130XE). I downloaded XFormer 2000 (ver.
> 8.00) and I am able to run only *.atr files. Do I need another
> emulator ? Can I make *.atr from bin, exe ? If yes, how ? Thanks.

4917. Re: Spindizzy game

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 07:06:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <Dfdk9.30154$lk.655560@typhoon.sonic.net>
Source record: 27338

JN <jirinej@volny.cz> wrote:
> Hi, can somebody execute game 'Spindizzy' (Atari 800XL/130XE) on some
> emulator? I have XFormer 2000 ver. 8.00 , the file Spindizy.atr has 35
> 472 bytes and was created 21.10.1997 . When run, it always crashes. Or
> has anybody different file ? Thanks for any advice.

I did a search on my XLSearch.Atari.org site and found a ZIP file with
a 35,472-byte ATR file. I fired it up in Atari800 (in NTSC mode, even),
and it seems to work fine.

Neat game - I'd never seen it before.

-bill!

4918. Re: Spindizzy game

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 07:19:29 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3D916381.B0BAD8F5@mb1.tu-chemnitz.de>
Source record: 27339

```
> Hi, can somebody execute game 'Spindizzy' (Atari 800XL/130XE) on some
> emulator?
yes. just tried it.
emulator: atari800win 3.0 plus
spindizzy: from megaimage 5
(http://hq.alert.sk/pub/8bits/Atari/games/gamedisks/)
games005.zip

hth, sven.
```

4919. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 08:32:17 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <lwek9.48855$Zk4.1592261@news2.telusplanet.net>
Source record: 27340

I do. Ballblazer comes to mind. Thats what me and a couple of friends used
to do with our track balls (WICO).

> I cannot think of any other game that might be good to use with
> the track ball.
> --
> Edward S. Baiz Jr.
> (Gamer)

4920. Re: Various Atari items for sale (and other retrocompstuff...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 08:51:50 UTC
From: netbios_nl@hotmail.com
Message-ID: <ecdf222c.0209250051.10eb397f@posting.google.com>
Source record: 27341
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st.tech,rec.games.video.marketplace

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<amou9trea1@news1.xs4all.nl>...
> I think he gets less because his ST-BOOK is not working. I guess he could
> get $150 euro for it...
>
> TXG/MNX
> "Brian Roland" <BJRoland@bellsouth.net> wrote in message
> news:l_Mj9.12684$5M3.591590@e3500-atl2.usenetserver.com...
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:amni6f$5g6$1@news1.xs4all.nl...
> > > Hi,
> > >
> > > 600 Euro's for a ST BOOK? Sorry but I bought mine working with all
> cables
> > > last year for 650 NLG...
> >
> > Ah, but that's what it will take to get him to part with it ;)
> > He'll likely get that, or more for it ;)
> >
> > Brian
> >

150 EURO? Good luck... [if I put it up for that amount my inbox
runneth over]

650NLG? Well done, you got a good deal on that, but it ain't gonna
change the fact that this ST Book is not leaving my collection for
less than 600 EURO. Hell, I find stuff that is sold on ebay for 400$
for 20 EURO sometimes, and there are people who throw an Apple-I in
the trash. I did have another ST Book but that was in a very bad
condition, had no PSU, no battery and it sold it for 450$. So there
you go.

Offer > 600 Euro it is, pix are up on the website
(home.quicknet.nl/qn/prive/sa.karsseb/ebay/)

And the peasants rejoiced....

4921. Re: BUY FROM BEN SMITH AT BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 09:35:15 UTC
From: atari4evr@aol.com
Message-ID: <20020925053515.29974.00005654@mb-fl.aol.com>
Source record: 27342

Dear Lance,

Thank you for your kind and supportive words for Ben Smith of Bravo Sierra Computers. I too have known been for many years, and he has proven to be a very honest helpful vendor of Atari hard and software. It is very sad that some individuals in the Atari Community have shown such negativity to his advertisements which have been so helpful to so many. The Atari Community should be a tolerant and enthusiastic place where many people of different backgrounds can freely share their passion for Atari computers. Thanks again!

An Atarian Forever...

4922. Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 10:04:13 UTC
From: atari4evr@aol.com
Message-ID: <20020925060413.29974.00005657@mb-fl.aol.com>
Source record: 27343

Dear Atari Community,

Can anyone please tell me if there are any good sites on the Web that deal with the history of Atari Computers. I am particularly interested in the Atari 1400xl and 1450xl. Were these two computers ever in production?

Thanks, An Atarian Forever...

4923. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 11:25:23 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <jp63pus62cusccgaj731ivrfpqtfi4aock@4ax.com>
Source record: 27344

On Wed, 25 Sep 2002 03:24:21 GMT, "Shangrila"
<shangrila@spamblocker.subdimension.com> wrote:

>And my 2 cents as well, I'm just ignoring and killfiling the rest of this
>thread since too many people have no clue whatsoever about how the net
>works. Ignorance is bliss... I dislike spam and will continue to do
>something about it when it comes to something I've supported for many years.
>Fortunately I don't care whether anyone agrees or not. If you do, great, if
>not, great. I might suggest reading up on certain usenet guidelines and
>RFC's as well as talking to some of the very old sysadmins over in News
>Admin Net Abuse and see how long you last there with similar comments...

I personally have no wish to subscribe to such a pompous and overly
ego based group my boy, it's all yours..
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4924. Re: Emulator newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 11:53:53 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <0t83puoj2f5omq38sk113k332kvku3bcg4@4ax.com>
Source record: 27345

On Wed, 25 Sep 2002 06:38:08 GMT, "Slor" <slor@comcast.net> wrote:

>I recommend Atari800Win Plus. It's an excellent emulator, and loading .exe
>files is a snap.
>
>http://www.a800win.atari-area.prv.pl/
>

Yes, technically the best there is atm..

But I'm biased :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4925. Re: Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 12:47:49 UTC
From: Guenther Bartl <gueba@gueba.de>
Message-ID: <amsbb9$88qj5$1@ID-50368.news.dfncis.de>
Source record: 27346

Hi Mathy,
Somewhere I have schematics to build an adapter for use of analog joysticks
on digital inputs. If I find it I'll scan it and send it to you...

gueba

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schrieb im
Newsbeitrag news:amn8io$3mv$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> How hard would it be to connect all these nice (and expansive) toys they
> nowaday have for PC's (Steering Wheels, SkateBoards, ForcedFeedback
> Joysticks, etc.) to our beloved Atari?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

4926. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 13:18:36 UTC
From: mo <momo@atariland.com>
Message-ID: <MIik9.8840$Fw2.208463@twister.austin.rr.com>
Source record: 27247

You should try Demon Attack with the trackball sometime. It rocks!
Mo

"Pairman" <pairman@notrash.hotmail.com> wrote in message
news:lwek9.48855$Zk4.1592261@news2.telusplanet.net...
> I do. Ballblazer comes to mind. Thats what me and a couple of friends used
> to do with our track balls (WICO).
>
> > I cannot think of any other game that might be good to use with
> > the track ball.
> > --
> > Edward S. Baiz Jr.
> > (Gamer)
>
>

4927. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 13:20:48 UTC
From: KS <KS@nospamnospam.com>
Message-ID: <7Oik9.310$NO1.29110@newsfep1-win.server.ntli.net>
Source record: 27248

http://www.atari-history.com/

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20020925060413.29974.00005657@mb-fl.aol.com...
> Dear Atari Community,
>
> Can anyone please tell me if there are any good sites on the Web that deal
with
> the history of Atari Computers.

4928. Re: BUY FROM BEN SMITH AT BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 13:25:28 UTC
From: Lannie Schafroth <lannie_schafroth@spam.hotmail.com>
Message-ID: <3d91b95f_7@news.teranews.com>
Source record: 27249

He may over do it on some of his posts, but I would think these people are old enough now to use a killfile or simply DON'T read them if they bother them. :)

I'm totally behind someone who wants to continue to support Atari in any way. It seems most people who step up to theplate get shot down because some people's ego's are too high or they don't agree with the project or it's goals. They then harass this person to death trying to prove their point. When it's all over, the person gives up and moves on to another platform.

I don't agree with Ben's views on bidding and etc, but support him for supporting the Atari community. For everyone else who doesn't like his ways, grow up, get over it.

Lannie

OK, flame away.. :)

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20020925053515.29974.00005654@mb-fl.aol.com...
> Dear Lance,
>
> Thank you for your kind and supportive words for Ben Smith of Bravo Sierra
> Computers. I too have known been for many years, and he has proven to be
a
> very honest helpful vendor of Atari hard and software. It is very sad
that
> some individuals in the Atari Community have shown such negativity to his
> advertisements which have been so helpful to so many. The Atari Community
> should be a tolerant and enthusiastic place where many people of different
> backgrounds can freely share their passion for Atari computers. Thanks
again!
>
> An Atarian Forever...

4929. Shangrila

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 14:48:57 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <2Zjk9.29448$5M3.1471327@e3500-atl2.usenetserver.com>
Source record: 27250

Hey guys check out this post by Shangrila, spammed to my personal email address :

----- Original Message -----
From: "Anonymous User" <anonymous@remailer.havenco.com>
To: <bcozier@bellsouth.net>
Sent: Wednesday, September 25, 2002 1:34 AM
Subject: What was it you were saying?

> so... you like telling system administrators to get a life do you?
perhaps
> you need a few lessons with people fucking you over several times to get
it
> through your shit filled head hmmm? be careful who you fuck with, this is
> a one time warning and next time it won't be a warning.
>
> got it, you little fagot son of man

Suck my dick.

4930. BEN SMITH RULES!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 14:50:09 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <b_jk9.29463$5M3.1476449@e3500-atl2.usenetserver.com>
Source record: 27251

Hahahahahaha!

Hey Shangrila, get a life.

4931. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 14:51:57 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <T%jk9.29485$5M3.1482875@e3500-atl2.usenetserver.com>
Source record: 27252

Get a life, suckmeister.

"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message
news:3J9k9.414495$f05.19370466@news1.calgary.shaw.ca...
> Get a real job where you have a clue about how the net works...
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:wQ6k9.23293$5M3.1163466@e3500-atl2.usenetserver.com...
> >
> > Get a life.
> >
> >
> >
>
>

4932. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:16:26 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d93bd23$1_3@nopics.sjc>
Source record: 27151

Yes, the drive has to respond as a high speed drive for the code to use it.
I have only tried the 1050 Doubler.

Bob

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net...
> Got it and put it up. Do I assume correctly that a Doubled or Happy or
Indus
> drive with high speed capability is needed to use these utilities?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d8c9d53_3@nopics.sjc...
> > I sent the files to Ron over at Atariland... I guess I can send them to
> you,
> > can't I? duuhhh...
> >
> > anyway, there are two files - one boots any disk at highspeed, the other
> is
> > an AUTORUN.SYS file that you use with DOS.
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux
> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to

> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > >
> > > Thanks!
> > >
> > > -bill!
>
>
>

4933. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:16:26 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d91d423$1_3@nopics.sjc>
Source record: 27253

Yes, the drive has to respond as a high speed drive for the code to use it.
I have only tried the 1050 Doubler.

Bob

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net...
> Got it and put it up. Do I assume correctly that a Doubled or Happy or
Indus
> drive with high speed capability is needed to use these utilities?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d8c9d53_3@nopics.sjc...
> > I sent the files to Ron over at Atariland... I guess I can send them to
> you,
> > can't I? duuhhh...
> >
> > anyway, there are two files - one boots any disk at highspeed, the other
> is
> > an AUTORUN.SYS file that you use with DOS.
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux
> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to

> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > >
> > > Thanks!
> > >
> > > -bill!
>
>
>

4934. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:16:26 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d920a04$1_6@nopics.sjc>
Source record: 27257

Yes, the drive has to respond as a high speed drive for the code to use it.
I have only tried the 1050 Doubler.

Bob

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net...
> Got it and put it up. Do I assume correctly that a Doubled or Happy or
Indus
> drive with high speed capability is needed to use these utilities?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d8c9d53_3@nopics.sjc...
> > I sent the files to Ron over at Atariland... I guess I can send them to
> you,
> > can't I? duuhhh...
> >
> > anyway, there are two files - one boots any disk at highspeed, the other
> is
> > an AUTORUN.SYS file that you use with DOS.
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux
> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to

> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > >
> > > Thanks!
> > >
> > > -bill!
>
>
>

4935. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:16:26 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d921963$1_7@nopics.sjc>
Source record: 27258

Yes, the drive has to respond as a high speed drive for the code to use it.
I have only tried the 1050 Doubler.

Bob

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net...
> Got it and put it up. Do I assume correctly that a Doubled or Happy or
Indus
> drive with high speed capability is needed to use these utilities?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d8c9d53_3@nopics.sjc...
> > I sent the files to Ron over at Atariland... I guess I can send them to
> you,
> > can't I? duuhhh...
> >
> > anyway, there are two files - one boots any disk at highspeed, the other
> is
> > an AUTORUN.SYS file that you use with DOS.
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux
> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to

> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > >
> > > Thanks!
> > >
> > > -bill!
>
>
>

4936. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:16:26 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d9231ee$1_1@nopics.sjc>
Source record: 27262

Yes, the drive has to respond as a high speed drive for the code to use it.
I have only tried the 1050 Doubler.

Bob

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:v2Qj9.10860$XE1.953311@newsread2.prod.itd.earthlink.net...
> Got it and put it up. Do I assume correctly that a Doubled or Happy or
Indus
> drive with high speed capability is needed to use these utilities?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d8c9d53_3@nopics.sjc...
> > I sent the files to Ron over at Atariland... I guess I can send them to
> you,
> > can't I? duuhhh...
> >
> > anyway, there are two files - one boots any disk at highspeed, the other
> is
> > an AUTORUN.SYS file that you use with DOS.
> >
> > Bob
> >
> > "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> > news:0VBh9.24844$Ik.586128@typhoon.sonic.net...
> > >
> > > Ergh - It's been a long while since I used my _actual_ Atari XL much,
> > > but thanks to the new work getting SIO2PC cables working under Linux
> > > (thanks, Matthias!), the XL on my desk has been uncovered and is
getting
> > > some use. (I just found a couple of ATRs of software I wrote TWELVE
> YEARS
> > AGO!)
> > >
> > > Anyway - One of the things Matthias wanted to know was how well
> high-speed
> > > disk I/O ("Ultraspeed" I guess?) worked on an NTSC XL. He pointed me
to

> > > a FTE SpartaDOS disk image, and it worked great! (At least, the beeps
> > > sounded a helluva lot faster! ;^))
> > >
> > > Anyway, I'd like to set up my 'main' MyDOS ATR disk image to do this,
> > > if possible. I vaguely remember being able to do this under APE or
> SIO2PC
> > > when I had an MSDOS box.
> > >
> > > Is there some .COM file I can rename to .AR0 and throw on my ATR image
> > > to get the really, really nice fast speeds under MyDOS?
> > >
> > >
> > > Thanks!
> > >
> > > -bill!
>
>
>

4937. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 15:21:44 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <cwkk9.418814$f05.19448700@news1.calgary.shaw.ca>
Source record: 27254

You might enjoy going here as well:

http://www.old-computers.com/museum/computer.asp?c=22

Enjoy!

- Shangrila

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20020925060413.29974.00005657@mb-fl.aol.com...
> Dear Atari Community,
>
> Can anyone please tell me if there are any good sites on the Web that deal
with
> the history of Atari Computers. I am particularly interested in the Atari
> 1400xl and 1450xl. Were these two computers ever in production?
>
> Thanks, An Atarian Forever...

4938. Re: XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 18:26:10 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1032978519.69095.0@demeter.uk.clara.net>
Source record: 27255

You might like to have a look at my Atari 8-bit CD-ROM which includes
Digi-Studio, a full music creation system for use with digitized sounds,
along with many other Atari products. Check it out at
http://www.dgs.clara.net (click the CD-ROM option).

Dean Garraghty

"Optigon" <harvey@altern.org> wrote in message
news:amqptu$8elc3$1@ID-111797.news.dfncis.de...
> What music software is there for the XE? I've an Atari 130 XE and I can't
> find any info on making music on it...
>
> Any help would be greatly appreciated. :)
>
>
> Optigon
>
>

4939. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 18:34:40 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <up40dk9g7rovcc@corp.supernews.com>
Source record: 27256
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"richard cortese" <ricortes@earthlink.net> wrote in message news:qu3k9.796
>
> Ha! You've been there too? One of the devices I helped develop had a
mistake
> made by the project manager on the price of one componet. I had reported
it
> to him accurately but he made a mistake moving a decimal point over that
> reduced the cost by a factor of 10. This was the difference between 1.5¢
and
> 15¢ in the cost of a device that was going out the door at $18-$20. I
still
> remember him telling me that I had killed the entire project with *my*
> mistake.
>
> One of the things that hasn't been mentioned yet is the added expense of
> drilling 12 extra holes and manufacturing fall out/costs on everything
from
> dull drills to bent pins and solder bridges. There are several good books
> out on the topic that illustrate QC/product fallout is one of the most
> effective cost effective activities you can pursue. Nothing is more
> expensive in the chain then having a solder bridge because of one of those
> extra pins and having to either rework or toss out a populated board.

Don't you think they use Lasers to cut the holes. No longer longer a need
for drills. Yet
this was available to companies like Commodore and Atari. The question maybe
a at most a little cheaper
and yes at 100,000 unit shipment, well you are talking about an overall
price difference. Still doesn't make a d*** difference on the per unit price
of the console which is only a $99 unit. Just sell it for $99.99 a piece.
which is $100 and gain that $1.00 addition in price. Tighten the trace
circuits a slight further. (Bring the chips slightly closer) makes the PCB
smaller.

All that price difference is easy enough to counter in a $1 increase in
price per game cartridge. Figure a $45 cartridge equal $46.00.

4940. Re: read atari text format files in Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 21:07:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <AApk9.2965$Nj2.238313@newsread2.prod.itd.earthlink.net>
Source record: 27259

I believe WordPad will handle the atascii eol and properly display Atari text files not including the control character graphics. I often use Ken's Atari Util for Win to display atascii text and even tokenized Basic listings.

M65 is another matter; its default save format is tokenized in a way analagous to Basic. Ken is reportedly pursuing that, but my copy cannot detokenize the M65 files.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0209241319.28d07a98@posting.google.com...
> is there a utility to let me read ATASCII (or M65) files in Windows ?

4941. Re: XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 21:34:12 UTC
From: Fox-1
Message-ID: <vPpk9.34855$48.4021772@zwoll1.home.nl>
Source record: 27260

"Optigon" wrote

> I'm particularly curious about the Midi composers. :) Is there hardware to
> connect an XE to MIDI equipment?

Yes. Both factory-made (not available anymore) and homebrewed projects. I don't use MIDI, but I'm sure other people over here
have used it, or still use it, so they can tell much more about it.

I do have a very simple MIDI-interface myself which connects to the SIO-port, but this one only plays MIDI-files (has only
MIDI-out) but there are much more advanced interfaces out there which connect to the parallelbus, and also a SIO one that has both
MIDI In-and-Out...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4942. Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 21:55:59 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <dea4pusa3u98ucs700hvi8vfone7g0u6gh@4ax.com>
Source record: 27261

To the bloke that likes to threaten...

You best back off son....You play silly buggers all you like with what you like but don't you dare email me threats about what actions you will take with me..

Of course you can come and meet me face to face if you like to warn people?

Somehow I don't think you do...

I've been in this group for going on 10yrs, I've sold the Atari for a living, written for the Atari mags, beta test the emulators, posted and helped in here and supported the collection of classic material ..

And you have the f**king cheek to tell me I'm causing trouble because I dare support Ben and you don't like it. Ben's his own man and if he's been setup to post at whatever interval then that's between you and him..

Keep me out of your ego son, kill file me if you want but do NOT send me warnings!!!

My ISP and News provider have been emailed a copy of your message...

Sorry folks for this rant, I'm one of the good guys and then suddenly a supposed fellow Atarian thinks he can throw their weight about..

Not impressed...
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4943. Re: Spindizzy game

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 22:14:00 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <7793puspl5jtuns56h0olpjckpfcpcksq4@4ax.com>
Source record: 27263

On Wed, 25 Sep 2002 07:06:11 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>JN <jirinej@volny.cz> wrote:
>> Hi, can somebody execute game 'Spindizzy' (Atari 800XL/130XE) on some
>> emulator? I have XFormer 2000 ver. 8.00 , the file Spindizy.atr has 35
>> 472 bytes and was created 21.10.1997 . When run, it always crashes. Or
>> has anybody different file ? Thanks for any advice.
>
>I did a search on my XLSearch.Atari.org site and found a ZIP file with
>a 35,472-byte ATR file. I fired it up in Atari800 (in NTSC mode, even),
>and it seems to work fine.
>
>Neat game - I'd never seen it before.
>
>-bill!

Tis a classic Bill, made Paul Shirley a small pot of cash too :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4944. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 22:14:00 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <8d93pus25t1t5v0s8d3frbdg1fh5t9eu43@4ax.com>
Source record: 27264

On 25 Sep 2002 10:04:13 GMT, atari4evr@aol.com (Atari4evr) wrote:

>Dear Atari Community,
>
>Can anyone please tell me if there are any good sites on the Web that deal with
>the history of Atari Computers. I am particularly interested in the Atari
>1400xl and 1450xl. Were these two computers ever in production?
>
>Thanks, An Atarian Forever...

http://www.atari-history.com/

I remember awaiting my 1450XLD when it was announced we were getting
them only for us to suddenly pull out of the home computer side.

Twas gutted...(Our buyer was a right cretin and lost us a great deal
of money)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4945. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 22:42:15 UTC
From: "White Flame (aka David Holz)" <whiteflame52@y.a.h.o.o.com>
Message-ID: <amtd9m$aa4$1@barad-dur.nas.com>
Source record: 27265
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Wildstar" <wildstar128@hotmail.com> wrote in message
news:up40dk9g7rovcc@corp.supernews.com...
> Don't you think they use Lasers to cut the holes. No longer longer a need
> for drills. Yet
> this was available to companies like Commodore and Atari. The question
maybe
> a at most a little cheaper
etc etc etc

/me has never *plonk*ed anybody before, yet is seriously considering it.

--
White Flame (aka David Holz)
http://www.white-flame.com/
(spamblock in effect)

4946. Re: Emulator newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 23:04:52 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <bjf4pu06afca1iulg56c1o8tk986831oeq@4ax.com>
Source record: 27266

On 24 Sep 2002 23:26:23 -0700, jirinej@volny.cz (JN) wrote:

>Hi, can please somebody can simply explain how (where) to run *.bin
>and *.exe files (Atari 800XL/130XE). I downloaded XFormer 2000 (ver.
>8.00) and I am able to run only *.atr files. Do I need another
>emulator ? Can I make *.atr from bin, exe ? If yes, how ? Thanks.

Older versions of Xformer did allow to enter the names of the disk images on the comand line. If you entered a bin or exe or bas file on the command line, it would automatically create an internal .xfd image for it so that you could and use the file. I do not know if the latest versions still support that. If you use the older version, you can load an atr and a bin or exe and then copy the bin or exe to the atr or xfd file. In the old docs it tells you to specify the full path of these files on the command line.

Another option is using one of the utilities on the PC that will let you put these files in an atr image. Take a look at http://members.home.nl/stack for the program dir2atr and there are some more similar utilitites.

Keep those XL's/XE's humming.
Ernest.

4947. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 23:09:55 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <uag4pucnqqp21ndebllvd6vqd0v6l7u0l2@4ax.com>
Source record: 27267

On Sat, 21 Sep 2002 22:53:32 -0500, "Wallace Lang" <walang@pionet.net>
wrote:

>
>Hello Everybody,
>
>My Atari 1050 Disk Drive is currently malfunctioning, but if I can get it
>repaired...
>
>...is there some way that my Atari Program Exchange (APX) "Avalanche" game
>on cassette be copied to 5.25" disk?
>
>I have an Atari Modem which I have never used, maybe a way to...
>
>...link my two modems together and send an Atari program from my download
>file on my PC to my Atari?
>
>Are these dumb ideas or what?
>
>Amateur Atari historian and Devout Atari game player,
>
>Wally
>
>
You can try my wav2cas program to make a .cas file out of your
cassette. I assume you do not have a cassette unit? Otherwise there
are utilitites to copy cassette data to a 1050. Once you get it
repaired of course. You can find it on my home page
http://home.planet.nl/~ernest

Modem should also work, if you have the file on the PC. So it is not
a dumb idea either.

Keep those XL's/XE's humming.
Ernest.

4948. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 23:13:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <kqrk9.30504$lk.659221@typhoon.sonic.net>
Source record: 27268

Pairman <pairman@notrash.hotmail.com> wrote:
> I do. Ballblazer comes to mind. Thats what me and a couple of friends used
> to do with our track balls (WICO).

Ooh! I need to try that!

-bill!

4949. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 23:15:23 UTC
From: bill@newbreedsoftware.com
Message-ID: <fsrk9.30507$lk.659139@typhoon.sonic.net>
Source record: 27269

Bob Woolley <ataribob@directvinternet.com> wrote:
> Yes, the drive has to respond as a high speed drive for the code to use it.
> I have only tried the 1050 Doubler.

The 'atariserver' app. for Linux (the sio2pc project) and both of my SIO2PC
cables seem to handle it nicely.

The HSPDIO stuff you sent works, too! :^)

-bill!

4950. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-25 23:32:47 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <ylrk9.289131$AR1.12417603@bin2.nnrp.aus1.giganews.com>
Source record: 27270

And why is this posted instead of e-mailed?

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:dea4pusa3u98ucs700hvi8vfone7g0u6gh@4ax.com...
>
> To the bloke that likes to threaten...
>
> You best back off son....You play silly buggers all you like with what
> you like but don't you dare email me threats about what actions you
> will take with me..
>
> Of course you can come and meet me face to face if you like to warn
> people?
>
> Somehow I don't think you do...
>
> I've been in this group for going on 10yrs, I've sold the Atari for a
> living, written for the Atari mags, beta test the emulators, posted
> and helped in here and supported the collection of classic material ..
>
> And you have the f**king cheek to tell me I'm causing trouble because
> I dare support Ben and you don't like it. Ben's his own man and if
> he's been setup to post at whatever interval then that's between you
> and him..
>
> Keep me out of your ego son, kill file me if you want but do NOT send
> me warnings!!!
>
> My ISP and News provider have been emailed a copy of your message...
>
> Sorry folks for this rant, I'm one of the good guys and then suddenly
> a supposed fellow Atarian thinks he can throw their weight about..
>
> Not impressed...
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

4951. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 00:08:24 UTC
From: Kelli Halliburton <kelli217@crosswinds.not>
Message-ID: <Ydsk9.691$xl.147@newssvr19.news.prodigy.com>
Source record: 27271
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Wildstar" <wildstar128@hotmail.com> wrote in message
news:up40dk9g7rovcc@corp.supernews.com...

> Don't you think they use Lasers to cut the holes. No longer longer a need
> for drills. Yet
> this was available to companies like Commodore and Atari. The question
maybe
> a at most a little cheaper
> and yes at 100,000 unit shipment, well you are talking about an overall
> price difference. Still doesn't make a d*** difference on the per unit
price
> of the console which is only a $99 unit. Just sell it for $99.99 a piece.
> which is $100 and gain that $1.00 addition in price. Tighten the trace
> circuits a slight further. (Bring the chips slightly closer) makes the PCB
> smaller.
>
> All that price difference is easy enough to counter in a $1 increase in
> price per game cartridge. Figure a $45 cartridge equal $46.00.

Laser drilling units in 1979? For a little company like Atari? I don't think
so.

Wildstar, please get a sense of proportion. Technology costs go down as you
go forward in time, which means that they go UP when you go BACKWARD in
time. We're talking about stuff that happened between 20 and 25 years ago! A
Commodore 64 cost US$600 when it was released.

4952. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 00:23:36 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <4fk4pu4o7ajcp907ihh317hp7n0hlikef4@4ax.com>
Source record: 27272

On Wed, 25 Sep 2002 23:32:47 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>And why is this posted instead of e-mailed?

Because it was sent by a bloke called A. Melon, so I'd also presume
the email was a forged address. The only way of replying was via here
in a once off message.

Not ideal I understand, I personally would have preferred it never
happened.
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4953. Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 01:57:59 UTC
From: Optigon <harvey@altern.org>
Message-ID: <amtt95$8sq4f$1@ID-111797.news.dfncis.de>
Source record: 27274

Expect a lot of questions from me, simply because I just got my XE for free and am rather curious. :)

Is there any other, more modern, way to store files than the 5.25 disk drive I currently have?

I'm looking to use my XE as a MIDI sequencer, as a free sequencer is better than no sequencer. If anything, as something to toy with. :) I'm hoping there may be some way to avoid using 5.25 disks, simply due to the clunkiness of using them...

Thanks!
Opti

4954. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 02:27:24 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <up4se32bpcqp5d@corp.supernews.com>
Source record: 27273

Hello,

If you cannot find what you are looking for on these sites, let me know. I have a complete Atari 1400XL and a 1450XL motherboard, I may be able to answer your questions. BTW, these computers were never put into production.

Nick

"Atari4evr" <atari4evr@aol.com> wrote in message news:20020925060413.29974.00005657@mb-fl.aol.com...
> Dear Atari Community,
>
> Can anyone please tell me if there are any good sites on the Web that deal with
> the history of Atari Computers. I am particularly interested in the Atari
> 1400xl and 1450xl. Were these two computers ever in production?
>
> Thanks, An Atarian Forever...

4955. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:31:34 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <up4vsbo3a10h58@corp.supernews.com>
Source record: 27276
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

This is great. An Atari Supplier near by. Atari was/is one of the greatest little computers I remember back in the days of SysOping the Bear Cavern BBS. Ben hope to see your ad often and maybe we can bring Atari back to the days gone by.

Don
Vancouver, USA

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0209190312340.20187-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Usually Atari sales depend on Customers with extra
> income. Money over and above what it takes to pay bills. This has cut into
> my livelyhood. With the current economy as it has been. I'm looking for
> Atari Customers with extra income! Especially repeat customers familiar
> with the way I do Business! So check my HotLinks below, E-Mail me at
> atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/whatsnew.htm Incoming New Atari Stock!
> http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/shipping.htm Shipping Information!
> http://www.aracnet.com/~atari/free_cat.htm How to Get FREE Catalogs
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at
http://www.aracnet.com/~atari/catalogs.htm

> http://BenSells.atari.org or at Ben's Domain at
http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at
atari@aracnet.com
> BenSells@atari.org or atari@benjamin.net and Please Specify whether you
want
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

4956. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:32:55 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Hdvk9.262$Rt5.17006@newsread2.prod.itd.earthlink.net>
Source record: 27275
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Wildstar" <wildstar128@hotmail.com> wrote in message
news:up40dk9g7rovcc@corp.supernews.com...
>
> "richard cortese" <ricortes@earthlink.net> wrote in message news:qu3k9.796
<snip>
> Don't you think they use Lasers to cut the holes. No longer longer a need
> for drills.

Actually I worked with Coherent Radiation CO2 lasers as it related to drilling holes in polymeric substrates I will uncatogorically say it was not ready in the 70s.

Ironically the problems I saw, the puff of colloidal particles causing dispersion of the beam and inaccuracies in the hole were duplicated in the "Star Wars" defense programs. It was one of the things I am sure the Russians figured out as a cheap defense for directed energy weapons. Just coat nuclear warheads with any crap and the puff of smoke prevents further damage.

The only way around this is multiple pulses which end cost time and money. I wish I could remember some of the numbers as I actually knew them many years ago. The bottom line was for all but the highest quanties of production you are better off buying a cheap drill and a minimum wage assembler. The Atari VCS probably would have qualified but I am sure low production items like 850 interfaces would never have covered the cost of set up and capitol equipment costs.

4957. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:37:10 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Ghvk9.269$Rt5.17620@newsread2.prod.itd.earthlink.net>
Source record: 27277

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3d920a04$1_6@nopics.sjc...
> Yes, the drive has to respond as a high speed drive for the code to use
it.
> I have only tried the 1050 Doubler.
>
> Bob

Bob, try clicking send only one time no matter what errors you get with
"couldn't connect with server" or whatever. Eventually things will sync with
only one click.

4958. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:39:53 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <dkvk9.274$Rt5.18011@newsread2.prod.itd.earthlink.net>
Source record: 27278

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:yIrk9.289131$AR1.12417603@bin2.nnrp.aus1.giganews.com...
> And why is this posted instead of e-mailed?
>
>
> "Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message

To prove we have twice as many Pauls as your average newsgroup?

4959. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:44:56 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d928301.10678324@news.telus.net>
Source record: 27279

"Optigon" <harvey@altern.org>:

>Is there any other, more modern, way to store files than the 5.25 disk drive
>I currently have?

You have these options:

XF551 Drive, and upgrade it to handle 3.5" disks.
Connect a hard drive to your atari (various home-brew and commercial.)
SIO2PC cable and software (PC to Atari connection.)

Personally, I would go with the SIO2PC first, then try to build/buy a hard
drive interface if you think that is useful. Check out the newsgroup FAQ
for tons of information about the Atari (it is posted here frequently,
check Google Groups for it.)

If you are real Atari nut, you will probably eventually have all three.

Shawn Jefferson (atariguy(at)telus(dot)net)

4960. Re: Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 03:58:01 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <qa15pukq8sdjvkvsmk91v2bd9oi8rakiqu@4ax.com>
Source record: 27280

On Wed, 25 Sep 2002 14:47:49 +0200, "Guenther Bartl" <gueba@gueba.de> wrote:

>Hi Mathy,
>Somewhere I have schematics to build an adapter for use of analog joysticks
>on digital inputs. If I find it I'll scan it and send it to you...
>
>gueba
>
Why not just use the pot inputs of the Atari joystick ports? Several years
ago I contemplated that idea and wrote about it (either "Atari Controller
Notes" or "Joystick Miscellany", you can find them on the web and on
Google's Usenet archive).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4961. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 05:18:43 UTC
From: bill@newbreedsoftware.com
Message-ID: <TMwk9.30654$lk.661743@typhoon.sonic.net>
Source record: 27281

William Kendrick <bill@newbreedsoftware.com> wrote:
> Pairman <pairman@notrash.hotmail.com> wrote:
>> I do. Ballblazer comes to mind. Thats what me and a couple of friends used
>> to do with our track balls (WICO).
>
> Ooh! I need to try that!

Indeed. I tried it with my Atari Trak-Ball and it worked great!
It's a little tiring, though. :^)

-bill!

4962. Re: XE Music?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 05:57:15 UTC
From: atari8b@infos.cz
Message-ID: <54d8db71.0209252157.1d3d9f6@posting.google.com>
Source record: 27282

> I'm particularly curious about the Midi composers. :) Is there hardware to
> connect an XE to MIDI equipment?

Yes. I was using simple MIDI interface with MIDI IN and MIDI OUT port long ago,
it was connected to Atari XE/XL serial port.
I had done own software for it, Midi Pattern Editor (1995!).
You can see:
http://www.infos.cz/raster/atari/atari3.htm
(Sorry, description is in Czech only, but I'm sure it doesn't matter ;-))

4963. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 06:55:22 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <6la5pu4qgfl6mombgtp4oi2tsl7ts0tek0@4ax.com>
Source record: 27283

On Thu, 26 Sep 2002 03:39:53 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

>"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
>news:yIrk9.289131$AR1.12417603@bin2.nnrp.aus1.giganews.com...
>> And why is this posted instead of e-mailed?
>>
>>
>> "Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
>
>To prove we have twice as many Pauls as your average newsgroup?
>
That's not a bad thing :-)

Apols to the group for the post before, just didn't like getting an
anon remailer threat. I can understand people having viewpoints re the
group but anon threats are just out of order.

Back to normal group business...
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4964. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 10:39:47 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <TtBk9.4075$va2.2802@nwrddc01.gnilink.net>
Source record: 27284

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20020925060413.29974.00005657@mb-fl.aol.com...
> Dear Atari Community,
>
> Can anyone please tell me if there are any good sites on the Web that deal
with
> the history of Atari Computers. I am particularly interested in the Atari
> 1400xl and 1450xl. Were these two computers ever in production?
>
> Thanks, An Atarian Forever...

My web site is currently offline. But when I did have it online, I had some pretty good background technical detail on the machines. But Curt currently has the most information on them online at www.atari-history.com.

But if you want to talk technical details, email me.

Glenn
glenn.bruner@verizon.net

4965. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 11:39:02 UTC
From: solarinflux@aol.com
Message-ID: <20020926073902.17046.00005046@mb-mt.aol.com>
Source record: 27285

solar influx in interested in the parrot and the computereyes.. let me know..!!!

4966. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 12:07:35 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <bMCk9.289712$z91.12684444@bin3.nnrp.aus1.giganews.com>
Source record: 27286

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:6la5pu4qgfl6mombgtp4oi2tsl7ts0tek0@4ax.com...

>
> Apols to the group for the post before, just didn't like getting an
> anon remailer threat. I can understand people having viewpoints re the
> group but anon threats are just out of order.

I'm sure your response struck fear in the heart of the dastardly e-mailer
and we'll never hear from him again. :)

4967. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 13:32:39 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <amv29nhgt1@thorium.cix.co.uk>
Source record: 27287

The Atari had datarecoders (audio casettes) 5 1/4 inch disk drives and hard drives available during its production run.

3 1/2 inch 'stiffies' (as we used to call em) and ide hard drives were usualy the result of DIY projects or kits from 3rd party suppliers. Basicly beyond the ability of a 'mear user' like me.

As has been pointed out the SIO2PC cable is proberbly the most cost effective and flexiable idea for your needs. With the right software it enables your PC to Emulate disk drives and other devices.

http://www.faqs.org/faqs/atari-8-bit/faq/ has the most valuable chapter headed
"Subject: 10.3) What is SIO2PC?" which has links, specs and the basic run-down.

Hope that helps.

"Optigon" <harvey@altern.org> wrote in message news:amtt95$8sq4f$1@ID-111797.news.dfncis.de...
> Expect a lot of questions from me, simply because I just got my XE for free
> and am rather curious. :)
>
> Is there any other, more modern, way to store files than the 5.25 disk drive
> I currently have?
>
> I'm looking to use my XE as a MIDI sequencer, as a free sequencer is better
> than no sequencer. If anything, as something to toy with. :) I'm hoping
> there may be some way to avoid using 5.25 disks, simply due to the
> clunkiness of using them...
>
> Thanks!
> Opti
>
>

4968. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 14:44:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d92c8f2551112@attbi.com>
Source record: 27289

>Expect a lot of questions from me, simply because I just got my XE for free
>and am rather curious. :)
>
>Is there any other, more modern, way to store files than the 5.25 disk drive
>I currently have?
>
>I'm looking to use my XE as a MIDI sequencer, as a free sequencer is better
>than no sequencer. If anything, as something to toy with. :) I'm hoping
>there may be some way to avoid using 5.25 disks, simply due to the
>clunkiness of using them...
>
>Thanks!
>Opti

You do what I am doing, but you an Atari ST computer which does not cost much these days. You would also need a SIO2PC(ST) cable. There is a program called 800XLDJ which emulates an 8-bit disk drive. It reads files from the ST that can either be on a CD or a 3.5in disk. I am putting all my 8-bit programs on a CD and will the 8-bit XE read them from there. Beats using the 5.25" disks. Email me if you need more information...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4969. Re: BUY FROM BEN SMITH AT BRAVO SIERRA COMPUTERS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 14:44:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d92c8f2551111@attbi.com>
Source record: 27290

> this is pure good service, can you imagine a company that will call you
>back and help you on there own quarter.
> he has even called customers back in other countries! that is a amazing
>record of service!
> i have known ben for 7 years now, and i have sold to him, as well as
>traded with him.

Yes, you do not have to tell me twice. I have dealt with him and he has always served me well.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4970. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 14:44:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d92c8f2551113@attbi.com>
Source record: 27288

>You should try Demon Attack with the trackball sometime. It rocks!
>Mo
>
>
>"Pairman" <pairman@notrash.hotmail.com> wrote in message
>news:lwek9.48855$Zk4.1592261@news2.telusplanet.net...
>> I do. Ballblazer comes to mind. Thats what me and a couple of friends used
>> to do with our track balls (WICO).
>>
>> > I cannot think of any other game that might be good to use with
>> > the track ball.
>> > --
>> > Edward S. Baiz Jr.
>> > (Gamer)

Really??? I have and love Demon Attack. I did not know that it worked well
with a track ball. Thanks for the tip...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4971. What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 17:34:54 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d934502$1@news.inet.com.pl>
Source record: 27291

Hi,

does anyone know what type of catridge should I buy for the 1029
printer?! Certainly buying a new cartridge "for Atari printer" may be
difficult ;-) but I am almost sure that it shared the mechanism (and
ink-tape catridges) with some other (more printer specific) brands.

Any clue?

4972. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 19:10:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <WYIk9.30887$Ik.667278@typhoon.sonic.net>
Source record: 27292

Solar Influx <solarinflux@aol.com> wrote:
> solar influx in interested in the parrot and the computereyes.. let me
> know..!!!

The ComputerEyes is accounted for... Assuming I can _find_ it.

I haven't seen either in a long while. :^(

-bill!

4973. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 19:59:00 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <amvou3$t7l$1@thorium.cix.co.uk>
Source record: 27293

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:3d92c8f2551112@attbi.com...
> >Expect a lot of questions from me, simply because I just got my XE for
free
> >and am rather curious. :)
> >
> >Is there any other, more modern, way to store files than the 5.25 disk
drive
> >I currently have?
> >
> >I'm looking to use my XE as a MIDI sequencer, as a free sequencer is
better
> >than no sequencer. If anything, as something to toy with. :) I'm hoping
> >there may be some way to avoid using 5.25 disks, simply due to the
> >clunkiness of using them...
> >
> >Thanks!
> >Opti
>
> You do what I am doing, but you an Atari ST computer which does not cost
much
> these days.

You would be suprised. In Europe, and especialy the UK the ST and MIDI
software still seems to what the dance music industry uses, Even 'Fat Boy
Slim' still does his demos/roughs on them. As a result every wannabe DJ
wants one, and the price has been kept quiet high!

>You would also need a SIO2PC(ST) cable. There is a program called
> 800XLDJ which emulates an 8-bit disk drive. It reads files from the ST
that
> can either be on a CD or a 3.5in disk. I am putting all my 8-bit programs
on a
> CD and will the 8-bit XE read them from there. Beats using the 5.25"
disks.
> Email me if you need more information...
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633

> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4974. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 20:27:09 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <J4Kk9.6008$x9.155270@news4.srv.hcvlny.cv.net>
Source record: 27294

You may be disappointed in using the XE as a midi sequencer -- not because of the XE but because of the lack of really good software for it. There are some packages (see the FAQ for this newsgroup) but they can't really compare with what is out there for more modern computers. Basically they step-record one note at a time. It can take forever to do a song. But if you can work within that framework, then have fun!

Take care.

Alan

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3d92c8f2551112@attbi.com...
> >Expect a lot of questions from me, simply because I just got my XE for free
> >and am rather curious. :)
> >
> >Is there any other, more modern, way to store files than the 5.25 disk drive
> >I currently have?
> >
> >I'm looking to use my XE as a MIDI sequencer, as a free sequencer is better
> >than no sequencer. If anything, as something to toy with. :) I'm hoping
> >there may be some way to avoid using 5.25 disks, simply due to the
> >clunkiness of using them...
> >
> >Thanks!
> >Opti
>
> You do what I am doing, but you an Atari ST computer which does not cost much
> these days. You would also need a SIO2PC(ST) cable. There is a program called
> 800XLDJ which emulates an 8-bit disk drive. It reads files from the ST that
> can either be on a CD or a 3.5in disk. I am putting all my 8-bit programs on a
> CD and will the 8-bit XE read them from there. Beats using the 5.25" disks.
> Email me if you need more information...
>
>
> --
> Edward S. Baiz Jr.

> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
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> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

4975. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 20:34:54 UTC
From: Fox-1
Message-ID: <T1Kk9.40748$48.4685104@zwoll1.home.nl>
Source record: 27295

"Pockets" wrote

> > You do what I am doing, but you an Atari ST computer which does not cost
> much these days.

> You would be suprised. In Europe, and especialy the UK the ST and MIDI
> software still seems to what the dance music industry uses, Even 'Fat Boy
> Slim' still does his demos/roughs on them. As a result every wannabe DJ
> wants one, and the price has been kept quiet high!

I'm indeed suprised since I'm from Europe too (Netherlands) and the most expensive ST I have (Atari 520STFM) did cost me about 12,-
Euro, and only cause it was a new one. All other ST's I have I got for free...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

4976. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 21:33:37 UTC
From: Nick <nickandlori@charter.net>
Message-ID: <up6v9kdlnnim3f@corp.supernews.com>
Source record: 27296

Glenn,

Will you let the newsgroup know when you bring your site back up? I've seen references to it around the web and I'm looking forward to checking it out.

Thanks,
Nick

"Glenn" <glenn.bruner@verizon.net> wrote in message news:TtBk9.4075$va2.2802@nwrddc01.gnilink.net...
>
> "Atari4evr" <atari4evr@aol.com> wrote in message
> news:20020925060413.29974.00005657@mb-fl.aol.com...
> > Dear Atari Community,
> >
> > Can anyone please tell me if there are any good sites on the Web that deal
> with
> > the history of Atari Computers. I am particularly interested in the Atari
> > 1400xl and 1450xl. Were these two computers ever in production?
> >
> > Thanks, An Atarian Forever...
>
>
> My web site is currently offline. But when I did have it online, I had some
> pretty good background technical detail on the machines. But Curt currently
> has the most information on them online at www.atari-history.com.
>
> But if you want to talk technical details, email me.
>
> Glenn
> glenn.bruner@verizon.net
>
>

4977. Re: Ben Smith

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 21:36:16 UTC
From: Exegete <millers@noneofyourbusiness.com>
Message-ID: <3D937DD0.60701@noneofyourbusiness.com>
Source record: 27147

Paul Gifford wrote:
> Then why doesn't he listen to us and stop posting so much? And why doesn't
> he "try to support one another"? Have you read his rant about those selling
> Atari items at auction? BS doesn't care about supporting the community,
> just about making maximum profit for himself.

He's probably trying to do both: make a living, AND support the
community. It's certainly nice to have a source when you need to buy
something, and not have to watch eBay everyday *hoping* someone will
auction what you need, and *hoping* you can get it without selling off
your youngest child in order to afford it.

Roy

>
> If you want to keep posted on his business perhaps you should ask him to
> start a mailing list for you.
>
>
> "Atari4evr" <atari4evr@aol.com> wrote in message
> news:20020924020545.12712.00006821@mb-mg.aol.com...
>
>>Dear Members of the Atari Community,
>>
>>I am very disappointed at all the negative press given to Ben Smith and
>
> Bravo
>
>>Sierra Computers. I have done business with Ben for many years, and have
>>relied on his postings on this Newsgroup for information on upcoming sales
>
> and
>
>>new products. Yes, he is selling Atari merchandise through the Newsgroup,
>
> but
>
>>vendors are becoming very rare and our community very small. Please cut
>
> him a
>
>>little slack, and lets try to support one another rather than cause
>
> discord.
>

>>Sincerely, An Atarian Forever...
>
>
>

4978. New CD -- update

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 21:53:35 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1033077364.97792.0@demeter.uk.clara.net>
Source record: 27148

Hello All,

Just wanted to update you on the progress of my second Atari 8-bit CD-ROM. The 22 minute video of the AMS 96 show has now been transferred to MPEG-I format and will appear on the new CD. Here's what's confirmed so far:

* Print-Filer from Rambit
* Alien Blast (light gun game)
* Demo Maker/Edit 7
* AMS 96 Video
* DGS PD: Bash-A-Drum, Dean's Desktop system, Programmer's Speech Tool, This&That Disks 1&2.

I would still like people to make suggestions as to what other PD from the DGS library they'd like to see on the new CD. Please have a look through the catalogue and let me know what you'd like on there.

The first CD of DGS/PPP products is also available to buy on my website.

Web site: http://www.dgs.clara.net (click the Catalogue option for the PD catalogue, and the CD-ROM option for info on the first CD).

Dean Garraghty

4979. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 23:05:09 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <gi47pugf7lp4p4f8pgu91t4up4296smipn@4ax.com>
Source record: 27149

On Thu, 26 Sep 2002 12:07:35 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>
>"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
>news:6la5pu4qgfl6mombgtp4oi2tsl7ts0tek0@4ax.com...
>
>>
>> Apols to the group for the post before, just didn't like getting an
>> anon remailer threat. I can understand people having viewpoints re the
>> group but anon threats are just out of order.
>
>
> I'm sure your response struck fear in the heart of the dastardly e-mailer
>and we'll never hear from him again. :)
>
Lol..I just want peace and quiet...Too old to fight the world and his
dog :-)
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

4980. Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-26 23:18:32 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0209261841370.16742-100000@shell1>
Source record: 27150

On Wed, 25 Sep 2002 at 02:22:35 GMT "Edward S. Baiz Jr." of
attbi dot com scribbled:
->I cannot think of any other game that might be good to use with
->the track ball.

Sure, but still.... Ever try playing Atari Pac-Man or Ms. Pac-Man
with a trackball?! It isn't "good" but it IS challenging! <grin>
After I peaked out at those games, playing them in some unusual or
unorthodox manner was the only way to get a new challenge.

Using a trackball was one way. Another was what I called the
"Anti-bonus Game" -- especially in Ms. Pac-Man -- where the rule is
that you can't munch on a bonus fruit or bonus ghost. In the regular
rules, those earn bonus points. In this version, the game is
immediately lost! I.e., it isn't just "Game Over." It's "You Lose!"
-- as well as "game over." <grin>

This kind of variation could only be played on the home computer,
since the arcade machines (back in the olden days when those games
were popular) didn't allow any choices on rules.

The "Anti-Bonus Game" had to be played with a different style,
since bonuses had to be avoided at all cost. Playing it tended to
ruin one's "technique" for playing the regular game! <grin>

Another Atari computer video game that worked well with a trackball
was Space Invaders. (The better and more authentic version of which
was called Deluxe Invaders.) For that matter, what about Asteroids?
Or Joust? There are probably many other (classic) video games that
could be added to this list, where the trackball was either good or
a "challenging" alternative.

>>>---<<<
>>> david moeser -- erasmus39 at yahoo dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4981. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 02:16:44 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d93c068$1_7@nopics.sjc>
Source record: 27152

Sorry, I only hit "send" once, but Outlook seems to send it multiple times
when it has a problem (or thinks it does). I'll try to find a setting to
kill this "feature".

Bob

"richard cortese" <ricortes@earthlink.net> wrote in message
news:Ghvk9.269$Rt5.17620@newsread2.prod.itd.earthlink.net...
> "Bob Woolley" <ataribob@directvinternet.com> wrote in message
> news:3d920a04$1_6@nopics.sjc...
> > Yes, the drive has to respond as a high speed drive for the code to use
> it.
> > I have only tried the 1050 Doubler.
> >
> > Bob
>
> Bob, try clicking send only one time no matter what errors you get with
> "couldn't connect with server" or whatever. Eventually things will sync
with
> only one click.
>
>

4982. Buyer Beware Groovyfun Update

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 03:50:22 UTC
From: "Mark W. Smith" <msmith@optonline.net>
Message-ID: <B9B94DBE.3740%msmith@optonline.net>
Source record: 27153

I hadn't paid attention to the postings on this Ebay auctioneer and purchased a 1050 disk drive. Upon re-inpsecting the description I noticed there was no mention of a power supply. Sure enough it came without a power supply. Secondly, the description of the drive does not match its condition.

As a veteran Ebay buyer, even I got caught with my pants down. Always check the details, and if time permits, query the auctioneer. Honestly, I have spare power supplies, but people like this are into the auction scene to purposely deceive and to maximize profit. As the other postings stated, "Buyer Beware"

Mark Smith
Atari 8 Bitter From Inception

4983. Re: Emulator newbie question

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 05:56:57 UTC
From: jirinej@volny.cz
Message-ID: <7e29a94a.0209262156.9600678@posting.google.com>
Source record: 27154

Thanks to everybody, it's nice to be young again !

jirinej@volny.cz (JN) wrote in message
news:<7e29a94a.0209242226.5a0f942@posting.google.com>...
> Hi, can please somebody can simply explain how (where) to run *.bin
> and *.exe files (Atari 800XL/130XE). I downloaded XFormer 2000 (ver.
> 8.00) and I am able to run only *.atr files. Do I need another
> emulator ? Can I make *.atr from bin, exe ? If yes, how ? Thanks.

4984. Re: New CD -- update

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 06:39:10 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3d93fd2c$0$5807$fa0fcedb@lovejoy.zen.co.uk>
Source record: 27155

Dean Garraghty wrote:
> I would still like people to make suggestions as to what other PD from the
> DGS library they'd like to see on the new CD. Please have a look through
> the catalogue and let me know what you'd like on there.

What I'd really like to see on a CD is the whole PD library:-) Should be
plenty of room! If you don't mind the 60 weeks copying them all to your
PC...

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

4985. Re: high-speed disk i/o under mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 07:02:40 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <7j08puc0ecfhnsqfqphlquqkh6295esj1h@4ax.com>
Source record: 27156

On Thu, 26 Sep 2002 19:16:44 -0700, "Bob Woolley" <ataribob@directvinternet.com>
wrote:

>Sorry, I only hit "send" once, but Outlook seems to send it multiple times
>when it has a problem (or thinks it does). I'll try to find a setting to
>kill this "feature".
>
The setting you're looking for is labeled "Uninstall MS Outlook"...
;-)

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

4986. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 10:26:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209270309280.14505-100000@shell1.aracnet.com>
Source record: 27157

Hello Paul,

I have a suggestion that might help. With the offending anonymous E-Mail.
If you get an E-Mail, and you wan't to know the real E-Mail Address of the
offending E-Mail, try saving the original E-Mail as a text file, then load
it into a text editor. It should have an extra hidden line at the top of
the E-Mail that shows the real E-Mail Address.

Also, I never received a reply. Are you interested in an Atari Jaguar Game
Night coming up here in Portland, Oregon USA?

==Thanx==
===Ben===

On Fri, 27 Sep 2002, Paul Irvine wrote:

> On Thu, 26 Sep 2002 12:07:35 GMT, "Paul Gifford"
> <paul.gifford@comcast.excise-this.net> wrote:
>
> >
> >"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
> >news:6la5pu4qgfl6mombgtp4oi2tsl7ts0tek0@4ax.com...
> >
> >>
> >> Apols to the group for the post before, just didn't like getting an
> >> anon remailer threat. I can understand people having viewpoints re the
> >> group but anon threats are just out of order.
> >
> >
> > I'm sure your response struck fear in the heart of the dastardly e-mailer
> >and we'll never hear from him again. :)
> >
> Lol..I just want peace and quiet...Too old to fight the world and his
> dog :-)
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com

BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

4987. the Rat

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 11:28:20 UTC
From: "d.berlier" <d.berlier@attbi.com>
Message-ID: <ohXk9.463655$_91.675241@rwcrnsc51.ops.asp.att.net>
Source record: 27158

Anyone have any info on this item a mouse for the 8 bit.. I had one long ago
And I would be interested im buying it from you with the software of
coarse.

Douglas

4988. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 13:58:21 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <1uZk9.23245$0p1.403126@news2.ulv.nextra.no>
Source record: 27159

You have my support, Paul. Some guys just don't have enough brain cells to
think properly.

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> skrev i melding
news:dea4pusa3u98ucs700hvi8vfone7g0u6gh@4ax.com...
>
> To the bloke that likes to threaten...
>
> You best back off son....You play silly buggers all you like with what
> you like but don't you dare email me threats about what actions you
> will take with me..
>
> Of course you can come and meet me face to face if you like to warn
> people?
>
> Somehow I don't think you do...
>
> I've been in this group for going on 10yrs, I've sold the Atari for a
> living, written for the Atari mags, beta test the emulators, posted
> and helped in here and supported the collection of classic material ..
>
> And you have the f**king cheek to tell me I'm causing trouble because
> I dare support Ben and you don't like it. Ben's his own man and if
> he's been setup to post at whatever interval then that's between you
> and him..
>
> Keep me out of your ego son, kill file me if you want but do NOT send
> me warnings!!!
>
> My ISP and News provider have been emailed a copy of your message...
>
> Sorry folks for this rant, I'm one of the good guys and then suddenly
> a supposed fellow Atarian thinks he can throw their weight about..
>
> Not impressed...
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

4989. I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 15:40:43 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <an1t80$c4$1@innferno.news.tiscali.de>
Source record: 27160

Can anybody translate this Turbo-BASIC-Code into assembler:

```
10 dim pic$(7680),txt$(7680)
20 rem pic$ is a background picture
30 rem txt$ is a picture witch contains text in graphic 15
99 ------------------------------------------------
100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
110 for p=0 to 7679
120 poke scr+p,peek(pic+p)!peek(txt+p)
130 next p
```

this routine should be called using the command

```
A=USR(routine$,pic,txt)
```

can anybody do this? I would like to have the source code (ATARI-ASM or ATMASII).

4990. Re: Shangrila

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 17:54:38 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <yX0l9.432472$f05.19781927@news1.calgary.shaw.ca>
Source record: 27161

I wouldn't suggest posting messages personal copies of any email in a comp.sys group when you have no clue.. Email wasn't sent by me and he linked an anonymous email server without _any_ verification at all. All messages I see here that are abusive will be sent back to the source ISP. As far as you are concerned, yes, I do have 1000 times your intelligence and am God since I don't go around copying what appears to be email , and could very well have been made-up, into a group where it shouldn't have been posted in the first place. Admins don't care much for that. I'd be very careful how you proceed with this since I know what I'm doing. Appears you don't. Learn how to read email headers before making stupid comments.

Enjoy!

- Shangrila

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message news:memo.20020927102617.10815A@ilaskey@freenetname.co.uk.freenetname.co.uk.
..
> In article <2Zjk9.29448$5M3.1471327@e3500-atl2.usenetserver.com>,
> bcozier@bellsouth.net (Son of man) wrote:
>
> > > so... you like telling system administrators to get a life do you?
> Ah, didn't realise SysAdmins were Gods. Must remember to bow to ours next
> time I see them.
>
> > > you need a few lessons with people fucking you over several times to
> Ah, but ours can talk without expletives so clearly a different race
> <phew>
>
> > > this is a one time warning and next time it won't be a warning.
> Oooh, threats! It's just like being in the playground again, how exciting!
>
> > > got it, you little fagot son of man
> Ah, the old fagot line. Must be a yank then. Probably has a big gun too.
> Oohh!!

4991. Some stills from the AMS 96 video on my website

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 18:00:19 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1033149769.29157.0@dyke.uk.clara.net>
Source record: 27162

Hello All,

I've put some stills from the AMS 96 video up on my website. These can be found by going to http://www.dgs.clara.net and then clicking the link (it's under the sponsor's ads). The video itself will be part of my next CD which is due for release quite soon.

Dean Garraghty

4992. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 18:26:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <ip1l9.1185908$oa7.40466879@Flipper>
Source record: 27163

```
; Not tested, but this should work:

PICZP EQU $F0
TXTZP EQU $F2
SCRZP EQU $F4
SAVMSC EQU $58

START PLA
PLA
STA PICZP+1
PLA
STA PICZP

PLA
STA TXTZP+1
PLA
STA TXTZP

LDA SAVMSC
STA SCRZP
LDA SAVMSC+1
STA SCRZP+1

LDX #0

LDY #0
FILP LDA (PICZP),Y
ORA (TXTZP),Y
STA (SCRZP),Y
INY
BNE FILP

INC PICZP+1
INC TXTZP+1
INC SCRZP+1
INX
CPX #30
BNE FILP

RTS

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:an1t80$c4$1@innferno.news.tiscali.de...
> Can anybody translate this Turbo-BASIC-Code into assembler:
>
> 10 dim pic$(7680),txt$(7680)
> 20 rem pic$ is a background picture
```

```
> 30 rem txt$ is a picture witch contains text in graphic 15
> 99 ------------------------------------------------
> 100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
> 110 for p=0 to 7679
> 120 poke scr+p,peek(pic+p)!peek(txt+p)
> 130 next p
>
> this routine should be called using the command
>
> A=USR(routine$,pic,txt)
>
> can anybody do this? I would like to have the source code (ATARI-ASM or
> ATMASII).
>
>
>
```

4993. ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 19:06:52 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <g%1l9.916$Bj5.676@nwrddc02.gnilink.net>
Source record: 27164

So what exactly are .ATR files? Are they .BIN files modified to work with an emulator? If so, can they be converted back to BIN files?

4994. Re: Macro's in X-assembler (quick Assembler)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 19:15:52 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <an2ap8$74j$1@knossos.btinternet.com>
Source record: 27165

You might want to check out Atasm, which offers compatibility with Mac/65.
http://www.cs.utah.edu/~schmelze/atari/atasm/

Not a windoze app, and doesn't have the nice integration with text editors
like xasm though, but great nonetheless

Chris

"Marius & Hester" <grover25@zonnet.nl> wrote in message
news:an1rfdkdq1@reader13.wxs.nl...
> Hi All!
>
> In Mac/65 it's easy to work with macro's. In 130XE/+ assembler too...
>
> But how to work with macro's in X-assembler? In the html doc of x-asm
there
> is an example of including an macros.asx
>
> Are there any i/o macro's available like the iomac.lib in Mac65? Or any
> system equates?
>
> The X-asm looks like a very handy tool to use next to my real atari 8bit.
> But without those I/O macro's it is not very interesting for me.
>
> Who can help?
> Greetz.
> Marius
>
> p.s. If I knew HOW to work with macro's in this Assembler I could port the
> MAc/65 macro's to the X-asm.
>
>
>

4995. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 19:19:41 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <an2b0d$b63$1@helle.btinternet.com>
Source record: 27166
Body handling: HTML body converted to readable text

Paul,
they are images of a whole diskette, not just a .bin. There's a 16 byte
header tagged on the front for the emulators' benefit.

Chris
:-)

"Paul Alhart" wrote in message
news:g%1l9.916$Bj5.676@nwrddc02.gnilink.net...
> So what exactly are .ATR files? Are they .BIN files modified to work with
an
> emulator? If so, can they be converted back to BIN files?
>
>

4996. Re: New CD -- update

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 19:20:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1033154584.40873.0@dyke.uk.clara.net>
Source record: 27167

As much as I'd like to put the whole library on the CD, I feel it would be pointless because such CDs of PD already exist. It would also take me forever, and I just don't have the time! What I will put on, is any PD written by me, or specifically for me. Or any that people ask for, although nobody has asked for anything yet!

Dean Garraghty

"Mark Watson" <newsAfoftDfsnetD@co.uk> wrote in message news:3d93fd2c$0$5807$fa0fcedb@lovejoy.zen.co.uk...
> Dean Garraghty wrote:
> > I would still like people to make suggestions as to what other PD from the
> > DGS library they'd like to see on the new CD. Please have a look through
> > the catalogue and let me know what you'd like on there.
>
> What I'd really like to see on a CD is the whole PD library:-) Should be
> plenty of room! If you don't mind the 60 weeks copying them all to your
> PC...
>
> Mark
>
> --
> -----
> (s/X/Y/g -> replace all X with Y in e-mail addr)
> s/@//g; s/D/./g; s/A/@/g;

4997. Anyone want a 400/800 Demon Attack?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 19:29:28 UTC
From: Slor <slor@comcast.net>
Message-ID: <3d94b194$1_7@news.teranews.com>
Source record: 27168

I bought a NOS Demon Attack recently (one of my favorite games of all time), and I finally got to try it out last night. Much to my dismay, I found out the hard way that the Imagic cartridges don't work in the 800xl, just straight 400/800 machines. At least that's what I've been told. Anyway, I have this cart now, and I hate to see it go to waste. So, if anyone could use it please let me know. No charge, except for the cheapest shipping amount I can find.

James

4998. Re: Macro's in X-assembler (quick Assembler)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 20:27:03 UTC
From: Marius & Hester <grover25@zonnet.nl>
Message-ID: <an2eul$ab2$1@reader13.wxs.nl>
Source record: 27169

Hey Thanks man!

That looks cool too!

I will certainly give this one a try too.

Greetz.
Marius

"Sheddy" <cghutt@hotmail.com> schreef in bericht
news:an2ap8$74j$1@knossos.btinternet.com...
> You might want to check out Atasm, which offers compatibility with Mac/65.
> http://www.cs.utah.edu/~schmelze/atari/atasm/
>
> Not a windoze app, and doesn't have the nice integration with text editors
> like xasm though, but great nonetheless
>
> Chris
>
>
>
>
> "Marius & Hester" <grover25@zonnet.nl> wrote in message
> news:an1rfdkdq1@reader13.wxs.nl...
> > Hi All!
> >
> > In Mac/65 it's easy to work with macro's. In 130XE/+ assembler too...
> >
> > But how to work with macro's in X-assembler? In the html doc of x-asm
> there
> > is an example of including an macros.asx
> >
> > Are there any i/o macro's available like the iomac.lib in Mac65? Or any
> > system equates?
> >
> > The X-asm looks like a very handy tool to use next to my real atari
8bit.
> > But without those I/O macro's it is not very interesting for me.
> >
> > Who can help?
> > Greetz.
> > Marius
> >
> > p.s. If I knew HOW to work with macro's in this Assembler I could port
the

> > MAc/65 macro's to the X-asm.
> >
> >
> >
>
>

4999. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 21:38:12 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <up9johcll4uv82@corp.supernews.com>
Source record: 27170

Hello Shawn Jefferson,

I wrote in my message:
> >
> >My Atari 1050 Disk Drive is currently malfunctioning, but if I can
> >get it repaired...
> >
Than you asked:
>
> What exactly is it doing? I had two that only needed to have the heads
> cleaned. There's been a lot of information about fixing faulty 1050s
> posted in this newsgroup over the years...
>
In my case I tried cleaning and got no change in the results.

The fact is that when I moved from my old house to my new house I think that my Atari 1050 Disk Drive got jostled.

> >
> >I have an Atari Modem which I have never used, maybe a way to...
> >
> >...link my two modems together and send an Atari program from my
> >download file on my PC to my Atari?
>
> With a null modem cable you can link two computers together and using
> a terminal program on each, transfer files. I think this is outlined in
> depth in the newsgroup FAQ.
>
Thank you Shawn for the fact about the FAQ posting in this group.

Wally

5000. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-27 22:04:50 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <up9lafhrgg353c@corp.supernews.com>
Source record: 27171

Hello Ernest R. Schreurs,

I wrote in my message:
> >
> >My Atari 1050 Disk Drive is currently malfunctioning, but if I can get it
> >repaired...
> >
> >...is there some way that my Atari Program Exchange (APX) "Avalanche"
> >game on cassette be copied to 5.25" disk?
> >
Than you respoded:
>
> You can try my wav2cas program to make a .cas file out of your
> cassette. I assume you do not have a cassette unit? Otherwise there
> are utilitites to copy cassette data to a 1050. Once you get it
> repaired of course. You can find it on my home page
> http://home.planet.nl/~ernest
>
I do have an old Atari cassette tape recorder/player/drive, I just don't
much care for using it anymore.

I bought the cassette of "Avalanche" because I have a cassette tape
recorder/player/drive.

Would you be able to tell me how I can convert some of my old programs to
run on my Atari800Win?

I especially want to convert a few of my favorite games that I copied from
Compute, Antic & Analog Computing magazines.

Amateur Atari historian and Devout Atari game player,

Wally

5001. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 01:11:39 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d9501a1.3858493@news.telus.net>
Source record: 27172

Bravo Sierra Computers <atari@aracnet.com>:
>I have a suggestion that might help. With the offending anonymous E-Mail.
>If you get an E-Mail, and you wan't to know the real E-Mail Address of the
>offending E-Mail, try saving the original E-Mail as a text file, then load
>it into a text editor. It should have an extra hidden line at the top of
>the E-Mail that shows the real E-Mail Address.

Unfortunately, ALL the headers can be forged... you may be able to see the route the message took from the first SMTP server to yours. Also unfortunately for you, there are anonymous remailers and a million open SMTP ports around the globe to bounce this crap through. I imagine if there is a real threat and you want to involve the police you may be able to trace even these... depending on how seriously the police take the threat I guess.

In this case, I would send a message to the orignating SMTP servers domain abuse contact and leave it at that.

If you (the man in question) think you are a powerful sysadmin and you know how usenet is supposed to work, try taking on hipcrime and his cronies at Da ta ba six. Good luck!

Shawn Jefferson (atariguy(at)telus(dot)net)

5002. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 01:13:15 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d96032b.4252053@news.telus.net>
Source record: 27173

"Mirko Sobe" <atarixle@12move.de>:

```
>10 dim pic$(7680),txt$(7680)
>20 rem pic$ is a background picture
>30 rem txt$ is a picture witch contains text in graphic 15
>99 ------------------------------------------------
>100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
>110 for p=0 to 7679
>120 poke scr+p,peek(pic+p)!peek(txt+p)
>130 next p
```

Couldn't this routine have a possible problem with the screen memory
crossing a 4k boundary? I guess it depends on how BASIC allocates the
string space...

Shawn Jefferson (atariguy(at)telus(dot)net)

5003. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 01:30:21 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <NC7I9.1196976$oa7.40881641@Flipper>
Source record: 27174

```
Could only be a problem when address 88 points to a wrong location. If you
do a GRAPHICS command, this location will be set correctly and you can use
it as output buffer.

Freddy.

"Shawn Jefferson" <atariguy@DELETETHIS.telusDOTnet> wrote in message
news:3d96032b.4252053@news.telus.net...
> "Mirko Sobe" <atarixle@12move.de>:
>
> >10 dim pic$(7680),txt$(7680)
> >20 rem pic$ is a background picture
> >30 rem txt$ is a picture witch contains text in graphic 15
> >99 ----------------------------------------------------
> >100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
> >110 for p=0 to 7679
> >120 poke scr+p,peek(pic+p)!peek(txt+p)
> >130 next p
>
> Couldn't this routine have a possible problem with the screen memory
> crossing a 4k boundary? I guess it depends on how BASIC allocates the
> string space...
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)
```

5004. Getting Rid of RFI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 02:26:32 UTC
From: llpwhite@cs.com
Message-ID: <20020927222632.22770.00000304@mb-fb.news.cs.com>
Source record: 27175

I am using my 130 XE with my PC monitor by way of an S-Video input on my PC's video card. The Atari picture quality is very, very good, but I still have a little problem with what I would call "pulsing" at the (apx) top 1/4 of the Atari screen. I have a clip-on split toroid (sp) on the S-Video cable, and recently installed another on the power supply cable to the XE. Adding the toroid to the power supply cable was quite helpful. (I remembered that some XL/XE PS came with toroids installed.) Does anyone have any good info on using toroids or other methods to get rid of RFI? A Google search produced very little useful info. Also, moving the cables does not help.
Thanks,
Larry

5005. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 02:30:11 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d95152d.8862782@news.telus.net>
Source record: 27176

"Freddy Offenga" <taf.offenga@chello.nl>:
>Could only be a problem when address 88 points to a wrong location. If you
>do a GRAPHICS command, this location will be set correctly and you can use
>it as output buffer.

Doh! Of course, I read over the routine quickly... I thought they were
changing location 88 to point to one of the string address!

Thanks for the clarification.

Shawn Jefferson (atariguy(at)telus(dot)net)

5006. Re: Amiga, Mac, Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 04:13:58 UTC
From: Wildstar <wildstar128@hotmail.com>
Message-ID: <upab469aenms14@corp.supernews.com>
Source record: 27177
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.hardware,comp.sys.apple2,comp.sys.mac.hardware.misc

"Kelli Halliburton" <kelli217@crosswinds.not> wrote in message
news:Ydsk9.691
> Laser drilling units in 1979? For a little company like Atari? I don't
think
> so.
>
> Wildstar, please get a sense of proportion. Technology costs go down as
you
> go forward in time, which means that they go UP when you go BACKWARD in
> time. We're talking about stuff that happened between 20 and 25 years ago!
A
> Commodore 64 cost US$600 when it was released.
>

Laser units where around for QUITE awhile and Atari ran off the finance backbone of Warner Communication which was a fairly large comapany. One Laser drill was $1 million then. I can build one by cutting a ruby and use of a few mirrors, magnifying glass and some stuff. Making one can be done sort of inexpensively. Basically focus a high concentration of light through a ruby and you get a ruby laser. At the right frequency and intensity it will cut.

Though building one from home is hard but with a company expense it isn't a problem. Just need a Ruby,emerald or Saphire. That's the key component of a laser. They are not a Billion dollar device for corporation only for general public. Besides they only add two to four digits for general public so its above financial reach for home use.

Lasers where used in the early 70s and Atari handhelds where late 80s. Lynx for example was late 80s.

5007. Re: Conversion Program Word wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 04:37:55 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209272037.36c0522c@posting.google.com>
Source record: 27178

I have to exe that I wrote for dos 6.22 they should still work for
converting ascii to atascii or atascii to ascii

Steve

sjcarden@bellsouth.net

machf <no_me_j.machf@terra.com.pe> wrote in message
news:<4fptnukdu0bnemid3p1uvps3tl00ed4v3s@4ax.com>...
> On Tue, 10 Sep 2002 17:13:39 +0200, "Oris" <ome@planet.nl> wrote:
>
> >who can help me with a conversion program to convert atari text files to
> >word (windows)
> >thanks
> >fetze
> >
> >
> I'd understand if you wanted to convert Word files to Atari format, but
> for the opposite, why not just read the text as ASCII text and have Word
> re-save it in its own format?

5008. REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 04:44:04 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0209272044.61660483@posting.google.com>
Source record: 27179

Well Two beta Tester Have been chosen and e-mails went to two others....

Steve

sjcarden@bellsouth.net

5009. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 05:59:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209272253260.14582-100000@shell1.aracnet.com>
Source record: 27181
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5010. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 06:09:15 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <flbl9.4781$CN2.1546@nwrddc01.gnilink.net>
Source record: 27180

Sounds like a .DCM file. Is there a program to convert the .ATR files back
in to Atari format disks?

5011. Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 08:29:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209280121450.19008-100000@shell1.aracnet.com>
Source record: 27182

Hi Everyone,

don't panic but I just Posted my AD for this Month in this NewsGroup.

==Thanx==
===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5012. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 09:08:42 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <an3riqofa1@helle.btinternet.com>
Source record: 27183
Body handling: HTML body converted to readable text

depends on whether you mean for a real atari or not,
more about it (and everything else) in here (somewhere!)
http://www.faqs.org/faqs/atari-8-bit/faq/

Ape or SIO2PC on PC linked to Atari with special cable, will let a real
Atari read them exactly like a real diskette, so you can do what you like
with them then, even copy them to a real diskette.

Ahh, here is a utility that should convert between the different emulator
file format types...but making a .bin or .exe of a prog, depends on how the
diskette was made (real Atari or emulator). A lot of the diskettes are made
for use with menu loaders, or autoboot and access other files on diskette...
so it is not so easy to convert them into just one file that will load.

http://www2.asw.cz/~kubecj/asoft.htm

Chris

"Paul Alhart" wrote in message
news:fIbl9.4781$CN2.1546@nwrddc01.gnilink.net...
> Sounds like a .DCM file. Is there a program to convert the .ATR files back
> in to Atari format disks?
>
>

5013. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 13:18:01 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <d_hl9.354385$AR1.15746353@bin2.nnrp.aus1.giganews.com>
Source record: 27184

For this month? What about the ad posted 19 Sept? Doesn't that count?

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0209280121450.19008-100000@shell1.aracnet.com...
> Hi Everyone,
>
> don't panic but I just Posted my AD for this Month in this NewsGroup.
>
>
> ==Thanx==
> ===Ben===
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on the web at
http://www.aracnet.com/~atari/catalogs.htm
> http://BenSells.atari.org or at Ben's Domain at
http://www.atari.benjamin.net
> Catalogs can be Requested by and Received Through E-Mail at
atari@aracnet.com
> BenSells@atari.org or atari@benjamin.net and Please Specify whether you
want
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

5014. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:00:03 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TtjI9.5009$Rt5.489843@newsread2.prod.itd.earthlink.net>
Source record: 27185
Body handling: HTML body converted to readable text

The .DCM is processed usually with some degree of compression while the .ATR is a direct copy of all of the bytes from all of the sectors in order preceded by the 16 byte header specifying properties such as bytes per sector, etc.

The APE and SIO2PC software will write the data from the .ATR on the PC to a disk on the Atari. If you can transfer the .ATR, which is larger than 88K, to the A8 on a large Ramdisk or other higher capacity media then you could use my home made utility or several like it to write the disk.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Paul Alhart" wrote in message
news:fIbl9.4781$CN2.1546@nwrddc01.gnilink.net...
> Sounds like a .DCM file. Is there a program to convert the .ATR files back
> in to Atari format disks?
>
>
>

5015. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:00:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Ytjl9.5010$Rt5.489843@newsread2.prod.itd.earthlink.net>
Source record: 27186
Body handling: HTML body converted to readable text

The .DCM is processed usually with some degree of compression while the .ATR is a direct copy of all of the bytes from all of the sectors in order preceded by the 16 byte header specifying properties such as bytes per sector, etc.

The APE and SIO2PC software will write the data from the .ATR on the PC to a disk on the Atari. If you can transfer the .ATR, which is larger than 88K, to the A8 on a large Ramdisk or other higher capacity media then you could use my home made utility or several like it to write the disk.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Paul Alhart" wrote in message
news:fIbl9.4781$CN2.1546@nwrddc01.gnilink.net...
> Sounds like a .DCM file. Is there a program to convert the .ATR files back
> in to Atari format disks?
>
>
>

5016. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:10:27 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <DDjl9.5040$Rt5.491141@newsread2.prod.itd.earthlink.net>
Source record: 27187

All of the Antic material is on Kevin's site and a little of Analog content
is on CyberRoach's pages and I have a link to both on mine. Compute! is
another matter; I have not found much of that content.

About the only other option is finding an A8 person to make the transfers...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Wallace Lang" <walang@pionet.net> wrote in message
news:up9lafhrgg353c@corp.supernews.com...
>
> Hello Ernest R. Schreurs,
>
> I wrote in my message:
> > >
> > >My Atari 1050 Disk Drive is currently malfunctioning, but if I can get
it
> > >repaired...
> > >
> > >...is there some way that my Atari Program Exchange (APX) "Avalanche"
> > >game on cassette be copied to 5.25" disk?
> > >
> Than you respoded:
> >
> > You can try my wav2cas program to make a .cas file out of your
> > cassette. I assume you do not have a cassette unit? Otherwise there
> > are utilitites to copy cassette data to a 1050. Once you get it
> > repaired of course. You can find it on my home page
> > http://home.planet.nl/~ernest
> >
> I do have an old Atari cassette tape recorder/player/drive, I just don't
> much care for using it anymore.
>
> I bought the cassette of "Avalanche" because I have a cassette tape
> recorder/player/drive.
>
> Would you be able to tell me how I can convert some of my old programs to
> run on my Atari800Win?
>
> I especially want to convert a few of my favorite games that I copied from
> Compute, Antic & Analog Computing magazines.

>
> Amateur Atari historian and Devout Atari game player,
>
> Wally
>
>
>
>

5017. Re: Getting Rid of RFI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:46:31 UTC
From: Fox-1
Message-ID: <w%jl9.56107$48.6098322@zwoll1.home.nl>
Source record: 27189

"LLpwhite" wrote

> XL/XE PS came with toroids installed.) Does anyone have any good info on using
> toroids or other methods to get rid of RFI?

High Quality shielded cables.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5018. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:47:44 UTC
From: Fox-1
Message-ID: <a3kl9.56140$48.6101496@zwoll1.home.nl>
Source record: 27190

"Paul Alhart" wrote

> Sounds like a .DCM file. Is there a program to convert the .ATR files back
> in to Atari format disks?

http://www7.brinkster.com/atari/pcdl/pcutil.htm#top

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5019. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 15:53:04 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <upbk2e8rijt528@corp.supernews.com>
Source record: 27191

With all the support I've seen for Ben I think there are enough folks who would be willing to copy his message and send it out on the net. After all don't we all get to send out messages?

Don
Vancouver, USA

(Hmmm..... let see, just highlite the entire message do a "cut" or "copy" and paste to a "Create Message", ya, ya, I got it!)

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:d_hl9.354385$AR1.15746353@bin2.nnrp.aus1.giganews.com...
> For this month? What about the ad posted 19 Sept? Doesn't that count?
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209280121450.19008-100000@shell1.aracnet.com...
> > Hi Everyone,
> >
> > don't panic but I just Posted my AD for this Month in this NewsGroup.
> >
> >
> > ==Thanx==
> > ===Ben===
> >
> > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> > Books. FREE Catalogs on the web at
> http://www.aracnet.com/~atari/catalogs.htm
> > http://BenSells.atari.org or at Ben's Domain at
> http://www.atari.benjamin.net
> > Catalogs can be Requested by and Received Through E-Mail at
> atari@aracnet.com
> > BenSells@atari.org or atari@benjamin.net and Please Specify whether you
> want
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>

5020. Re: Getting Rid of RFI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 17:16:49 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d95e4d7$1_2@nopics.sjc>
Source record: 27193

I have found that the Atari seems to be designed to drive a 75 ohm video load, not an open circuit that most s-video inputs present. Anyway, the Atari overdrives the s-video inputs of many devices. Try shunting the video on the end of the s-video cable with 75 ohm resistors (or, 82 ohm, 100 ohms, even).

As far as toroids go, the power supply and such were filtered to keep the RF from radiating from the computer, not into the computer. You can thread the cable thru the toroid multiple times to increase filtering, if you think it helps. Most of the noise in the video is the result of ground bounce in the video circuits - very hard to fix.....

Bob

"LLpwhite" <llpwhite@cs.com> wrote in message
news:20020927222632.22770.00000304@mb-fb.news.cs.com...
> I am using my 130 XE with my PC monitor by way of an S-Video input on my
PC's
> video card. The Atari picture quality is very, very good, but I still
have a
> little problem with what I would call "pulsing" at the (apx) top 1/4 of
the
> Atari screen. I have a clip-on split toroid (sp) on the S-Video cable,
and
> recently installed another on the power supply cable to the XE. Adding
the
> toroid to the power supply cable was quite helpful. (I remembered that
some
> XL/XE PS came with toroids installed.) Does anyone have any good info on
using
> toroids or other methods to get rid of RFI? A Google search produced very
> little useful info. Also, moving the cables does not help.
> Thanks,
> Larry

5021. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 17:42:27 UTC
From: daclmi@netscape.net
Message-ID: <3d95e0ef.5169586@news.CIS.DFN.DE>
Source record: 27194

You had a lot of defenders. There's no reason to taunt your foes, is
there?

On Sat, 28 Sep 2002 01:29:52 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Hi Everyone,
>
>don't panic but I just Posted my AD for this Month in this NewsGroup.
>
>
>==Thanx==
>===Ben===

5022. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 18:44:55 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <upbu4inefql935@corp.supernews.com>
Source record: 27195

Dan,

I don't think Ben's intensions was to taught but just as he said, "AD for this Month".

Don
Retired SysOp of the retired Bear Cavern BBS.

"Daniel Miller" <daclmi@netscape.net> wrote in message news:3d95e0ef.5169586@news.CIS.DFN.DE...
> You had a lot of defenders. There's no reason to taunt your foes, is
> there?
>
> On Sat, 28 Sep 2002 01:29:52 -0700, Bravo Sierra Computers
> <atari@aracnet.com> wrote:
>
> >Hi Everyone,
> >
> >don't panic but I just Posted my AD for this Month in this NewsGroup.
> >
> >
> >==Thanx==
> >===Ben===

5023. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 19:36:18 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-FDDA95.14361728092002@news.supernews.com>
Source record: 27197

In article <3d934502$1@news.inet.com.pl>,
"Patrycjusz R. ?ogiewa" <silverdr@inet.com.pl.remove.it> wrote:

> does anyone know what type of catridge should I buy for the 1029
> printer?! Certainly buying a new cartridge "for Atari printer" may be
> difficult ;-) but I am almost sure that it shared the mechanism (and
> ink-tape catridges) with some other (more printer specific) brands.
>
> Any clue?

I have this clue in the FAQ:

> Atari 1029 Programmable Printer (by Seikosha)
> - 7-pin dot matrix, same as Commodore MPS-801
> - Released for Europe only

...but any further details would be nice to add..

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5024. Re: ATR files

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 19:44:54 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <WEnl9.10386$CN2.4450@nwrddc01.gnilink.net>
Source record: 27198

Thanks all.

With all your info & a couple downloaded programs, I was able to convert
the ATRs and run then on my REAL Atari. Paul

5025. Re: amplify or improve pokey sound?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 20:10:08 UTC
From: Fox-1
Message-ID: <XSnl9.67$48.17543@zwoll1.home.nl>
Source record: 27199

"Thomas Havemeister" wrote

> I'm planing to upgrade my xe to freddy offengas stereo deluxe upgrade.
> Having stereo is just fine, but the pokey sound isn't very bouncing at
> all.

Let me know if you've found a useful solution, since I bought the remaining stereo-boards :-)

> But, at this moment, I can not find any of them in the net. But as a
> matter of principle, there should be a way to use those c64 inventions
> in our favourite computer, right??

> What do you think?

One thing you can do is to build a small universal pre-amplifier with 3 (or 5) band equalizer. There should be kits out there
(like Vellemann or Kemo) with the PCB and the components, so you only have to solder everything together. Just remember you may
need two kits if they're mono ones, since you now have 2 audio-channels :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5026. Re: Anyone want a 400/800 Demon Attack?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 21:07:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d95c4e26cc742@attbi.com>
Source record: 27201

>I bought a NOS Demon Attack recently (one of my favorite games of all time),
>and I finally got to try it out last night. Much to my dismay, I found out
>the hard way that the Imagic cartridges don't work in the 800xl, just
>straight 400/800 machines. At least that's what I've been told. Anyway, I
>have this cart now, and I hate to see it go to waste. So, if anyone could
>use it please let me know. No charge, except for the cheapest shipping
>amount I can find.

Hmmm?? What about the XE? I am sure I have played my copy on my 130XE.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5027. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 22:00:04 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <529cpu88hrrhubgqtfe4avls3t273hvhod@4ax.com>
Source record: 27202

On Fri, 27 Sep 2002 13:58:21 GMT, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>You have my support, Paul. Some guys just don't have enough brain cells to
>think properly.

Cheers Vidar..

It's amazing how many gutless cowards there are out there that use
anon mail....How very big they must feel ..LOL
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

5028. Re: amplify or improve pokey sound?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-28 22:00:05 UTC
From: Fox-1
Message-ID: <Ytpl9.315$48.103818@zwoll1.home.nl>
Source record: 27203

"Thomas Havemeister" wrote

> >(like Vellemann or Kemo) with the PCB and the components, so you only have to solder everything together. Just remember you may
> >need two kits if they're mono ones, since you now have 2 audio-channels :-)

> tell me more about Vellemann or Kemo... is this some kind of stuff you
> can build yourself??

Yes. Like those things they sell at "Conrad Electronics".

Years ago I built such an amplifier (a mono one) for my 600XL that was built into my car. It was used to connect the Atari-audio
to my caraudio- amplifiers. I just took a standard pre-amplifier, but it didn't amplify enough so I added an extra small amplifier
in between the Atari and the pre-amp. Worked o.k, but I could only adjust high-and-low. A 3-band equalizer would be better I
think.

At home, I connected the Atari audio-output to one of the microphone-inputs of my audiomixer. Since this input amplifies a bit too
much I mounted a small potentiometer at the input to weaken the Atari-signal a bit. Works well.

Another option is to use a phono-amplifier. These things have built-in tone-correction to put more bass in the audio and drop the
high tones a bit (vinyl records are not recorded 1-on-1. They have lowered the bass-level). The Atari-signal will be a bit too
high for such very high impedance amp, but you can weaken it by adding an extra potentiometer for each channel.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5029. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 00:23:51 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <an4hijjgp1@news1.xs4all.nl>
Source record: 27188

Hi Paul,

Please stop, before another 100 reply's will follow.

Just ignore whatever you don't like to read. Unless it's getting personal
ofcourse.

TXG/MNX

PS. when you like to reply, e-mail me private at txg01@xs4all.nl
"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:d_hl9.354385$AR1.15746353@bin2.nnrp.aus1.giganews.com...
> For this month? What about the ad posted 19 Sept? Doesn't that count?
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0209280121450.19008-100000@shell1.aracnet.com...
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> http://www.aracnet.com/~atari/catalogs.htm
> > http://BenSells.atari.org or at Ben's Domain at
> http://www.atari.benjamin.net
> > Catalogs can be Requested by and Received Through E-Mail at
> atari@aracnet.com
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> want
> > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> >
>
>

5030. Re: Getting Rid of RFI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 00:56:36 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <an4jg0ndk1@news1.xs4all.nl>
Source record: 27192

Hi,

Try to run it from a pc power supply. I had a normal 130XE with bad screen output. It was about 80% better when it was used with a pc power supply...

Even without s-video upgrade..

TXG/MNX
"LLpwhite" <llpwhite@cs.com> wrote in message news:20020927222632.22770.00000304@mb-fb.news.cs.com...
> I am using my 130 XE with my PC monitor by way of an S-Video input on my PC's
> video card. The Atari picture quality is very, very good, but I still have a
> little problem with what I would call "pulsing" at the (apx) top 1/4 of the
> Atari screen. I have a clip-on split toroid (sp) on the S-Video cable, and
> recently installed another on the power supply cable to the XE. Adding the
> toroid to the power supply cable was quite helpful. (I remembered that some
> XL/XE PS came with toroids installed.) Does anyone have any good info on using
> toroids or other methods to get rid of RFI? A Google search produced very
> little useful info. Also, moving the cables does not help.
> Thanks,
> Larry

5031. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 02:20:22 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209281916390.17512-100000@shell1.aracnet.com>
Source record: 27204

It's like the Mentality of the School Yard Bully. Right Paul? Your support
as well as Vidar's are much appreciated.

==Thanx==
===Ben===

On Sat, 28 Sep 2002, Paul Irvine wrote:

> On Fri, 27 Sep 2002 13:58:21 GMT, "Vidar Olavesen" <hawk@nmi.no>
> wrote:
>
> >You have my support, Paul. Some guys just don't have enough brain cells to
> >think properly.
>
> Cheers Vidar..
>
> It's amazing how many gutless cowards there are out there that use
> anon mail....How very big they must feel ..LOL
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE
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http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5032. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 02:41:39 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209281929190.17512-100000@shell1.aracnet.com>
Source record: 27205

Thank You Don,

Your Support, and the rest of my Supporters are much appreciated. And a special thanks to those who are reposting my Ads, especially while I'm being limited from doing so. And a Special, Special thanks to my Fellow Atari Dealer, Lance of Video 61 for reposting my Ads. You can learn a lot about a guy from his Friends. And even a Friendly Competitor.Thanks Lance.

==Thanx==
===Ben===

On Sat, 28 Sep 2002, Don Schmidt wrote:

> With all the support I've seen for Ben I think there are enough folks who
> would be willing to copy his message and send it out on the net. After all
> don't we all get to send out messages?
>
> Don
> Vancouver, USA
>
> (Hmmm..... let see, just highlite the entire message do a "cut" or "copy"
> and paste to a "Create Message", ya, ya, I got it!)
>
>
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:d_hl9.354385$AR1.15746353@bin2.nnrp.aus1.giganews.com...
> > For this month? What about the ad posted 19 Sept? Doesn't that count?
> >
> >
> > "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> > news:Pine.LNX.4.44.0209280121450.19008-100000@shell1.aracnet.com...
> > > Hi Everyone,
> > >
> > > don't panic but I just Posted my AD for this Month in this NewsGroup.
> > >
> > >
> > > ==Thanx==
> > > ===Ben===
> > >
> > > Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> > References/
> > > Books. FREE Catalogs on the web at
> > http://www.aracnet.com/~atari/catalogs.htm

> > > http://BenSells.atari.org or at Ben's Domain at
> > http://www.atari.benjamin.net
> > > Catalogs can be Requested by and Received Through E-Mail at
> > atari@aracnet.com
> > > BenSells@atari.org or atari@benjamin.net and Please Specify whether you
> > want
> > > Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> > (503)256-9974!!!
> > >
> >
> >
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5033. amplify or improve pokey sound?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 03:48:41 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <0vtcpugrhmq3eru222u2ssb14j37lhqu4i@4ax.com>
Source record: 27196

Howdy *.*!

I'm planing to upgrade my xe to freddy offengas stereo deluxe upgrade.
Having stereo is just fine, but the pokey sound isn't very bouncing at
all. Even with a very bassfull hifi setup the music plays all time
very high-noisy and some kind of squeaky.

I've heard of several c64 filter-upgrades or sid audio enhancements.
But, at this moment, I can not find any of them in the net. But as a
matter of principle, there should be a way to use those c64 inventions
in our favourite computer, right??

What do you think?

-twh/f2

5034. ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 04:46:26 UTC
From: Jeff Atkins <jjatkin@home.com>
Message-ID: <CAvl9.87759$S32.5544001@news2.west.cox.net>
Source record: 27206

??
?????

???????????11000?????????????19??
????????????????????????

????????2??????????????????????????????

5035. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 05:20:41 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <J4wl9.289898$216.11831385@bin4.nnrp.aus1.giganews.com>
Source record: 27207

Ah, but how do we know you're not posting anonymously? Fake name, forged
headers, free trial... :)

Paul

"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:529cpu88hrrhubgqtfe4avls3t273hvhod@4ax.com...
> On Fri, 27 Sep 2002 13:58:21 GMT, "Vidar Olavesen" <hawk@nmi.no>
> wrote:
>
> >You have my support, Paul. Some guys just don't have enough brain cells
to
> >think properly.
>
> Cheers Vidar..
>
> It's amazing how many gutless cowards there are out there that use
> anon mail....How very big they must feel ..LOL
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

5036. Re: amplify or improve pokey sound?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 05:31:14 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <cu3dpukuf1g3eltnh8cmotk4hbsa66kf9k@4ax.com>
Source record: 27200

On Sat, 28 Sep 2002 22:10:08 +0200, "Fox-1" <MailMe@fox-1@home.nl>
wrote:

>(like Vellemann or Kemo) with the PCB and the components, so you only have to solder everything together. Just remember you may
>need two kits if they're mono ones, since you now have 2 audio-channels :-)

tell me more about Vellemann or Kemo... is this some kind of stuff you
can build yourself??

5037. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 09:47:03 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <toidpuomitujbnld4q1ubmppdd0n8cc43u@4ax.com>
Source record: 27208

On Sun, 29 Sep 2002 05:20:41 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Ah, but how do we know you're not posting anonymously? Fake name, forged
>headers, free trial... :)
>
>Paul

Hmmm...My free trial has lasted nigh on 10yrs..

Now that's a bargain..
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

5038. Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 11:37:21 UTC
From: solarinflux@aol.com
Message-ID: <20020929073721.28773.00007407@mb-cd.aol.com>
Source record: 27209

what did dormouse say. i was never told.so i am in the cold here.
i say the door mouse , the squeequiy, gets no cheese.
. this is not a job interview. if it is if import reply and tell
me what this guy Dormouse said. if not ..
if i recieve no reply.. then i will live on in my imaginations answer.

just in case,

SolarInflux

5039. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 11:46:02 UTC
From: solarinflux@aol.com
Message-ID: <20020929074602.28773.00007410@mb-cd.aol.com>
Source record: 27210

Ben and Paul rock. .. i mean we control what we read. space is not valuable like 300 baud days. do not read. anyway this is my thinking. Atari A8 community lets not fight

5040. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 12:12:07 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <r6Cl9.296929$216.12118135@bin4.nnrp.aus1.giganews.com>
Source record: 27211

Wow! If it wasn't for the long distance charges I'd be tempted to sign up
too. Of course, you could just be saying "10 years" :)
"Paul Irvine" <mclane.dellosyourfinger@btinternet.com> wrote in message
news:toidpuomitujbnld4q1ubmppdd0n8cc43u@4ax.com...
> On Sun, 29 Sep 2002 05:20:41 GMT, "Paul Gifford"
> <paul.gifford@comcast.excise-this.net> wrote:
>
> >Ah, but how do we know you're not posting anonymously? Fake name, forged
> >headers, free trial... :)
> >
> >Paul
>
> Hmmm...My free trial has lasted nigh on 10yrs..
>
> Now that's a bargain..
> --
> Paul
>
> I hate the smell of fear......
>
> *** remove yourfinger to email me ****

5041. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 13:23:03 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <p4udpu8rkj5saopc3uo6jv4gdhqt6gpe65@4ax.com>
Source record: 27212

On 29 Sep 2002 11:46:02 GMT, solarinflux@aol.com (Solar Influx) wrote:

>Ben and Paul rock. .. i mean we control what we read. space is not valuable
>like 300 baud days. do not read. anyway this is my thinking. Atari A8
>community lets not fight

Thanks Solar, my intent has always been to help all that I can and
offer some input into the group. Sadly the last few days have dented
my enjoyment of the group TOTALLY based on some totally silly nonsense
aimed at me.

Personally I don't know what the deal is but it's put me off using the
group for a while, I've never wanted to be 'in the limelight' I just
enjoy my old Atari and help with answers regarding Atari800win Plus
which I beta test.

To do this I need to enjoy the group and thanks to an individuals OTT
preoccupation with my posting my displeasure at getting an abusive
anon email which I was willing to forget I feel the need to clear off
for a while and let things calm down because I'm both pissed off with
the hassle and not enjoying the main thing the group is here
for..Atari.

Tis a shame how something so harmless as all this has been blown up
just because another person did not agree with my views.

Very sad....Very childish..

People who want to email me are more than welcome if it's in a
friendly manner.

Cya
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

5042. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 13:24:18 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <0nvdpucdt2o2qvdr4h7qmvk3e1joah2efi@4ax.com>
Source record: 27213

On Sun, 29 Sep 2002 12:12:07 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Wow! If it wasn't for the long distance charges I'd be tempted to sign up
>too. Of course, you could just be saying "10 years" :)

Lol...

Cya
--
Paul

I hate the smell of fear......

*** remove yourfinger to email me ****

5043. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 15:35:46 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d971dce$0$1429$272ea4a1@news.execpc.com>
Source record: 27214

I gotta say something.
Ben and Lance are fine with me. They participate
and really have a deep interest.
I remember when we used to get post after post
of ding-dang AUCTIONS in the group. Now that
bugged me.
E-bay came along and now all we get is to my
thinking useful links to someone's auction.
Bill Kendrick posted a FS, but that is also OK,
it was only one post of a very interesting piece.
Lemme see, can we turn this into something like
e-bay?
If someone prevents Ben's posts thru his ISP, I'd
get a new ISP, there's nothing spamming or abusive
about Ben's posts.
Rambling Russg

5044. Re: Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 15:59:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <CrFl9.1259102$oa7.43399909@Flipper>
Source record: 27215

The Dormouse had a lot to say in "Alice In Wonderland". One example:

The Dormouse looked out, and he said with a sigh:
"I suppose all these people know better than I.
It was silly, perhaps, but I did like the view
Of geraniums (red) and delphiniums (blue)."

But as Fox-1 told me, this is not where he got the Dormouse saying....

Freddy.

"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020929073721.28773.00007407@mb-cd.aol.com...
> what did dormouse say. i was never told.so i am in the cold here.
> i say the door mouse , the squeequiy, gets no cheese.
> . this is not a job interview. if it is if import reply and tell
> me what this guy Dormouse said. if not ..
> if i recieve no reply.. then i will live on in my imaginations answer.
>
> just in case,
>
> SolarInflux

5045. Re: Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 20:03:40 UTC
From: solarinflux@aol.com
Message-ID: <20020929160340.19555.00005700@mb-ff.aol.com>
Source record: 27217

lol..lofl.. well i guess i may never know..
like licks to the center of a tootsie pop

solar

5046. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 20:06:37 UTC
From: solarinflux@aol.com
Message-ID: <20020929160637.19555.00005701@mb-ff.aol.com>
Source record: 27218

man people might say missle command
but that is not too fun in my book(??). but for the sole sake of owning a trackball is to play millipede. it is the best arcade conversion save donky kong...

try millipede...

solar

5047. Re: atari 800 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 20:11:15 UTC
From: solarinflux@aol.com
Message-ID: <20020929161115.19555.00005702@mb-ff.aol.com>
Source record: 27219

i searced for a very signifigent time for those schematics.. and made good renditions and not even a thanks. But who knows what..i hope they helped.

5048. Re: Best commpputer of all times !

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 20:21:42 UTC
From: solarinflux@aol.com
Message-ID: <20020929162142.19555.00005704@mb-ff.aol.com>
Source record: 27220

thanks for responding.. particularly who.atari 800 was the most advanced computer of it's time and it's type. this i believe is a given. MOS was bought by commodore, they did little innovation. and the vcs was allready out before commodore had the 64 or MOS. i have apple lls's and many commies and i cannot bear to use them. i did not know it would be like this or i would have never purchased them.?

all points taken.. 8 bit computers rule

5049. css

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 20:24:12 UTC
From: solarinflux@aol.com
Message-ID: <20020929162412.19555.00005705@mb-ff.aol.com>
Source record: 27221

i would like to go on the record with this appology to CSS. they have been great. it was my error that manifested in a message that was out of order.

sincerely,

solar

5050. Re: XF-351 and SF-354

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 21:28:47 UTC
From: Fox-1
Message-ID: <n6Kl9.5116$48.955346@zwoll1.home.nl>
Source record: 27222

"Thomas Havemeister" wrote

> According to the articel at http://www.atari-history.com/ , the xf-351
> is very similar to the sf-354 .. is that true? Is it possible to
> change the firmware (just like the xf551) and use this drive as a
> 8-bit line floppy??

If the SF is an ST drive, no.

There is no firmware in ST diskdrives. Basically the SF354 is only a bare IBM/Amiga-like mechanic in a case with a powersupply.
If the drive supports both 40 and 80 tracks (360KB/720KB) there is probably also an extra PCB in it to adjust the step-rate of the
mechanic. Typically, the mechanics do have a disk-change switch/sensor, which most IBM-types don't have.

> what says our technicans to this idea?

I'm not an ST-er, but I think I'm right, more or less, of the above :-) Those who have an Atari "HDI" diskdrive controller are
abe to connect the drive to it. I think it'll also work with the BlackBox FloppyBoard.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5051. Re: Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 21:34:26 UTC
From: Fox-1
Message-ID: <HbKl9.5139$48.959470@zwoll1.home.nl>
Source record: 27223

"Solar Influx" wrote

> what did dormouse say.

The dormouse said: "Feed your Head"

A hint for you:

You better enable the "quote original message" when sending a reply to a newsgroup. The old message will be inserted this way so
your postings make sense. Remember to delete the non-relevant stuff in the old message. If you mail like you do now, no one
knows to who or about what you are replying. People only see an answer without the question.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5052. New game in the works (MAYBE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 22:24:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <X4Ll9.32421$lk.695971@typhoon.sonic.net>
Source record: 27224

I'm considering doing a 'Puzzle-Bobble' (aka 'Bust-a-Move') clone for the Atari. There's a really nice one for Linux called 'Frozen-Bubble' (http://www.frozen-bubble.org/)

I think that with patience and my Action! reference nearby, I might just be able to do it. :^)

I'm going to do it in 'Super IRG' mode, like I did "Gem Drop."

I have some screenshots here:

http://www.sonic.net/~nbs/fbatari/

The JPEGs were taken with a digital camera. Unfortunately, the shutter speed is so fast that the 'flickering effect' (which works with human eyes, thanks to persistence of vision) didn't actually work, so it just looks all dithery. :^P

I just took a shot with Atari800 emulator, using the 'blend to frames into one screenshot' features ([Shift]+[F10]), and it worked well:

http://www.sonic.net/~nbs/fbatari/emu.gif

If you look closely, there are 13 colors in the picture. :^)

Of course, that's a little _better_ than it would look in real life, since it's blended perfectly. On an Atari, your eyes are doing this, so it looks a little flickery. (Just look at "Gem Drop" to get an idea. http://www.newbreedsoftware.com/gemdrop/)

Note: Since there's no palette tricks - just characterset flipping, it allows me to blend colors in a checkerboard pattern.

e.g., grey could be made out of black (.) and white (#) like so:

```
.#.#.#
#.#.#.
.#.#.#
#.#.#.
```

versus the typical way you need to do blending using something like APAC or ColorView modes:

```
#######
......
#######
......
```

So it's a LITTLE different from those. (Again, see Gem Drop :^))

To do the graphics, I'm using The GIMP under Linux. I created a reduced color palette based on all of the blends I'd get with the colors I picked. (Picked on the basis of needing them to get some useful blends :^))

The base colors are black, white, green, red and blue.

Since it's an IRG characterset, red and blue are actually the same pixel value (11), so I can't use them together within one character (4x8 grid), since which color I get (red or blue) depends on whether the character itself is in 'inverse' (high bit on).

So, I can't get purple. :^) But I can get yellow (red+green) and cyan (blue+green)... just not in the same 4x8 grid.

Once converted down to the appropriate palette, I run the image through a tiny and st00pid C program I wrote that reads the RGB values, decides which pixel the Atari wants (binary 00 for black, 01 for white, 10 for green, and 11 for red or blue), and throws them all together and saves them as a SIFE font. (Pretty much just two 1024-byte Atari character set descriptions glued together. See: http://www.newbreedsoftware.com/sife/)

There are some glitches, and I have no idea why yet, but I was working on this at about 3am last night. :^)

I'm also still trying to get used to using my Atari again (since I'm using the new SIO2PC software for Linux - but it has pretty much NO user interface yet. :^))

Anyway - Wish me luck. Between preparing for my wedding
(oh yeah, I'm getting married (FINALLY) this October - close to the heels of both Itay Chamiel and Nir Dary, apparently!), working full time (WorldCom, if you didn't know), and working on a cool program for Linux (see page 62 of this month's Linux Journal!
Or just go here: http://www.newbreedsoftware.com/tuxpaint/
It's for Windows, too :^)), I'm not sure how quickly I'll get this done. :^)

-bill!

5053. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-29 22:36:29 UTC
From: bill@newbreedsoftware.com
Message-ID: <NfLl9.32426$lk.696000@typhoon.sonic.net>
Source record: 27225

Solar Influx <solarinflux@aol.com> wrote:
> try millipede...

Does Millipede on the 8-bit support the Trakball?
I couldn't figure how to get it to. :^/

-bill!

5054. need help with atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 00:02:10 UTC
From: bhakejc@aol.com
Message-ID: <20020929200210.00848.00006809@mb-ms.aol.com>
Source record: 27226

i just dug out my atari 2600 that i have not used in over a decade. i want to learn all i can about it; like where to buy games, books and accessories. If anyone can help please let me know asap.
Thanks Bryan

5055. Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 00:14:39 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <PHMI9.1270922$oa7.43920739@Flipper>
Source record: 27227

Sing along with this Pink Floyd song....

We don't need no confrontation.
We don't need no spam control.
No dark sarcasm in the newsgroup.
People, leave Ben Smith alone.
Hey, People, leave Ben Smith alone!
All in all he's just a, nice guy you can call.
All in all you're just a, good guy he will call.

We don't need no accusations.
We don't need no admin control.
No dark sarcasm in the newsgroup.
Flamers, leave Ben Smith alone.
Hey, Paul, leave Ben Smith alone!
All in all you're just a bother to us all
All in all you're just a bother for us all.

5056. Re: Atari 8-bit History Site?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:23:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D97A783.E95B10E7@rogers.com>
Source record: 27228

Atari4evr wrote:

> Dear Atari Community,
>
> Can anyone please tell me if there are any good sites on the Web that deal with
> the history of Atari Computers. I am particularly interested in the Atari
> 1400xl and 1450xl. Were these two computers ever in production?
>
> Thanks, An Atarian Forever...

From what I remember both those models were developed but very few are known to exist. I've seen 1 of each about a decade ago. I wouldn't call them "non-existant" but the certainly do qualify as rare.

5057. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:26:30 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D97A82D.CEEDCBF0@rogers.com>
Source record: 27229

Michael Current wrote:

> In article <3d934502$1@news.inet.com.pl>,
> "Patrycjusz R. ?ogiewa" <silverdr@inet.com.pl.remove.it> wrote:
>
> > does anyone know what type of catridge should I buy for the 1029
> > printer?! Certainly buying a new cartridge "for Atari printer" may be
> > difficult ;-) but I am almost sure that it shared the mechanism (and
> > ink-tape catridges) with some other (more printer specific) brands.
> >
> > Any clue?
>
> I have this clue in the FAQ:
>
> > Atari 1029 Programmable Printer (by Seikosha)
> > - 7-pin dot matrix, same as Commodore MPS-801
> > - Released for Europe only
>
> ...but any further details would be nice to add..

I dunno if the europe only release is 100% accurate. I've seen a few in canada in user group flea markets and once or twice in dealers in the first half of the 80's. I've also seen the same printer with a standard centronics interface under the label of "Gorilla" I think it was. I remember hearing (in a mag in the 80's) that the printer engine was sold to several companies to be marketed under their own name.

5058. Re: need help with atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:29:25 UTC
From: Ash <Ash@nospam.com>
Message-ID: <3d97a928.0@mercury.planet.net.au>
Source record: 27233

Check Out ->

http://www.atariage.com/
http://www.atariage.com/2600/faq/index.html?SystemID=2600

http://www.best-electronics-ca.com

Ash.

"bhakejc" <bhakejc@aol.com> wrote in message
news:20020929200210.00848.00006809@mb-ms.aol.com...
> i just dug out my atari 2600 that i have not used in over a decade. i
want to
> learn all i can about it; like where to buy games, books and accessories.
If
> anyone can help please let me know asap.
> Thanks Bryan

5059. Re: Anyone want a 400/800 Demon Attack?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:29:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D97A8FE.7F4DB780@rogers.com>
Source record: 27230

Slor wrote:

> I bought a NOS Demon Attack recently (one of my favorite games of all time),
> and I finally got to try it out last night. Much to my dismay, I found out
> the hard way that the Imagic cartridges don't work in the 800xl, just
> straight 400/800 machines. At least that's what I've been told. Anyway, I
> have this cart now, and I hate to see it go to waste. So, if anyone could
> use it please let me know. No charge, except for the cheapest shipping
> amount I can find.
>
> James

Thats very odd, I have Imagic's atlantis and it runs well on my 130XE system,
I've tried it on a 600XL as well a few years ago and it runs on that too.

5060. Re: XF-351 and SF-354

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:33:25 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D97A9CC.864F3C52@rogers.com>
Source record: 27231

Thomas Havemeister wrote:

> Howdy *.*!
>
> According to the articel at http://www.atari-history.com/ , the xf-351
> is very similar to the sf-354 .. is that true? Is it possible to
> change the firmware (just like the xf551) and use this drive as a
> 8-bit line floppy??
>
> Of course, there should a changed port for sio support, but I think,
> it's not impossible to bring up some very durable and reliable floppy
> disks to the xl/xe.
>
> what says our technicans to this idea?

For the ST drives like the sf354 you'd need to design a disk interface to use it on an 8bit. There were 2 drives similar to this specifically for the 8bit, one was a prototype XF series drive, unfortunately it wasnt in mass production, it would be very uncommon to say the least. I've only seen the photos of it in the best electronics catalogue. The other was actually a modification to a standard XF551 which would allow the use of a 720k 3.5 inch drive. I think it was Bob Wooley who first came up with this modification so he'd be able to describe how it worked better than I would since I never had one.

5061. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:35:25 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D97AA44.4AF8E1CD@rogers.com>
Source record: 27232

Freddy Offenga wrote:

> Sing along with this Pink Floyd song....
>
> We don't need no confrontation.
> We don't need no spam control.
> No dark sarcasm in the newsgroup.
> People, leave Ben Smith alone.
> Hey, People, leave Ben Smith alone!
> All in all he's just a, nice guy you can call.
> All in all you're just a, good guy he will call.
>
> We don't need no accusations.
> We don't need no admin control.
> No dark sarcasm in the newsgroup.
> Flamers, leave Ben Smith alone.
> Hey, Paul, leave Ben Smith alone!
> All in all you're just a bother to us all
> All in all you're just a bother for us all.

I couldnt resist saving this one. Its the most original spork in the side of
the trolls that I've seen in years.

5062. XF-351 and SF-354

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 01:46:37 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <53bfpukhh5j2481h9m8ouavcodma65t56i@4ax.com>
Source record: 27216

Howdy *.*!

According to the articel at http://www.atari-history.com/ , the xf-351
is very similar to the sf-354 .. is that true? Is it possible to
change the firmware (just like the xf551) and use this drive as a
8-bit line floppy??

Of course, there should a changed port for sio support, but I think,
it's not impossible to bring up some very durable and reliable floppy
disks to the xl/xe.

what says our technicans to this idea?

5063. Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 03:42:18 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.33.0209292324260.16321-100000@shell1>
Source record: 27234

On Sun, 29 Sep 2002 at 22:36:29 GMT, William Kendrick scribbled:
->Does Millipede on the 8-bit support the Trakball?

On the real 8-bit, I always played Centipede and Millipede with
a trackball.

(Why is this discussion taking place? Are we supposed to be
differentiating between trackballs in general and a specific brand
called "Trakball" in particular? All I can say is that my Wico
trackballs always worked with every game that called for either a
trackball or a joystick. Whether a trackball was a good controller
for any particular game was another question.)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

5064. Re: need help with atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 04:02:02 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d97ccb9$0$1425$272ea4a1@news.execpc.com>
Source record: 27235

ebay has a boat load of 2600 carts, like for 75 cents.

5065. Re: Using a trak-ball with centipede?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 06:04:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <fQRI9.32602$lk.698558@typhoon.sonic.net>
Source record: 27236

Roy G Biv <erasmus@6502.chip.old.folks.home> wrote:
> On Sun, 29 Sep 2002 at 22:36:29 GMT, William Kendrick scribbled:
> ->Does Millipede on the 8-bit support the Trakball?
>
> On the real 8-bit, I always played Centipede and Millipede with
> a trackball.

What I meant was with the trakball in trakball mode.

-bill!

5066. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 08:57:43 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209300154110.13412-100000@shell1.aracnet.com>
Source record: 27237

Freddy, your a real Friend. And you gave me a good laugh! You Made my Day!
And it's only 2 AM in the Morning.

==Thanx==
===Ben===

On Mon, 30 Sep 2002, Freddy Offenga wrote:

> Sing along with this Pink Floyd song....
>
> We don't need no confrontation.
> We don't need no spam control.
> No dark sarcasm in the newsgroup.
> People, leave Ben Smith alone.
> Hey, People, leave Ben Smith alone!
> All in all he's just a, nice guy you can call.
> All in all you're just a, good guy he will call.
>
> We don't need no accusations.
> We don't need no admin control.
> No dark sarcasm in the newsgroup.
> Flamers, leave Ben Smith alone.
> Hey, Paul, leave Ben Smith alone!
> All in all you're just a bother to us all
> All in all you're just a bother for us all.
>
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5067. Re: Not Impressed...

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 09:38:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0209300227530.13412-100000@shell1.aracnet.com>
Source record: 27238

Thank You Paul and Solar Influx! For being my Champions, my Knights in
Shining Armour!

==Thanx==
===Ben===

On Sun, 29 Sep 2002, Paul Irvine wrote:

> On 29 Sep 2002 11:46:02 GMT, solarinflux@aol.com (Solar Influx) wrote:
>
> >Ben and Paul rock. .. i mean we control what we read. space is not valuable
> >like 300 baud days. do not read. anyway this is my thinking. Atari A8
> >community lets not fight
>
> Thanks Solar, my intent has always been to help all that I can and
> offer some input into the group. Sadly the last few days have dented
> my enjoyment of the group TOTALLY based on some totally silly nonsense
> aimed at me.
>
> Personally I don't know what the deal is but it's put me off using the
> group for a while, I've never wanted to be 'in the limelight' I just
> enjoy my old Atari and help with answers regarding Atari800win Plus
> which I beta test.
>
> To do this I need to enjoy the group and thanks to an individuals OTT
> preoccupation with my posting my displeasure at getting an abusive
> anon email which I was willing to forget I feel the need to clear off
> for a while and let things calm down because I'm both pissed off with
> the hassle and not enjoying the main thing the group is here
> for..Atari.
>
> Tis a shame how something so harmless as all this has been blown up
> just because another person did not agree with my views.
>
> Very sad....Very childish..
>
> People who want to email me are more than welcome if it's in a
> friendly manner.
>
> Cya
> --
> Paul
>
> I hate the smell of fear......
>

> *** remove yourfinger to email me ****
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5068. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 11:46:42 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <qQWl9.31877$9d3.1247305@news4.srv.hcvlny.cv.net>
Source record: 27240

Gee, Freddy, if your lyrics didn't mention Ben by name, I'd find other uses for them in the midi-karaoke newsgroup!

I love them!

And to the rest of the group:

I know that it's difficult for some people to agree with everything that's posted in a group, but objections don't have to contain the venom I've seen from time to time. We CAN be civilized if we try.

Take care.

Alan

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message news:PHMl9.1270922$oa7.43920739@Flipper...
> Sing along with this Pink Floyd song....
>
> We don't need no confrontation.
> We don't need no spam control.
> No dark sarcasm in the newsgroup.
> People, leave Ben Smith alone.
> Hey, People, leave Ben Smith alone!
> All in all he's just a, nice guy you can call.
> All in all you're just a, good guy he will call.
>
> We don't need no accusations.
> We don't need no admin control.
> No dark sarcasm in the newsgroup.
> Flamers, leave Ben Smith alone.
> Hey, Paul, leave Ben Smith alone!
> All in all you're just a bother to us all
> All in all you're just a bother for us all.
>
>
>

5069. Chip only the 130XE has

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 12:21:40 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <an9fkkrlt1@nets3.rz.RWTH-Aachen.DE>
Source record: 27241

Howdy folks

I am proud to announce that Christopher Lang (who did most of the work), Guus Assmann (who tried out what Chris did) and me (who suggested U35 could be a 74LS95B) have found a way to replace U34 (CO25953) with a GAL and a 74(LS)95(B). Both 74LS95 and 7495 have been tested and work equally well.

More info can be found on my site (see below) on the stuff page and Chris' site http://home.cablesurf.de/christopher.lang/atari-8-bit/ (which will be updated soon)

CU Mathy van Nisselroy

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5070. Re: Steering wheels/SkateBoards/Forced Feedback

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 13:12:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <an9ikd$137$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27242

Howdy folks

> Or PONG on a skateboard. Would be fun! :-)

How about SuperBreakout/Arkanoid on Skateboard?

CU Mathy van Nisselroy

5071. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 13:16:18 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <an9ir5$18f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27243

Howdy Bill

> The ComputerEyes is accounted for... Assuming I can _find_ it.

You wouldn't happen to have the ability to draw us the schematic of the
Parrot and ComputerEyes hardware, would you????

CU Mathy van Nisselroy

5072. SIO2IDE version 4.0 is out.

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 14:06:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <an9loe$40g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 27244

Howdy folks

I just checked the SIO2IDE site. A JPEG of the PCB and a schematic of
Version 4.0 are available.
4.0 includes a USB port.

CU Mathy van Nisselroy

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5073. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 14:13:36 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ana0po$1u7r$1@innferno.news.tiscali.de>
Source record: 27100

```
Thank you, this routine works well!

Mirko

www.atarixle.de

"Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
news:ip1l9.1185908$oa7.40466879@Flipper...
> ; Not tested, but this should work:
>
> PICZP EQU $F0
> TXTZP EQU $F2
> SCRZP EQU $F4
> SAVMSC EQU $58
>
> START PLA
> PLA
> STA PICZP+1
> PLA
> STA PICZP
>
> PLA
> STA TXTZP+1
> PLA
> STA TXTZP
>
> LDA SAVMSC
> STA SCRZP
> LDA SAVMSC+1
> STA SCRZP+1
>
> LDX #0
>
> LDY #0
> FILP LDA (PICZP),Y
> ORA (TXTZP),Y
> STA (SCRZP),Y
> INY
> BNE FILP
>
> INC PICZP+1
> INC TXTZP+1
> INC SCRZP+1
> INX
> CPX #30
```

> BNE FILP
>
> RTS
>
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:an1t80$c4$1@innferno.news.tiscali.de...
> > Can anybody translate this Turbo-BASIC-Code into assembler:
> >
> > 10 dim pic$(7680),txt$(7680)
> > 20 rem pic$ is a background picture
> > 30 rem txt$ is a picture witch contains text in graphic 15
> > 99 --
> > 100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
> > 110 for p=0 to 7679
> > 120 poke scr+p,peek(pic+p)!peek(txt+p)
> > 130 next p
> >
> > this routine should be called using the command
> >
> > A=USR(routine$,pic,txt)
> >
> > can anybody do this? I would like to have the source code (ATARI-ASM or
> > ATMASII).
> >
> >
> >
>
>

5074. test

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 14:50:20 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <an9obd$1pfo$1@news.nextra.cz>
Source record: 27245

```
This is test.
```

5075. Re: Anyone want a 400/800 Demon Attack?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 14:57:14 UTC
From: Slor <slor@comcast.net>
Message-ID: <3d986646$1_2@news.teranews.com>
Source record: 27246

Really? The guy I purchased it from had this to say:

>
> > Imagic games ATlantis and DEmon Attacks will not work on anything but a
> > straight 400 or 800 machine. XL and XE machines cannot play Imagic
> > carts.

I also got a reply from another guy who said this:

> we have a translator cartridge that can cure that. you will find it on
> our web pages at,
> www.atarisales.com
> i play demon attack on my xe all of the time.

I probably won't spend $20 to get the translator for one cart, but I want to know for sure whether this cart should have worked before I give it away (I do have a guy interested).

Thanks
James

"James Alexander" <james-m-alexander@rogers.com> wrote in message news:3D97A8FE.7F4DB780@rogers.com...
> Slor wrote:
>
> > I bought a NOS Demon Attack recently (one of my favorite games of all time),
> > and I finally got to try it out last night. Much to my dismay, I found out
> > the hard way that the Imagic cartridges don't work in the 800xl, just
> > straight 400/800 machines. At least that's what I've been told. Anyway, I
> > have this cart now, and I hate to see it go to waste. So, if anyone could
> > use it please let me know. No charge, except for the cheapest shipping
> > amount I can find.
> >
> > James
>
> Thats very odd, I have Imagic's atlantis and it runs well on my 130XE system,
> I've tried it on a 600XL as well a few years ago and it runs on that too.
>
>

5076. Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 15:04:23 UTC
From: Slor <slor@comcast.net>
Message-ID: <3d9867f3$1_8@news.teranews.com>
Source record: 27097

I'm starting to use my Atari 800xl again after a number of years (including xl emulation), and I'd like to know what are considered the premier DOS, BASIC, and assembler programs that are floating around out there these days. From what I can tell, there are a number of each, so I'd appreciate opinions on what to start with.

Thanks
James

5077. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 16:42:12 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <E9%l9.881$OB5.83273@newsread2.prod.itd.earthlink.net>
Source record: 27098

"Slor" <slor@comcast.net> wrote in message
news:3d9867f3$1_8@news.teranews.com...
> I'm starting to use my Atari 800xl again after a number of years
(including
> xl emulation), and I'd like to know what are considered the premier DOS,

There are two that are popular, MyDOS and Sparta DOS. Both are available freeware/shareware. MyDOS has a menu system like Atari DOS II while Sparta DOS uses a command line or loads an unfamiliar menu system from disk.
> BASIC, and assembler programs that are floating around out there these days.

Many consider OSS languages to be the best, but they are not readily available and if you do find them, they are quite expensive.

Turbo Basic is quite good. From a speed and ease of use standpoint many prefer it.

Personally I prefer not to run either. If I am<was> programming in BASIC I would just use built in BASIC and write assembly language subroutines to get the program speed up. It is a lowest common demoninator type thing.

For an assembler the disk based version of MAC/65 is included in the Sparta DOS distribution. You will probably never need a better assembler then MAC/65. It is a matter of tastes since I have run into people that prefer the Atari Macro Assembler and John Harris wrote MAE to facilitate development with a 65816 machine he was coding for. At one time I even used TASM cross assembler from Speech Technology over anything on an Atari. Even on a '286 the speed and 80 column screen was so much better then an Atari that it made a viable development system. I think TASM is considered obsolete now with all the Windows based cross assemblers out.

5078. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 17:05:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <Ev%l9.32917$lk.700467@typhoon.sonic.net>
Source record: 27099

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy Bill
>
>> The ComputerEyes is accounted for... Assuming I can _find_ it.
>
> You wouldn't happen to have the ability to draw us the schematic of the
> Parrot and ComputerEyes hardware, would you????

No. SOrry. :^(

I'm not even sure I can FIND the things!

-bill!

5079. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 19:10:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d98a1b9$0$1429$272ea4a1@news.execpc.com>
Source record: 27101

(hardware schematic for Parrot.)
Tom Hunt did a diagram of the Parrot interface,
I think. I can't find it. Maybe he knows where
to find it.
It was for the joystick port interface.
I have one, and it isn't all that complicated.
You'd have to have the Parrot software.
Russg

5080. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 19:32:50 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <rl9hpu8ibf9efs84f0h8nbuksgkun4km4n@4ax.com>
Source record: 27239

On Mon, 30 Sep 2002 01:57:43 -0700, Bravo Sierra Computers
<atari@aracnet.com> wrote:

>Freddy, your a real Friend. And you gave me a good laugh! You Made my Day!
>And it's only 2 AM in the Morning.

huh?? In germany the sun is shining :-) ... yeah global networking
rules...

5081. Re: Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 20:39:33 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <9E2m9.1264$OB5.112526@newsread2.prod.itd.earthlink.net>
Source record: 27102

Line from about 1967 Grace Slick and Jefferson Airplane's "White Rabbit"...

"Remember what the Dormouse said, 'Feed your head.'"

Never verified if he was quoted accurately from Lewis Carroll.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Solar Influx" <solarinflux@aol.com> wrote in message
news:20020929160340.19555.00005700@mb-ff.aol.com...
> lol..lofl.. well i guess i may never know..
> like licks to the center of a tootsie pop
>
> solar
>

5082. Re: FS: Sweet16 (65C816 CPU for Atari 8-bits)

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 20:56:48 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <jiehpu0fgcl6o7n5f88j92qnfafnpio5lr@4ax.com>
Source record: 27103

On Mon, 30 Sep 2002 17:05:40 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
>> Howdy Bill
>>
>>> The ComputerEyes is accounted for... Assuming I can _find_ it.
>>
>> You wouldn't happen to have the ability to draw us the schematic of the
>> Parrot and ComputerEyes hardware, would you????
>
>No. SOrry. :^(
>
I can - if I have the things handy, of course. I think a friend of mine had them... but that was looooooooong ago.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

5083. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 21:42:14 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1033422285.99045.0@dyke.uk.clara.net>
Source record: 27104

The QUICK programming language, available from me either on disk, or on our CD, is considered to be good. For info,
please visit http://www.dgs.clara.net

Dean Garraghty

"Slor" <slor@comcast.net> wrote in message
news:3d9867f3$1_8@news.teranews.com...
> I'm starting to use my Atari 800xl again after a number of years
(including
> xl emulation), and I'd like to know what are considered the premier DOS,
> BASIC, and assembler programs that are floating around out there these
days.
> From what I can tell, there are a number of each, so I'd appreciate
opinions
> on what to start with.
>
> Thanks
> James
>
>

5084. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-09-30 22:48:15 UTC
From: Slor <slor@comcast.net>
Message-ID: <3d98d4aa$1_1@news.teranews.com>
Source record: 27105

As a followup, are there any Atari-native C compilers?

Thanks again.

"Slor" <slor@comcast.net> wrote in message
news:3d9867f3$1_8@news.teranews.com...
> I'm starting to use my Atari 800xl again after a number of years
(including
> xl emulation), and I'd like to know what are considered the premier DOS,
> BASIC, and assembler programs that are floating around out there these
days.
> From what I can tell, there are a number of each, so I'd appreciate
opinions
> on what to start with.
>
> Thanks
> James
>
>

5085. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 01:01:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <jt6m9.33251$lk.703619@typhoon.sonic.net>
Source record: 27106

Slor <slor@comcast.net> wrote:
> As a followup, are there any Atari-native C compilers?
>

Deep Blue C compiler.
ACE C compiler (based on DBC).
CC8 (based on DBC and ACE).
CC65.

Those are what I found on XL Search, at least. :^)

I believe the first three create some kind of bytecode that needs a runtime.

I never got into C on the Atari, though. I always stuck to Action! :^/

Good luck!

-bill!

5086. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 01:28:58 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d98faf6.806973@news.telus.net>
Source record: 27107

"Slor" <slor@comcast.net>:
>As a followup, are there any Atari-native C compilers?

If you are interested in programming in C for the Atari, I think your best bet is to use a cross-compiler like cc65 (www.cc65.org) so you can take advantage of the speed of the PC for development. Combined with Atari800win+ you can code applications pretty quickly.

I think that there is an older, native version of cc65 that runs on the atari but I don't believe that it is being actively supported anymore... never tried to use it.

If you are interested in C for the atari check out cc65! It's great and being actively supported and developed!

Shawn Jefferson (atariguy(at)telus(dot)net)

5087. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 03:05:21 UTC
From: Optigon <harvey@altern.org>
Message-ID: <anb73b$clj0s$1@ID-111797.news.dfncis.de>
Source record: 27109

AH, wow, I'm surprised...

In the U.S., everything's all "We've gotta have the newest best thing because that'll make us sound more pro!" "We need an MPC4000XL with all the add-ons!"

Learning old equipment will make you more creative. :)

Optigon

"Pockets" <jp@pockets.dummy.cix.co.uk> wrote in message news:amvou3$t7l$1@thorium.cix.co.uk...
>

> You would be suprised. In Europe, and especialy the UK the ST and MIDI
> software still seems to what the dance music industry uses, Even 'Fat Boy
> Slim' still does his demos/roughs on them. As a result every wannabe DJ
> wants one, and the price has been kept quiet high!

5088. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 03:13:14 UTC
From: Optigon <harvey@altern.org>
Message-ID: <anb7i4$clfpt$1@ID-111797.news.dfncis.de>
Source record: 27111

It's not a permanent solution. :) Just an option.

I've a decent computer, but I want a computer to use as a dedicated
sequencer, then maybe couple my better computer to do more complex blocks,
and have rackmount/MIDIfied equipment to use for dedicated purposes. Just
for somehting different to do. :)

If I wanna get primitive, I can, but I don't necessarily have to. :)

Optigon

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:J4Kk9.6008$x9.155270@news4.srv.hcvlny.cv.net...
> You may be disappointed in using the XE as a midi sequencer -- not because
> of the XE but because of the lack of really good software for it. There
are
> some packages (see the FAQ for this newsgroup) but they can't really
compare
> with what is out there for more modern computers. Basically they
> step-record one note at a time. It can take forever to do a song. But if
> you can work within that framework, then have fun!
>
> Take care.
>
> Alan
>

5089. Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 03:15:36 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0A0753.22153630092002@news.supernews.com>
Source record: 27108

Freshly written for the FAQ, critiques please??

=-=-=-=-=

Subject: 7.8) What should I know about modem device handlers?

In order to use a modem on the Atari, a modem software handler, or R: device handler, must be loaded into memory.

There are several families of R: handlers, corresponding to the different ways in which a modem may be attached to the Atari:

1) 835/1030/XM301 modems. Atari-only modems, interface via SIO
2) MPP/Supra modems. Atari-only modems, interface via joystick port
3) R-Verter cable. Connect standard Hayes-type modems via SIO
/ SX212 modem. A Hayes-compatible modem, interface via SIO

These first three types of software handlers are used in one of two ways. Either they are (A) loaded into memory from DOS just before running the main terminal application, or (B) the terminal program is appended to the handler, so that in practice, a single file is loaded from DOS which contains both the R: device handler and the application itself.

4) 850/P:R: Connection, internal

This type of "mini handler" simply loads the R: device handler code from a ROM chip inside the RS232 serial interface. A long beep is heard through the speaker when the handler is loaded into the computer's RAM.

Many varieties of DOS for the Atari include an explicit provision for loading this type of R: handler into memory from the 850 or compatible interface.

Also, this type of R: handler is automatically loaded when any 8-bit Atari computer is turned on with a P:R: Connection or powered 850 connected, but no powered disk drive is present.

5) 850/P:R: Connection, external

Like types #1-#3, but used with the 850/P:R: Connection in place of these interfaces' built-in handlers.

6) MIO/Black Box, internal

These interfaces utilitize the PBI or ECI parallel ports on the Atari. They include their own R: handlers in ROM, using no computer RAM at all.

7) MIO/Black Box, external: Len Spencer's Hyperspeed

This handler is "optional" for the Black Box, but "essential" for the MIO
in order to take full advantage of the high-speed hardware handshaking
capabilities of these two interfaces.

Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5090. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 03:54:20 UTC
From: Simon J Wells <simonwells@hotmail.com>
Message-ID: <2a9m9.330$zo2.242@fe01>
Source record: 27110

I am not sure about a brand you can buy in a regular store but I found a weblink here http://www.oldsoftware.com/atari.html

that sells them for $9.00 in the USA

Simon J Wells

5091. Re: because i can.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 06:47:49 UTC
From: solarinflux@aol.com
Message-ID: <20021001024749.19482.00005623@mb-ff.aol.com>
Source record: 27112

this is to the person i am trying to send this book too. please reply as i can get it to you now. i remember who you are by address, so please same person respond. i promised it to you.!!

solar

5092. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 08:39:10 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <anbmveddk1@mamenchi.zrz.TU-Berlin.DE>
Source record: 27113

Hi Mike,

> 4) 850/P:R: Connection, internal

> This type of "mini handler" simply loads the R: device handler code from a ROM
> chip inside the RS232 serial interface. A long beep is heard through the
> speaker when the handler is loaded into the computer's RAM.

> Many varieties of DOS for the Atari include an explicit provision for loading
> this type of R: handler into memory from the 850 or compatible interface.

> Also, this type of R: handler is automatically loaded when any 8-bit Atari
> computer is turned on with a P:R: Connection or powered 850 connected, but no
> powered disk drive is present.

> 5) 850/P:R: Connection, external

> Like types #1-#3, but used with the 850/P:R: Connection in place of these
> interfaces' built-in handlers.

Some variations of the 850 existed. For example, I've here an interface
box called the "850 XL" manufactored by a thrid party company in Germany.
The 850XL is a plain 850 design with one serial port instead of four, but an
enhanced printer driver "P:" that was able to translate the Atari specific
graphic characters by Epson "Esc-P" specific line printer graphics, i.e. it
would automatically print graphics to represent these characters. Additionally,
the translation of EOL to LF could be enabled/disabled by software. The
usage of the R: driver is similar to that of the 850, it is booted off the
internal ROM of the 850XL in exactly the same way. Some third-party handlers
exist that bypass this bootstrap process and handle the 850(XL) directly with
a disk-resident handler (instead of a 850-ROM resident handler).

So long,
Thomas

5093. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 09:47:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Saem9.1327772$oa7.45931483@Flipper>
Source record: 27114

Wait until you sing along with the follow up! :-)

"Paul" <Anonymous-Remailer@See.Comment.Header> wrote in message
news:ML1PSJ2837530.2077546296@Gilgamesh-frog.org...
> Awww.... all the morons coming to save & protect little tiny Ben.
Boohoohoo
> let's go cry to mommy. Little Benny can't protect his little self.
>
>
>
> hahahahahahahaha
>
>

5094. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 10:07:57 UTC
From: Daniel Miller <daclmi@netscape.net>
Message-ID: <3D9973FD.9C2A2CC8@netscape.net>
Source record: 27115

I like BeWe DOS, which is a command line DOS along the lines of Sparta DOS except it will also run on an Atari 800. So, it is more of a "Sparta DOS Lite." I would have to say that BASIC XL is considered the premiere BASIC. You can also find some freely distributable BASICs on the Internet. I think I recall that Frost BASIC was a good one. Don't know anything about assembler programs, except that the official Atari Assembler Editor package is not very good or user friendly..

Slor wrote:

> I'm starting to use my Atari 800xl again after a number of years (including
> xl emulation), and I'd like to know what are considered the premier DOS,
> BASIC, and assembler programs that are floating around out there these days.
> From what I can tell, there are a number of each, so I'd appreciate opinions
> on what to start with.

5095. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 11:19:05 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Jwfm9.1331556$oa7.46037750@Flipper>
Source record: 27116

Yes, BW-DOS is a "SpartaDOS Lite", but also a SpartaDOS "without the bugs".
:-)

As for BASIC, I would go for Turbo-BASIC.

Freddy.

"Daniel Miller" <daclmi@netscape.net> wrote in message
news:3D9973FD.9C2A2CC8@netscape.net...
> I like BeWe DOS, which is a command line DOS along the lines of Sparta DOS
> except it will also run on an Atari 800. So, it is more of a "Sparta DOS
Lite."
> I would have to say that BASIC XL is considered the premiere BASIC. You
can also
> find some freely distributable BASICs on the Internet. I think I recall
that
> Frost BASIC was a good one. Don't know anything about assembler programs,
except
> that the official Atari Assembler Editor package is not very good or user
> friendly..

5096. Re: I need an assembler routine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 11:22:58 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <mAfm9.1331726$oa7.46042198@Flipper>
Source record: 27117

```
Nice to know the 6502 in my head still works. ;-)

Freddy.

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:ana0po$1u7r$1@innferno.news.tiscali.de...
> Thank you, this routine works well!
>
> Mirko
>
>
> www.atarixle.de
>
> "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> news:ip1l9.1185908$oa7.40466879@Flipper...
> > ; Not tested, but this should work:
> >
> > PICZP EQU $F0
> > TXTZP EQU $F2
> > SCRZP EQU $F4
> > SAVMSC EQU $58
> >
> > START PLA
> > PLA
> > STA PICZP+1
> > PLA
> > STA PICZP
> >
> > PLA
> > STA TXTZP+1
> > PLA
> > STA TXTZP
> >
> > LDA SAVMSC
> > STA SCRZP
> > LDA SAVMSC+1
> > STA SCRZP+1
> >
> > LDX #0
> >
> > LDY #0
> > FILP LDA (PICZP),Y
> > ORA (TXTZP),Y
> > STA (SCRZP),Y
> > INY
```

```
> > BNE FILP
> >
> > INC PICZP+1
> > INC TXTZP+1
> > INC SCRZP+1
> > INX
> > CPX #30
> > BNE FILP
> >
> > RTS
> >
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:an1t80$c4$1@innferno.news.tiscali.de...
> > > Can anybody translate this Turbo-BASIC-Code into assembler:
> > >
> > > 10 dim pic$(7680),txt$(7680)
> > > 20 rem pic$ is a background picture
> > > 30 rem txt$ is a picture witch contains text in graphic 15
> > > 99 ------------------------------------------------
> > > 100 pic=adr(pic$):txt=adr(txt$):scr=dpeek(88)
> > > 110 for p=0 to 7679
> > > 120 poke scr+p,peek(pic+p)!peek(txt+p)
> > > 130 next p
> > >
> > > this routine should be called using the command
> > >
> > > A=USR(routine$,pic,txt)
> > >
> > > can anybody do this? I would like to have the source code (ATARI-ASM
or
> > > ATMASII).
> > >
> > >
> > >
> > >
> > >
>
>
```

5097. We Will Rock You

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 11:47:06 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <_Wfm9.1332665$oa7.46070536@Flipper>
Source record: 27118

For all the morons protecting little Benny, sing along with this Queen song....

Benny you're a boy make a big noise
Playin' on the net gonna be a big man some day
You got mud on yo' face
But just in case
Postin' your ads all over the place
Singin'

We will we will block you
We will we will block you

Benny you're a young man hard man
Shoutin' in the group gonna wipe out the auctions some day
You got blood on yo' face
You big disgrace
Wavin' your hyperlink all over the place
Singin'

He will he will spam you
He will he will spam you

Benny you're an old man poor man
Pleadin' with your eyes gonna make you some peace some day
You got mud on your face
You big disgrace
Somebody better put you back in your place

We will we will block you
We will we will block you

5098. Re: Getting Rid of RFI?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 11:58:52 UTC
From: llpwhite@cs.com
Message-ID: <20021001075852.05139.00006720@mb-fn.news.cs.com>
Source record: 27119

Thanks to the responders for the info and suggestions!

5099. needed: Atari DOS 2.5 OEM with setup & ramdisk utils including TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 14:16:30 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210010616.23bebed8@posting.google.com>
Source record: 27120

but without the compiler or runtime or DOCS (excpet which is included
in DOS 2.5 by default). Can anyone email me a copy in DCM or XFD
format ? Thanks!

5100. Re: Bravo Sierra's Open Letter to comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 14:18:00 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210010618.24caff90@posting.google.com>
Source record: 27121

Russ,
check out:

http://groups.yahoo.com/group/atariswapnshop

"Russ Gilbert" <russg@en.com> wrote in message
news:<3d971dce$0$1429$272ea4a1@news.execpc.com>...
> I gotta say something.
> Ben and Lance are fine with me. They participate
> and really have a deep interest.
> I remember when we used to get post after post
> of ding-dang AUCTIONS in the group. Now that
> bugged me.
> E-bay came along and now all we get is to my
> thinking useful links to someone's auction.
> Bill Kendrick posted a FS, but that is also OK,
> it was only one post of a very interesting piece.
> Lemme see, can we turn this into something like
> e-bay?
> If someone prevents Ben's posts thru his ISP, I'd
> get a new ISP, there's nothing spamming or abusive
> about Ben's posts.
> Rambling Russg

5101. *PING* Ben {BRAVO SIERRA COMPUTERS}

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 14:19:04 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210010619.1d819510@posting.google.com>
Source record: 27122

if you want, you could also post your list at:

http://groups.yahoo.com/group/atariswapnshop

5102. Atari Swap n Shop

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 14:20:19 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210010620.1a13b5bc@posting.google.com>
Source record: 27123

For those who missed previous posts (and in case google screws up again):

http://groups.yahoo.com/group/atariswapnshop

5103. QUESTION: getting an ARC file into a DCM or XFD

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 16:14:10 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210010814.4cb0478b@posting.google.com>
Source record: 27124

I'm using an emulator (XFORMER for DOS; but my question applies to the other emulators out there:

I've downloaded, say, a program from UMICH archives (in ARC format), how do I read it in these emulators and / or copy to DCM or XFD format ? Make sense ?

5104. Re: We Will Rock You

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 16:56:19 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anck4n$33l$1@news1.xs4all.nl>
Source record: 27125

Hi,

It looks like you have a lot of spare time making all these songs...

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:_Wfm9.1332665$oa7.46070536@Flipper...
> For all the morons protecting little Benny, sing along with this Queen
> song....
>
> Benny you're a boy make a big noise
> Playin' on the net gonna be a big man some day
> You got mud on yo' face
> But just in case
> Postin' your ads all over the place
> Singin'
>
> We will we will block you
> We will we will block you
>
> Benny you're a young man hard man
> Shoutin' in the group gonna wipe out the auctions some day
> You got blood on yo' face
> You big disgrace
> Wavin' your hyperlink all over the place
> Singin'
>
> He will he will spam you
> He will he will spam you
>
> Benny you're an old man poor man
> Pleadin' with your eyes gonna make you some peace some day
> You got mud on your face
> You big disgrace
> Somebody better put you back in your place
>
> We will we will block you
> We will we will block you
>
>

5105. Re: We Will Rock You

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 18:36:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <EWlm9.1346416$oa7.46566851@Flipper>
Source record: 27126

This one was done in only 10 minutes. The first one, ok, I simply had to do _something_

;-)

"TXG" <txg@the-underground.myweb.nl> wrote in message news:anck4n$33l$1@news1.xs4all.nl...
> Hi,
>
> It looks like you have a lot of spare time making all these songs...
>
>
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> news:_Wfm9.1332665$oa7.46070536@Flipper...
> > For all the morons protecting little Benny, sing along with this Queen
> > song....
> >
> > Benny you're a boy make a big noise
> > Playin' on the net gonna be a big man some day
> > You got mud on yo' face
> > But just in case
> > Postin' your ads all over the place
> > Singin'
> >
> > We will we will block you
> > We will we will block you
> >
> > Benny you're a young man hard man
> > Shoutin' in the group gonna wipe out the auctions some day
> > You got blood on yo' face
> > You big disgrace
> > Wavin' your hyperlink all over the place
> > Singin'
> >
> > He will he will spam you
> > He will he will spam you
> >
> > Benny you're an old man poor man
> > Pleadin' with your eyes gonna make you some peace some day
> > You got mud on your face
> > You big disgrace
> > Somebody better put you back in your place
> >
> > We will we will block you
> > We will we will block you

> >
> >
>
>

5106. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 18:41:27 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <r%lm9.1346562$oa7.46571646@Flipper>
Source record: 27127

Thanks for your help with my second song. :-)

"Paul" <Anonymous-Remailer@See.Comment.Header> wrote in message
news:ML1PSJ2837530.2077546296@Gilgamesh-frog.org...
> Awww.... all the morons coming to save & protect little tiny Ben.
Boohoohoo
> let's go cry to mommy. Little Benny can't protect his little self.
>
>
>
> hahahahahahahaha
>
>

5107. Re: QUESTION: getting an ARC file into a DCM or XFD

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 20:44:07 UTC
From: Fox-1
Message-ID: <wEnm9.15069$48.2482636@zwoll1.home.nl>
Source record: 27128

"mad ATARI user alternate" wrote

> I'm using an emulator (XFORMER for DOS;

Nobody is prefect...

> I've downloaded, say, a program from UMICH archives (in ARC format),
> how do I read it in these emulators and / or copy to DCM or XFD format

The answer is simple. Not... ARC is not an image-format but an archiver-format. You need to depack the file (like UnZIP) in
prior to be able to use it. For MS-Dos, try the one at my site:
http://www7.brinkster.com/atari/pcdl/pcutil.htm#top

PKXARC.ZIP is the one you want. As you see, it is ZIPped, but I can't imagine a PC user who can't UnZIP files...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5108. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 20:53:50 UTC
From: Fox-1
Message-ID: <vOnm9.15112$48.2490536@zwoll1.home.nl>
Source record: 27130

"Freddy Offenga" wrote

> Yes, BW-DOS is a "SpartaDOS Lite", but also a SpartaDOS "without the bugs".
> :-)

But BeWe-Dos is also a DOS which does only support up to 4 diskdrives/partitions at once (plus a ramdisk)

b.t.w, I think there isn't any serious bug in the 3.3 versions of Sparta-Dos...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5109. Re: QUESTION: getting an ARC file into a DCM or XFD

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 20:54:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <gYnm9.33553$lk.710516@typhoon.sonic.net>
Source record: 27129

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> I've downloaded, say, a program from UMICH archives (in ARC format),
> how do I read it in these emulators and / or copy to DCM or XFD format
> ? Make sense ?

Read it as a file (I don't know if XFormer can, but Atari800 can, at
least with the "H:" drive simulation), copy it into a disk image, and
then unARC it there.

Or, just get an unARC program for your PC!

-bill!

5110. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 21:43:40 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <gGom9.1351701$oa7.46773488@Flipper>
Source record: 27131

During the development of BW-DOS, the author (Jiri) found several bugs in SpartaDOS. In fact he told me these bugs are so serious, that even he didn't want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't have the serious problems, but at least the disk versions are not ok.

Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:vOnm9.15112$48.2490536@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > Yes, BW-DOS is a "SpartaDOS Lite", but also a SpartaDOS "without the bugs".
> > :-)
>
>
> But BeWe-Dos is also a DOS which does only support up to 4 diskdrives/partitions at once (plus a ramdisk)
>
> b.t.w, I think there isn't any serious bug in the 3.3 versions of Sparta-Dos...
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5111. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-01 22:41:25 UTC
From: Fox-1
Message-ID: <Empm9.15682$48.2572821@zwoll1.home.nl>
Source record: 27132

"Freddy Offenga" wrote

> During the development of BW-DOS, the author (Jiri) found several bugs in
> SpartaDOS. In fact he told me these bugs are so serious, that even he didn't
> want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't have the
> serious problems, but at least the disk versions are not ok.

On Atari-meetings, I spoke with Jiri a few times. Unfortunately, his English is not that perfect (as is mine, but much better then
I can talk Czech :-)) and he refers to the 2.3 and 3.2 Sparta-Dos versions. Many things he calls "bugs" are actually
"incompatibilities". One major bug was the file-open/close one, introduced in Sparta-Dos 3.2f (3.2d?) which the 3.3 versions don't
have.

He didn't had the 3.3 versions right then, nor he had Sparta-Dos X. The last time we met (Atariada 2001) I gave him copies of 3.3a
and 3.3b. Don't know if he's gonna use them or not. Probably not since BeWe-Dos is pretty much unsupported right now, but things
may change in the future...

Besides this, I also made a copy of ATOS for him. If he can find the time, he'll test it a bit with BeWe-Dos, but he had to finish
his harddisk set-up first.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5112. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 02:48:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <n8tm9.3875$OB5.327098@newsread2.prod.itd.earthlink.net>
Source record: 27133

What about the ATR8000? Is it of the 850/PR: type or maybe the MIO/BB?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-0A0753.22153630092002@news.supernews.com...
> Freshly written for the FAQ, critiques please??
>
> =-=-=-=-=
>
> Subject: 7.8) What should I know about modem device handlers?
>
> In order to use a modem on the Atari, a modem software handler, or R:
device
> handler, must be loaded into memory.
>
> There are several families of R: handlers, corresponding to the different
ways
> in which a modem may be attached to the Atari:
>
> 1) 835/1030/XM301 modems. Atari-only modems, interface via SIO
> 2) MPP/Supra modems. Atari-only modems, interface via joystick port
> 3) R-Verter cable. Connect standard Hayes-type modems via SIO
> / SX212 modem. A Hayes-compatible modem, interface via SIO
>
> These first three types of software handlers are used in one of two ways.
> Either they are (A) loaded into memory from DOS just before running the
main
> terminal application, or (B) the terminal program is appended to the
handler,
> so that in practice, a single file is loaded from DOS which contains both
the
> R: device handler and the application itself.
>
> 4) 850/P:R: Connection, internal
>
> This type of "mini handler" simply loads the R: device handler code from a
ROM
> chip inside the RS232 serial interface. A long beep is heard through the
> speaker when the handler is loaded into the computer's RAM.
>

> Many varieties of DOS for the Atari include an explicit provision for
loading
> this type of R: handler into memory from the 850 or compatible interface.
>
> Also, this type of R: handler is automatically loaded when any 8-bit Atari
> computer is turned on with a P:R: Connection or powered 850 connected, but
no
> powered disk drive is present.
>
> 5) 850/P:R: Connection, external
>
> Like types #1-#3, but used with the 850/P:R: Connection in place of these
> interfaces' built-in handlers.
>
> 6) MIO/Black Box, internal
>
> These interfaces utilitize the PBI or ECI parallel ports on the Atari.
They
> include their own R: handlers in ROM, using no computer RAM at all.
>
> 7) MIO/Black Box, external: Len Spencer's Hyperspeed
>
> This handler is "optional" for the Black Box, but "essential" for the MIO
> in order to take full advantage of the high-speed hardware handshaking
> capabilities of these two interfaces.
>
> Hyperspd.arc is available at http://members.aol.com/lenspencer/atari8.htm
>
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
>

5113. For all you old school bbs types

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 02:57:48 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <Mgtm9.353401$216.14365568@bin4.nnrp.aus1.giganews.com>
Source record: 27134

Check this out...unfortunately I'm the only one from my bbs, back in the day. Ah well, it was just a little single line thing in San Leandro :)

http://www.bbsmates.com

5114. Re: QUESTION: getting an ARC file into a DCM or XFD

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 03:01:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Sjtm9.3895$OB5.343842@newsread2.prod.itd.earthlink.net>
Source record: 27135

2 options:

1) F11 to the configure menu
assign your file with complete path to any drive
assign your .XFD to another drive
use Dos to copy the file to the .XFD
(avoid wildcards and specify full A8 filename as shown by a directory)

2) Unarc the file on the PC
follow step 1 for moving file to an image.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210010814.4cb0478b@posting.google.com...
> I'm using an emulator (XFORMER for DOS; but my question applies to the
> other emulators out there:
>
> I've downloaded, say, a program from UMICH archives (in ARC format),
> how do I read it in these emulators and / or copy to DCM or XFD format
> ? Make sense ?
>

5115. Re: needed: Atari DOS 2.5 OEM with setup & ramdisk utils including TBXL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 03:05:40 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8otm9.3906$OB5.343424@newsread2.prod.itd.earthlink.net>
Source record: 27136

Is that 'TB' referring to TurboBasic?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210010616.23bebed8@posting.google.com...
> but without the compiler or runtime or DOCS (excpet which is included
> in DOS 2.5 by default). Can anyone email me a copy in DCM or XFD
> format ? Thanks!
>

5116. joystick jam hard rock and a place i'm in

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 04:09:07 UTC
From: solarinflux@aol.com
Message-ID: <20021002000907.28967.00007290@mb-cd.aol.com>
Source record: 27137

i have read all i can find on using the joyports as I/O ports in general. the best article i've yet read is called something like " halloween and robotics on an atari 800".. something like that. google seems too not know it but metacrawler does. anyway i have set up the grid of led's 16 in a 4 by 4 grid and can program them as i please. what i want to know is can i set it up so i can plug in port to port and set the proper pin configuration and send the 1's and 0's directly. on an 800 using the portb set of plugs i can use a simple phototransitor/reciever but is this overkill. what are the complications of hooking them straight(if possible). i have seen all types of ideas and have on a cd somewhere a deal from i think rick 8 ball that uses 3 pins or something. id there a quick way to sum up the idea of plug for plug joyport communication.

solar

5117. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 05:00:37 UTC
From: Optigon <harvey@altern.org>
Message-ID: <ane27f$d82pj$1@ID-111797.news.dfncis.de>
Source record: 27139

Yep...

Optigon

"Jon Melbo" <ssilicon@centurytel.net> wrote in message
news:3d9a8306.3590232@news.mw.centurytel.net...
> Is anyone out there?

5118. Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 05:25:36 UTC
From: ssilicon@centurytel.net
Message-ID: <3d9a8306.3590232@news.mw.centurytel.net>
Source record: 27138

Is anyone out there?

5119. BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 08:47:10 UTC
From: atari4evr@aol.com
Message-ID: <20021002044710.02960.00001769@mb-fr.aol.com>
Source record: 27140

Dear Atarians,

Can anyone recommend an easy-to-use BBS software package for the Atari 8-bit system. Although there is a considerable commitment of time and effort in runing even a small part-time BBS, I have been playing with the idea of starting a new 8-bit service. Thank you!

Sincerely, An Atarian Forever...

5120. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 10:54:58 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <6gAm9.1369581$oa7.47496949@Flipper>
Source record: 27141

Ok, probably the 3.3 versions don't have the serious problems (not sure). I just wanted to point out that I would choose for BW-DOS above Sparta. That's all. ;-)

Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:Empm9.15682$48.2572821@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > During the development of BW-DOS, the author (Jiri) found several bugs in
> > SpartaDOS. In fact he told me these bugs are so serious, that even he didn't
> > want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't have the
> > serious problems, but at least the disk versions are not ok.
>
> On Atari-meetings, I spoke with Jiri a few times. Unfortunately, his English is not that perfect (as is mine, but much better then
> I can talk Czech :-)) and he refers to the 2.3 and 3.2 Sparta-Dos versions. Many things he calls "bugs" are actually
> "incompatibilities". One major bug was the file-open/close one, introduced in Sparta-Dos 3.2f (3.2d?) which the 3.3 versions don't
> have.
>
> He didn't had the 3.3 versions right then, nor he had Sparta-Dos X. The last time we met (Atariada 2001) I gave him copies of 3.3a
> and 3.3b. Don't know if he's gonna use them or not. Probably not since BeWe-Dos is pretty much unsupported right now, but things
> may change in the future...
>
> Besides this, I also made a copy of ATOS for him. If he can find the time, he'll test it a bit with BeWe-Dos, but he had to finish
> his harddisk set-up first.
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5121. Whomper Stomper

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 14:58:07 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <3QDm9.1376106$oa7.47771079@Flipper>
Source record: 27142

Just got the disk version of this game.

It includes an A4 black/white (bad copy) of a 'would-be' manual.
Doesn't look like an original manual to me. Anyone has this game?

Also, the label on the disk is a very small white label containing only
printed "whomper stomper".
Can someone confirm this is an original? Thanks.

Freddy.

5122. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 21:00:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <p7Jm9.34178$lk.731899@typhoon.sonic.net>
Source record: 27143

Jon Melbo <ssilicon@centurytel.net> wrote:
> Is anyone out there?

I see nearly 80 active (or recently active) threads!
At least 10 or so new posts a day.

So... yes!

-bill!

5123. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 21:22:42 UTC
From: Fox-1
Message-ID: <SCJm9.2731$48.383239@zwoll1.home.nl>
Source record: 27144

"Atari4evr" wrote

> Can anyone recommend an easy-to-use BBS software package for the Atari 8-bit
> system.

I vote for BBS Express Professional since it has virtually no limits. It's not a free package. Visit "video61" for more info:

http://www.angelfire.com/mn/video61/index.html

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5124. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 21:44:11 UTC
From: Fox-1
Message-ID: <UCJm9.2732$48.383676@zwoll1.home.nl>
Source record: 27145

"Freddy Offenga" wrote

> Ok, probably the 3.3 versions don't have the serious problems (not sure). I
> just wanted to point out that I would choose for BW-DOS above Sparta. That's
> all. ;-)

BeWe-Dos is without a doubt a great DOS. The fact it doesn't use RAM under the O.S. is a great advantage when using TurboBasic.
At the time I bought my blackbox' and started to use big partitions on harddisks, BeWe-DOS was not developed yet, and I absolutely
didn't like MyDos, since it was menu-driven (before I used Turbo-DOS and DOS 2.5 with the Chaos CMD-line processor since I don't
like menu's at all :-))
So I had to make a choice: using Sparta-Dos and go back to standard BASIC, or learning to like menu's and keep using Turbo-BASIC.

It turned out into learning myself some bits of 6502 assembly while dropping all flavours of BASIC :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5125. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 22:22:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1033597280@rtfm.mit.edu>
Source record: 27146
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

5126. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 22:28:53 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-4D6A97.17285202102002@news.supernews.com>
Source record: 26997

In article <n8tm9.3875$OB5.327098@newsread2.prod.itd.earthlink.net>,
"Ron Hamilton" <oldatarian@atariland.com> wrote:

> What about the ATR8000? Is it of the 850/PR: type or maybe the MIO/BB?

I found the ATR8000 manual here:
http://www.atari-history.com/archives/tech_docs_8bits.html

My guess is that the ATR8000 has it's own R: handler.

To hear from someone who actually knows would be great.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5127. Re: Atari Game Night.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 23:18:12 UTC
From: atari4evr@aol.com
Message-ID: <20021002191812.20112.00000142@mb-bd.aol.com>
Source record: 26998

Dear Atarians,

I was at the Atari Game Night in Portland, Oregon and it was great! Ben Smith and others brought out some classic games and we played for hours. It is so very true; Atari 8-bit games are as fun and exciting today as they were when first released all those years ago. If anyone is interested in attending the next Game Night please contact Ben Smith.

Sincerely, An Atarian Forever...

5128. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-02 23:47:09 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <1ALm9.1389515$oa7.48257318@Flipper>
Source record: 26999

H&#65533; Fox-1,

I switched from Black-box to SIO2PC years ago and still find it perfect for what I'm doing. I actually never traded DOS 2.5 (and compatibles) for Sparta because of the incompatibility. Many disks use the DOS 2.5 format and there's nothing wrong with that. I like TurboDOS and dislike MyDOS.

Turbo BASIC is great for prototyping and utility programs. For the rest, asm rules ofcourse! :-)

<IMHO>
I know there are a lot here using HD's with all kinds of interfaces and I'm sure there are reasons to use them. Still, when you think about it, it seems a little silly to remove a harddisk from an old PC, install it in (or next to) an Atari and keep the rest of the PC unused. With SIO2PC you can use the HD, monitor everything, have a R: and P: interface and more. Some say, speed is the problem, but then there should be simply a faster connection between the A8 and PC (extra PIA comes to mind).
</IMHO>

Best,
Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message news:UCJm9.2732$48.383676@zwoll1.home.nl...
> BeWe-Dos is without a doubt a great DOS. The fact it doesn't use RAM under the O.S. is a great advantage when using TurboBasic.
> At the time I bought my blackbox' and started to use big partitions on harddisks, BeWe-DOS was not developed yet, and I absolutely
> didn't like MyDos, since it was menu-driven (before I used Turbo-DOS and DOS 2.5 with the Chaos CMD-line processor since I don't
> like menu's at all :-))
> So I had to make a choice: using Sparta-Dos and go back to standard BASIC, or learning to like menu's and keep using Turbo-BASIC.
>
> It turned out into learning myself some bits of 6502 assembly while dropping all flavours of BASIC :-)

5129. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 00:01:30 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <uNLm9.37822$bj5.1870062@news2.telusplanet.net>
Source record: 27000

And your guess is right. Since I still have one, I do beleve spartdos and mydos suppied the driver at least spartados did. It's been 12 years since I last used it. But I'm sure its on the net somewhere.

> I found the ATR8000 manual here:
> http://www.atari-history.com/archives/tech_docs_8bits.html
>
> My guess is that the ATR8000 has it's own R: handler.
>
> To hear from someone who actually knows would be great.

5130. SmartIDE Info

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 01:07:56 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ang594$dp0$1@bob.news.rcn.net>
Source record: 27001

Where can I get some info on the SmartIDE by Bob Wooley?

5131. Re: Atari Game Night.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 01:14:35 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <%RMm9.433435$5r1.19017699@bin5.nnrp.aus1.giganews.com>
Source record: 27002

But tell me, did BS make any sales? That's all we really care about...

"Atari4evr" <atari4evr@aol.com> wrote in message
news:20021002191812.20112.00000142@mb-bd.aol.com...
> Dear Atarians,
>
> I was at the Atari Game Night in Portland, Oregon and it was great! Ben
Smith
> and others brought out some classic games and we played for hours. It is
so
> very true; Atari 8-bit games are as fun and exciting today as they were
when
> first released all those years ago. If anyone is interested in attending
the
> next Game Night please contact Ben Smith.
>
> Sincerely, An Atarian Forever...

5132. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 01:42:38 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <igNm9.30444$CN2.20035@nwrddc01.gnilink.net>
Source record: 27003

If you want a free package, try BBS:Express (the PD version). You can find it on XL search and if not, I can ARC my original disks and send them to you.

"Atari4evr" <atari4evr@aol.com> wrote in message news:20021002044710.02960.00001769@mb-fr.aol.com...
> Dear Atarians,
>
> Can anyone recommend an easy-to-use BBS software package for the Atari 8-bit
> system. Although there is a considerable commitment of time and effort in
> runing even a small part-time BBS, I have been playing with the idea of
> starting a new 8-bit service. Thank you!
>
> Sincerely, An Atarian Forever...

5133. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 02:57:03 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D9BB1E9.DDAB7017@rogers.com>
Source record: 27004

Jon Melbo wrote:

> Is anyone out there?

I dont often post but I do read stuff here regularly :)

5134. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 02:59:45 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3D9BB28B.C66C2A3B@rogers.com>
Source record: 27005

Paul wrote:

> Awww.... all the morons coming to save & protect little tiny Ben. Boohoohoo
> let's go cry to mommy. Little Benny can't protect his little self.
>
> hahahahahahahaha

Very childish, no surprise the coward used an anonymous remailer.

5135. Re: Whomper Stomper

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 03:37:09 UTC
From: Video61@webtv.net
Message-ID: <5119-3D9BBB65-106@storefull-2114.public.lawson.webtv.net>
Source record: 27006

hi freddy,
many of adventure international releases had the badly photo-copied
manuals, and the little white stickers on the disk, so yours sounds
legit.
have fun with the game, its cool!, its so cool we put the game onto a
cart.
we have the rights to do all of his games on cart,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5136. Re: Current Notes pages wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 04:41:46 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9BCA8A.92EC9805@cswebmail.com>
Source record: 27007

Michael Current wrote:

>
> Here's what I'm looking for:
>
> Current Notes
> -------------
> Volume 11 Number 2 March 1991 pp. 67-70
> Volume 11 Number 3 April 1991 pp. 11-14, 63-66
> Volume 11 Number 4 May 1991 pp. 15-18, 29-38
> Volume 11 Number 5 June 1991 pp. 13-18, 63-66
>
> Thanks for reading!
>
> -Michael
> --

I'll certainly go thru my collection and see if I have any in your list.

Rick D.

5137. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 04:45:59 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <bYPm9.357$Qc4.21845237@newssvr14.news.prodigy.com>
Source record: 27008

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-4D6A97.17285202102002@news.supernews.com...
> In article <n8tm9.3875$OB5.327098@newsread2.prod.itd.earthlink.net>,
> "Ron Hamilton" <oldatarian@atariland.com> wrote:
>
> > What about the ATR8000? Is it of the 850/PR: type or maybe the MIO/BB?
>
> I found the ATR8000 manual here:
> http://www.atari-history.com/archives/tech_docs_8bits.html
>
> My guess is that the ATR8000 has it's own R: handler.
>
> To hear from someone who actually knows would be great.
>
Mine originally came with a driver program; and, I believe, a basic program to
set up the driver from BASIC. Later they shipped with a special version of
MyDOS with the R: handler built in. My memory is a little fuzzy on details.
I haven't been using my system in quite a while.

Richard Anderson

5138. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 04:49:16 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9BCC4C.3411EACC@cswebmail.com>
Source record: 27009

Wallace Lang wrote:

> Hello Everybody,
>
> My Atari 1050 Disk Drive is currently malfunctioning, but if I can get it
> repaired...
>
> ...is there some way that my Atari Program Exchange (APX) "Avalanche" game
> on cassette be copied to 5.25" disk?
>
> I have an Atari Modem which I have never used, maybe a way to...
>
> ...link my two modems together and send an Atari program from my download
> file on my PC to my Atari?
>
> Are these dumb ideas or what?
>
> Amateur Atari historian and Devout Atari game player,
>
> Wally

Drive:What is the malfunction? Causes can be..dirty head or sensor, drive belt came off, bent SIO pin or bad cable, loose chips, power supply.

If you have a working Atari cassette, then there are several cassette to disk programs. Probably at Umich and other ssites. Some commercial games are too complicated to transfer to disk.

I use a null modem setup to transfer files between the A8 and the other computers..ST, pc laptop, and desktop. 9600 baud with an 850.

Rick D.

5139. Re: Modem R: device handlers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 04:55:02 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9BCDA5.D697BDAE@cswebmail.com>
Source record: 27010

Michael Current wrote:

> In article <n8tm9.3875$OB5.327098@newsread2.prod.itd.earthlink.net>,
> "Ron Hamilton" <oldatarian@atariland.com> wrote:
>
> > What about the ATR8000? Is it of the 850/PR: type or maybe the MIO/BB?
>
> I found the ATR8000 manual here:
> http://www.atari-history.com/archives/tech_docs_8bits.html
>
> My guess is that the ATR8000 has it's own R: handler.
>
> To hear from someone who actually knows would be great.
>
> --
> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

There is an ATR-8000 specific RS232 driver, always bundled with the R:
versions of Mydos. Should work with other versions of DOS. The ATR-8500
had a different driver.

There was a way it could be used with the 850 driver to provide 5 R:ports.

Rick D.

5140. Re: Modify a Z80 programm on eprom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 05:01:14 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9BCF1A.A1A44C34@cswebmail.com>
Source record: 27011

Willy wrote:

> I have a factory machine tha use 1 Z80, 1 RAM, 2 Eproms, 2 CTC, 2 PIO,
> 1 display and some buttons.
> I have read the Eproms and disassembled it.
> I want to make a little modification to the program, it is just a value,
> How can I make it, I mean how can identify the part of the programm I am
> looking for, the program is too large and confused.
> And I don't want to compile the code.
>
> Please some one help me.
>
> Thank you.
>
> W.S.F

In order to find where the section is that you need to make the change, you have to have an idea of what is happening at that point. Locate where all occurances of the value is in the listing. Then you have to start searching those areas of the code, disassembling it to find out what it does. Lots of work. But doable. Always have several safe backups! This is how I fixed a problem with directories in Speedscript.

It may also be possible to run an ml monitor on the Z80 device so that it will show you on screen what the code is doing and where. Emulators may work, and can help in debugging the change.

Rick D.

5141. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 05:06:39 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9BD05E.8A7D9B07@cswebmail.com>
Source record: 27012

Optigon wrote:

> Expect a lot of questions from me, simply because I just got my XE for free
> and am rather curious. :)
>
> Is there any other, more modern, way to store files than the 5.25 disk drive
> I currently have?
>
> I'm looking to use my XE as a MIDI sequencer, as a free sequencer is better
> than no sequencer. If anything, as something to toy with. :) I'm hoping
> there may be some way to avoid using 5.25 disks, simply due to the
> clunkiness of using them...
>
> Thanks!
> Opti

Lets not forget that there are a number of IDE solutions available. Mr. Atari
is doing a batch now.
http://home.wanadoo.nl/mr.atari/hardware-want.htm

Rick D.

5142. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 05:38:29 UTC
From: ssilicon@centurytel.net
Message-ID: <3d9bd7a9.17642318@news.mw.centurytel.net>
Source record: 27013

Glad to see it. I haven't been here in a long while. Haven't been on
usenet in a long while actually.

On Thu, 03 Oct 2002 02:57:03 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Jon Melbo wrote:
>
>> Is anyone out there?
>
>I dont often post but I do read stuff here regularly :)
>

5143. Re: I was wondering about...?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 06:04:00 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <k5Rm9.23642$1F3.11397@nwrddc02.gnilink.net>
Source record: 27014

> > >My Atari 1050 Disk Drive is currently malfunctioning, but if I can
> > >get it repaired...
I repair Atari drives. See my ad posted here titled Alhart Enterprises
Presents. Paul

5144. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 06:37:22 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <CARm9.439244$5r1.19069414@bin5.nnrp.aus1.giganews.com>
Source record: 27015

Finally paroled? :)

"Jon Melbo" <ssilicon@centurytel.net> wrote in message
news:3d9bd7a9.17642318@news.mw.centurytel.net...
> Glad to see it. I haven't been here in a long while. Haven't been on
> usenet in a long while actually.
>
>
>
> On Thu, 03 Oct 2002 02:57:03 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Jon Melbo wrote:
> >
> >> Is anyone out there?
> >
> >I dont often post but I do read stuff here regularly :)
> >
>

5145. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 06:41:38 UTC
From: solarinflux@aol.com
Message-ID: <20021003024138.28874.00007317@mb-cd.aol.com>
Source record: 27016

hey atari,

i think the idea of using the flash card pic chip deal is the best option out of all the current data saveing solutions. i do not think it is even arguable. but so much has been put in these other ide and mechanical solutions. he who can produce one should do it. cheap. comparatively simple. and convenient. like a cartridge disk drive. i just wonder why a wall wart would be needed. it is the best solution period.

solarInflux

5146. Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 06:57:40 UTC
From: jirinej@volny.cz
Message-ID: <7e29a94a.0210022257.88a60a9@posting.google.com>
Source record: 27017

Many years ago I had a game on my 800 XL, now I dont't remember its name. It was simple, very fast shooter, your spaceship was at the bottom of the screen and can move only left/right (something like Alien Ambush, but much faster) . From above descended various sets of aliens (something like in Gyruss). One set, as far as I remember, was something like butterflies. The shooting was pretty fast, and the sound of shooting was also good. It was one of a few games, in which I used autofire. Does somebody remember its name ? Thanks.

5147. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 07:30:15 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <bmSm9.22937$kd3.64278@news-server.bigpond.net.au>
Source record: 27018

Galaxian maybe? It had butterflies. It was a space invaders clone.

Mark

"JN" <jirinej@volny.cz> wrote in message
news:7e29a94a.0210022257.88a60a9@posting.google.com...
> Many years ago I had a game on my 800 XL, now I dont't remember its
> name. It was simple, very fast shooter, your spaceship was at the
> bottom of the screen and can move only left/right (something like
> Alien Ambush, but much faster) . From above descended various sets of
> aliens (something like in Gyruss). One set, as far as I remember, was
> something like butterflies. The shooting was pretty fast, and the
> sound of shooting was also good. It was one of a few games, in which I
> used autofire. Does somebody remember its name ? Thanks.

5148. Re: Dormouse i cannot remember if i have never known?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 07:45:09 UTC
From: solarinflux@aol.com
Message-ID: <20021003034509.28874.00007318@mb-cd.aol.com>
Source record: 27019

great info comming from a weird question.. thanks

5149. Re: Anyone want a 400/800 Demon Attack?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 07:53:20 UTC
From: SoftNGui <softngui@earthlink.net>
Message-ID: <QHSm9.6202$lV3.599124@newsread1.prod.itd.earthlink.net>
Source record: 27020

http://www.faqs.org/faqs/atari-8-bit/faq/section-49.html

Slor <slor@comcast.net> wrote in message
news:3d986646$1_2@news.teranews.com...
>
> I probably won't spend $20 to get the translator for one cart, but I want
to
> know for sure whether this cart should have worked before I give it away
(I
> do have a guy interested).

5150. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 09:25:04 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d9c0c99$1@news.inet.com.pl>
Source record: 27021

James Alexander wrote:
> Michael Current wrote:
>
>
>>In article <3d934502$1@news.inet.com.pl>,
>> "Patrycjusz R. ?ogiewa" <silverdr@inet.com.pl.remove.it> wrote:
>>
>>
>>>does anyone know what type of catridge should I buy for the 1029
>>>printer?! Certainly buying a new cartridge "for Atari printer" may be
>>>difficult ;-) but I am almost sure that it shared the mechanism (and
>>>ink-tape catridges) with some other (more printer specific) brands.
>>>
>>>Any clue?
>>
>>I have this clue in the FAQ:
>>
>>
>>>Atari 1029 Programmable Printer (by Seikosha)
>>>- 7-pin dot matrix, same as Commodore MPS-801
>>>- Released for Europe only
>>
>>...but any further details would be nice to add..
>
>
> I dunno if the europe only release is 100% accurate. I've seen a few in
> canada in user group flea markets and once or twice in dealers in the first
> half of the 80's. I've also seen the same printer with a standard centronics
> interface under the label of "Gorilla" I think it was. I remember hearing
> (in a mag in the 80's) that the printer engine was sold to several companies
> to be marketed under their own name.
>

Yeah. That's what I thought of. Anyways I hoped for something like:

- Epson xx-yyy (fits also MPS-801, Atari 1029, etc. etc.)

I simply hoped that the engine was made by a well-known printer brand
and licensed to others but which one?

--
In a world without walls and fences, who needs windows and gates?!

5151. 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 09:26:38 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d9c0cf8$1@news.inet.com.pl>
Source record: 27022

Hi.

Could someone be so kind as to specify the 800XLs video socket pinout? I
have problems finding it on the net.

--
In a world without walls and fences, who needs windows and gates?!

5152. Re: Whomper Stomper

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 12:35:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <eQWm9.1413699$oa7.49044858@Flipper>
Source record: 27023

Thanks Lance. That's exactly what I need to know.

Freddy.

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:5119-3D9BBB65-106@storefull-2114.public.lawson.webtv.net...
> hi freddy,
> many of adventure international releases had the badly photo-copied
> manuals, and the little white stickers on the disk, so yours sounds
> legit.
> have fun with the game, its cool!, its so cool we put the game onto a
> cart.
> we have the rights to do all of his games on cart,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

5153. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 13:57:13 UTC
From: "\"Patrycjusz R. ?ogiewa\"" <silverdr@inet.com.pl>
Message-ID: <3d9c4c68@news.inet.com.pl>
Source record: 27024

```
Patrycjusz R. ?ogiewa wrote:
>
>
> James Alexander wrote:
>
>> Michael Current wrote:
>>
>>
>>> In article <3d934502$1@news.inet.com.pl>,
>>> "Patrycjusz R. ?ogiewa" <silverdr@inet.com.pl.remove.it> wrote:
>>>
>>>
>>>> does anyone know what type of catridge should I buy for the 1029
>>>> printer?! Certainly buying a new cartridge "for Atari printer" may be
>>>> difficult ;-) but I am almost sure that it shared the mechanism (and
>>>> ink-tape catridges) with some other (more printer specific) brands.
>>>>
>>>> Any clue?
>>>
>>>
>>> I have this clue in the FAQ:
>>>
>>>
>>>> Atari 1029 Programmable Printer ( by Seikosha)
>>>> - 7-pin dot matrix, same as Commodore MPS-801
>>>> - Released for Europe only
>>>
>>>
>>> ...but any further details would be nice to add..
>>
>>
>>
>> I dunno if the europe only release is 100% accurate. I've seen a few in
>> canada in user group flea markets and once or twice in dealers in the
>> first
>> half of the 80's. I've also seen the same printer with a standard
>> centronics
>> interface under the label of "Gorilla" I think it was. I remember
>> hearing
>> (in a mag in the 80's) that the printer engine was sold to several
>> companies
>> to be marketed under their own name.
>>
>
```

> Yeah. That's what I thought of. Anyways I hoped for something like:
>
> - Epson xx-yyy (fits also MPS-801, Atari 1029, etc. etc.)
>
> I simply hoped that the engine was made by a well-known printer brand
> and licensed to others but which one?
>

Oh yeah, I see from Michael's faq that it was SEIKO who did it. Just
which model(s) it was used in is still open.

5154. XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 14:21:52 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <4oYm9.1416565$oa7.49176882@Flipper>
Source record: 27025

One of my XF551 drive mech. is broken (a mitsumi).
The mechanism was used with my Floppy Board for years, but now it only
produces 'boot error'.
I've tried some other 5.25 mechanism which do work, but don't fit in the
XF551 case. :-(

Any suggestions of how to fix it?

Freddy.

5155. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 15:59:07 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0210030759.15e4185f@posting.google.com>
Source record: 27026

> I simply hoped that the engine was made by a well-known printer brand
> and licensed to others but which one?

I think its a SEIKOSHA GP500, but not 100% sure. However, the
Commodore MPS-801 ribbons should be much easier to find.

5156. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 16:29:20 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <Af_m9.29244$sR2.501621@news4.ulv.nextra.no>
Source record: 27027

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> skrev i melding
news:bmSm9.22937$kd3.64278@news-server.bigpond.net.au...
> Galaxian maybe? It had butterflies. It was a space invaders clone.
>
> Mark

Galaxian isn't that fast, is it ? I am not sure which he means, but I do
have a few simple shooters, moving fast. Can't remember the names, though
:-/

5157. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 17:09:08 UTC
From: "David J. Firth" <david.firth@btinternet.com>
Message-ID: <FLk3PIAzkHn9EwFP@btinternet.com>
Source record: 27028

In article <7e29a94a.0210022257.88a60a9@posting.google.com>, JN
<jirinej@volny.cz> writes
>Many years ago I had a game on my 800 XL, now I dont't remember its
>name. It was simple, very fast shooter, your spaceship was at the
>bottom of the screen and can move only left/right (something like
>Alien Ambush, but much faster) . From above descended various sets of
>aliens (something like in Gyruss). One set, as far as I remember, was
>something like butterflies. The shooting was pretty fast, and the
>sound of shooting was also good. It was one of a few games, in which I
>used autofire. Does somebody remember its name ? Thanks.

Phoenix?

There's a Playable Java Version at http://www.infixnet.gr/phoenix/

--
David J. Firth

5158. Re: SmartIDE Info

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 17:22:28 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d9c7da7$1_7@nopics.sjc>
Source record: 27029

from me, Bob Woolley..!

what would you like to know??

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ang594$dp0$1@bob.news.rcn.net...
> Where can I get some info on the SmartIDE by Bob Wooley?
>
>

5159. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 17:42:22 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d9c8252_3@nopics.sjc>
Source record: 27030

Is this being used in an XF551 or a Floppy Board? Many of the older 5 1/4 drives draw too much power to be used in an XF551. If it is on a FB, you should just mount it in a 1050 case or something and power it externally or pull the guts out of the XF551 and power that externally. This is going to get worse as time goes by... These old drives are not going to last forever. You can fix the drive, but you need parts -- which you can only get from another drive. Do you have any idea what is wrong with it? Does it spin, seek and such? Will it read at all? Try pushing gently on the head carriage while it tries to read - maybe it is just out of alignment a little (wishful thinking...).

Bob

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:4oYm9.1416565$oa7.49176882@Flipper...
> One of my XF551 drive mech. is broken (a mitsumi).
> The mechanism was used with my Floppy Board for years, but now it only
> produces 'boot error'.
> I've tried some other 5.25 mechanism which do work, but don't fit in the
> XF551 case. :-(
>
> Any suggestions of how to fix it?
>
> Freddy.
>
>

5160. atari vs. apple II article?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 20:35:46 UTC
From: thomas <nospam@mailbox.com>
Message-ID: <ani9p50ec0@enews4.newsguy.com>
Source record: 27034

hi,

I remember reading an atari mag back few years ago (not sure which mag) that interviewed one of the 8-bit atari designers comparing the atari vs. an apple IIe/c.

does anyone remember such an article? which mag it was and if someone would be willing to post a scan of the article?

for some reason, I remember reading this article many many years ago and would really like to read it again.

thanks a bunch,
thomas

5161. Re: Current Notes pages wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 20:54:24 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-C98348.15542303102002@news.supernews.com>
Source record: 27031

Thank you Rick. Anything would be greatly appreciated. (received no other responses so far)

-Michael

In article <3D9BCA8A.92EC9805@cswebmail.com>,
"Rick D." <webrickd@cswebmail.com> wrote:

> Michael Current wrote:
>
> > >
> > > Here's what I'm looking for:
> > >
> > > Current Notes
> > > -------------
> > > Volume 11 Number 2 March 1991 pp. 67-70
> > > Volume 11 Number 3 April 1991 pp. 11-14, 63-66
> > > Volume 11 Number 4 May 1991 pp. 15-18, 29-38
> > > Volume 11 Number 5 June 1991 pp. 13-18, 63-66
> > >
> > > Thanks for reading!
> > >
> > > -Michael
> > > --
>
> I'll certainly go thru my collection and see if I have any in your list.
>
> Rick D.
>
>

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5162. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 20:57:57 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <pb2n9.34272$CN2.12471@nwrddc01.gnilink.net>
Source record: 27032

> Could someone be so kind as to specify the 800XLs video socket pinout? I
> have problems finding it on the net.

pin 1 Composite Luminance
pin 2 Ground
pin 3 Audio
pin 4 Composite Video
pin 5 not used

5163. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:01:39 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <Te2n9.34355$CN2.15943@nwrddc01.gnilink.net>
Source record: 27033

"JN" <jirinej@volny.cz> wrote in message
news:7e29a94a.0210022257.88a60a9@posting.google.com...
> Many years ago I had a game on my 800 XL, now I dont't remember its
> name.
I'd bet on Galaxian.

5164. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:10:09 UTC
From: krieg@shell.core.com
Message-ID: <3d9cb231$0$1419$1dc6e903@news.corecomm.net>
Source record: 27035

In article <7e29a94a.0210022257.88a60a9@posting.google.com>, JN
><jirinej@volny.cz> writes
>>Many years ago I had a game on my 800 XL, now I dont't remember its
>>name. It was simple, very fast shooter, your spaceship was at the
>>bottom of the screen and can move only left/right (something like
>>Alien Ambush, but much faster) . From above descended various sets of
>>aliens (something like in Gyruss). One set, as far as I remember, was
>>something like butterflies. The shooting was pretty fast, and the
>>sound of shooting was also good. It was one of a few games, in which I
>>used autofire. Does somebody remember its name ? Thanks.

This is probably "Bandits", but may also be "Space Eggs" or "Sneakers".
Haven't played these in years! I'll have to dig them out tonight!
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= =
=_ _ _ ___= E-mail: krieg@execpc.com =
=_ __ _ __ _ __ _= WWW: http://www.execpc.com/~krieg =

5165. Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:42:58 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <anidndftk1@nntp.gatel.net>
Source record: 27036

I remember a fractal 3D mandelbrot programm from a German magazine. The nice thing about that fractal programm was that it displayed the mandelbrot landscape in 3D and they used a little trick to make it look like as if the light comes from one side. If you had your machine running overnight you got some really nice 3D mandelbrot landscapes on your screen.

To bad that I lost the disk with the programm on it.

I would be grateful to anyone who knows the magazine, issue etc or who would be able to point me in some direction. Maybe the basic program is somewhere on the internet.

many thanks
Chris

5166. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:46:15 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <HU2n9.474038$f05.21197845@news1.calgary.shaw.ca>
Source record: 27037

Oasis and BBS Express are probably the most talked about. Do remember that the baud rates are generally going to keep to around 2400 baud unless you've hacked and patched the software. Nice thing is that you could run it using an emulator and allow incoming connections from the internet.

Have fun!

- Shangrila

"Atari4evr" <atari4evr@aol.com> wrote in message news:20021002044710.02960.00001769@mb-fr.aol.com...
> Dear Atarians,
>
> Can anyone recommend an easy-to-use BBS software package for the Atari 8-bit
> system. Although there is a considerable commitment of time and effort in
> runing even a small part-time BBS, I have been playing with the idea of
> starting a new 8-bit service. Thank you!
>
> Sincerely, An Atarian Forever...

5167. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:52:20 UTC
From: Fox-1
Message-ID: <sQ2n9.3495$48.306936@zwoll1.home.nl>
Source record: 27038

"Freddy Offenga" wrote

> I've tried some other 5.25 mechanism which do work, but don't fit in the
> XF551 case. :-(

> Any suggestions of how to fix it?

A 3,5" mechanic would be an option, but is of no use when you already have some 5,25" laying around :-)

What is the problem a standard IBM-style does not fit? If it is the flatcable, you can extend it by gently removing the original
one from the XF PCB and replace it with a longer one. I did the same when mounting my XF PCB into a 1050 case with both a 5,25"
and a 3,5" mechanic.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5168. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 21:58:49 UTC
From: Fox-1
Message-ID: <AW2n9.3520$48.311257@zwoll1.home.nl>
Source record: 27039

"Patrycjusz R. ogiewa" <silverdr@inet.com.pl.remove.it> wrote in message news:3d9c0cf8$1@news.inet.com.pl...
>
> Hi.
>
> Could someone be so kind as to specify the 800XLs video socket pinout? I
> have problems finding it on the net.

A problem finding them??? When searching in Google for "atari 800xl monitor pinout", 88 url's will show up, including mine which
is at http://www7.brinkster.com/atari/pinouts.htm#pinouts

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5169. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 22:00:52 UTC
From: Fox-1
Message-ID: <AY2n9.3529$48.313002@zwoll1.home.nl>
Source record: 27040

"JN" wrote

> Many years ago I had a game on my 800 XL, now I dont't remember its
> name. It was simple, very fast shooter, your spaceship was at the
> bottom of the screen and can move only left/right

If it was loading "levels" from disk, it may be "Bandits"...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5170. Re: Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 22:17:28 UTC
From: Matthias Reichl <usenet-20021003@hias.horus.com>
Message-ID: <slrnappgh6.4na.usenet-20021003@camel.hias.horus.com>
Source record: 27041

Hi!

On Thu, 03 Oct 2002 23:42:58 +0200, Christopher Lang wrote:
> I remember a fractal 3D mandelbrot programm from a German magazine. The nice
> thing about that fractal programm was that it displayed the mandelbrot
> landscape in 3D and they used a little trick to make it look like as if the
> light comes from one side. If you had your machine running overnight you
> got some really nice 3D mandelbrot landscapes on your screen.
>
> To bad that I lost the disk with the programm on it.
>
> I would be grateful to anyone who knows the magazine, issue etc or who would
> be able to point me in some direction. Maybe the basic program is somewhere
> on the internet.

I don't know if we are thinking of the same program, but IIRC once there
was such a program in one of the "Happy Computer" magazines.

I searched my archive, but only found a compiled version of this
program (I guess I was bored from waiting so I used the TurboBasic
Compiler to speed things a little bit up).

First you are asked to enter your coordinates (x, y, and height), a
viewing direction and a filename, then the program starts drawing
some "clouds in the sky" and then starts with the 3D-landscape
(approx. in the bottom half of the screen).

If you like, I could email you the compiled program - just drop me
a line. I'm sure I got the original magazine with the source code
somewhere "archived" at my parents' home. If you don't succeed in
finding the program (and in case we are meaning the same program),
I can try to dig it out of my archive (but it could take a few weeks
before get there).

so long,

Hias

5171. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-03 22:18:36 UTC
From: Fox-1
Message-ID: <3d3n9.3579$48.326850@zwoll1.home.nl>
Source record: 27042

"Freddy Offenga" wrote

> H Fox-1,

> I switched from Black-box to SIO2PC years ago and still find it perfect for
> what I'm doing.

I'm a registered owner of APE for DOS and use it next to my blackbox'. APE runs on an old 486 under MS-Dos, connected to my
home-network. Works very well, but I use APE to transfer files between my PC's and Atari. When it comes to speed, working with a
black-box is much more fun.

In the past I also used APE to transfer data between my two Atari-with-Blackbox set-ups. Just created a temporary ATR image and
used it as a buffer. Unfortunately doing it this way is slow, but now I also have a SIO2IDE interface which makes some things
easier.

Besides of that, I hope to have some MUX-carts too in the very near future. Even more faster (At least I hope, never worked with a
MUX before).

> I actually never traded DOS 2.5 (and compatibles) for Sparta
> because of the incompatibility.

As for file-based programs, I use Sparta-Dos. If it doesn't run with Sparta-Dos, I simply don't use it.
If a disk is a kind of autobooting DOS 2.5 disk, it's o.k. for me as long as it acts like it is a bootdisk.
If there are utils on such a disk which needs to save data to a disk, I always try to replace the DOS with a version which is able
to use at least double-density, and when possible also quad-density. Usually it turns out that XDOS will be used for this, or
sometimes also TurboDos...

> Turbo BASIC is great for prototyping and utility programs. For the rest, asm
> rules ofcourse! :-)

Nothing beats asm. I wish I had the time to pratice some more with assembly...

> to) an Atari and keep the rest of the PC unused. With SIO2PC you can use the
> HD, monitor everything, have a R: and P: interface and more. Some say, speed
> is the problem, but then there should be simply a faster connection between
> the A8 and PC (extra PIA comes to mind).

KMK made a thing called "PIO2PC". It connects to the cartridgeport.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5172. Re: What printer tape catridge for ATARI 1029?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 00:11:04 UTC
From: Simon J Wells <simonwells@hotmail.com>
Message-ID: <BV4n9.454$G5.257@fe01>
Source record: 27043

B&C has them as well as several other websites. I also found that a company called NER makes them (they make them for the commodore) so if you do a search online you can find them sold in packs of 6

Simon J Wells

5173. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 01:09:26 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210031709.5521848@posting.google.com>
Source record: 27044

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:<4oYm9.1416565$oa7.49176882@Flipper>...
> One of my XF551 drive mech. is broken (a mitsumi).
> The mechanism was used with my Floppy Board for years, but now it only
> produces 'boot error'.
> I've tried some other 5.25 mechanism which do work, but don't fit in the
> XF551 case. :-(
>
> Any suggestions of how to fix it?
>
> Freddy.

I've replaced a couple and had no troubles once I swaped out the mitsumi's drive rails for the ones on the replacement drive. Its not something really easy like that is it? I don't think you'll ever find a replacement drive that will have the XF-551 rails already attached, nor the XF-551 rails themselves anywhere. I set the BIOS on my PC to 360k drive and look for 'floppy fail (40)' error which means its a 1.2 meg or a bad drive to test prospective drives for XF-551 replacements.

Keep looking, there are lots of those drives that will fit once you use the right rails on them.

5174. Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 03:33:18 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <upq2vnah158t37@corp.supernews.com>
Source record: 27045

Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you dont come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
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http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
Books. FREE Catalogs on the web at
http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at
http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at
atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!

5175. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 05:40:43 UTC
From: jirinej@volny.cz
Message-ID: <7e29a94a.0210032140.8efc21a@posting.google.com>
Source record: 27046

Thanks to all for trying , but the right answer is HYPERBLAST.
Emulator is ready for action ...

J.N.

jirinej@volny.cz (JN) wrote in message
news:<7e29a94a.0210022257.88a60a9@posting.google.com>...
> Many years ago I had a game on my 800 XL, now I dont't remember its
> name. It was simple, very fast shooter, your spaceship was at the
> bottom of the screen and can move only left/right (something like
> Alien Ambush, but much faster) . From above descended various sets of
> aliens (something like in Gyruss). One set, as far as I remember, was
> something like butterflies. The shooting was pretty fast, and the
> sound of shooting was also good. It was one of a few games, in which I
> used autofire. Does somebody remember its name ? Thanks.

5176. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 06:10:15 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anjbn1kpg1@news1.xs4all.nl>
Source record: 27047

Hi,

Is there someone outhere that has OASIS 4.8 and OASIS 5.0 for me, also need
the QWK-net modules for it...

TXG/MNX
"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message
news:HU2n9.474038$f05.21197845@news1.calgary.shaw.ca...
> Oasis and BBS Express are probably the most talked about. Do remember
that
> the baud rates are generally going to keep to around 2400 baud unless
you've
> hacked and patched the software. Nice thing is that you could run it
using
> an emulator and allow incoming connections from the internet.
>
> Have fun!
>
> - Shangrila
>
>
> "Atari4evr" <atari4evr@aol.com> wrote in message
> news:20021002044710.02960.00001769@mb-fr.aol.com...
> > Dear Atarians,
> >
> > Can anyone recommend an easy-to-use BBS software package for the Atari
> 8-bit
> > system. Although there is a considerable commitment of time and effort
in
> > runing even a small part-time BBS, I have been playing with the idea of
> > starting a new 8-bit service. Thank you!
> >
> > Sincerely, An Atarian Forever...
>
>

5177. Re: Other Storage?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 06:42:48 UTC
From: solarinflux@aol.com
Message-ID: <20021004024248.19365.00006337@mb-ff.aol.com>
Source record: 27048

shut up...///// sorry that was the other me mad at me and repremanding me manly with the back of the hand, see

5178. Improving my Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 07:39:01 UTC
From: thomas.raukamp@t-online.de
Message-ID: <b9eb3dd8.0210032339.67cc8545@posting.google.com>
Source record: 27049

Hi.

I decided to invest in my 130 XE again - this is true love, isnï¿½t it?

Anyway: Iï¿½m searching for the version of AtariWriter for the XEP-80.
Itï¿½s called AtariWriter 80, I guess. Would need the disk for my XF551.

Iï¿½m also searching for someone who can put an ide-controller plus a
2.5"-harddisc into this little machine, because Iï¿½m too foolish for
that. System should boot from the harddisc.
If a memory upgrade (1 MB) would be installed also, Iï¿½d be most happy.
:)

Feel free to contact me (especially from Germany and/or Europe). Iï¿½d
certainly be willing to pay for your work and software and prefer
original software.

Take care,

--
thomas

5179. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 08:16:35 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <D7cn9.476948$f05.21349905@news1.calgary.shaw.ca>
Source record: 27050

Much like Lance owning BBS Express Pro, I don't think you're going to find anything except Oasis Jr. for download. I might be mistaken but I don't believe the more current Oasis versions to be in the public domain. It's been ages since I've played around with Oasis but I'd say it's another great piece of BBS software.

Good luck in your search!

- Shangrila

"TXG" <txg@the-underground.myweb.nl> wrote in message news:anjbn1kpg1@news1.xs4all.nl...
> Hi,
>
> Is there someone outhere that has OASIS 4.8 and OASIS 5.0 for me, also need
> the QWK-net modules for it...
>
> TXG/MNX

5180. Best disk copy program for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 09:08:31 UTC
From: dunxuk@aol.com
Message-ID: <20021004050831.10611.00011890@mb-cu.aol.com>
Source record: 27051

What is the best program for copying Atari disks? I use diskcomm 3.2 at the moment to create perfect disks from DCM files (bad sectors and all) but I now have an SIO2PC cable and would like to copy from an ATR image on the PC to a normal Atari floppy. Also does anyone else find that diskcomm doesn't like writing to a normal drive when there is an SIO2PC cable in the daisy somewhere?

Many thanks!

BTW;

I'm not trying to plug an Atari disk drive into the PC.
I'm not going to buy an 10502PC cable.
I'm not just going to run them from the PC and not bother with floppies.
I think that covers it!! :o)

5181. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 12:03:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <msfn9.1448746$oa7.50456532@Flipper>
Source record: 27052

Thanks Lee. The rails is no problem, since I still have it im my XF551
casing.
I think the replacement drives I tried are a little old and therefore
doesn't fit because of the length of the drives. I keep looking, don't think
these drives are rare items. ;-)

Freddy.

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0210031709.5521848@posting.google.com...
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:<4oYm9.1416565$oa7.49176882@Flipper>...
> > One of my XF551 drive mech. is broken (a mitsumi).
> > The mechanism was used with my Floppy Board for years, but now it only
> > produces 'boot error'.
> > I've tried some other 5.25 mechanism which do work, but don't fit in the
> > XF551 case. :-(
> >
> > Any suggestions of how to fix it?
> >
> > Freddy.
>
> I've replaced a couple and had no troubles once I swaped out the mitsumi's
> drive rails for the ones on the replacement drive. Its not something
> really easy like that is it? I don't think you'll ever find a replacement
> drive that will have the XF-551 rails already attached, nor the XF-551
> rails themselves anywhere. I set the BIOS on my PC to 360k drive and look
> for 'floppy fail (40)' error which means its a 1.2 meg or a bad drive to
> test prospective drives for XF-551 replacements.
>
> Keep looking, there are lots of those drives that will fit once you use
the
> right rails on them.

5182. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 12:13:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <CBfn9.1449071$oa7.50468311@Flipper>
Source record: 27053

Ok, Bob, I didn't check all the things you mention. Just slipped in another drive and since it worked concluded that the other one is bad.

The bad drive originally came from that same XF551 case, but I used it with the FB for some time.
It could even be that the drive was already bad when used with the FB, since I also had troubles with it then.

Will try the 'alignment' check.

Thanks for the info!

Freddy.

P.S. The working drive makes quite some noise when the head moves. I remember we used to solve it with the 1050 using a little oil. Is it save to do this?

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3d9c8252_3@nopics.sjc...
> Is this being used in an XF551 or a Floppy Board? Many of the older 5 1/4
> drives draw too much power to be used in an XF551. If it is on a FB, you
> should just mount it in a 1050 case or something and power it externally or
> pull the guts out of the XF551 and power that externally. This is going to
> get worse as time goes by... These old drives are not going to last forever.
> You can fix the drive, but you need parts -- which you can only get from
> another drive. Do you have any idea what is wrong with it? Does it spin,
> seek and such? Will it read at all? Try pushing gently on the head carriage
> while it tries to read - maybe it is just out of alignment a little (wishful
> thinking...).
>
> Bob
>
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> news:4oYm9.1416565$oa7.49176882@Flipper...
> > One of my XF551 drive mech. is broken (a mitsumi).
> > The mechanism was used with my Floppy Board for years, but now it only
> > produces 'boot error'.
> > I've tried some other 5.25 mechanism which do work, but don't fit in the
> > XF551 case. :-(
> >
> > Any suggestions of how to fix it?

> >
> > Freddy.
> >
> >
>
>

5183. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 12:22:27 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7Kfn9.1449386$oa7.50478085@Flipper>
Source record: 27054

H&#65533; Fox-1,

I like to use the drive to preserve my 5.25 disks, so the 3.5 is of no use
to me.
Everything would fit if the drives I have weren't such long ones. I guess
the more modern 5.25 drives are no problem. A black front would be good,
since the XF551 case is black too. :-)

Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:sQ2n9.3495$48.306936@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > I've tried some other 5.25 mechanism which do work, but don't fit in the
> > XF551 case. :-(
>
> > Any suggestions of how to fix it?
>
> A 3,5" mechanic would be an option, but is of no use when you already have
some 5,25" laying around :-)
>
> What is the problem a standard IBM-style does not fit? If it is the
flatcable, you can extend it by gently removing the original
> one from the XF PCB and replace it with a longer one. I did the same when
mounting my XF PCB into a 1050 case with both a 5,25"
> and a 3,5" mechanic.
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5184. Re: Best disk copy program for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 12:44:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <E2gn9.1450122$oa7.50501524@Flipper>
Source record: 27055

I always use "US Copy". Works with 1 or 2 drives, supports SD,ED,DD.
Supports extra RAM.
No problem with SIO2PC software.

"DunxUK" <dunxuk@aol.com> wrote in message
news:20021004050831.10611.00011890@mb-cu.aol.com...
> What is the best program for copying Atari disks? I use diskcomm 3.2 at
the
> moment to create perfect disks from DCM files (bad sectors and all) but I
now
> have an SIO2PC cable and would like to copy from an ATR image on the PC to
a
> normal Atari floppy. Also does anyone else find that diskcomm doesn't like
> writing to a normal drive when there is an SIO2PC cable in the daisy
somewhere?
>
> Many thanks!
>
> BTW;
>
> I'm not trying to plug an Atari disk drive into the PC.
> I'm not going to buy an 10502PC cable.
> I'm not just going to run them from the PC and not bother with floppies.
> I think that covers it!! :o)

5185. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 13:05:14 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <emgn9.1450826$oa7.50526040@Flipper>
Source record: 27056

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:3d3n9.3579$48.326850@zwoll1.home.nl...
> I'm a registered owner of APE for DOS and use it next to my blackbox'.
APE runs on an old 486 under MS-Dos, connected to my
> home-network. Works very well, but I use APE to transfer files between my
PC's and Atari. When it comes to speed, working with a
> black-box is much more fun.

Yes, 'fun' is probably the best argument. ;-)

>...
> Besides of that, I hope to have some MUX-carts too in the very near
future. Even more faster (At least I hope, never worked with a
> MUX before).

Yes, we should talk about it at the JHV ok? I like the idea of adding a PC
as a MUX slave. This could go hand in hand with a project (currently
on-hold) called 'Atari Client/Server'. :)

> > I actually never traded DOS 2.5 (and compatibles) for Sparta
> > because of the incompatibility.
>
> As for file-based programs, I use Sparta-Dos. If it doesn't run with
Sparta-Dos, I simply don't use it.
> If a disk is a kind of autobooting DOS 2.5 disk, it's o.k. for me as long
as it acts like it is a bootdisk.
> If there are utils on such a disk which needs to save data to a disk, I
always try to replace the DOS with a version which is able
> to use at least double-density, and when possible also quad-density.
Usually it turns out that XDOS will be used for this, or
> sometimes also TurboDos...

I know, some programs are really dirty on the I/O level. I also avoid
programs which by-pass DOS, writing their owns sectors to disk, extremely
dangerous!

>...
> KMK made a thing called "PIO2PC". It connects to the cartridgeport.

Ok, thanks. I'll take a look at it.

Freddy.

5186. Atari Software & Hardware For Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 14:04:49 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <ank760$ea9$3@venus.btinternet.com>
Source record: 27057

Visite my website
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

5187. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 14:26:10 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-324B17.09261004102002@news.supernews.com>
Source record: 27058

So who owns the rights to OASIS, and where is it available for sale?

(the FAQ and Vendors Lists want to know :)

-Michael

In article <D7cn9.476948$f05.21349905@news1.calgary.shaw.ca>,
"Shangrila" <shangrila@spamblocker.subdimension.com> wrote:

> Much like Lance owning BBS Express Pro, I don't think you're going to find
> anything except Oasis Jr. for download. I might be mistaken but I don't
> believe the more current Oasis versions to be in the public domain. It's
> been ages since I've played around with Oasis but I'd say it's another great
> piece of BBS software.
>
> Good luck in your search!
>
> - Shangrila
>
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:anjbn1kpg1@news1.xs4all.nl...
> > Hi,
> >
> > Is there someone outhere that has OASIS 4.8 and OASIS 5.0 for me, also
> need
> > the QWK-net modules for it...
> >
> > TXG/MNX
>
>

5188. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 15:33:15 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d9db448@news.inet.com.pl>
Source record: 27059

Well, I think yours must have been somewhere down... ;-) I spent some
time searching for schematics and pinouts, and the results were
inconsistent. Some were referring to the chroma being NC, some
differently. Also audio was not consistently shown.

Thanks anyway.

Fox-1 wrote:
> "Patrycjusz R. Łogiewa" <silverdr@inet.com.pl.remove.it> wrote in message
news:3d9c0cf8$1@news.inet.com.pl...
>
>>Hi.
>>
>>Could someone be so kind as to specify the 800XLs video socket pinout? I
>>have problems finding it on the net.
>
>
> A problem finding them??? When searching in Google for "atari 800xl monitor pinout", 88
url's will show up, including mine which
> is at http://www7.brinkster.com/atari/pinouts.htm#pinouts
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

--
In a world without walls and fences, who needs windows and gates?!

5189. 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 15:35:55 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d9db4e8@news.inet.com.pl>
Source record: 27060

Wondering if there are any chances for getting the Service Manual, or at
least schematics for the 1050?

--
In a world without walls and fences, who needs windows and gates?!

5190. Re: 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 16:05:08 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uprf1kncde0ebc@corp.supernews.com>
Source record: 27061

Try Best Electronics at:

http://www.best-electronics-ca.com/

Don
Vancouver, USA

"Patrycjusz R. ogiewa" <silverdr@inet.com.pl.remove.it> wrote in message
news:3d9db4e8@news.inet.com.pl...
> Wondering if there are any chances for getting the Service Manual, or at
> least schematics for the 1050?
>
>
> --
> In a world without walls and fences, who needs windows and gates?!
>

5191. FS: Atari Lot

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 16:13:07 UTC
From: The Collectaholic <mkusz@comcast.net>
Message-ID: <s22dndPi9cOJIwCgXTWcqw@News.GigaNews.Com>
Source record: 27062

Help clean out my basement...

VINTAGE ATARI 8-BIT PUBLICATIONS
Activision River Raid Cart. Manual
Atari Astroids Cart. Manual
Atari Basic Quick Reference Guide by John Wiley & Sons
Atari Pac-Man Cart. Manual
Computer Gaming World Vol. 5.3

VINTAGE ATARI 8-BIT SOFTWARE
Analog Movie Themes Cassette (req. Music Composer/no manual)
Atari BASIC Cart. (2 available)
Atari Eastern Front (1941) Cart. (17 included)
Atari Eastern Front (1941) XE Cart.
Atari Graph It Cassettes
Atari Joust Cart.
Atari Writing Programs One/Two Cassette
Avalon Hill Bomber Attack Cassette
EA One On One Disk (w/instructions)
Sublogic Flight Simulator II Disk (w/instructions & box)

Everything for $25.00 plus $10.00 shipping within the U.S. I will ship
internationally, but shipping will be more.

5192. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 16:41:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DC4CD.F8BFFBA1@students.uni-mainz.de>
Source record: 27063

Well,
and me I gave him a harddisk plus My-IDE interface for free. He told me
that he hasn`t found the time lately to test or use it. Besides I also
asked Jiri if he could patch Bewe-DOS for use with a) up to 8 (or 9)
drives and b) up to 1440kbytes (disk) and up to 16 Megabytes (harddisk).
Of course all the Bewe utilities (like Format.COM, Menu.Com, etc.)
should then be patched also for the new options. Unfortunately he told
me that he neither has the time nor the motivation to do so. And if he
would, he would soon have problems keeping the memlo under $2000...
Well, looks like we have to live with the latest Bewe-DOS version 1.3.
-Andreas.

P.S.: We can buy almost everything, except TIME (or another LIFE)...

Fox-1 schrieb:
>
> "Freddy Offenga" wrote
>
> > During the development of BW-DOS, the author (Jiri) found several bugs in
> > SpartaDOS. In fact he told me these bugs are so serious, that even he didn't
> > want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't have the
> > serious problems, but at least the disk versions are not ok.
>
> On Atari-meetings, I spoke with Jiri a few times. Unfortunately, his English is not that
perfect (as is mine, but much better then
> I can talk Czech :-)) and he refers to the 2.3 and 3.2 Sparta-Dos versions. Many things
he calls "bugs" are actually
> "incompatibilities". One major bug was the file-open/close one, introduced in Sparta-Dos
3.2f (3.2d?) which the 3.3 versions don't
> have.
>
> He didn't had the 3.3 versions right then, nor he had Sparta-Dos X. The last time we met
(Atariada 2001) I gave him copies of 3.3a
> and 3.3b. Don't know if he's gonna use them or not. Probably not since BeWe-Dos is pretty
much unsupported right now, but things
> may change in the future...
>
> Besides this, I also made a copy of ATOS for him. If he can find the time, he'll test it
a bit with BeWe-Dos, but he had to finish
> his harddisk set-up first.
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>

> Remember what the Dormouse said...

5193. Re: Whomper Stomper

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 16:45:31 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DC5AB.2641E7BE@students.uni-mainz.de>
Source record: 27064

Well,
looks like the version I had of Whomper Stomper (before I gave it away).
There are many other commercial games that have very simple manuals or
labels. For example I remember "Asylum" which had a golden/metal
disk-label - but nothing was printed on it (still the disk was copy
protected and I had the original manual+package)... -Andreas.

Freddy Offenga schrieb:
>
> Just got the disk version of this game.
>
> It includes an A4 black/white (bad copy) of a 'would-be' manual.
> Doesn't look like an original manual to me. Anyone has this game?
>
> Also, the label on the disk is a very small white label containing only
> printed "whomper stomper".
> Can someone confirm this is an original? Thanks.
>
> Freddy.

5194. Re: Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 16:54:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DC7DC.3EEEF21C@students.uni-mainz.de>
Source record: 27065

Hmmm,
sounds like "Atari magazin" or maybe "Zong". I don`t know where to find
the basic programs on the internet - but e-Mail me and I will send you a
copy of them. (AM contains a Basic program, a later issue also had the
TB program; Zong contains some TB programs by Thimo Graef...)
-Andreas.

Christopher Lang schrieb:
>
> I remember a fractal 3D mandelbrot programm from a German magazine. The nice
> thing about that fractal programm was that it displayed the mandelbrot
> landscape in 3D and they used a little trick to make it look like as if the
> light comes from one side. If you had your machine running overnight you
> got some really nice 3D mandelbrot landscapes on your screen.
>
> To bad that I lost the disk with the programm on it.
>
> I would be grateful to anyone who knows the magazine, issue etc or who would
> be able to point me in some direction. Maybe the basic program is somewhere
> on the internet.
>
> many thanks
> Chris

5195. Ramdisk info (Version 2.0)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 17:06:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DCA9E.4BD888A7@students.uni-mainz.de>
Source record: 27066

Hello folks,
below is the new(est) version of my Ramdisk info-article. I made a few
updates like:
- shortened the whole article (removed some paragraphs)
- (hopefully) limited the whole text to a max. of 76 chars. per line
(checked it with Word 6.0 and it looks like it works alright now!)
- updated the info for AM ramdisk (Basic on / off - Rambanks)
- maybe more (I don`t remember)...
greetings, Andreas.

----------snip
here----------

3.7 Atari Ramdisks - the first try of an (incomplete) Overview:
[This is version 2.0 from October 2002]

Right from the start of the Atari 8-bit computer era in the late
70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM
extensions and enhancements, just to save some money. Also a lot of
firms
provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to
see
this text & info growing. For now let us start here, the info-section
is
divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);

4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);
8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in
their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use
a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,

32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But
maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not
reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard
convention
as the majority of ramdisk users don't want bit 4 counted as a control
bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the
'on'
bit for ANTIC's access to the extended memory for 'compatible' (to
130XE)
machines as well. If bit 5 does show up in a bit use table, one can
only
assume that this is an incompatible machine which doesn't have or use
ANTIC
access at all. In that special case, bit 5 is then available for use
in
switching in the various banks and thus gets counted as a control bit
in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Falcon-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 576k XL various authors 512k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3
af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43
2f,2b,27,23,0f,0b,07,03
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
It now 100% stable works with all Dos'es and fixes the 10 second
delay when rebooting. (I will publish the fix soon - Guy Ferrante)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 81,85,89,8D,A1,A5,A9,AD,C1,C5,C9,CD,E1,E5,E9,ED (Basic on!);
83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (Basic off!);
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (1200XLs don`t have Basic built-in!);
Antic access: no! (can be upgraded to 1088k / 64k RAM + 1024k RD);

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;

Notes: uses 64kbyte Chips x4 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David,
newer Compyshop version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 K. Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
Compyshop`s Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 K. Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four (or more?) switches; 1MB mode is very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that most (if not all) Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one "AND Gate" (refer to ABBUC magazine 63, pages 19+20);

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: uses 64k as main RAM and 192k as Ramdisk/extra RAM;
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), if full 1MB is used,
then built-in Atari Basic is not avaiable (insert the cart!);
Atari Basic: no! XL/XE Selftest: YES! Antic access: YES!

- Newell Patch by E.P. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F

41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80), modified by Erhard
Puetz (refer to ABBUC paper-magazine #29, pages 6 & 7), means:
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or
selfmade ones...) most likely do NOT have Antic access, due to
the lazyness of its creators or their intentions of simply not
needing it. However, original Newell Ramdisks created and sold
by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (511000-80); made by Newell, later by
FTE;
seems to be very incompatible to existing software and bankswitching
cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is
NOT available - only extra Ram/Ramdisk banks. With one PIA chip there
is simply no bit left to switch between main RAM and extra RAM /
Ramdisk.
But with the installation of a second PIA chip one would be able to
do
so. Furthermore one may use (almost) any setup or banks he likes then
(with a second PIA chip one could control up to 256 Megabytes of
RAM).
built in Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; older versions were
designed for 32k banks, but with the appearance of the 130XE as
the new Atari standard, the design had been changed to 16k banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
uses 64k as main RAM and 192k as Ramdisk; Antic access: no!
built in Atari Basic: YES!, XL/XE Selftest: YES!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C,
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC;
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be compatible to Scott Peterson (?); Antic access: no (?)
built in Atari Basic: YES!, XL/XE Selftest: YES!

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, 600XL Ramdisks, Rambo XL (512k by
ICD), some more Compyshop Ramdisks as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 10th edition special thanks go to: Lee Barnes, Russ Gilbert,
Mathy van Nisselroy, Erhard Puetz, Mathias Reichl, Ron Hamilton, Wes
Newell, Guy Ferrante, XI of Satantronic and Bernhard Pahl for sharing
their info with me. Also thanks to John Picken for writing an
excellent
article about ramdisks and cartridges (especially about
bank-switching,
which both devices can do). And thanks to Jindrich Kubec (Jindroush)
for

presenting this fine article on his homepage... Thank you Folks !!
Well, thats it for today - there is still a lot of information
missing,
I know, but any help is appreciated. If you have some more information
or
other things that might help, let me know. Please do also send
corrections
since there will always be some updates and corrections nescessary.
Atarian Greetings - Andreas Magenheimer.

5196. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 17:12:13 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d9dcc16$0$16212$e4fe514c@dreader7.news.xs4all.nl>
Source record: 27067

Hi,

I thought Jeff Williams owned the rights he even wrote OASIS 5.x but never released it.

I know OASIS jr is PD and all other versions are commercial. I have an original 4.8 but need the QWK-net modules written by Tom Hunt for it. But Tom doesn't have them anymore... Who can help me?

TXG/MNX

"Michael Current" <mcurrent@carleton.edu> wrote in message news:mcurrent-324B17.09261004102002@news.supernews.com...
> So who owns the rights to OASIS, and where is it available for sale?
>
> (the FAQ and Vendors Lists want to know :)
>
> -Michael
>
>
> In article <D7cn9.476948$f05.21349905@news1.calgary.shaw.ca>,
> "Shangrila" <shangrila@spamblocker.subdimension.com> wrote:
>
> > Much like Lance owning BBS Express Pro, I don't think you're going to find
> > anything except Oasis Jr. for download. I might be mistaken but I don't
> > believe the more current Oasis versions to be in the public domain. It's
> > been ages since I've played around with Oasis but I'd say it's another great
> > piece of BBS software.
> >
> > Good luck in your search!
> >
> > - Shangrila
> >
> >
> > "TXG" <txg@the-underground.myweb.nl> wrote in message
> > news:anjbn1kpg1@news1.xs4all.nl...
> > > Hi,
> > >
> > > Is there someone outhere that has OASIS 4.8 and OASIS 5.0 for me, also
> > need
> > > the QWK-net modules for it...
> > >

> > > TXG/MNX
> >
> >

5197. Ramdisk info (software that supports a RD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 17:18:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DCD59.1F70EE8C@students.uni-mainz.de>
Source record: 27068

Hello folks,
here is part two of my ramdisk info article - software that supports a ramdisk. It is still unfinished, but I have updated some things like:

- max. 76 chars. per line (hopefully this works now!);
- divided the software into two groups (DOS / Non-DOS) and four categories;
- sorted all entries alphabetically;
- added some more DOS versions;
- added some more Non-DOS programs;
- etc. (I don`t remember right now)...

greetings, Andreas.

--------------------------------cut here!---

8.12 Ramdisk-supporting Software:
(This is Version 2.0 from October 2002)

Well, I will only list those programs here that have BUILT-IN! ramdisk support. Why? Simply, because most if not all PD programs can support a RD, as soon as the user a) has a certain DOS or RD driver or b) has a special OS inside the computer or c) has any kind of special and non-standard hardware. Just one example: With the use of QMEG+ OS it is possible to freeze ZORK (or any other protected / unprotected program)
into the RD, then re-direct the RD as being drive 1 and finally boot Zork off of the Ramdisk, allthough Zork does not support a RD in any way.
The same funny things can be done to other copy protected programs and especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) unknown (maybe 128k?);
b) XE-RDs (selfmade drivers!) afaik 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;

b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) unknown;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 128 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions)

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade driver!) unknown;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 128 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;
(in the Atari scene it is as unpopular as DOS 3 and DOS 4!)

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/B.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to ??? kbytes;
b) Axlon-RDs (selfmade-driver!) up to ??? kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to ??? kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) ???
=> see Sparta DOS 1.x, 2.x, 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 1.x, 2.x, 3.x !!
(maybe with RD-drivers for up to 16 Megabytes ?!?)

- Super DOS 2.x Alan Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Alan Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;

- Top-DOS 1.x ???
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to ??? kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (unknown);
64k, 128k 130XE-RD;

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-RD;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 128k?, 320k 26AE-Ramdisk;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (dec.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta up to 1 Megabyte,
etc.)

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loading from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks to Russ Gilbert and Lee Barnes for sharing
some
info with me. Any further help or info is welcome !! Andreas
Magenheimer.

5198. Ramdisk info (software that requires a ramdisk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 17:31:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3D9DD05F.9A787ECD@students.uni-mainz.de>
Source record: 27069

Hello folks,
here is the new(est) version of my ramdisk info-article - software that
requires a ramdisk. It is till unfinished, but I have updated some
things like:

- max. 76 chars. per line (hopefully!);
- divided the software into Non-Demo and Demo-Programs
(each consisting of four categories);
- sorted all entries alphabetically;
- added some programs + removed some programs;
- divided the Ramdisks into 3 types: a) 130XE (for all XE compatible
machines),
b) 26AE (Compyshop and compatible ramdisks), c) 8ACE (all other
ramdisks);
note: since I don`t have any 8ACE RDs, I could not test any programs
with them!
- etc. (I don`t remember right now)...

greetings, Andreas.

----------cut
here!----------

8.13 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.0 from October 2002]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks ?!?;

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) 8,A,C,E blocks;

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) 8,A,C,E or 2,6,A,E blocks;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HD-Partition all Sparta-DOS Ramdisks;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = yes ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = yes!, 8ACE = ??? ;

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.1 (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = yes! ; 8ACE = yes! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh
bugs!)

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) A,C,E - Ramdisk blocks;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8ACE Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s
Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of)
Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (authors unknown);
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = yes ; 8ACE = ???;
(=> this demo chooses the Ramdisk & Setup automatically!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no ; 8ACE = yes ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = yes ; 8ACE = ??? ;
(=> this demo chooses the Ramdisk & Setup automatically!)

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;

b) 128k or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Glashead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Halle 1994b: Wormhole A.R. + C.S.S.;
320k RAM 26AE = yes ; 8ACE = ??? ;

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = yes ; 8ACE = ??? ;
c) 320k (Parts 1+2+3) 26AE = no ; 8ACE = yes ;
(=> the demo normally runs a setup for 320k memory; but there are
2-3
batch files for each Setup; goto DOS and install the one you want or
need with the JOB command: JOB @xxx.BAT [RETURN], then reboot disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = ??? ; 8ACE = ??? ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = yes ; 8ACE = ??? ;
(=> this demo chooses the Ramdisk & Setup automatically!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = yes ; 8ACE = ??? ;
(=> this demo chooses the Ramdisk & Setup automatically!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = yes ; 8ACE = ??? ;
(=> if your Ramdisk uses other blocks than 26AE, you have to create
a
somewhat strange *.CFG text file with 16 data bytes for the
Rambanks!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> the Setup appears automatically; setup 15 banks to run the demo!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni;
320k RAM (TB listings!) 26AE = no ; 8ACE = yes ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = no ; 8ACE = yes ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = yes ; 8ACE = ??? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work here!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk also)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = no ; 8ACE = ??? ;

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = yes ; 8ACE = yes ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = yes ; 8ACE = ??? ;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = bugs! ; 8ACE = ??? ;

- X-Demo Mad Team;
320k RAM 26AE = yes ; 8ACE = ??? ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - Compyshop-Ramdisks, Compyshop-Megaram 1,2,3
& Mathy`s RD have/use 26AE Ramdisk blocks;
- afaik all other Ramdisks have ACE (8AE) or 8ACE blocks;
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- sep. Antic means separate Antic access of the RD;

Since I don`t have any 8ACE Ramdisks, I could not test any program
with these types. However, any corrections and/or updates are welcome.
- Andreas Magenheimer

5199. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 18:09:52 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1033754946@rtfm.mit.edu>
Source record: 27070
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: September 28, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.09.28 Nelson Nieves updated
2002.09.24 removed Jeff's Atari Action Outpost
2002.09.20 removed Mike Hill (author of Pokey emulator for DOS)
2002.09.20 removed Rambit
2002.09.17 removed Fabien Royer
2002.09.17 removed Larry Black
2002.09.16 Raphael Espino updated (Version 0.8 of a8jdpeg)
2002.09.15 PD-World-Versand and New Generation Atari Magazin updates
2002.09.15 removed MTS Creations
2002.09.15 removed Digital World
2002.09.15 removed Purple Mountain Computers
2002.09.15 removed Richard Gore
2002.09.14 added Mark Grebe (author of Atari800MacX)
2002.09.14 Alhart Enterprises Presents (AEP)/Paul V. Alhart updated
2002.09.14 removed Papa's Chip's
2002.09.14 removed Compsult (Brent Dill)
```

2002.09.13 removed N.E.R.D.S. Software
2002.09.12 removed Horizon Computers
2002.09.11 added Jan Detlev's "Little Atari-Shop"
2002.09.09 removed Bresnik Software (Barton Bresnik)
2002.09.09 removed Triple SSS (William Moeller)
2002.09.09 removed Bolt's Electronic Repair Service
2002.09.09 removed TEAC (The Educators Atari Club)
2002.09.09 removed C&T ComputerActive (Rusty Cryer)
2002.09.01 Associated Enterprises updated
2002.09.01 4Jays entry updated
2002.08.21 Nick Kennedy entry updated
2002.08.18 JAY Software (Jan Krupka and Stanislav Opichal) updated
2002.08.18 Cyberpeeps (David Loughton) updated
2002.08.18 phone number for Rambit removed
2002.08.16 removed entry for Video Game Depot
2002.08.16 SteveR's Classic Cartridges (Steve Reed) updated
2002.08.16 READY Technologies (Thomas Smailus) updated
2002.08.14 removed entry for OMC Games (James Garvin)
2002.08.14 removed entry for NOVAtari (user group)
2002.08.14 removed entry for Ivan Mackintosh
2002.08.13 URL added to MCM Electronics
2002.08.13 Harmonic Research entry updated
2002.08.13 removed entry for Paul Gallier (Panther)
2002.08.13 removed entry for David Firth
2002.08.13 Dynacomp entry removed
2002.08.13 Computer Games Plus updated
2002.08.13 removed entry for BRE Software
2002.08.13 removed entry for The Atari Warehouse (Richard Smith)
2002.08.13 removed entry for The Atari Phoenix Project (Timothy Kline)
2002.08.13 removed entry for Toronto Atari Federation (TAF)
2002.08.13 Codecruncher 2.x and 3.x added to Adam Bienias product list
2002.08.13 BeWeSoft product list updated
2002.08.13 removed entry for Micro Discount (D Fern)
2002.08.13 removed entry for HS Computertechnik (T.Hang)
2002.08.13 removed entry for Roland buehler
2002.08.13 removed entry for Vogtlander (H.Weidner)
2002.08.13 removed entry for Highlander (Raimund Altmayer)
2002.08.13 removed entries for Verlag Thomas Eberle / Computer Flohmarkt
2002.08.13 removed entry for Strange Invasion magazine (S.Lausberg)
2002.08.13 removed entry for Databyte / M.faust
2002.08.13 removed entry for Firma Mileng
2002.08.13 Miro Kropacek (MiKRO) updated, Sprite Editor 1.2
2002.08.11 Digital Data Factory updated
2002.08.09 added Quasimodos

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be listed here. "Active" PD/freeware/shareware developers should also be listed. Persons or entities holding rights to products, but not selling or supporting them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products sold are given in categories: new hardware, used hardware, PD/freeware/ shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
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It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
mailto:forjays@pacbell.net
http://www.4jays.com/
Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (718) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case),
810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk),
StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk),
8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk:
Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730

Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
mailto:ejohnson@alltronics.com
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball
Controller, ALPS/1020 printer/plotter pens

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

Associated Enterprises (Victor Halling) 9/02
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:halling@silcom.com
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 92592
Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cityweb.de
http://www.abbuc.de/
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,

PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS), 8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade, RomDisk, QMEG+ 4.0.
Has obtained rights to many products including: KE-Soft, Klaus Peters Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine)
See: Satantronic

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA

tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 9/02
Germany
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.8.0 - C crosscompiler / crossassembler combo for 6502 systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, Multi Dash, Multi Race, Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer, H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, plus many other game and demo programs...

Adam Bienias 8/02
Poland

mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040
USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
mailto:atari@benjamin.net or mailto:atari@aracnet.com
or mailto:BenSells@atari.org
http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/

or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic
mailto:burian@infos.cz
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
mailto:j131@inetia.pl
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

B. Utschig
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023
USA
Vendor: PD/freeware/shareware

Subject: C

Sidney Cadot
The Netherlands
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software
USA
mailto:alicat@earthlink.net
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,

Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport, Strip Dice Blackjack, Lights Out

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K), The Wall,
Sirtoot, Joust patcher

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair Shop.

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:computergamesplus@yahoo.com
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff)
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
mailto:nleaudio@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,

Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc, SuperArc, Disk Communicator, MYDOS 4.50,
BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Micro Designs, Inc. (CMD)
P.O. Box 646
15 Benton Drive
East Longmeadow, MA 01028-0646
USA
Orders: 1-800-638-3263
Info/Support: 1-413-525-0023
FAX: 1-413-525-0147
mailto:support@cmdweb.com / mailto:sales@cmdweb.com
http://www.cmdweb.com/
Vendor: a major Commodore products vendor. Sells new Commodore brand
monitors, ideal for the 8-bit Atari

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom
mailto:cyberpeeps@yahoo.com
http://www.cyberpeeps.freeserve.co.uk/
Vendor: small selection of hardware and software

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
http://www.dadgum.com/

Publisher: Halcyon Days: Interviews with Classic Computer and Video Game Programmers (software for Mac or PC)

D'Antiques (Dan Dotson and Marilyn Saul)
PO Box 40751
Tucson, AZ 85717-0751
USA
tel/FAX: (888) 860-0582 (toll-free, US only) or +1 (520) 881-0582
mailto:dand1@dantiques.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DGS
See: Dean Garraghty

Jan Detlev's "Little Atari-Shop" 9/02
The Netherlands
mailto:jdetlev@hotmail.com
http://www.detlev.myweb.nl/
Vendor: new hardware and software

Digital Data Factory (Edward Williams) 8/02
4870 Old Byram Rd
Jackson, MS 39212
USA
(601) 502-1804
mailto:ed@digitaldatafactory.com
Used hardware, software
Repair Shop.

Digital Force
Mario Trams
An der Eiche 1
D-09577 Lichtenwalde
Germany/Saxony
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (a 65C816 Extension for the ATARI XL/XE)

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380

USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair Shop.

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
USA
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
USA
Developer: Digital Music System, PrintShop/Awardware graphics

Gene Ehrich - "Computer & Video Game Garage Sale"
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/
Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
mailto:info@emulators.com

http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

ST Xformer 3.0, PC Xformer Classic, PC Xformer 2000,
Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
USA
Vendor: commercial software

Raphael Espino 9/02
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
http://vangelisv.safeshopper.com/
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

EXMINSY
Kubikova 1180
182 00 Praha 8
Czech Republic
tel+fax 02/859 2980
mailto:semecky@saul-is.cz
http://www.mujweb.cz/www/semecky
Vendor: commercial software, +

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Flashback Classic Video Games
See: Games + (Games Plus)

Foundation Two (Mad Butscher, Beetle) 6/02
Germany
tbutschk@mainz-online.de or superbeetle@t-online.de
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Games + (Games Plus) / Flashback Classic Video Games (James Mitchell)
4501 E Thomas Rd 1216 W University
Phoenix AZ 85018 ** OR ** Mesa AZ 85201
USA USA
tel: (602) 840-8866 after 10:00 am (602) 890-0556
tel: 1-888-73-GAMES
FAX: (602) 840-8838
mailto:gamespls@micronerd.com

http://www.micronerd.com/
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) 9/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support
Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer
and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!,
Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26,
News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP
titles
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG - Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian
Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan
Cmarko)
c/o Marek Chorvat
Polna 11
974 05 B.Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro,
HTML converter/viewer 1.3, Implosion demo, Quick formatter 1.0, Dynakillers,
Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor,
Mega Color Editor, Wanted megademo, Bristly hedgehog music collection,
Robot Assault intro, Risa Zla intro, Street fighter II demo

Roy Goldman
3440 Ramona, Apt 14
Palo Alto, CA 94306
USA
(650) 565-8113
FAX: (603) 676-3116 (efax)
mailto:royg@cs.stanford.edu
http://www-db.stanford.edu/~royg/
Developer: Daisy-Dot III

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 9/02
mailto:atarimac_pleasenospam@cox.net
http://members.cox.net/atarimac/
Developer: Atari800MacX 0.12 (version of Atari800 for MacOS X)

Christian Groessler 7/02
mailto:chris@groessler.org
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/
Developer: Atari800 for SEGA Dreamcast 0.7 (emulator)

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro,
Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856

mailto:harri@hrx.com or mailto:sales@hrx.com
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

John Harris
USA
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)
ftp://ftp.pulsarinteractive.com/pub/

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Howard W. Sams & Co.
2647 Waterfront Parkway, East Drive, Suite 100
Indianapolis, IN 46214-2041
USA
tel: (800) 255-6989
mailto:csmgr@hwsams.com
http://www.hwsams.com/
Developer: PHOTOFACTs (schematics) for the: 1025, 1050, 130XE, 400, 800,
800XL, 810

Tom Hunt (Closer To Home Enterprises)
USA
http://cth.dtdns.net/ (or http://cth.hn.org)
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, BBS Programs, Check CRC32,
Disk Fragmentation Utility, The Long Interger Library, M.T.O.S., RC4 Encryptor,
Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell,
Snapshot, The Sound Utility, Term80, UnZip, Z-Code, CC65 Cross Compiler,
The PC-Gateway (allows you to use your old computer or dumb terminal to access
the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an
8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),
ATOS (graphical desktop environment)

Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
mailto:jens@jschoenfeld.de
http://www.jschoenfeld.com/

http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses
unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
mailto:krupkaj@ol.ngbox.cz or mailto:opichals@seznam.cz
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for
all densities (not complete version), Minesweeper for 8bit atari (not complete
version)

JRC Interactive
Naskove 3
150 00 Praha 5
Czech Republic
Tel: + 420 2 57189515, +420 2 57189516
Fax: + 420 2 526424
mailto:Interactive@jrc.cz or mailto:atari@jrc.cz
http://www.jrc.cz/ or http://www.jrc.cz/atari/
Developer: Turbo Tape / Turbo 2000, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software (Kevin Laufer)
9 Smith Ct.
Vincentown, NJ 08088
USA
Vendor: PD/freeware/shareware

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:wa5bdu@yahoo.com
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
USA
Vendor: PD/freeware/shareware

Konrad M.Kokoszkiewicz (Draco)
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
+48 501 125 498
mailto:draco@atari.org
http://draco.atari.org
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0, EmuXL v0.32 (emulator for Falcon030)

Miro Kropacek (MiKRO) 8/02
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts

standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas
v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI),
ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC),
IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

L&Y Electronics
14824 Build America Drive
Woodbridge, VA 22191
USA
tel: (703) 494-3444
Vendor: new/used hardware, new/used software

Chris Lam 8/02
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac,
Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence
USA
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
mailto:olivier.lebihan@free.fr
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir, Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer, Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky, Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon, Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki, Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja (Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus, Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Wloczykij, Zeus

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
USA
mailto:earl.halliwell@dyess.af.mil
mailto:e.halliwell@genie.com
http://www.atarihq.com/jeo/
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

MacFalkner (Andre Bertram)
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS, Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502 Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software: MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery), 65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive

Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine
c/o Freddy Offenga
Paardebloemstraat 53-3
6841 BT Arnhem
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:F.Offenga@student.kun.nl or mailto:taf_offenga@yahoo.com or
mailto:megazine@abbuc.de
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 9/02
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 3.2. interface that allows you to attach any IDE
Disk Drive to your 8-bit Atari computer

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com
Repair Shop.

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:rickd@a8maestro.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: new/used hardware

MS-Software (Mirko Sobe)
H.-Jentsch.Str. 7
D-03172 Guben
Germany
mailto:atarixle@hotmail.com
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.1

MWPD Software (M. Wallace)
890 North Huntington St.
Medina, OH 44256
USA
Vendor: PD/freeware/shareware

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

New Breed Software
c/o William Kendrick
1509 Cypress Lane
Davis, CA 95616-1317
USA
FAX: 1 (530) 325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/
ftp://ftp.sonic.net/pub/users/nbs/
Developer: games: Gem Drop, Sludge. XL Search (Internet search engine
for Atari files). utilities: Super-IRG Font Editor (SIFE), File Selector,
MuxChat, Colorizer, DigiPlay Menu.

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree, TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
USA
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

---

Subject: P

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
USA
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
USA
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate

Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)
public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263

mailto:tom@readytech.net
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital hardware systems; design, development, and production of software systems; software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander, Menu Master, DOS 17; Data storage and media conversion; Engineering, Consulting;

Redmond Cable
15331 N.E. 90th St.
Redmond, WA 98052
USA
Phone:(425) 882-2009
Fax: (425) 883-1430
mailto:info@redcab.com
http://www.redcab.com/pages/atari.html
Developer: new hardware: sells come Atari-specific cables

Matthias 'Hias' Reichl (HiassofT) 4/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the PC), WriteAtr V0.92 (write double density ATR-images to Atari floppy disks on your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1 (small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS subdirectories and large disks)

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
USA
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Subject: S

Sagamore Software (Roger McClannen)
2104 Arapahoe Dr.
Lafayette, IN 47905
USA
Vendor: PD/freeware/shareware

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
mailto:satantronic@atari.org
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo), 3D tunnel with texturemapping (demo), 1MB RAM (SIMM) expansion (second version), XRAM 0.18.0 (SW tool - eXtended RAM test for XE)

Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
mailto:di_conza@libero.it
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
mailto:dschebek@shaw.ca
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 7/02
The Netherlands
mailto:myide@atari.myweb.nl
http://www.atari.myweb.nl/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),
XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm
archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system,
including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette
Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6

Ken Siders
USA

mailto:atari8bit AT columbus DOT rr DOT com
http://jump.to/atari or http://home.columbus.rr.com/ksiders/atari.htm
Developer: Utilities: ATRUTILS.ZIP (PC utilities),
AtrUtil.zip Ver 1.13(Win95 utility), ATRSRC.ZIP (PC utilities),
ATRDir (PC utility), SortATR (PC utility), MakeATR (PC utility),
UnMakATR (PC utility), ATRExtr (PC utility), FIXROM (PC Utility),
High Speed Menu, DiskFormer, Flash40, Flash80, Flick80, A.Writer+ Super Menus.
Development Software: KAsm65 V2.51, KLink65 1.51,
KLink65 0.07 Cross Linker for MSDOS (PC Executable), KEdit, Project ICE
(Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP).
Games: Burger Boy, PacMunch Jr, Mr. Fish, Circle of Richness

Sikor Soft
c/o Pawel Sikorski
ul. 1-go Sierpnia 28 m 64
02-134 Warszawa
Poland
mailto:sikor_soft@poczta.fm
http://sikorsoft.atari.org or http://www.freehost.nu/members/sikorsoft/
Developer: Cyborg, Fire Stone, Tekblast, Sexy Six, Mr. Proper

Mark Simonson
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Len Spencer
2513 Healy Dr
Orlando FL 32818-3109
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black
Box interfaces)

STAK, La Revista Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
mailto:at_kiwi@mailxoom.com
http://stak.atari.org/
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 7/02
Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.2.3 emulator source code, plus binaries for:
Linux, X11, DOS, TOS, Windows, WinCE and more.

Radek Sterba (Raster)
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm
Developer: LPTJOY (connect an Atari joystick to a PC), MULTIJOY (connect
8 joysticks to one Atari controller port), Cervi (Worms)-Tron lightcycles
type game for 8 players, Multris-Tetris like game for 4 players. also:
Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street,
Magnetit, Naturix. MPE (MIDI Pattern Editor) v2.3. HiLoader4.2,
CompressCopy4Hi, Tutodisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4.
Co-Developer: Android, Cityhawk, Imagine, Gunhead

SteveR's Classic Cartridges (Steve Reed) 8/02
mailto:steverd@cet.com
http://www.steverd.com/
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
USA
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://www.atarionline.com/
Vendor: new/used hardware, new/used commercial software

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au

ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda
mailto:jiri.svoboda@ds-holding.cz
http://c0r3.dsh.cz/iPAQ/atari/
Developer: Atari 800 emulator on iPAQ (Linux)

Tomasz Szymankowski
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ (slow main site)
http://users.swing.be/Atari800winPL/ (fast mirror site)
Developer: Atari800Win Plus 3.0

Subject: T

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
USA
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 4/02
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
mailto:classics@atarimax.com
http://www.atarimax.com/

Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.00 for Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+ OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion), Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

---

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 6/02
mailto:dan@retrobits.net
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers, Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders, Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords, Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles, Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire, Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II, Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire, Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II, Translator (800 OS), Twin Pack(Battleship/Jump the Pegs), Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C, Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln

Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs
mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
mailto:Vintage_Micro@yahoo.com
http://pw1.netcom.com/~jonart/VMC/
Vendor: hardware and software

Subject: W

Wacko Software
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari
5920 Valley Vale Way

Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/
Vendor: new and used hardware and software

Subject: Z

Z Systems
USA
mailto:zsystem@freeyellow.com or zsystem-info@freeyellow.com
http://zsystem.freeyellow.com/
Vendor: new and used hardware

==========
End of atari-8-bit/vendev
==========

5200. Re: Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 18:16:13 UTC
From: Bernd Emmrich <bernd.emmrich@t-online.de>
Message-ID: <anklteit02$1@news.t-online.com>
Source record: 27071

Hi,

The name of the magazine is ATARI Magazine 4/87: Apple Mountains -
Dreidimensionale Fraktalbilder.

C4N

Bernd

"Christopher Lang" <christopher.lang@plus.cablesurf.de> schrieb im
Newsbeitrag news:anidndftk1@nntp.gatel.net...
>
> I remember a fractal 3D mandelbrot programm from a German magazine. The
nice
> thing about that fractal programm was that it displayed the mandelbrot
> landscape in 3D and they used a little trick to make it look like as if
the
> light comes from one side. If you had your machine running overnight you
> got some really nice 3D mandelbrot landscapes on your screen.
>
> To bad that I lost the disk with the programm on it.
>
> I would be grateful to anyone who knows the magazine, issue etc or who
would
> be able to point me in some direction. Maybe the basic program is
somewhere
> on the internet.
>
> many thanks
> Chris
>

5201. Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 18:42:21 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anknehsdh1@news1.xs4all.nl>
Source record: 27072

Hi,

I wondered if some ever did manage to make a full stable working 1.44
upgrade for the XF551.

A 16Mhz cristal with the AJAX controller can do the job I think, but can the
8040 handle the speed?

TXG/MNX

5202. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 19:07:59 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d9de70d$0$1426$272ea4a1@news.execpc.com>
Source record: 27073

pinouts are in the FAQ.
Seems 800xl didn't have the separate chroma,lumina
if I remember.
It is sometimes hard to tell if you're looking at the
socket or the pins on the cable, mirror image.

5203. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 19:52:12 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mjmn9.35135$lk.770992@typhoon.sonic.net>
Source record: 27074

Russ Gilbert <russg@en.com> wrote:
> pinouts are in the FAQ.
> Seems 800xl didn't have the separate chroma,lumina
> if I remember.

I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore monitor to Chroma/Luma mode and see what it looks like.
(I know graphics8 mode looks much crisper, but I forget if I have color.)

-bill!

5204. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 20:23:31 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7Nmn9.1463970$oa7.51009803@Flipper>
Source record: 27075

Andreas,

I think it's totally unfair to link Jiri with "no time" or "no motivation". I would guess that he's the most productive member of the whole ABBUC community. I'm often amazed how much he achieves in little time. Writing a complete DOS from scratch, an excellent packer, network games, ABBUC menu, etc.

Ok, I'm not very objective here since Jiri is a good friend.

So, now let's talk about the things you've made for the Atari 8-bit. ;-)

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3D9DC4CD.F8BFFBA1@students.uni-mainz.de...
> Well,
> and me I gave him a harddisk plus My-IDE interface for free. He told me
> that he hasn`t found the time lately to test or use it. Besides I also
> asked Jiri if he could patch Bewe-DOS for use with a) up to 8 (or 9)
> drives and b) up to 1440kbytes (disk) and up to 16 Megabytes (harddisk).
> Of course all the Bewe utilities (like Format.COM, Menu.Com, etc.)
> should then be patched also for the new options. Unfortunately he told
> me that he neither has the time nor the motivation to do so. And if he
> would, he would soon have problems keeping the memlo under $2000...
> Well, looks like we have to live with the latest Bewe-DOS version 1.3.
> -Andreas.
>
> P.S.: We can buy almost everything, except TIME (or another LIFE)...
>
>
> Fox-1 schrieb:
> >
> > "Freddy Offenga" wrote
> >
> > > During the development of BW-DOS, the author (Jiri) found several bugs
in
> > > SpartaDOS. In fact he told me these bugs are so serious, that even he
didn't
> > > want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't
have the
> > > serious problems, but at least the disk versions are not ok.
> >
> > On Atari-meetings, I spoke with Jiri a few times. Unfortunately, his
English is not that perfect (as is mine, but much better then
> > I can talk Czech :-)) and he refers to the 2.3 and 3.2 Sparta-Dos

versions. Many things he calls "bugs" are actually
> > "incompatibilities". One major bug was the file-open/close one,
introduced in Sparta-Dos 3.2f (3.2d?) which the 3.3 versions don't
> > have.
> >
> > He didn't had the 3.3 versions right then, nor he had Sparta-Dos X. The
last time we met (Atariada 2001) I gave him copies of 3.3a
> > and 3.3b. Don't know if he's gonna use them or not. Probably not since
BeWe-Dos is pretty much unsupported right now, but things
> > may change in the future...
> >
> > Besides this, I also made a copy of ATOS for him. If he can find the
time, he'll test it a bit with BeWe-Dos, but he had to finish
> > his harddisk set-up first.
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...

5205. Re: Whomper Stomper

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 20:25:39 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <7Pmn9.1464042$oa7.51013548@Flipper>
Source record: 27076

Ok, thanks Andreas. Please watch out that you don't give yourself away! ;-)

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3D9DC5AB.2641E7BE@students.uni-mainz.de...
> Well,
> looks like the version I had of Whomper Stomper (before I gave it away).
> There are many other commercial games that have very simple manuals or
> labels. For example I remember "Asylum" which had a golden/metal
> disk-label - but nothing was printed on it (still the disk was copy
> protected and I had the original manual+package)... -Andreas.
>
>
>
> Freddy Offenga schrieb:
> >
> > Just got the disk version of this game.
> >
> > It includes an A4 black/white (bad copy) of a 'would-be' manual.
> > Doesn't look like an original manual to me. Anyone has this game?
> >
> > Also, the label on the disk is a very small white label containing only
> > printed "whomper stomper".
> > Can someone confirm this is an original? Thanks.
> >
> > Freddy.

5206. Re: Oasis BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 20:50:02 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <_9nn9.470745$Ag2.19391787@news2.calgary.shaw.ca>
Source record: 27077

This is the information that I have so far. As to which is the most current
I'm not sure.

Oasis BBS
Leo Newman
3900 N. Woodlawn #17 Chisholm
Wichita, KS 67220

Oasis BBS 4.2
Z Innovators
1344 Park St.,
Dept. 187 Stoughton, MA 02072

"Michael Current" <mcurrent@carleton.edu> wrote in message
news:mcurrent-324B17.09261004102002@news.supernews.com...
> So who owns the rights to OASIS, and where is it available for sale?
>
> (the FAQ and Vendors Lists want to know :)
>
> -Michael
>
>

5207. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 21:17:31 UTC
From: Fox-1
Message-ID: <Tpnn9.10238$48.1110028@zwoll1.home.nl>
Source record: 27078

"TXG" wrote in message

> Hi,
>
> I wondered if some ever did manage to make a full stable working 1.44
> upgrade for the XF551.

Read the article from Andreas Magenheimer in the latest ABBUC-Magazine #70, page #9, chapter #3

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5208. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 21:30:47 UTC
From: Fox-1
Message-ID: <jCnn9.10292$48.1118459@zwoll1.home.nl>
Source record: 27079

"Freddy Offenga" wrote

> Everything would fit if the drives I have weren't such long ones. I guess
> the more modern 5.25 drives are no problem.

In one of my XF551's I place an EPROM with both the original o.s. and the "80-tracks" o.s. by Bob Woolley with a 5,25" mechanic
taken from a Cumana external diskdrive for the Atari ST line. Works great, as this mechanic has a switch on the front to switch
between 40-tracks and 80-tracks. The switch will now also switch the EPROM between 40- and 80-tracks mode. This way I can use
just one mechanic for "high-capacity" 720Kb disks without having to give up the option to use standard 360Kb XF551 disks.

> A black front would be good,
> since the XF551 case is black too. :-)

Mine is still ST/XE-grey, as is the mechanic :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5209. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 21:46:09 UTC
From: Fox-1
Message-ID: <KQnn9.10349$48.1128212@zwoll1.home.nl>
Source record: 27080

"Freddy Offenga" wrote

> Yes, we should talk about it at the JHV ok? I like the idea of adding a PC
> as a MUX slave. This could go hand in hand with a project (currently
> on-hold) called 'Atari Client/Server'. :)

My first steps into the PC world was when using SIO2PC running on two XT's, "networked" using FastLynx on the LPT-ports, with a
textballoon above my head with a big questionmark inside together with the text: "how long does it take until someone connects
this PC parallel-port to his MUX system"...

> I know, some programs are really dirty on the I/O level. I also avoid
> programs which by-pass DOS, writing their owns sectors to disk, extremely
> dangerous!

Tell TXG about it :-)) The version of BiBo-DOS loaded from the Speedy-1050 EPROM is notorious about this, especially when having
in mind to copy a disk with drive-redirection enabled on the BlackBox and when formatting has started :-))))

> > KMK made a thing called "PIO2PC". It connects to the cartridgeport.

> Ok, thanks. I'll take a look at it.

I have the info on my BBS I think, but no way to acces it right now...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5210. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 21:53:46 UTC
From: Fox-1
Message-ID: <SXnn9.10376$48.1135007@zwoll1.home.nl>
Source record: 27081

"Andreas Magenheimer" wrote

> that he hasn`t found the time lately to test or use it. Besides I also
> asked Jiri if he could patch Bewe-DOS for use with a) up to 8 (or 9)
> drives

Needs extra I/O buffers, which results in a MemLo issue (as you did mention yourself)

and b) up to 1440kbytes (disk) and up to 16 Megabytes (harddisk).

No problem when using the Sparta-Dos utils when creating a disk/partition.

> Of course all the Bewe utilities (like Format.COM, Menu.Com, etc.)
> should then be patched also for the new options.

I.i.r.c. "menu.com" works o.k. on 16 Mb partitions once the partition is created with the SD utils.

> Unfortunately he told
> me that he neither has the time nor the motivation to do so.

I think he does have the motivation, but not the time.

> Well, looks like we have to live with the latest Bewe-DOS version 1.3.

Since there seem to be no bugs in it, I don't think it's that bad. As long as one sees BeWe-Dos as a mini-Sparta-Dos, it does the
job.

> P.S.: We can buy almost everything, except TIME (or another LIFE)...

If I had the money, I would go for buying time, as I already have a life :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5211. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 21:56:06 UTC
From: Fox-1
Message-ID: <2_nn9.10385$48.1136261@zwoll1.home.nl>
Source record: 27082

"Freddy Offenga" wrote

> I think it's totally unfair to link Jiri with "no time" or "no motivation".

> Ok, I'm not very objective here since Jiri is a good friend.

> So, now let's talk about the things you've made for the Atari 8-bit. ;-)

One is just posted (the RamDisk faq), and the others I have on minidisc and audio-CD. Which one do you prefer to talk about :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5212. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 22:02:20 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d9e1017$0$16221$e4fe514c@dreader7.news.xs4all.nl>
Source record: 27083

Hmm but that was descibed like a working prototype, I read about that but
was looking for someone who has a complete working version with ROM and
hardware schematic...

TXG/MNX
"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:Tpnn9.10238$48.1110028@zwoll1.home.nl...
>
> "TXG" wrote in message
>
> > Hi,
> >
> > I wondered if some ever did manage to make a full stable working 1.44
> > upgrade for the XF551.
>
> Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
#70, page #9, chapter #3
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5213. Re: Oasis BBS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 22:05:01 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3d9e10b8$0$16224$e4fe514c@dreader7.news.xs4all.nl>
Source record: 27084

Hi,

This should be old, I have 4.8 overhere. A long time ago I did e-mail with Jeff Williams, but lost contact. He had bought or got the rights for OASIS and was writing version 5.x, it should have lot's of features like BBS EXPRESS PRO!

TXG/MNX
"Shangrila" <shangrila@spamblocker.subdimension.com> wrote in message news:_9nn9.470745$Ag2.19391787@news2.calgary.shaw.ca...
> This is the information that I have so far. As to which is the most current
> I'm not sure.
>
> Oasis BBS
> Leo Newman
> 3900 N. Woodlawn #17 Chisholm
> Wichita, KS 67220
>
>
> Oasis BBS 4.2
> Z Innovators
> 1344 Park St.,
> Dept. 187 Stoughton, MA 02072
>
>
>
> "Michael Current" <mcurrent@carleton.edu> wrote in message
> news:mcurrent-324B17.09261004102002@news.supernews.com...
> > So who owns the rights to OASIS, and where is it available for sale?
> >
> > (the FAQ and Vendors Lists want to know :)
> >
> > -Michael
> >
> >
>
>

5214. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 22:09:00 UTC
From: Fox-1
Message-ID: <8aon9.10446$48.1146066@zwoll1.home.nl>
Source record: 27085

> > Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
> #70, page #9, chapter #3

"TXG" wrote

> Hmm but that was descibed like a working prototype, I read about that but
> was looking for someone who has a complete working version with ROM and
> hardware schematic...

The article also say's the guys from ARGS are working on it, so maybe you should contact them...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5215. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 23:44:32 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <AJpn9.1469339$oa7.51204929@Flipper>
Source record: 27086

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:jCnn9.10292$48.1118459@zwoll1.home.nl...
>...
> In one of my XF551's I place an EPROM with both the original o.s. and the
"80-tracks" o.s. by Bob Woolley with a 5,25" mechanic
> taken from a Cumana external diskdrive for the Atari ST line. Works
great, as this mechanic has a switch on the front to switch
> between 40-tracks and 80-tracks. The switch will now also switch the
EPROM between 40- and 80-tracks mode. This way I can use
> just one mechanic for "high-capacity" 720Kb disks without having to give
up the option to use standard 360Kb XF551 disks.

Sounds like 'fun' again. ;-)
Serious, is there any use for 3.5 disks on the A8?

> >A black front would be good,
> > since the XF551 case is black too. :-)
>
> Mine is still ST/XE-grey, as is the mechanic :-))

I sprayed it black because the previous owner smoked it yellow and I
couldn't get it cleaned.

Freddy.

5216. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 23:51:49 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <pQpn9.1469573$oa7.51212908@Flipper>
Source record: 27087

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:KQnn9.10349$48.1128212@zwoll1.home.nl...
>...
> My first steps into the PC world was when using SIO2PC running on two
XT's, "networked" using FastLynx on the LPT-ports, with a
> textballoon above my head with a big questionmark inside together with the
text: "how long does it take until someone connects
> this PC parallel-port to his MUX system"...

Do you have the manuals and technical details of those MUXes ?

> > I know, some programs are really dirty on the I/O level. I also avoid
> > programs which by-pass DOS, writing their owns sectors to disk,
extremely
> > dangerous!
>
> Tell TXG about it :-)) The version of BiBo-DOS loaded from the
Speedy-1050 EPROM is notorious about this, especially when having
> in mind to copy a disk with drive-redirection enabled on the BlackBox and
when formatting has started :-))))

Somehow I never thrusted the 'Bibo' stuff. I don't remember using anything
'Bibo'. In the beginning I was more into 'Super'. :-)

Freddy.

5217. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-04 23:58:18 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <uWpn9.1469772$oa7.51221199@Flipper>
Source record: 27088

Ah, the ramdisk spam. I see. ;-)

Freddy.

P.S. Andreas, don't take it too serious! I know you're doing great things
for the A8.
As you see from my previous postings, I sometimes have a little dark humor.
I hope not too dark for the readers of this group :-)

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:2_nn9.10385$48.1136261@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > I think it's totally unfair to link Jiri with "no time" or "no
motivation".
>
> > Ok, I'm not very objective here since Jiri is a good friend.
>
> > So, now let's talk about the things you've made for the Atari 8-bit. ;-)
>
>
> One is just posted (the RamDisk faq), and the others I have on minidisc
and audio-CD. Which one do you prefer to talk about :-))
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5218. Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 00:32:58 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210041632.5a28eecf@posting.google.com>
Source record: 27089

This is what I have in mind for Real.dos

Hardware Support

Support for the following Operating Systems.
Atari XL/XE OS
Ominview OS
OminMon OS
Mux OS
Ultra Speed Plus
Turboss
Turboss Plus

Support For These PBI
MIO
Black Box (in all of it Variants)
KPI Interface

Support for these SIO Drives
Duplicator 1050
Happy 1050
US Doubler 1050
XF551 unmodified
XF551 Modified
Super Archiver with or without Bit Writer
Indus GT

All Carts

Software Changes
I am thinking of just using the MS-DOS Command set. But I would like feedback, so if there is a reason to keep CPM commands I will depend on Space available at MEMLO.

When REAL.DOS load it will look at your system and load the proper CIOV handler according to your Operating System, floppy drives. It will look to see if you have a PAL or NTSC machine and change the jiffy clock accordingly. It Will BE backwards compatible with SpartaDOS 3.2n and 3.3n formatted Drives or HD partitions.

I am building a switch less SmartOS and Battery Backed up 512k RamDisk Hardware mod that REAL.DOS will also support. However REAL.DOS will not require it.

If you have a CSS Black Box, REAL.DOS will support, in a backwards compatibility SpartaDos format HD Partition of 1,536 Megabytes. Yes, I did SAY 1.5 gig. I have all ready written and tested this. This

Number is the maximum number that a BlackBox Can handle with out rewriting the BlackBox Rom. If you have a MIO or KPI it will still be 16meg partition for you. However the largest size of a single file cannot be larger than 15.5 Meg this is due to the backward compatibility mode.

I am also looking for someone who has a web site to carry the Schemitic.

Steve,

5219. Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 01:05:35 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <anldsv$eo3$1@bob.news.rcn.net>
Source record: 27090

Has anyone added a cooling fan to cool off the 1050 disk drive? Seems like there's a lot of heat inside. Has anyone any instructions on how to do this? Any success stories?
Thanks,
Rick

5220. Re: Current Notes pages wanted

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 01:11:24 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3D9E3C3C.7F06373A@cswebmail.com>
Source record: 27091

Michael Current wrote:

> Thank you Rick. Anything would be greatly appreciated. (received no other
> responses so far)
>
> -Michael

I have found the first three issues. Will scan and post the pages.

Rick D.

5221. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 01:26:43 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d9e4088.2010023@news.telus.net>
Source record: 27092

bill@newbreedsoftware.com (William Kendrick):
>Russ Gilbert <russg@en.com> wrote:
>> pinouts are in the FAQ.
>> Seems 800xl didn't have the separate chroma,lumina
>> if I remember.
>
>I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore
>monitor to Chroma/Luma mode and see what it looks like.
>(I know graphics8 mode looks much crisper, but I forget if I have color.)

Nope. I just recently did some SuperVideo mods and I can tell you that
these models do not have the chroma signal at the monitor jack:

800XL, 1200XL (for sure)
600XL (missing the whole jack I think!)

These models do have it (IIRC):

400/800
65XE/130XE
1400XL/1450XL (??? I think it does, never seen one)

Shawn Jefferson (atariguy(at)telus(dot)net)

5222. Re: Alive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 02:15:54 UTC
From: ssilicon@centurytel.net
Message-ID: <3d9e4adc.83369448@news.mw.centurytel.net>
Source record: 27093

Ya. They finally let me have a computer at the halfway house. And
they don't even know I'm using it to hack into the DOJ. Hehe.

On Thu, 03 Oct 2002 06:37:22 GMT, "Paul Gifford"
<paul.gifford@comcast.excise-this.net> wrote:

>Finally paroled? :)
>
>
>"Jon Melbo" <ssilicon@centurytel.net> wrote in message
>news:3d9bd7a9.17642318@news.mw.centurytel.net...
>> Glad to see it. I haven't been here in a long while. Haven't been on
>> usenet in a long while actually.

5223. Re: Need to know game name

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 02:28:04 UTC
From: ssilicon@centurytel.net
Message-ID: <3d9f4e2c.84217308@news.mw.centurytel.net>
Source record: 27094

Demon Attack?

On 03 Oct 2002 21:10:09 GMT, krieg@shell.core.com (Andrew Krieg)
wrote:

>In article <7e29a94a.0210022257.88a60a9@posting.google.com>, JN
>><jirinej@volny.cz> writes
>>>Many years ago I had a game on my 800 XL, now I dont't remember its
>>>name. It was simple, very fast shooter, your spaceship was at the
>>>bottom of the screen and can move only left/right (something like
>>>Alien Ambush, but much faster) . From above descended various sets of
>>>aliens (something like in Gyruss). One set, as far as I remember, was
>>>something like butterflies. The shooting was pretty fast, and the
>>>sound of shooting was also good. It was one of a few games, in which I
>>>used autofire. Does somebody remember its name ? Thanks.
>
>This is probably "Bandits", but may also be "Space Eggs" or "Sneakers".
>Haven't played these in years! I'll have to dig them out tonight!

5224. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 02:37:13 UTC
From: ssilicon@centurytel.net
Message-ID: <3da04fdb.84648508@news.mw.centurytel.net>
Source record: 27095

The stock 800XL did not have YC video outs. There were a number of mods which added it though. The basic signals are present on the 800XL board, they just weren't finished all the way to the monitor jack for some reason. Most hardcore XL owners have done one of the mods though.

On Fri, 04 Oct 2002 19:52:12 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Russ Gilbert <russg@en.com> wrote:
>> pinouts are in the FAQ.
>> Seems 800xl didn't have the separate chroma,lumina
>> if I remember.
>
>I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore
>monitor to Chroma/Luma mode and see what it looks like.
>(I know graphics8 mode looks much crisper, but I forget if I have color.)
>
>-bill!

5225. Re: Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 05:08:59 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <2osspu8p6p6r6mleod1a981ld4sdnkvjno@4ax.com>
Source record: 27096

On Thu, 03 Oct 2002 23:42:58 +0200, Christopher Lang
<christopher.lang@plus.cablesurf.de> wrote:

>
>I remember a fractal 3D mandelbrot programm from a German magazine. The nice
>thing about that fractal programm was that it displayed the mandelbrot
>landscape in 3D and they used a little trick to make it look like as if the
>light comes from one side. If you had your machine running overnight you
>got some really nice 3D mandelbrot landscapes on your screen.
>
>To bad that I lost the disk with the programm on it.
>
>I would be grateful to anyone who knows the magazine, issue etc or who would
>be able to point me in some direction. Maybe the basic program is somewhere
>on the internet.
>
I don't know about that program, but I myself wrote several fractal programs
in TurboBASIC, I think one of those was more or less like the one you described.
Oh, I believe when I ARCï¿½d the files from the disk I had them on, a program
from Antic may have been included among them... Check my page here:

http://www.geocities.com/hollywood/2645/A8
--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

5226. Re: Best disk copy program for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 07:14:19 UTC
From: dunxuk@aol.com
Message-ID: <20021005031419.17077.00000342@mb-fd.aol.com>
Source record: 26897

Thanks!

5227. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 11:44:51 UTC
From: "\"Patrycjusz R. Łogiewa\"" <silverdr@inet.com.pl.remove.it>
Message-ID: <3d9ed03b$1@news.inet.com.pl>
Source record: 26898

[...]
>>>Seems 800xl didn't have the separate chroma,lumina
[...]

>>I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore
[...]
> Nope. I just recently did some SuperVideo mods and I can tell you that

Yeah... That was exactly what I found on the net. I hope Fox-1 now
understands my problems finding the pinouts... ;-)

Fox-1 states on his pages:

http://www7.brinkster.com/atari/pinouts.htm#pinouts

that chroma was there on Pin 5 while Paul Alhart wrote:

pin 1 Composite Luminance
pin 2 Ground
pin 3 Audio
pin 4 Composite Video
pin 5 not used

and that Pin5 is NC.

What I am trying to find out if the following statements are true:

1. All the 800xl PCB revisions had Pin5 NC out of the box.
2. All the 800xl PCB revisions had Pins 1 through 4 connected as Paul
above (and the FAQ) says
3. If there is a chroma signal on Pin 5, it must have been the result of
a user's modification.

--
BOFH Excuse #316: Too many interrupts

5228. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 12:20:20 UTC
From: Sage <sagedm@erie.net>
Message-ID: <Pine.BSI.4.43.0210050819130.26650-100000@moose.erie.net>
Source record: 26899

On Fri, 4 Oct 2002, Freddy Offenga wrote:

>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:jCnn9.10292$48.1118459@zwoll1.home.nl...
> >...
> > In one of my XF551's I place an EPROM with both the original o.s. and the
> "80-tracks" o.s. by Bob Woolley with a 5,25" mechanic
> > taken from a Cumana external diskdrive for the Atari ST line. Works
> great, as this mechanic has a switch on the front to switch
> > between 40-tracks and 80-tracks. The switch will now also switch the
> EPROM between 40- and 80-tracks mode. This way I can use
> > just one mechanic for "high-capacity" 720Kb disks without having to give
> up the option to use standard 360Kb XF551 disks.
>
> Sounds like 'fun' again. ;-)
> Serious, is there any use for 3.5 disks on the A8?

Sure! I just pop them into my Atari 1055 disk drive! :)

5229. Re: Fractal 3D programm in BASIC from German magazine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 13:13:53 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <anmoku$38u$1@nntp.gatel.net>
Source record: 26900

Folks,

thanks very much. With the hint to ATARI Magazine 4/87 I was able to find the "apple mountains" program and article in my disk collection. I also have the other one, the one with the clouds - on a disk.

There is one interesting point remaining that I still wonder about: The article that I remember specifically talked about the dot they place on top of each bar that they draw in the picture and if I remember correctly they also talked about how they produce the effect with the light. This is not the case in the "apple mountain" article, so I think I remember another one.

Possibly is is the article from Happy Computer that Hias mentioned, so Hias, if you would be willing to dig a bit in the old magazines - if your time allows - and possibly send me a scan of the article I would highly appreciate that. Even if it takes weeks, no problem, I am more than willing to wait. If this doesn't work out, of course no problem, I will keep digging. :-)

thanks!!!
Chris

Christopher Lang wrote:

>
> I remember a fractal 3D mandelbrot programm from a German magazine. The
> nice thing about that fractal programm was that it displayed the
> mandelbrot landscape in 3D and they used a little trick to make it look
> like as if the light comes from one side. If you had your machine running
> overnight you got some really nice 3D mandelbrot landscapes on your
> screen.
>
> To bad that I lost the disk with the programm on it.
>
> I would be grateful to anyone who knows the magazine, issue etc or who
> would be able to point me in some direction. Maybe the basic program is
> somewhere on the internet.
>
> many thanks
> Chris

5230. Re: Atari Game Night.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 13:27:00 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3d9e93507c6c04@attbi.com>
Source record: 26901

>Dear Atarians,
>
>I was at the Atari Game Night in Portland, Oregon and it was great! Ben Smith
>and others brought out some classic games and we played for hours. It is so
>very true; Atari 8-bit games are as fun and exciting today as they were when
>first released all those years ago. If anyone is interested in attending the
>next Game Night please contact Ben Smith.
>
>Sincerely, An Atarian Forever...

I wish I could, but I live in Indiana. I have always said that the 8-bit days were the best. I am using my Atari Hades and ST to store some of the best games on CD in DI form that allows me to run the games on my 130XE using 800XLDJ. The games are just as fun as ever and bring back so many good memories.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5231. parallel bus interface specs from atari-history.com & S-16 Expansion box specs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 15:47:53 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <ann1lm$6n3$1@nntp.gatel.net>
Source record: 26902

Folks,

on the page: http://209.122.187.156:8082/pbi-1.html the parallel bus specs from Atari are available. (atari-history.com in the Atari Articles section).

In there there is a reference to an S-16 device which obviously must be the parallel bus expansion box.

There must be a document somewhere called "S-16 Expansion Box Specification A.Chopra" which contains all the specs for the 8-bit expansion box.

Did somebody ever see this doc somewhere on the Internet?

thanks!
Chris

5232. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 16:00:44 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3d9f0dc7.382685@news.telus.net>
Source record: 26903

"Patrycjusz R. ï¿½ogiewa" <silverdr@inet.com.pl.remove.it>:

>What I am trying to find out if the following statements are true:
>
>1. All the 800xl PCB revisions had Pin5 NC out of the box.
>2. All the 800xl PCB revisions had Pins 1 through 4 connected as Paul
>above (and the FAQ) says
>3. If there is a chroma signal on Pin 5, it must have been the result of
>a user's modification.

From what I know, the above is true.

Shawn Jefferson (atariguy(at)telus(dot)net)

5233. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 16:00:44 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3d9f0ca5$0$1421$272ea4a1@news.execpc.com>
Source record: 26904

I just put a fan on the table where the drives are.
I don't think it would be easy to put one inside
the drive.
This always worked for me.
I ran a BBS many years ago with RANA drive.
The RANA would overheat and quit functioning.
A small table fan blowing accross worked fine for me.

5234. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 17:16:55 UTC
From: Fox-1
Message-ID: <o_En9.15286$48.1786726@zwoll1.home.nl>
Source record: 26905

"Richard Heldmann" wrote

> Has anyone added a cooling fan to cool off the 1050 disk drive?

Yes. Two of my 1050's have fans inside.

> Seems like
> there's a lot of heat inside. Has anyone any instructions on how to do
> this? Any success stories?

Instructions??? To make a hole and put a fan behind it???

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5235. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 17:26:53 UTC
From: Fox-1
Message-ID: <I7Fn9.15353$48.1796536@zwoll1.home.nl>
Source record: 26906

"Freddy Offenga" wrote

> > In one of my XF551's I place an EPROM with both the original o.s. and the
> "80-tracks" o.s. by Bob Woolley with a 5,25" mechanic
> > taken from a Cumana external diskdrive for the Atari ST line.

> Sounds like 'fun' again. ;-)
> Serious, is there any use for 3.5 disks on the A8?

Just some advantages, like physically compacter disks, more wear-and-tear resistence, switchable write-protection, and a bit easier
to obtain

> > Mine is still ST/XE-grey, as is the mechanic :-))

> I sprayed it black because the previous owner smoked it yellow and I
> couldn't get it cleaned.

Actually, what used to be a grey case and grey mechanic is now also a bit yellowish :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5236. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 17:40:21 UTC
From: Fox-1
Message-ID: <mkFn9.15478$48.1808015@zwoll1.home.nl>
Source record: 26907

"Freddy Offenga" wrote

> text: "how long does it take until someone connects
> > this PC parallel-port to his MUX system"...

> Do you have the manuals and technical details of those MUXes ?

The manual is on the CSS site: http://www.nleaudio.com/css/products/Mux_docs.htm

As for the technical aspect, I have the schematics, the info to make the PCB's, and the EPROM source, but I'm not allowed to give
it away...

> Somehow I never thrusted the 'Bibo' stuff.

The great advatage of the BiBo-DOS in the Speedy-ROM is nice since it's always there and boots extremely fast. Nice to quickly
format a disk, copy some files, or list a directory... Nothing more...

> I don't remember using anything
> 'Bibo'. In the beginning I was more into 'Super'. :-)

Super-Dos? Used it in the beginning when searching for a DOS 2.5 replacement that could handle my double density drives. Didn't
really like it. Too much "press [Y]es" and [N]o" questions when wanting to format a disk or copy a file...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

>
> Freddy.
>
>

5237. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 17:43:08 UTC
From: Fox-1
Message-ID: <RmFn9.15504$48.1810488@zwoll1.home.nl>
Source record: 26908

"Freddy Offenga" wrote

> As you see from my previous postings, I sometimes have a little dark humor.

Sometimes? :-))

> I hope not too dark for the readers of this group :-)

I'm used to the dark. My car is black too :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5238. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 17:59:55 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ann9aragh1@bob.news.rcn.net>
Source record: 26909

Instead of a fan, maybe a better solution is to go with an external power
supply? I've an old Tower with an AT style power supply.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:o_En9.15286$48.1786726@zwoll1.home.nl...
>
> "Richard Heldmann" wrote
>
> > Has anyone added a cooling fan to cool off the 1050 disk drive?
>
> Yes. Two of my 1050's have fans inside.
>
> > Seems like
> > there's a lot of heat inside. Has anyone any instructions on how to do
> > this? Any success stories?
>
>
> Instructions??? To make a hole and put a fan behind it???
>

Absolutely, a dvd video would be nice, along with 50 pages of instruction,
in triplicate(in case I lose the first two copies), each signed in blood.
Almost forgot, toll-free number for technical support.
:)

Ok, maybe instructions are a bit much. An 'explanation' of what's been
done before might be better. At the time of the question, I was thinking
more along the lines of location of the fan, i.e. above the power supply, or
possibly in the rear of the drive.

>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5239. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 19:34:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <29Hn9.1503077$oa7.52362460@Flipper>
Source record: 26910

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:I7Fn9.15353$48.1796536@zwoll1.home.nl...
>...
> > Sounds like 'fun' again. ;-)
> > Serious, is there any use for 3.5 disks on the A8?
>
> Just some advantages, like physically compacter disks, more wear-and-tear
resistence, switchable write-protection, and a bit easier
> to obtain

True, so you're using it to backup data? SIO2PC would be a better option.
Exchange software with other Atari users? Just add an ATR to an email.
Because it's 'fun'? ;-)

Freddy.

5240. POKEY zapped my Rana 1000! 8-(

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 19:43:59 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <3d9f40ef$1@nntp0.pdx.net>
Source record: 26911

A kind soul here on c.s.a.8 helped me locate a Rana 1000...only a few weeks later, it stopped reading and writing, and just gave timeout errors. Tracked it down to the computer's POKEY chip! A couple of pins were corroded and eventually shorted, zapping the drive.

The motors still spin the disk and seek the read/write head, so I'm guessing it's parts in the communication section of the logic board that got fried.

I'd really like to get this drive working again. Does anyone have schematics for the circuit board? Or, maybe a spare/parts board I could work with?

Thanks,
Anthony R. (author of Parrot + Creepy Caverns)

5241. APE for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 21:11:16 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <annkhv$7lm$1@reader12.wxs.nl>
Source record: 26912

Hi Everyone,

Just a happy message:

APE (for Windows) is great. You definately should give it a try, ... and if
you like it: don't forget to register.

Please support people who are keeping the atari 8bit scene alive.

Greetz,
Marius

5242. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 21:22:06 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <2KIn9.10421$Oa1.5295@nwrddc02.gnilink.net>
Source record: 26913

> >What I am trying to find out if the following statements are true:
> >
> >1. All the 800xl PCB revisions had Pin5 NC out of the box.
> >2. All the 800xl PCB revisions had Pins 1 through 4 connected as Paul
> >above (and the FAQ) says
> >3. If there is a chroma signal on Pin 5, it must have been the result of
> >a user's modification.
>

There is a user mod to add Composite Chroma. A 220 ohm resistor is run
between pin 5 & the junction of R66 & R67.
I think the mod was published in AIM (Atari Interface Mag.)

5243. Re: POKEY zapped my Rana 1000! 8-(

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 21:26:59 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <DOIn9.10456$Oa1.7149@nwrddc02.gnilink.net>
Source record: 26914

I repair Rana & Atari drives. I also published & sell the Rana Repair Guide which includes schematics. See my ad in this forum titled Alhart Enterprises Presents or contact me at paulalhart@hotmail.com for more info.

"Anthony Ramos" <aramos@ele-mental.org> wrote in message news:3d9f40ef$1@nntp0.pdx.net...
> A kind soul here on c.s.a.8 helped me locate a Rana 1000...only a few
> weeks later, it stopped reading and writing, and just gave timeout
> errors. Tracked it down to the computer's POKEY chip! A couple of pins
> were corroded and eventually shorted, zapping the drive.
>
> The motors still spin the disk and seek the read/write head, so I'm
> guessing it's parts in the communication section of the logic board that
> got fried.
>
> I'd really like to get this drive working again. Does anyone have
> schematics for the circuit board? Or, maybe a spare/parts board I could
> work with?
>
> Thanks,
> Anthony R. (author of Parrot + Creepy Caverns)
>

5244. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 22:06:45 UTC
From: Fox-1
Message-ID: <1eJn9.17636$48.2005362@zwoll1.home.nl>
Source record: 26915

"Richard Heldmann" wrote

> Instead of a fan, maybe a better solution is to go with an external power
> supply? I've an old Tower with an AT style power supply.

Is even better, but then you'll have to remove the internal voltageregulators to power it with 5VDC and 12VDC in stead of the
standard AC adapter.

> > Instructions??? To make a hole and put a fan behind it???

> Absolutely, a dvd video would be nice, along with 50 pages of instruction,
> in triplicate(in case I lose the first two copies), each signed in blood.
> Almost forgot, toll-free number for technical support.

I can't accomplish any of the above, except for the "signing in blood" :-)

> done before might be better. At the time of the question, I was thinking
> more along the lines of location of the fan, i.e. above the power supply, or
> possibly in the rear of the drive.

Just wherever you have the space to mount one. Depends much of the size of the fan. I built mine in the top cover (mounted
horizontal, blowing vertical) using a flat fan, in a way it is located halfway above the big capacitors and the inner corner of the
heatsink. Works o.k, even when the drives are stacked, since there is enough space between them to let the hot air flow out (that
is when you mount them in a way the hot air will be sucked out of the case of course :-).

I used a 12VDC fan, connected directly to the bridge-diodes-output in the 1050 with a 9V voltageregulator (small type 7809) in
between to let them rotate without much noise. I also added a switch on the back to shorten the regulator to let them spin at full
speed, but this was an useless feature :-)

I once made an automatic regulated cooling-system for my Zetagi RF amplifier. The four fans always rotated a little bit, with
speed going up when temperature was raising, and always at full speed when transmitting. I think this is a bit overkill for a
1050...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5245. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 22:24:15 UTC
From: bill@newbreedsoftware.com
Message-ID: <jEJn9.35623$lk.782692@typhoon.sonic.net>
Source record: 26916

William Kendrick <bill@newbreedsoftware.com> wrote:
> Russ Gilbert <russg@en.com> wrote:
>> pinouts are in the FAQ.
>> Seems 800xl didn't have the separate chroma,lumina
>> if I remember.
>
> I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore
> monitor to Chroma/Luma mode and see what it looks like.
> (I know graphics8 mode looks much crisper, but I forget if I have color.)

Well, mine doesn't, unfortunately. I guess I was thinking of my
SuperVideo 1200XL that Mr. Woolley still has. :^)

(Damn - ABACUS met today - If it weren't for being insanely busy, I'd've
tried to make it.)

When I switched my Commodore 1902 to 'SEP.' (separated) mode, the
standard blue GRAPHICS 0 screen on my Atari looked kinda like this:

```
|||||||||||||
|||||||||||||
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|||||||||||||
```

If I set the colors to pure black-n-white, it looks great, though. ;)

-bill!

5246. Anthony, author of Parrot (Was Re: POKEY zapped my Rana 1000! 8-()

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 22:26:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <%FJn9.35625$lk.782904@typhoon.sonic.net>
Source record: 26917

Anthony Ramos <aramos@ele-mental.org> wrote:
> Anthony R. (author of Parrot + Creepy Caverns)
>

Hey! Long time! :)

-bill! (kendrick)

5247. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 22:39:12 UTC
From: Fox-1
Message-ID: <qlJn9.17971$48.2028786@zwoll1.home.nl>
Source record: 26918

"Freddy Offenga" wrote

> > Just some advantages, like physically compacter disks, more wear-and-tear
> resistence, switchable write-protection, and a bit easier
> > to obtain

> True, so you're using it to backup data?

Only some of the asm-sources I coded myself of which I'm sure no one else has them.

> SIO2PC would be a better option.

And as media for the back-up we use an ATR located on a harddisk running on a PC which runs Windows which crashes several times a
year, while the original is stored on a harddisk connected to an Atari which never crashes??? :-)

> Exchange software with other Atari users? Just add an ATR to an email.

If I send files, it's as Atari files, packed with LZH (or sometimes ARC) , depackable on all platforms, including non-Windows PC's,
MAC's, ST's, Atari XL/XE, and even C63+1 and ZX Spectrum if you want :-) (no, I don't think the ZX81 has UnLZH :-)

> Because it's 'fun'? ;-)

Hardcore Atari-users don't make back-ups. Back-ups are for people who don't thrust their system cause of system-failures :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5248. Re: 1050 schematics

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-05 23:35:09 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <NGKn9.1571$UX4.461@nwrddc04.gnilink.net>
Source record: 26919

I may be able to help. Emial me at paulalhart@hotmail.com

"Patrycjusz R. ogiewa" <silverdr@inet.com.pl.remove.it> wrote in message
news:3d9db4e8@news.inet.com.pl...
> Wondering if there are any chances for getting the Service Manual, or at
> least schematics for the 1050?
>
>
> --
> In a world without walls and fences, who needs windows and gates?!
>

5249. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 02:35:43 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3d9fa252$1_4@nopics.sjc>
Source record: 26921

So, when are you going to come get this thing.... it is cluttering up my attic! I'm going to start charging you rent. :>)

You get that vertical bar look when you feed the composite output into a separate chroma LUMA input. The color carrier is not stripped out of the signal - it all comes in as luminance. You have to use the LUMA output of the 800XL (or any other Atari) if you want clean video. On the 800XL, since you have no CHROMA, you can just use the composite output as CHROMA and the LUMA output as LUMA. Not great, but it works without opening up your machine.

Bob

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:jEJn9.35623$Ik.782692@typhoon.sonic.net...
> William Kendrick <bill@newbreedsoftware.com> wrote:
> > Russ Gilbert <russg@en.com> wrote:
> >> pinouts are in the FAQ.
> >> Seems 800xl didn't have the separate chroma,lumina
> >> if I remember.
> >
> > I _thought_ they did. I'll have to fire up my 800XL and switch my Commodore
> > monitor to Chroma/Luma mode and see what it looks like.
> > (I know graphics8 mode looks much crisper, but I forget if I have color.)
>
> Well, mine doesn't, unfortunately. I guess I was thinking of my
> SuperVideo 1200XL that Mr. Woolley still has. :^)
>
> (Damn - ABACUS met today - If it weren't for being insanely busy, I'd've
> tried to make it.)
>
> When I switched my Commodore 1902 to 'SEP.' (separated) mode, the
> standard blue GRAPHICS 0 screen on my Atari looked kinda like this:
>
> ||||||||||||||
> ||||||||||||||
> ||||||||||||||
> ||||||||||||||
> ||||||||||||||
>
>
> If I set the colors to pure black-n-white, it looks great, though. ;)
>

> -bill!

5250. Re: APE for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 02:36:21 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <VtOdnYO5sf05PAKgXTWcqw@News.GigaNews.Com>
Source record: 26920

How about a link?

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:annkhv$7lm$1@reader12.wxs.nl...
> Hi Everyone,
>
> Just a happy message:
>
> APE (for Windows) is great. You definately should give it a try, ... and
if
> you like it: don't forget to register.
>
> Please support people who are keeping the atari 8bit scene alive.
>
> Greetz,
> Marius
>
>
>

5251. Re: APE for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 06:40:02 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anolsc$1ea$1@reader10.wxs.nl>
Source record: 26922

What is a link?

Marius

"Paul Gifford" <paul.gifford@comcast.excise-this.net> schreef in bericht
news:VtOdnYO5sf05PAKgXTWcqw@News.GigaNews.Com...
> How about a link?
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:annkhv$7lm$1@reader12.wxs.nl...
> > Hi Everyone,
> >
> > Just a happy message:
> >
> > APE (for Windows) is great. You definately should give it a try, ... and
> if
> > you like it: don't forget to register.
> >
> > Please support people who are keeping the atari 8bit scene alive.
> >
> > Greetz,
> > Marius
> >
> >
> >
>
>

5252. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 06:44:25 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anom4j$1h3$1@reader10.wxs.nl>
Source record: 26924

that is something!

You 2 guys running real atari 8bit bbs's, living that close next together, are communicating via this ;)

I can remember a friend living 1 km away wanted to test MOONBOUNCING radiocontact with me :-) In the meantime I was able to talk to him when I SHOUTED or talked to him via 10 miliwatt 70cm connection. Hehehe

Greetz.
Marius

p.s. my XF551 is completely defect btw. I tried several things. The Print seems to work fine. Am I able to connect a stock PC 5.25" drive to that print?

"Fox-1" <MailMe@fox-1@home.nl> schreef in bericht news:8aon9.10446$48.1146066@zwoll1.home.nl...
> > > Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
> > #70, page #9, chapter #3
>
>
> "TXG" wrote
>
> > Hmm but that was descibed like a working prototype, I read about that but
> > was looking for someone who has a complete working version with ROM and
> > hardware schematic...
>
> The article also say's the guys from ARGS are working on it, so maybe you should contact them...
>
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5253. Re: APE for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 06:44:47 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <TqudnSvw8-VGRgKgXTWcrg@News.GigaNews.Com>
Source record: 26923

A sausage...I'm grilling some up. Want one?

Seriously, though, it sounds as if you are referring to some software.
Where might one get that software, if indeed it is software you were
describing.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:anolsc$1ea$1@reader10.wxs.nl...
> What is a link?
>
> Marius
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> schreef in bericht
> news:VtOdnYO5sf05PAKgXTWcqw@News.GigaNews.Com...
> > How about a link?
> >
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:annkhv$7lm$1@reader12.wxs.nl...
> > > Hi Everyone,
> > >
> > > Just a happy message:
> > >
> > > APE (for Windows) is great. You definately should give it a try, ...
and
> > if
> > > you like it: don't forget to register.
> > >
> > > Please support people who are keeping the atari 8bit scene alive.
> > >
> > > Greetz,
> > > Marius
> > >
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5254. Re: APE for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 06:50:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anomgp$1q9$1@reader10.wxs.nl>
Source record: 26925

Ah SORRY!

It is very early in the morning here in the netherlands. My clock made a
very bad noise to wake me up, and that all was 30 seconds ago. So first
thing i did was look here, and did not get your point.

The link is:

www.atarimax.com

btw. i thought ape is THAT famous, so nobody should need a link.

Greetz.
Marius

"Paul Gifford" <paul.gifford@comcast.excise-this.net> schreef in bericht
news:TqudnSvw8-VGRgKgXTWcrg@News.GigaNews.Com...
> A sausage...I'm grilling some up. Want one?
>
> Seriously, though, it sounds as if you are referring to some software.
> Where might one get that software, if indeed it is software you were
> describing.
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:anolsc$1ea$1@reader10.wxs.nl...
> > What is a link?
> >
> > Marius
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> schreef in bericht
> > news:VtOdnYO5sf05PAKgXTWcqw@News.GigaNews.Com...
> > > How about a link?
> > >
> > >
> > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > news:annkhv$7lm$1@reader12.wxs.nl...
> > > > Hi Everyone,
> > > >
> > > > Just a happy message:
> > > >
> > > > APE (for Windows) is great. You definately should give it a try, ...
> and
> > > if
> > > > you like it: don't forget to register.
> > > >

> > > > Please support people who are keeping the atari 8bit scene alive.
> > > >
> > > > Greetz,
> > > > Marius
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5255. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 06:52:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anomk9$1rs$1@reader10.wxs.nl>
Source record: 26926

> p.s. my XF551 is completely defect btw. I tried several things. The Print
> seems to work fine. Am I able to connect a stock PC 5.25" drive to that
> print?

/dutchOH IK BEN ECHT WEER EEN GIJS! Staat er wat berichten verderop een hele thread hierover /dutch

Translation:

OH I'M REALLY A "GIJS" AGAIN!. There are a few messages later a whole thread about this.

Groeten,
Marius

> "Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
> news:8aon9.10446$48.1146066@zwoll1.home.nl...
> > > > Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
> > > #70, page #9, chapter #3
> > >
> > >
> > "TXG" wrote
> > >
> > > Hmm but that was descibed like a working prototype, I read about that
> but
> > > was looking for someone who has a complete working version with ROM and
> > > hardware schematic...
> > >
> > The article also say's the guys from ARGS are working on it, so maybe you
> should contact them...
> > >
> > >
> > >
> > --
> > >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> > >
> > Remember what the Dormouse said...
> > >
> > >
> >
>

5256. Re: 800xl video pinout

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 08:07:50 UTC
From: bill@newbreedsoftware.com
Message-ID: <qbSn9.35767$lk.789455@typhoon.sonic.net>
Source record: 26927

Bob Woolley <ataribob@directvinternet.com> wrote:
> So, when are you going to come get this thing.... it is cluttering up my
> attic! I'm going to start charging you rent. :>)

Whoa! You mean you're finally done playing Doctor Frankenstein[*] with it!? ;^)

> You get that vertical bar look when you feed the composite output into a
> separate chroma LUMA input. The color carrier is not stripped out of the
> signal - it all comes in as luminance. You have to use the LUMA output of
> the 800XL (or any other Atari) if you want clean video. On the 800XL, since
> you have no CHROMA, you can just use the composite output as CHROMA and the
> LUMA output as LUMA. Not great, but it works without opening up your
> machine.

My machine's been open a lot, lately. I just don't know how to / like poking
its innards much ;^)

-bill!
[*] "That's Frahnken-SHTEEN!!!"

5257. Re: Anthony, author of Parrot (Was Re: POKEY zapped my Rana 1000! 8-()

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 10:18:27 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anp2ls$n7p$1@news1.xs4all.nl>
Source record: 26928

"> Anthony Ramos <aramos@ele-mental.org> wrote:
> > Anthony R. (author of Parrot + Creepy Caverns)

Did you write and develop the Parrot sound digitizer? When yes, would you consider to release all schematics, info and more to the public?

TXG/MNX

5258. fake cart made out of game cart??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 14:01:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anpfpo$75b$1@reader13.wxs.nl>
Source record: 26929

Hi!

I made my own HARD RESET key. I did modificate a super break out cart. I cut the connection between pin 13 and 14, and placed a resistor and a SWITCH between those two points. That is all. So the whole cart is the same as before, and all those lines are connected to the cartridge port.

The good part is: it works great. I can make a hard-reset without switching off my Atari. My Ramdisk is still ok after booting.

The bad part is: I have the feeling this way CAN'T be healthy for my atari. In fact this is the same as pulling out and pushing in carts while the system power is on.

Btw. there is no black box connected to this computer.

If it is not a safe way. What else should I do? I had the idea of cutting some lines between the cartport and the cart itself.

greetz.
Marius

5259. Atari 8-bit CD-ROM #2 available to buy now!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 14:17:34 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1033914123.4211.0@iris.uk.clara.net>
Source record: 26930

Hello All,

I'm pleased to announce that my second CD-ROM of Atari 8-bit software is now available to buy. This CD contains:

* Print-Filer from Rambit
* Alien Blast from Richard Gore
* Demo Maker/Edit 7 from Richard Gore
* AMS 96 video in MPEG-1 format
* PD: Bash-A-Drum
* PD: Dean's Desktop System
* PD: Don't Ask Software Demo Disk
* PD: Education Disk 1
* PD: Football Fantasies
* PD: Journey Into Sound Demo Disk
* PD: Parrot Demo Disk
* PD: Programmer's Speech Tool
* PD: Quick Demo Disk
* PD: This & That Disks 1&2
* PD: Tiger Developments Demo Disk
* PD: Voicemaster Demo Disk

The cost of this CD is US$12 INCLUDING shipping. Or, you can buy it as a combo with the first CD (DGS/PPP products) for US$25 the set INCLUDING shipping.

To see more detailed info, and to order the CD, please visit http://www.dgs.clara.net and click the option for the 2nd CD-ROM.

Dean Garraghty

5260. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 15:30:13 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <9GYn9.1536141$oa7.53490247@Flipper>
Source record: 26931

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:qIJn9.17971$48.2028786@zwoll1.home.nl...
>...
> Hardcore Atari-users don't make back-ups. Back-ups are for people who
don't thrust their system cause of system-failures :-))

Pfew! Fortunately I'm not one of those 'hardcore' users.
Losing data is often caused by _human_ failure!

Freddy.

5261. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 16:09:04 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <AeZn9.1536922$oa7.53531517@Flipper>
Source record: 26932

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:mkFn9.15478$48.1808015@zwoll1.home.nl...
>...
> The manual is on the CSS site:
http://www.nleaudio.com/css/products/Mux_docs.htm
>
> As for the technical aspect, I have the schematics, the info to make the
PCB's, and the EPROM source, but I'm not allowed to give
> it away...
>...

I read that each MUX slave needs a new OS. This is understandable since the cartridge port is not bootable in the normal OS. That's why I think the PBI port would be a better idea to do 'high-speed' networking. A second solution would be a wiring of SIO and Cartridge combined. That way the handler can be booted (SIO) and the rest of the communication done through the cart port.

For the MUX solution, I made a mistake by talking about the PC as a MUX _slave_. As I understand it now, the PC should be the MUX _host_. The low-level I/O stuff could be done through the MUX system itself and the high-level (file) server (the frozen project I talked about) through an extra device handler.

Freddy.

5262. making backups

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 16:39:16 UTC
From: Edward Bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.44.0210061230470.23985-100000@shell1>
Source record: 26933

```
On Sun, 6 Oct 2002 at 00:39:12 +0200, "Grtx" of Thunderdome
scribbled:
->Hardcore Atari-users don't make back-ups. Back-ups are for people
->who don't thrust their system cause of system-failures :-))

That's funny. In other words, "Better sorry than safe!" (Also
see tagline below....)
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on Yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "Only wimps use tape backup. REAL men just up- *
* load their important stuff on ftp and let the *
* rest of the world mirror it." --Linus Torvalds *

(Headers munged to foil spammers; real info in taglines)

N.B. "Thrust their system"?! That's funny too.
```

5263. cart reset key (was: fake cart made out of...)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 16:48:04 UTC
From: Edward Bonaventure <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.44.0210061239540.23985-100000@shell1>
Source record: 26934

```
->From: "Marius Diepenhorst" [of zonnet dot nl]
->Subject: fake cart made out of game cart??
->Date: Sun, 6 Oct 2002 16:01:33 +0200
->
->I made my own HARD RESET key. I did modificate a super break out
->cart. I cut the connection between pin 13 and 14, and placed a
->resistor and a SWITCH between those two points. ... I can make a
->hard-reset without switching off my Atari. My Ramdisk is still ok
->after booting.

Far out! (Looking forward to reading comments from the experts
on whether this is good or bad, and why!)

>>>-----------------------------------------------<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

5264. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 18:23:10 UTC
From: Fox-1
Message-ID: <t2%n9.24630$48.2720149@zwoll1.home.nl>
Source record: 26935

"Freddy Offenga" wrote

> > Hardcore Atari-users don't make back-ups. Back-ups are for people who
> don't thrust their system cause of system-failures :-))

> Pfew! Fortunately I'm not one of those 'hardcore' users.
> Losing data is often caused by _human_ failure!

Atari users don't fail, nor do their system :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5265. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 18:34:01 UTC
From: Fox-1
Message-ID: <Fc%n9.24725$48.2728897@zwoll1.home.nl>
Source record: 26936

"Freddy Offenga" wrote

> I read that each MUX slave needs a new OS. This is understandable since the
> cartridge port is not bootable in the normal OS.

One of the things I don't really understand... One can "boot" his PacMan cartridge from the cartridgeport to play the game, but
one can't load a program that copies a MUX-hander to the right location?

> That's why I think the PBI
> port would be a better idea to do 'high-speed' networking.

As for the highspeed... I don't think there is a speed-difference in using cartridge or PBI. The PBI however has some advantages
over the cart-port, but there is already some software for the MUX, and I want to be compatible with that...

> A second solution
> would be a wiring of SIO and Cartridge combined. That way the handler can be
> booted (SIO) and the rest of the communication done through the cart port.

A few days ago I wrote something about it over here. Wasn't Yeb Havinga working (or thinking) on such a project?

> For the MUX solution, I made a mistake by talking about the PC as a MUX
> _slave_. As I understand it now, the PC should be the MUX _host_.

The Atari as host (making the PC a slave) sounds much better to me :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5266. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 18:59:44 UTC
From: Barry Ruck <bruck@peterswoodharlow.freeserve.co.uk>
Message-ID: <u6u7IWOggIo9EwLA@barry.ruck.ntlworld.com>
Source record: 26937

Once Upon a Time (20:23:10 Sun, 6 Oct 2002 actually)
in comp.sys.atari.8bit, Fox-1 <MailMe@fox-1.?.nl.invalid>
sharpened a new quill and wrote ...

>
>"Freddy Offenga" wrote
>
>> > Hardcore Atari-users don't make back-ups. Back-ups are for people who
>> don't thrust their system cause of system-failures :-))
>
>> Pfew! Fortunately I'm not one of those 'hardcore' users.
>> Losing data is often caused by _human_ failure!
>
>Atari users don't fail, nor do their system :-))
>
No, but the mains supply may do !

>--
>
>Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

--

Dogs crawl under gates, software crawls under Windows.

Barry Ruck. Harlow, Essex. U.K.

5267. Re: Best disk copy program for the Atari?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 19:04:32 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0210061104.67fe2669@posting.google.com>
Source record: 26938

dunxuk@aol.com (DunxUK) wrote in message
news:<20021004050831.10611.00011890@mb-cu.aol.com>...
> What is the best program for copying Atari disks? I use diskcomm 3.2 at the
> moment to create perfect disks from DCM files (bad sectors and all) but I now
> have an SIO2PC cable and would like to copy from an ATR image on the PC to a
> normal Atari floppy. Also does anyone else find that diskcomm doesn't like
> writing to a normal drive when there is an SIO2PC cable in the daisy somewhere?
>
> Many thanks!

I use scopy and discomm, you can use diskcomm to transfer the disk to the 8bit
hard drive or ramdisk first and then exit APE and turn on the 1050.
this work well if APE dosent like the 1050 on at the same time.

-Atari8man-

> BTW;
>
> I'm not trying to plug an Atari disk drive into the PC.
> I'm not going to buy an 10502PC cable.
> I'm not just going to run them from the PC and not bother with floppies.
> I think that covers it!! :o)

5268. Speed Start Initializer v. 3us

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 19:45:05 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anq3sa$no6$1@reader12.wxs.nl>
Source record: 26939

Hi!

I try to make a few game disks with the SPEED - Start Initializer v. 3us (BIBO)

And I don't get it worked. What things must I do to get my gamedisk with a menu?

I can initialize a disk with it. It seems to be some kind of BIBODOS format. I can copy files with BIBO dos to it. With DOS 2.5 that seems to work too, but then the free sector indicator fails. But ok... i get Files on it.

But then... I choose name input in the program, and then he can't find a thing. At point A:

A] NEW INITIALIZED DISK
B]
C]
D]
etc.

What goes wrong here?

Marius

5269. Re: fake cart made out of game cart??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 20:02:37 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <xF0o9.3153$UX4.489@nwrddc04.gnilink.net>
Source record: 26940

There is no problem. I have had a similar set up for years on BASIC carts.
It is not the same as pulling & plugging the cart as the power to the cart
remains uninterrupted. Paul

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:anpfpo$75b$1@reader13.wxs.nl...
> Hi!
>
> I made my own HARD RESET key. I did modificate a super break out cart. I
cut
> the connection between pin 13 and 14, and placed a resistor and a SWITCH
> between those two points. That is all. So the whole cart is the same as
> before, and all those lines are connected to the cartridge port.
>
> The good part is: it works great. I can make a hard-reset without
switching
> off my Atari. My Ramdisk is still ok after booting.
>
> The bad part is: I have the feeling this way CAN'T be healthy for my
atari.
> In fact this is the same as pulling out and pushing in carts while the
> system power is on.
>
> Btw. there is no black box connected to this computer.
>
> If it is not a safe way. What else should I do? I had the idea of cutting
> some lines between the cartport and the cart itself.
>
> greetz.
> Marius
>
>
>
>

5270. Re: Speed Start Initializer v. 3us

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 20:16:08 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3DA09A08.4010909@freenet.de>
Source record: 26941

Hi !
Try to write-protect the files you want to be displayed !

Grtx,
- Mr.Bacardi -

Marius Diepenhorst wrote:

>Hi!
>
>I try to make a few game disks with the SPEED - Start Initializer v. 3us
>(BIBO)
>
>And I don't get it worked. What things must I do to get my gamedisk with a
>menu?
>
>I can initialize a disk with it. It seems to be some kind of BIBODOS format.
>I can copy files with BIBO dos to it. With DOS 2.5 that seems to work too,
>but then the free sector indicator fails. But ok... i get Files on it.
>
>But then... I choose name input in the program, and then he can't find a
>thing. At point A:
>
>A] NEW INITIALIZED DISK
>B]
>C]
>D]
>etc.
>
>What goes wrong here?
>
>Marius
>
>
>

5271. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 21:16:42 UTC
From: Fox-1
Message-ID: <9B1o9.25697$48.2853739@zwoll1.home.nl>
Source record: 26942

"Barry Ruck"wrote

> >> Losing data is often caused by _human_ failure!

> >Atari users don't fail, nor do their system :-))

> No, but the mains supply may do !

Point taken... But usually you'll not loose data on your harddisk when the power fails...

Well, uh, Backing-up Atari users use real Atari powersupplies... Not? :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5272. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 21:21:53 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <RP1o9.1542912$oa7.53851345@Flipper>
Source record: 26943

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:Fc%n9.24725$48.2728897@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > I read that each MUX slave needs a new OS. This is understandable since
the
> > cartridge port is not bootable in the normal OS.
>
> One of the things I don't really understand... One can "boot" his PacMan
cartridge from the cartridgeport to play the game, but
> one can't load a program that copies a MUX-hander to the right location?

A good question! Yes, it is possible to let the cartridge add handlers in
the boot process.
Hm, now I have to think again why the MUX needs a modified OS. Ah, it must
by-pass the SIO. Ok, that's in line with my previous message, the MUX can
handle the low-level I/O. :)

> > That's why I think the PBI
> > port would be a better idea to do 'high-speed' networking.
>
> As for the highspeed... I don't think there is a speed-difference in using
cartridge or PBI. The PBI however has some advantages
> over the cart-port, but there is already some software for the MUX, and I
want to be compatible with that...

I didn't say there's a speed difference.
There's not much software for the MUX and I don't think there are many MUX
users. A free and open hardware design could get better support from
developers. In that case I would choose a PBI design.

> > A second solution
> > would be a wiring of SIO and Cartridge combined. That way the handler
can be
> > booted (SIO) and the rest of the communication done through the cart
port.
>
> A few days ago I wrote something about it over here. Wasn't Yeb Havinga
working (or thinking) on such a project?

AFAIK he was only 'thinking' about it and he wanted to use a joystick port.
He didn't care much about 'booting', so I don't think he wanted to use SIO.
What did you write? I missed it.

> > For the MUX solution, I made a mistake by talking about the PC as a MUX
> > _slave_. As I understand it now, the PC should be the MUX _host_.
>
> The Atari as host (making the PC a slave) sounds much better to me :-)

And can you explain why??

Maybe you just prefer the terms Client/Server where the PC 'serves' the
Atari ? ;-)

Freddy.

5273. Re: Speed Start Initializer v. 3us

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 21:30:40 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anqa2abit1@news1.xs4all.nl>
Source record: 26944

This program looks for the write-protect bit.
Use LOCK from the menu.
When not locked you will not see it in the menu..

TXG/MNX
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:anq3sa$no6$1@reader12.wxs.nl...
> Hi!
>
> I try to make a few game disks with the SPEED - Start Initializer v. 3us
> (BIBO)
>
> And I don't get it worked. What things must I do to get my gamedisk with a
> menu?
>
> I can initialize a disk with it. It seems to be some kind of BIBODOS
format.
> I can copy files with BIBO dos to it. With DOS 2.5 that seems to work too,
> but then the free sector indicator fails. But ok... i get Files on it.
>
> But then... I choose name input in the program, and then he can't find a
> thing. At point A:
>
> A] NEW INITIALIZED DISK
> B]
> C]
> D]
> etc.
>
> What goes wrong here?
>
> Marius
>
>
>

5274. ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 21:31:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <anqa49$bm7$1@news1.xs4all.nl>
Source record: 26945

Hi,

Does someone have a copy of ULTRACOPY 1.1? I had one but it's not working anymore..

TXG/MNX

5275. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 21:35:12 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <k02o9.1543057$oa7.53864125@Flipper>
Source record: 26946

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:t2%n9.24630$48.2720149@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > > Hardcore Atari-users don't make back-ups. Back-ups are for people who
> > don't thrust their system cause of system-failures :-))
>
> > Pfew! Fortunately I'm not one of those 'hardcore' users.
> > Losing data is often caused by _human_ failure!
>
> Atari users don't fail, nor do their system :-))

So I conclude, Atari users are not human.
I'm human, so I'm not an Atari user.
Logic fails....

Freddy.

5276. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 23:07:28 UTC
From: Fox-1
Message-ID: <Uc3o9.26415$48.2932977@zwoll1.home.nl>
Source record: 26947

"Freddy Offenga" wrote

> > > Losing data is often caused by _human_ failure!

> > Atari users don't fail, nor do their system :-))

> So I conclude, Atari users are not human.
> I'm human, so I'm not an Atari user.
> Logic fails....

Uhh, losing data is OFTEN caused by human failure, so, not always. At the time you loose data by you own failure, you're human...
When loosing data after a system-crash, you're out of your mind, and since humans have a mind, you'll not be human for a while...
untill you're calmed down... to become... a human... again... or... something like that...

I give up...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

I'm out of my mind right now, but you can leave a message...

5277. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 23:32:43 UTC
From: Fox-1
Message-ID: <HA3o9.26563$48.2946783@zwoll1.home.nl>
Source record: 26948

"Freddy Offenga" wrote

> > As for the highspeed... I don't think there is a speed-difference in using
> cartridge or PBI.

> I didn't say there's a speed difference.

Actually, no... :-)

> There's not much software for the MUX and I don't think there are many MUX
> users.

There is indeed not that much software, but some versions of Sparta-Dos can work with the MUX, and my BBS is also MUX compatible
(to run multiple nodes).

> A free and open hardware design could get better support from
> developers. In that case I would choose a PBI design.

Maybe a new design could be made backwards compatible? (More or less. If at least the protocol is the same, one can change some
things like vectors with a sectoreditor or disassembler)

> > A few days ago I wrote something about it over here. Wasn't Yeb Havinga
> working (or thinking) on such a project?

> AFAIK he was only 'thinking' about it and he wanted to use a joystick port.
> He didn't care much about 'booting', so I don't think he wanted to use SIO.
> What did you write? I missed it.

You haven't missed a lot. I just mentioned that some time ago someone was thinking of combining the SIO and the cartridge-port to
make a thing like a SIO-2-PC, but with partially parallel datatransfers.

> > The Atari as host (making the PC a slave) sounds much better to me :-)

> And can you explain why??

> Maybe you just prefer the terms Client/Server where the PC 'serves' the
> Atari ? ;-)

Indeed :-) As for SIO-2-PC and APE, only the idea of making the PC an Atari slave is enough for me :-)))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5278. Moved to California: 8bit Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-06 23:40:38 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <anqhlmiv1@terabinaries.xmission.com>
Source record: 26949

Well, I've moved from Salt Lake City to Santa Cruz, California.. Now that I'm only 20 minutes from San Jose, are there any active 8bit Atari groups in the general area?

5279. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 00:40:36 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <8K4o9.1547461$oa7.54058365@Flipper>
Source record: 26950

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:HA3o9.26563$48.2946783@zwoll1.home.nl...
> ...
> > A free and open hardware design could get better support from
> > developers. In that case I would choose a PBI design.
>
> Maybe a new design could be made backwards compatible? (More or less. If
at least the protocol is the same, one can change some
> things like vectors with a sectoreditor or disassembler)

Hm, what should be backwards compatible? Do you mean the MUX M: handler?

The Client/Server protocol I have in mind (and documented) can be
implemented for MUX, SIO2PC and other connections. I would start out with
SIO2PC.

>...

Freddy.

5280. Re: Anthony, author of Parrot (Was Re: POKEY zapped my Rana 1000! 8-()

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 01:02:11 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <3DA0DD13.7020002@ele-mental.org>
Source record: 26951

TXG wrote:

> Did you write and develop the Parrot sound digitizer? When yes, would you
> consider to release all schematics, info and more to the public?

Documentation is already online.

Hardware:
ANTIC VOL. 2, NO. 4 / JULY 1983 / PAGE 64
Talk is Cheap
Ed Stuart
http://www.atarimagazines.com/v2n4/talkischeap.html

Parrot .DIG Audio File Formats:
www.umich.edu/~archive/atari/8bit/Info/Fileformats/parrot.txt

-Anthony R.

5281. Re: Anthony, author of Parrot (Was Re: POKEY zapped my Rana 1000! 8-()

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 01:04:58 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <3DA0DDBA.5080903@ele-mental.org>
Source record: 26952

William Kendrick wrote:

> Hey! Long time! :)

Yeah, the Atari stuff has been in mothballs for awhile. I pulled it all out to entertain my friends with tales of the past a few weeks ago, for my 35th birthday. (!!)

I am now twice the age I was when I developed Parrot and Creepy Caverns. Heh!

-Anthony R.

5282. Spacebar problem on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 01:25:34 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <anqnqg$8bq$1@bob.news.rcn.net>
Source record: 26953

I've an 800XL with a problem with the spacebar. It works intermittently. I believe the other keys are okay. Any ideas on how to fix this?
Thanks,
Rick

5283. Re: Spacebar problem on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 03:06:47 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <bT6o9.19252$Oa1.6842@nwrddc02.gnilink.net>
Source record: 26954

It depends on which 800xl keyboard you have. Some had individual switches and some had a sheet of mylar switches. Pry the spacebar up and off. If there are switch contacts to be seen, clean them. Otherwise you will have to remove the keyboard, disassemble it, & clean the contacts on the mylar sheet. Use a cloth lightly dampened with alcohol. Most commercial contact cleaners will dissolve or damage the mylar or contact material. Paul

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:anqnqg$8bq$1@bob.news.rcn.net...
> I've an 800XL with a problem with the spacebar. It works intermittently. I
> believe the other keys are okay. Any ideas on how to fix this?
> Thanks,
> Rick
>
>

5284. WTB: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 03:33:37 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <lg7o9.104405$U7.35686887@twister.socal.rr.com>
Source record: 26955

If anybody has an original copy of Raster Blaster (it's a pinball game) they are willing to sell, please write me at:

hughfalk@mindspring.com

Thanks,
Hugh

5285. Atari BBS Phone Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 03:39:21 UTC
From: atari4evr@aol.com
Message-ID: <20021006233921.03343.00007835@mb-ck.aol.com>
Source record: 26956

Dear Atarians,

I was wondering if anyone in the Atari Community could share with me the telephone numbers of some of the Atari 8-bit BBSes that are still in service. I live in Portland, Oregon and have had little luck in finding any locally, so I am now very willing to call long distance. Thank you very much.

Sincerely, An Atarian Forever...

5286. Re: Moved to California: 8bit Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 03:57:52 UTC
From: bill@newbreedsoftware.com
Message-ID: <4D7o9.36049$lk.796013@typhoon.sonic.net>
Source record: 26957

James King <utah_lanman@yahooo.com> wrote:
> Well, I've moved from Salt Lake City to Santa Cruz, California.. Now that
> I'm only 20 minutes from San Jose, are there any active 8bit Atari groups
> in the general area?

ABACUS in San Francisco (which I only recently learned still existed;
I used to call their BBS ~10 years ago (yikes!)), which apparently meets
on the 1st Saturday of each month. They mostly focus on ST lately, but
say they'll take 8-bitters, too. :^)

I need to finish the new game I just started writing, so I can come to a
meeting and show it off. :^)

About 8-10 years ago, I had gone to a couple of SLCC (San Leandro Comp. Club)
meetings; they were an Atari 8bit/ST group, as well...

Welcome to the area! I'm out here in Davis (near Sacramento).

-bill!

5287. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 10:02:30 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <anrm3niap1@bob.news.rcn.net>
Source record: 26958

>
> Just wherever you have the space to mount one. Depends much of the size of the fan. I built mine in the top cover (mounted
> horizontal, blowing vertical) using a flat fan, in a way it is located halfway above the big capacitors and the inner corner of the
> heatsink. Works o.k, even when the drives are stacked, since there is enough space between them to let the hot air flow out (that
> is when you mount them in a way the hot air will be sucked out of the case of course :-).
>
> I used a 12VDC fan, connected directly to the bridge-diodes-output in the 1050 with a 9V voltageregulator (small type 7809) in
> between to let them rotate without much noise. I also added a switch on the back to shorten the regulator to let them spin at full
> speed, but this was an useless feature :-)

I'm unfamiliar with the location you describe, i.e. bridge-diodes-output.
Can you describe it in layman's terms?
Thanks

5288. Re: Speed Start Initializer v. 3us

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 14:30:51 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ans5r2osa1@reader14.wxs.nl>
Source record: 26959

Hey Thanks!

This works!

Marius

"TXG" <txg@the-underground.myweb.nl> schreef in bericht
news:anqa2abit1@news1.xs4all.nl...
> This program looks for the write-protect bit.
> Use LOCK from the menu.
> When not locked you will not see it in the menu..
>
> TXG/MNX
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:anq3sa$no6$1@reader12.wxs.nl...
> > Hi!
> >
> > I try to make a few game disks with the SPEED - Start Initializer v. 3us
> > (BIBO)
> >
> > And I don't get it worked. What things must I do to get my gamedisk with
a
> > menu?
> >
> > I can initialize a disk with it. It seems to be some kind of BIBODOS
> format.
> > I can copy files with BIBO dos to it. With DOS 2.5 that seems to work
too,
> > but then the free sector indicator fails. But ok... i get Files on it.
> >
> > But then... I choose name input in the program, and then he can't find a
> > thing. At point A:
> >
> > A] NEW INITIALIZED DISK
> > B]
> > C]
> > D]
> > etc.
> >
> > What goes wrong here?
> >
> > Marius
> >
> >
> >

>
>

5289. Re: Atari BBS Phone Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 14:31:30 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-8F805B.09313007102002@news.supernews.com>
Source record: 26960

In article <20021006233921.03343.00007835@mb-ck.aol.com>,
atari4evr@aol.com (Atari4evr) wrote:

> Dear Atarians,
>
> I was wondering if anyone in the Atari Community could share with me the
> telephone numbers of some of the Atari 8-bit BBSes that are still in service.
> I live in Portland, Oregon and have had little luck in finding any locally, so
> I am now very willing to call long distance. Thank you very much.
>
> Sincerely, An Atarian Forever...

From the "welcome FAQ" :

http://tcfreenet.org/~friednw/bbs-dialup.html

Also, Atari BBSs on the Internet:

http://tcfreenet.org/~friednw/bbs-telnet.html

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5290. midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 15:02:48 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ans7mv$p3f$1@reader14.wxs.nl>
Source record: 26961

Hi!

On the atari 2600 I have a bit rare game "Midnight Magic" It is one of the first Pinball Games that is really fun to play on a computer (that is MY opinion)

I hate those "stupid" pinball creator games. All the same crap.

I want that nice Midnight Magic on my XL. Is that game (or something very like it) available on the XL?

Thanks,
Marius

5291. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 15:11:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <puho9.13704$OB5.1375641@newsread2.prod.itd.earthlink.net>
Source record: 26962

I have not played that 2600 title, but there was a "David's Midnight Magic"
pinball for the 800/XL originally on disk and later on cart back in the mid
'80s.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ans7mv$p3f$1@reader14.wxs.nl...
> Hi!
>
> On the atari 2600 I have a bit rare game "Midnight Magic" It is one of the
> first Pinball Games that is really fun to play on a computer (that is MY
> opinion)
>
> I hate those "stupid" pinball creator games. All the same crap.
>
> I want that nice Midnight Magic on my XL. Is that game (or something very
> like it) available on the XL?
>
> Thanks,
> Marius
>
>
>
>

5292. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 15:36:06 UTC
From: Fox-1
Message-ID: <OHho9.31268$48.3385301@zwoll1.home.nl>
Source record: 26963

"Richard Heldmann" wrote

> > I used a 12VDC fan, connected directly to the bridge-diodes-output in the
> 1050 with a 9V voltageregulator

> I'm unfamiliar with the location you describe, i.e. bridge-diodes-output.
> Can you describe it in layman's terms?

I could give you more detailed information if I had my own 1050 ready, but since I'm in the middle of a move, about all my stuff is
packed...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5293. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 15:44:18 UTC
From: Fox-1
Message-ID: <tPho9.31315$48.3391542@zwoll1.home.nl>
Source record: 26964

"Freddy Offenga" wrote

> > Maybe a new design could be made backwards compatible?

> Hm, what should be backwards compatible? Do you mean the MUX M: handler?

I mean the hardware itself. If I can use "your" PBI-software (or parts of it) on "my" MUX, one way or another, it's compatible.

> The Client/Server protocol I have in mind (and documented) can be
> implemented for MUX, SIO2PC and other connections. I would start out with
> SIO2PC.

So, actually it'll be a sort of ASPI-layer, but for a network-device? And when someone developes his own network-hardware, he can
use your software if he writes a driver for it? Sound good...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5294. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 17:08:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ansf2f$3v7$1@reader13.wxs.nl>
Source record: 26965

David's Midnight Magic isn't the same. Btw that David Midnight Magic looks
very "Pinball Construction Kit" alike

but thanks for the tip :-)
Marius

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
news:puho9.13704$OB5.1375641@newsread2.prod.itd.earthlink.net...
> I have not played that 2600 title, but there was a "David's Midnight
Magic"
> pinball for the 800/XL originally on disk and later on cart back in the
mid
> '80s.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:ans7mv$p3f$1@reader14.wxs.nl...
> > Hi!
> >
> > On the atari 2600 I have a bit rare game "Midnight Magic" It is one of
the
> > first Pinball Games that is really fun to play on a computer (that is MY
> > opinion)
> >
> > I hate those "stupid" pinball creator games. All the same crap.
> >
> > I want that nice Midnight Magic on my XL. Is that game (or something
very
> > like it) available on the XL?
> >
> > Thanks,
> > Marius
> >
> >
> >
> >
>
>

5295. Re: Moved to California: 8bit Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 17:38:17 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3da1c75b$1_7@nopics.sjc>
Source record: 26966

The SLCC meets in Hayward on the first Tuesday of the month at 20:00. We
still have an old diehard 8-bit guy that shows up with stuff.... :>)

Bob

"James King" <utah_lanman@yahooo.com> wrote in message
news:anqhlmiv1@terabinaries.xmission.com...
> Well, I've moved from Salt Lake City to Santa Cruz, California.. Now that
> I'm only 20 minutes from San Jose, are there any active 8bit Atari groups
> in the general area?
>
>

5296. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 17:47:32 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3da1c985$1_1@nopics.sjc>
Source record: 26967

I would suggest that you power one of those PC cooling fans with a "wall wart" power supply rather than opening the 1050. Moving the air around the drive will do the job just as well. Some of the 1050s have bad or undersized capacitors in their voltage doubler circuits. This overheats the power rectifiers - just look for crispy PC board at the back of the board. Cooling fans are not the answer for this - you need to fix it.

Bob

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:anldsv$eo3$1@bob.news.rcn.net...
> Has anyone added a cooling fan to cool off the 1050 disk drive? Seems like
> there's a lot of heat inside. Has anyone any instructions on how to do
> this? Any success stories?
> Thanks,
> Rick
>
>

5297. Re: Moved to California: 8bit Groups?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 18:16:05 UTC
From: bill@newbreedsoftware.com
Message-ID: <Fbko9.36362$lk.801368@typhoon.sonic.net>
Source record: 26968

Bob Woolley <ataribob@directvinternet.com> wrote:
> The SLCC meets in Hayward on the first Tuesday of the month at 20:00. We
> still have an old diehard 8-bit guy that shows up with stuff.... :>)

Does his name start with a B and end with a B? ;)

Cool to hear SLCC still meets. I should go!
Except crap - 1st Tuesday's when my Linux User Group meets.

Maybe one day when I'm not the one setting up meetings, I can ditch and
come to SLCC :)

-bill!

5298. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 20:14:02 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <eWlo9.1578034$oa7.55226652@Flipper>
Source record: 26969

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:tPho9.31315$48.3391542@zwoll1.home.nl...
>...
> > Hm, what should be backwards compatible? Do you mean the MUX M: handler?
>
> I mean the hardware itself. If I can use "your" PBI-software (or parts of
it) on "my" MUX, one way or another, it's compatible.

That's not _hardware_ compatible. PBI-software won't work with MUX, since
the MUX is not a PBI device. MUX is also not hardware compatible with SIO,
therefore it needs a modified OS, so that SIO calls are redirected to MUX.

> > The Client/Server protocol I have in mind (and documented) can be
> > implemented for MUX, SIO2PC and other connections. I would start out
with
> > SIO2PC.
>
> So, actually it'll be a sort of ASPI-layer, but for a network-device?
And when someone developes his own network-hardware, he can
> use your software if he writes a driver for it? Sound good...

Yes, that's about it. In fact the SIO command frame is used for the
communication, but since the software interface must go through CIO, other
hardware can make use of it by installing a handler. I don't know how MUX
handles non-standard SIO calls, but it could be that the same SIO2PC driver
works for the MUX because of the SIO redirection. Hm, interesting.

Freddy.

5299. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 20:20:45 UTC
From: steve@dosius.zzn.com
Message-ID: <ansqat$k9k$1@news.netmar.com>
Source record: 26970
Cross-posted to:
comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.oric,comp.arch.embedded,alt.comp.hardware.homebuilt

```
>For years we've had a very active forum hosted on DelphiForums with some
>great discussions about hardware and programming. We've just recently
>switched over and our forum is now right on the website. This is a great
>time to get involved because the discussions are just starting back up as
>we move from DelphiForms. http://www.6502.org/forum
No wonder the Delphi forum was dead. :)

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http://newsone.net/ -- Free reading and anonymous posting to 60,000+ groups
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net
```

5300. Re: www.6502.org

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 20:21:12 UTC
From: steve@dosius.zzn.com
Message-ID: <ansqbokac1@news.netmar.com>
Source record: 26971
Cross-posted to:
comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.oric,comp.arch.embedded,alt.comp.hardware.homebuilt

>For years we've had a very active forum hosted on DelphiForums with some
>great discussions about hardware and programming. We've just recently
>switched over and our forum is now right on the website. This is a great
>time to get involved because the discussions are just starting back up as
>we move from DelphiForms. http://www.6502.org/forum
No wonder the Delphi forum was dead. :)

----- Posted via NewsOne.Net: Free (anonymous) Usenet News via the Web -----
http://newsone.net/ -- Free reading and anonymous posting to 60,000+ groups
NewsOne.Net prohibits users from posting spam. If this or other posts
made through NewsOne.Net violate posting guidelines, email abuse@newsone.net

5301. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 20:57:59 UTC
From: Fox-1
Message-ID: <upmo9.33438$48.3637608@zwoll1.home.nl>
Source record: 26972

"Freddy Offenga"wrote

> > I mean the hardware itself. If I can use "your" PBI-software (or parts of
> it) on "my" MUX, one way or another, it's compatible.

> That's not _hardware_ compatible. PBI-software won't work with MUX, since
> the MUX is not a PBI device.

I mean, if I start-up a sector-editor and change the vectors in your PBI-driver to let them point to the cartridge-area where the
MUX is located, will it in theory work? (it's kind of hard to explain what I actually mean).

> > So, actually it'll be a sort of ASPI-layer, but for a network-device?

> Yes, that's about it.

Okay. Will it be finished this week? :-)))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5302. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 22:56:47 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Pioo9.1580998$oa7.55376297@Flipper>
Source record: 26973

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:upmo9.33438$48.3637608@zwoll1.home.nl...
>
> "Freddy Offenga"wrote
>
> > > I mean the hardware itself. If I can use "your" PBI-software (or
parts of
> > it) on "my" MUX, one way or another, it's compatible.
>
> > That's not _hardware_ compatible. PBI-software won't work with MUX,
since
> > the MUX is not a PBI device.
>
> I mean, if I start-up a sector-editor and change the vectors in your
PBI-driver to let them point to the cartridge-area where the
> MUX is located, will it in theory work? (it's kind of hard to explain
what I actually mean).

No, a PBI driver is a PBI driver, not a MUX driver. :)

The trick is CIO and device handler support in the OS. For example, I once made an A: handler supporting only a few CIO calls (e.g. Open, Close and Put). This worked very much like FILE2PC (from the SIO2PC software), but as a handler. So, in Sparta I could copy a file to A: and it went right to my PC harddisk through SIO2PC. With the right handler you can do the same with MUX or PBI.

What's more is that Sparta/BW-DOS have already defined CIO (or I should say XIO) commands for e.g. directory handling. The idea of Atari Client/Server is to make a transfer from CIO to SIO commands by installing a handler. You could call it a blown-up FILE2PC in a device handler.

To make it compatible with MUX (or PBI), you simply have to make a new handler supporting the low-level communication through MUX (or PBI).

> > > So, actually it'll be a sort of ASPI-layer, but for a network-device?
>
> > Yes, that's about it.
>
> Okay. Will it be finished this week? :-)))

The theory is pretty much finished. In practice I've been looking for someone doing low-level serial I/O coding on the PC side and recently found that person (Hi Matthias!). When the time is right (e.g. when the current project is finished) I will work on the Client/Server using SIO2PC.

Freddy.

5303. Re: Adding a cooling fan to a 1050 disk drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-07 23:17:24 UTC
From: llpwhite@cs.com
Message-ID: <20021007191724.03948.00009134@mb-cf.news.cs.com>
Source record: 26974

Check out
http://www.atariarchives.org/oldhackers/

One of the very last OHAUG newsletters had a good article on this. It might also give you some alternative ideas if you don't like the author's mounting method.

Larry

5304. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 15:35:02 UTC
From: Fox-1
Message-ID: <OMCo9.37969$48.4121378@zwoll1.home.nl>
Source record: 26975

"Freddy Offenga" wrote

> What's more is that Sparta/BW-DOS have already defined CIO (or I should say
> XIO) commands for e.g. directory handling.

As does MyDos, or does it take a different aproach to handle directories?

> To make it compatible with MUX (or PBI), you simply have to make a new
> handler supporting the low-level communication through MUX (or PBI).

"Simply"? :-)

> The theory is pretty much finished. In practice I've been looking for
> someone doing low-level serial I/O coding on the PC side and recently found
> that person (Hi Matthias!). When the time is right (e.g. when the current
> project is finished) I will work on the Client/Server using SIO2PC.

I'm already curious about the result.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5305. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 15:40:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <f0Do9.15545$OB5.1556157@newsread2.prod.itd.earthlink.net>
Source record: 26976

Be glad to host it if you have yet to locate a home for it.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

> I am also looking for someone who has a web site to carry the
> Schematic.
>
"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0210041632.5a28eecf@posting.google.com...
> This is what I have in mind for Real.dos
>
> Hardware Support
>
> Support for the following Operating Systems.
> Atari XL/XE OS
> Ominview OS
> OminMon OS
> Mux OS
> Ultra Speed Plus
> Turboss
> Turboss Plus
>
>
> Support For These PBI
> MIO
> Black Box (in all of it Variants)
> KPI Interface
>
>
> Support for these SIO Drives
> Duplicator 1050
> Happy 1050
> US Doubler 1050
> XF551 unmodified
> XF551 Modified
> Super Archiver with or without Bit Writer
> Indus GT
>
> All Carts
>

> Software Changes
> I am thinking of just using the MS-DOS Command set. But I would like
> feedback, so if there is a reason to keep CPM commands I will depend
> on Space available at MEMLO.
>
> When REAL.DOS load it will look at your system and load the proper
> CIOV handler according to your Operating System, floppy drives. It
> will look to see if you have a PAL or NTSC machine and change the
> jiffy clock accordingly. It Will BE backwards compatible with
> SpartaDOS 3.2n and 3.3n formatted Drives or HD partitions.
>
> I am building a switch less SmartOS and Battery Backed up 512k RamDisk
> Hardware mod that REAL.DOS will also support. However REAL.DOS will
> not require it.
>
> If you have a CSS Black Box, REAL.DOS will support, in a backwards
> compatibility SpartaDos format HD Partition of 1,536 Megabytes. Yes,
> I did SAY 1.5 gig. I have all ready written and tested this. This
> Number is the maximum number that a BlackBox Can handle with out
> rewriting the BlackBox Rom. If you have a MIO or KPI it will still be
> 16meg partition for you. However the largest size of a single file
> cannot be larger than 15.5 Meg this is due to the backward
> compatibility mode.
>
> Steve,
>

5306. 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 17:44:36 UTC
From: kamil siek <largofpns@wp.pl>
Message-ID: <8QEo9.42215$M52.469425@news.chello.at>
Source record: 26977

Hello
Few days ago I bought damaged ATARI XE Game System.Now I'm trying to fix it
:-) but what i found inside!? There are two 4416's instead 4464's,and I
think 4416's are damaged (they are getting HOT after few seconds :-)).
Somebody heard about XEGS with 16kB of RAM???
Greetings
Kamil

5307. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 18:35:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <anv8ht$44m$1@reader10.wxs.nl>
Source record: 26978

I can only say:

Sounds very good!

Marius

"Stephen J. Carden" <sjcarden@bellsouth.net> schreef in bericht
news:1936fce9.0210041632.5a28eecf@posting.google.com...
> This is what I have in mind for Real.dos
>
> Hardware Support
>
> Support for the following Operating Systems.
> Atari XL/XE OS
> Ominview OS
> OminMon OS
> Mux OS
> Ultra Speed Plus
> Turboss
> Turboss Plus
>
>
> Support For These PBI
> MIO
> Black Box (in all of it Variants)
> KPI Interface
>
>
> Support for these SIO Drives
> Duplicator 1050
> Happy 1050
> US Doubler 1050
> XF551 unmodified
> XF551 Modified
> Super Archiver with or without Bit Writer
> Indus GT
>
> All Carts
>
> Software Changes
> I am thinking of just using the MS-DOS Command set. But I would like
> feedback, so if there is a reason to keep CPM commands I will depend
> on Space available at MEMLO.
>
> When REAL.DOS load it will look at your system and load the proper

> CIOV handler according to your Operating System, floppy drives. It
> will look to see if you have a PAL or NTSC machine and change the
> jiffy clock accordingly. It Will BE backwards compatible with
> SpartaDOS 3.2n and 3.3n formatted Drives or HD partitions.
>
> I am building a switch less SmartOS and Battery Backed up 512k RamDisk
> Hardware mod that REAL.DOS will also support. However REAL.DOS will
> not require it.
>
> If you have a CSS Black Box, REAL.DOS will support, in a backwards
> compatibility SpartaDos format HD Partition of 1,536 Megabytes. Yes,
> I did SAY 1.5 gig. I have all ready written and tested this. This
> Number is the maximum number that a BlackBox Can handle with out
> rewriting the BlackBox Rom. If you have a MIO or KPI it will still be
> 16meg partition for you. However the largest size of a single file
> cannot be larger than 15.5 Meg this is due to the backward
> compatibility mode.
>
> I am also looking for someone who has a web site to carry the
> Schemitic.
>
> Steve,

5308. ADV: New Atari 8-bit CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 18:54:43 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034103439.36470.0@demeter.uk.clara.net>
Source record: 26979

Hello All,

I'm pleased to announce that my second CD-ROM of Atari 8-bit software is now available to buy. This CD contains:

* Print-Filer from Rambit
* Alien Blast from Richard Gore
* Demo Maker/Edit 7 from Richard Gore
* AMS 96 video in MPEG-1 format
* PD: Bash-A-Drum
* PD: Dean's Desktop System
* PD: Don't Ask Software Demo Disk
* PD: Education Disk 1
* PD: Football Fantasies
* PD: Journey Into Sound Demo Disk
* PD: Parrot Demo Disk
* PD: Programmer's Speech Tool
* PD: Quick Demo Disk
* PD: This & That Disks 1&2
* PD: Tiger Developments Demo Disk
* PD: Voicemaster Demo Disk

The cost of this CD is US$12 INCLUDING shipping. Or, you can buy it as a combo with the first CD (DGS/PPP products) for US$25 the set INCLUDING shipping.

To see more detailed info, and to order the CD, please visit http://www.dgs.clara.net and click the option for the 2nd CD-ROM.

Dean Garraghty

5309. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 19:55:21 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <JKGo9.1607732$oa7.56624154@Flipper>
Source record: 26980

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:OMCo9.37969$48.4121378@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > What's more is that Sparta/BW-DOS have already defined CIO (or I should
say
> > XIO) commands for e.g. directory handling.
>
> As does MyDos, or does it take a different aproach to handle directories?

At least a different syntax. I'm nore sure about MyDOS. Don't know if it
should be supported.

Freddy.

5310. Re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 20:34:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3da341aa$0$33876$e4fe514c@dreader4.news.xs4all.nl>
Source record: 26981

Hi,

I had 3 xe systems with the same problem. They were made for Italy. Look at the bottom. When you can find some text with italy you have one from the same shipment I guess. I had to replace the ROM and RAM to repair these systems.

TXG/MNX
"kamil siek" <largofpns@wp.pl> wrote in message
news:8QEo9.42215$M52.469425@news.chello.at...
> Hello
> Few days ago I bought damaged ATARI XE Game System.Now I'm trying to fix
it
> :-) but what i found inside!? There are two 4416's instead 4464's,and I
> think 4416's are damaged (they are getting HOT after few seconds :-)).
> Somebody heard about XEGS with 16kB of RAM???
> Greetings
> Kamil
>
>

5311. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 21:32:42 UTC
From: Fox-1
Message-ID: <50lo9.39325$48.4393595@zwoll1.home.nl>
Source record: 26982

"Freddy Offenga" wrote

> At least a different syntax. I'm nore sure about MyDOS. Don't know if it
> should be supported.

I'm not a big fan of MyDos, but afaik it uses different XIO-command to handle directories then Sparta-Dos does...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5312. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-08 22:10:42 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3da30312b116f3@attbi.com>
Source record: 26983

>I have not played that 2600 title, but there was a "David's Midnight Magic"
>pinball for the 800/XL originally on disk and later on cart back in the mid
>'80s.
>
>--
>Ron

Yes, I have that disk for my 800xl and 130XE. Right now, the disks loads for a while then stops. I am trying solve this problem. Nice program. On my 400 the sound comes right from the computer and not the TV.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5313. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 00:12:38 UTC
From: daclmi@netscape.net
Message-ID: <3da3735d.47861435@news.CIS.DFN.DE>
Source record: 26984

I am pretty sure Midnight Magic appeared first on the Atari 8bit line
and other home computers of the day. The 2600 version came a good
while later (as late as 1987 or so).

The 2600 version was graphically excellent in terms of 2600 games.
They had perfected the "bank-switching" technique to squeeze more
stuff into 2600 games. The 2600 version of Midnight Magic is actually
quite remarkable, in a class with Pitfall II, Super Sprint, Ms. Pacman
and a few others.

On Mon, 7 Oct 2002 17:02:48 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>I want that nice Midnight Magic on my XL. Is that game (or something very
>like it) available on the XL?

5314. Re: Spacebar problem on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 00:17:57 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <anvsjm$59u$1@bob.news.rcn.net>
Source record: 26985
Body handling: HTML body converted to readable text

I've learned that I have the spacebar with the switch contacts. Cleaned
them with isopropyl alcohol, and viola it works perfectly! Thanks.

"Paul Alhart" wrote in message
news:bT6o9.19252$Oa1.6842@nwrddc02.gnilink.net...
> It depends on which 800xl keyboard you have. Some had individual switches
> and some had a sheet of mylar switches. Pry the spacebar up and off. If
> there are switch contacts to be seen, clean them. Otherwise you will have
to
> remove the keyboard, disassemble it, & clean the contacts on the mylar
> sheet. Use a cloth lightly dampened with alcohol. Most commercial contact
> cleaners will dissolve or damage the mylar or contact material. Paul
>
> "Richard Heldmann" wrote in message
> news:anqnqg$8bq$1@bob.news.rcn.net...
> > I've an 800XL with a problem with the spacebar. It works
intermittently.
> I
> > believe the other keys are okay. Any ideas on how to fix this?
> > Thanks,
> > Rick
> >
> >
>
>

5315. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 01:02:00 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3da48090.1086597@news.telus.net>
Source record: 26986

"Edward S. Baiz Jr." <edbaizjr@attbi.com>:

>Yes, I have that disk for my 800xl and 130XE. Right now, the disks loads for a
>while then stops. I am trying solve this problem. Nice program. On my 400 the
>sound comes right from the computer and not the TV.

Mine does this sometimes as well. I made a copy of it on my Happy about 8
years ago because I was afraid that it would stop working! Luckily it
hasn't.

Great game! (David's Midnight Magic) I even converted one of my broken
joysticks with two buttons to work with it. Much smoother gameplay using
two buttons than trying to use the joystick. In fact, you can raise both
flippers at the same time! Try that with a joystick, hehe.

I haven't seen a higher score on any of the images from the net than what I
have achieved (after about 10 years of playing off and on... more off than
on I guess.)

Shawn Jefferson (atariguy(at)telus(dot)net)

5316. Re: Atari BBS Phone Numbers?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 02:34:24 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <QAMo9.32572$Oa1.1836@nwrddc02.gnilink.net>
Source record: 26987

> I was wondering if anyone in the Atari Community could share with me the
> telephone numbers of some of the Atari 8-bit BBSes that are still in
service.
> I live in Portland, Oregon and have had little luck in finding any
locally, so
> I am now very willing to call long distance. Thank you very much.

Here's mine: Boot Factory - telnet://bfbbs.dtdns.net

You might want to get Tom Hunt's AT_TELNET program or Steve Tucker's ATS so
you can login from a PC in ATASCII

5317. re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 07:21:30 UTC
From: Kamil Siek <largofpns@wp.pl>
Message-ID: <newscache$9eep3h$3s7$1@microtech.softax.com.pl>
Source record: 26989

So I need to replace ROM and RAM and everything will be OK !!
Thank You for your help!
Kamil

U�ytkownik TXG <txg@the-underground.myweb.nl> w wiadomo�ci do grup dyskusyjnych napisa�:3da341aa$0$33876$e4fe514c@dreader4.news.xs4all.nl...
> Hi,
>
> I had 3 xe systems with the same problem. They were made for Italy. Look at
> the bottom. When you can find some text with italy you have one from the
> same shipment I guess. I had to replace the ROM and RAM to repair these
> systems.
>
> TXG/MNX
> "kamil siek" <largofpns@wp.pl> wrote in message
> news:8QEo9.42215$M52.469425@news.chello.at...
> > Hello
> > Few days ago I bought damaged ATARI XE Game System.Now I'm trying to fix
> it
> > :-) but what i found inside!? There are two 4416's instead 4464's,and I
> > think 4416's are damaged (they are getting HOT after few seconds :-)).
> > Somebody heard about XEGS with 16kB of RAM???
> > Greetings
> > Kamil
> >
> >
>
>

5318. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 07:26:38 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao0lne$rn3$1@reader14.wxs.nl>
Source record: 26988

Indeed.

But As far I can see now... there's not such a great pinball on atari XL/XE. Ofcoz' that david midnights magic program is nice for the year it was made in (1982!)... but Xl/XE can do much more. Btw. It has such a typical brotherbund look (just like Choplifter, Lode Runner) ... in this high resolution dot gfx.

Does someone know another pinball for atari 8bit NOT made with Pinball Construction set?

Greets,
Marius

"Daniel Miller" <daclmi@netscape.net> schreef in bericht news:3da3735d.47861435@news.CIS.DFN.DE...
> I am pretty sure Midnight Magic appeared first on the Atari 8bit line
> and other home computers of the day. The 2600 version came a good
> while later (as late as 1987 or so).
>
> The 2600 version was graphically excellent in terms of 2600 games.
> They had perfected the "bank-switching" technique to squeeze more
> stuff into 2600 games. The 2600 version of Midnight Magic is actually
> quite remarkable, in a class with Pitfall II, Super Sprint, Ms. Pacman
> and a few others.
>
> On Mon, 7 Oct 2002 17:02:48 +0200, "Marius Diepenhorst"
> <grover25@zonnet.nl> wrote:
>
> >I want that nice Midnight Magic on my XL. Is that game (or something very
> >like it) available on the XL?

5319. Re: JAM!! Converter and Sound

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 08:32:14 UTC
From: solarinflux@aol.com
Message-ID: <20021009043214.06243.00000165@mb-mt.aol.com>
Source record: 26990

nothing feels so good as crushing a CRT with a sledge hammer if you have monitors that don't work keep them for a vent. then clean the glass out of all you own . there are pro's and there are con's.

5320. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 08:48:14 UTC
From: Jeff Lodoen <jlodoen@thegrid.net>
Message-ID: <Xns92A2125B2639Bjlodoenthegridnet@64.164.98.7>
Source record: 26991

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in
news:ao0lne$rn3$1@reader14.wxs.nl:

> Indeed.
>
> But As far I can see now... there's not such a great pinball on atari
> XL/XE. Ofcoz' that david midnights magic program is nice for the year
> it was made in (1982!)... but Xl/XE can do much more. Btw. It has such
> a typical brotherbund look (just like Choplifter, Lode Runner) ... in
> this high resolution dot gfx.
>
> Does someone know another pinball for atari 8bit NOT made with Pinball
> Construction set?

subLogic's Night Mission Pinball.

Those Broderbund games are all ports of the Apple versions. That means
280x192 artifacted graphics and a joy-buzzer for sound. At least they
redid the sound on those. "Snake Byte" used the 400/800 internal speaker
for instance.

5321. English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 10:30:21 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <d318qu0uf4emd6dphnj0loo6v7u5ujio2a@4ax.com>
Source record: 26992

Howdy *.*!

I'm looking for a manual or at least a simple shortcut list for using
the polish Music ProTracker editor.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5322. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 10:30:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao10fugqv1@reader13.wxs.nl>
Source record: 26993

As far as I know, there isn't one available.

I understand that music editor a little. So what do you want to know?

Marius

"Thomas Havemeister" <twh1@gmx.de> schreef in bericht
news:d318qu0uf4emd6dphnj0loo6v7u5ujio2a@4ax.com...
> Howdy *.*!
>
> I'm looking for a manual or at least a simple shortcut list for using
> the polish Music ProTracker editor.
>
>
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5323. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 11:01:11 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <u038qucvg97rsuuadluolkps1ubqe17hr3@4ax.com>
Source record: 26994

On Wed, 9 Oct 2002 12:30:21 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>As far as I know, there isn't one available.
>
>I understand that music editor a little. So what do you want to know?

simply everything. I cannot find any functionality with the keyboard,
even a simple load/save option. .. you see - this is essential :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5324. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 13:16:03 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <n_Vo9.1635884$oa7.57684927@Flipper>
Source record: 26995

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:50Io9.39325$48.4393595@zwoll1.home.nl...
>
> "Freddy Offenga" wrote
>
> > At least a different syntax. I'm nore sure about MyDOS. Don't know if it
> > should be supported.
>
> I'm not a big fan of MyDos, but afaik it uses different XIO-command to
handle directories then Sparta-Dos does...

Ok, looking through the MyDOS docs I see there are many differences indeed.
Then MyDOS might require a separate handler.

The idea is to make the CIO-SIO transfer as simple as possible, so that it
takes very little memory at the Atari side. In other words, the Server will
do all the work (that includes converting filenames, paths, etc.).

Freddy.

5325. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 14:01:06 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao1cr4iem1@reader11.wxs.nl>
Source record: 26996

Are you running the thing with a real atari or on an emulator? Perhaps some keyboard combination might fail on an emulator?

I use MPT 2.4 s+ (running on My Dos)

On the real thing:

CTRL-TAB goes to the menuline on top of the screen
In that menuline: use arrows and return (and ESCape for leaving the menu and menuline)

TAB: switch between the windows. The window on the left is the track window. The patterns that are played together are printed on the same line (in the different columns ofcourse). Move the cursor with the arrows.

The window on the bottom of the screen is the instruments window. It is hard to explain HOW to edit an instrument. I think it is handy to load a working MPT file (first try to play around with MPT's that are NOT using samples) You can try your instrument by pressing the keys on the keyboard. the Z=C1 to P =E3. If you want to play around with HIGHER/LOWER tones, you should use up or down arrow.

The last window is important. That is the pattern editor. SHIFT arrow let you choose the instrument you want to use. You can use as much instruments in your pattern as you like. If you use more than one instrument in your pattern, it sounds much more profi. Again you should play on your keyboard to get the right tones in the pattern.
Arrows -> and -< switch to differnt patterns. Ctrl + Arrows switch the cursor in the Track Window.

This is all for now (I'm a little in a hurry, I have to go in a few minutes)

Try these things out, and play alot with it. You will find out things quick, because it is a very easy to use program.

Marius

"Thomas Havemeister" <twh1@gmx.de> schreef in bericht
news:u038qucvg97rsuuadluolkps1ubqe17hr3@4ax.com...
> On Wed, 9 Oct 2002 12:30:21 +0200, "Marius Diepenhorst"
> <grover25@zonnet.nl> wrote:
>
> >As far as I know, there isn't one available.
> >
> >I understand that music editor a little. So what do you want to know?
>
> simply everything. I cannot find any functionality with the keyboard,

> even a simple load/save option. .. you see - this is essential :-)
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5326. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 16:39:01 UTC
From: Video61@webtv.net
Message-ID: <3563-3DA45BA5-35@storefull-2118.public.lawson.webtv.net>
Source record: 26847

hi,
there was classy chassy a nice pinball game that we have tried to port
to a cart but so far no luck.
i would love a vertical scrolling pinball game like starball on the ST,
or the original nes pinball.
also i would like a nice pool/billiards game, bowling, golf, darts.
i can dream,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5327. Someone knows where James Kings is?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 17:50:37 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ao1q9t$ir7$1@news1.xs4all.nl>
Source record: 26848

I got a private e-mail from James King, but never got an answer back.

Could someone e-mail me private his e-mail account?
I only have the yahoo account but I am not sure it's still valid.

Kind regards,
TXG/MNX

5328. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 21:12:16 UTC
From: Fox-1
Message-ID: <VO0p9.44083$48.5071004@zwoll1.home.nl>
Source record: 26849

"Thomas Havemeister" wrote

> >I understand that music editor a little. So what do you want to know?

> even a simple load/save option. .. you see - this is essential :-)

Depends on if you want to save it to a file or directly to an audioCD :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5329. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 21:21:36 UTC
From: Fox-1
Message-ID: <LX0p9.44098$48.5077486@zwoll1.home.nl>
Source record: 26850

"Freddy Offenga" wrote

> > I'm not a big fan of MyDos, but afaik it uses different XIO-command

> Ok, looking through the MyDOS docs I see there are many differences indeed.

Already thought so :-)

> Then MyDOS might require a separate handler.

I don't like MyDos anyways :-)

> The idea is to make the CIO-SIO transfer as simple as possible, so that it
> takes very little memory at the Atari side. In other words, the Server will
> do all the work (that includes converting filenames, paths, etc.).

From what I understand of the above, you want to directly acces the PC harddisk (or a feature to be able to) without using
diskimages as used with SIO2PC / XFormer, right?
If this is the case, how are you going to solve the "max-files-per-directory" limit of the current Atari DOS' ?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5330. Atari Trackball native support

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 21:26:44 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <T51p9.59893$YK4.4578239@e3500-atl2.usenetserver.com>
Source record: 26851

Is missile command the only game that works with the trackball in native mode? Millipede and centipede only work when the switch is turned to joystick unless there is some hidden option I am missing?

Anyone?

5331. No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 22:21:02 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034202299.31112.0@doris.uk.clara.net>
Source record: 26852

Hello All,

You may have seen from my posts over the last couple of days that I have released a second CD-ROM of Atari 8-bit products. So far, this has sold a massive TWO copies! The first CD staggered to 18 copies, which was below the target break-even point, but I still decided to do a second one. I appreciate that this new CD doesn't contain as much as the first, but it's still quality stuff. I also appreciate that the cost is only $3 less than the first, but the reasons for this are that the basic fixed costs of production and shipping are the same, and on this one I have to pay per-copy royalties. The bulk of the CD is taken over by the AMS 96 video, which is the first time this video has been available outside of the UK, largely because the original VHS copies were only available in PAL format. It's a great chance to see some of the people involved with the Atari in the UK. If you haven't done so already, please visit the site at http://www.dgs.clara.net and have a look at the CD info and consider ordering a copy. You can order using your credit cards. At the end of the day, if I were looking to become rich from this I wouldn't be doing it!! I've done these CDs to allow what's left of the Atari 8-bit community to own some high quality non-US software products at a reasonable price.

Thanks,
Dean Garraghty

5332. Re: Spacebar problem on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-09 23:00:39 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <ry2p9.503379$Ag2.19772832@news2.calgary.shaw.ca>
Source record: 26853

At one point, I had a problem with 4 keys not working on my 800XL. Took the keyboard from a 600XL and simply replaced the not so functional one. It would be more of a last chance solution if you were unable to get one or more keys working but sometimes it's easier to find an old atari xl as opposed to the hassles of trying to fix a single key.

Glad you got yours working. See if you can find a spare 600xl or 800xl just incase the keyboard fails one day and you'll have a usable replacement. :)

Cheers!

- Shangrila

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:anqnqg$8bq$1@bob.news.rcn.net...
> I've an 800XL with a problem with the spacebar. It works intermittently.
I
> believe the other keys are okay. Any ideas on how to fix this?
> Thanks,
> Rick
>
>

5333. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 00:12:27 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <z8qcnY4ftsN4WDmgXTWcoA@News.GigaNews.Com>
Source record: 26854

Maybe you can convince BS to carry them...

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1034202299.31112.0@doris.uk.clara.net...
> Hello All,
>
> You may have seen from my posts over the last couple of days that I have
> released a second CD-ROM of Atari 8-bit products. So far, this has sold a
> massive TWO copies! The first CD staggered to 18 copies, which was below
the
> target break-even point, but I still decided to do a second one. I
> appreciate that this new CD doesn't contain as much as the first, but it's
> still quality stuff. I also appreciate that the cost is only $3 less than
> the first, but the reasons for this are that the basic fixed costs of
> production and shipping are the same, and on this one I have to pay
per-copy
> royalties. The bulk of the CD is taken over by the AMS 96 video, which is
> the first time this video has been available outside of the UK, largely
> because the original VHS copies were only available in PAL format. It's a
> great chance to see some of the people involved with the Atari in the UK.
If
> you haven't done so already, please visit the site at
> http://www.dgs.clara.net and have a look at the CD info and consider
> ordering a copy. You can order using your credit cards. At the end of the
> day, if I were looking to become rich from this I wouldn't be doing it!!
> I've done these CDs to allow what's left of the Atari 8-bit community to
own
> some high quality non-US software products at a reasonable price.
>
> Thanks,
> Dean Garraghty
>
>

5334. OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 01:17:16 UTC
From: pap3@dana.ucc.nau.edu
Message-ID: <7a1fd8df.0210091717.4a8124f7@posting.google.com>
Source record: 26855
Cross-posted to: talk.origins,comp.sys.apple2,comp.sys.atari.8bit

http://www.armory.com/%7Espectre/cwi/hl/shots.html

Pretty amazing, when you really think about it...

Paul

5335. Re: OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 03:19:39 UTC
From: Lee Oswald Ving <leeoving@yahoo.com>
Message-ID: <Xns92A2E29DBBE35leeovingyahoocom@24.28.95.150>
Source record: 26856
Cross-posted to: talk.origins,comp.sys.apple2,comp.sys.atari.8bit

pap3@dana.ucc.nau.edu (Paul Allen Panks) wrote in
news:7a1fd8df.0210091717.4a8124f7@posting.google.com:

> http://www.armory.com/%7Espectre/cwi/hl/shots.html
>
> Pretty amazing, when you really think about it...

Not when it's been done on it's old adversaries already.

I ran several emulators for machines I used to have out of nostalgia. It
was neat, at first. Then I noticed how small the display was, how bad the
graphics looked and how many features the old software *didn't* have and
deleted the damn things.

5336. Re: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 03:33:11 UTC
From: Steven R <rampage@customtunes.com>
Message-ID: <Py6p9.44251$S8.894534@twister.tampabay.rr.com>
Source record: 26857
Cross-posted to: talk.origins,comp.sys.apple2,comp.sys.atari.8bit

"Paul Allen Panks" <pap3@dana.ucc.nau.edu> wrote in message
news:7a1fd8df.0210091717.4a8124f7@posting.google.com...
> http://www.armory.com/%7Espectre/cwi/hl/shots.html
>
> Pretty amazing, when you really think about it...
>
> Paul
>

The good ol days. I started 15 years ago with a 1200 baud modem for my commodore 64. I downloaded the Arcade game "Rampage", and that was the Alias I had chosen too, Rampage.. Funny that I still go by that Alias, except here...

Steven R.

5337. Re: Atari Trackball native support

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 04:31:16 UTC
From: Jeff Lodoen <jlodoen@thegrid.net>
Message-ID: <Xns92A2DAEEBC55Bjlodoenthegridnet@64.164.98.7>
Source record: 26858

"Son of man" <bcozier@bellsouth.net> wrote in news:T51p9.59893$YK4.4578239
@e3500-atl2.usenetserver.com:

> Is missile command the only game that works with the trackball in native
> mode? Millipede and centipede only work when the switch is turned to
> joystick unless there is some hidden option I am missing?
>
> Anyone?
>
>
>
>

Slime by Synapse, press CONTROL-T

5338. Re: Buyer Beware - Ebay Seller groovyfun

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 04:33:05 UTC
From: rbernardo@value.net
Message-ID: <f890d44d.0210092033.5f8ac8c5@posting.google.com>
Source record: 26859
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

atariman63@yahoo.com (Atari Man) wrote in message
news:<423c5785.0209142101.66f3b54d@posting.google.com>...
> All.....beware of the Ebay Seller groovyfun. I purchased an Atari 800
> system from her which she advertised and tested and working. Notice
> she said system. Well, it wasn't much of a system, as there was no
> power supply. When I question her on it, she said, well I tested it
> with my power supply, but you can buy one here, and pointed me to
> another Ebay auction. Of course, it was for a Atari 5200, which isn't
> the same supply as a 800.

My experience with groovyfun is just the opposite of yours. I
bought a Commodore telephone from her a few days ago. Good
communication,
fairly prompt shipping, well-wrapped package, product in very good
condition and in working order. Nice!

> She's also the type of Ebay seller that won't post feedback when you
> pay her, she waits until you give her feedback, so she can give you
> negative if you give her negative.

Just the opposite again... she left me positive feedback before I
even received the C= phone.
Truly, Robert Bernardo, Fresno Commodore User Group,
http://videocam.net.au/fcug

5339. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 04:53:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao313a$2mf$1@reader14.wxs.nl>
Source record: 26860

<grin>

That FOX is a Sjaak!

Marius

"Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
news:VO0p9.44083$48.5071004@zwoll1.home.nl...
>
> "Thomas Havemeister" wrote
>
> > >I understand that music editor a little. So what do you want to know?
>
> > even a simple load/save option. .. you see - this is essential :-)
>
> Depends on if you want to save it to a file or directly to an audioCD :-)
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>
>

5340. FA: SIO2PC cable on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 09:08:39 UTC
From: j131@inetia.pl
Message-ID: <ao3g2n$2h2$1@korweta.task.gda.pl>
Source record: 26861

Thinking about Atari - PC data exchange? Check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2059321417

j131

5341. Re: Atari Trackball native support

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 10:12:43 UTC
From: dunxuk@aol.com
Message-ID: <20021010061243.22719.00000503@mb-dh.aol.com>
Source record: 26862

Centipede (5200 version) seems to have some inherent trakball mode activated with Ctrl-T but I'm buggered if I can work out how it expects the thing to be wired.

5342. CD Data reader utility updated (but still not finished)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 13:04:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ao3ttq$t99$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26863

Howdy folks

My Cd Data reader utility will now give you the PathTable (list of all directories on a CD) and the main directory on screen. Please check out my site (see below), it's on the homepage (DATA.21).

It's still buggy and slow, so please be patient.
I would be interested to hear if the Open/Close command works (Pressing O should toggle Open and Close, but I have a slot in CD ROM, so I can't test it myself).

Please also read my next message. (I need help)

CU Mathy van Nisselroy

http://www-users.rwth-aachen.de/mathy.van_nisselroy

5343. Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 13:11:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ao3uarfv1@nets3.rz.RWTH-Aachen.DE>
Source record: 26864

Howdy folks

I've stumbled into a problem and I hope you guys and girls can help me.

There can be a lot of directories with a lot of entries on a data CD, so I decided I need to load this still into a string instead of using the system I'm using with CD Audio Player.

Problem is, how do I put part of the string on part of the screen (preferably in TurboBASIC). The string will also contain other data, like 'file or dir flag', parent directory, size, etc..

Second problem, I need to copy lots of stuff (like 2048 bytes at a time) from one string to the next (in need one string as a buffer. the buffer is updated with every access to the CD ROM mech. If I do not use a string as a buffer, TurboBASIC doesn't know I'm using this memory as a buffer. TurboBASIC seems to be very slow at this, but maybe I'm doing something wrong, I'm no expert.

I should inform you that I am already using page 6 to hold the SCSI commands.

CU Mathy van Nisselroy

PS for a look at the code, download DATA.21 from my homepage at http://www-users.rwth-aachen.de/mathy.van_nisselroy

5344. For those asking themselves what to stuff into a cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 13:58:49 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ao412u$3gp$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26865

Howdy folks

Tom Hunt has a lot of InfoCOM games that never appeared commercially for the Atari 8 bit on his site. Seems like InfoCOm used some kind of standard language to write these adventures in and the run tghem thrue an interpreter to turn them into code the different computers could read. Tom has recreated this language for the 8 bit Atari and has converted many of these adventures. Maybe they cold be put on a cartridge with a nice menu program to select the individual adventures.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5345. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:14:15 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao41vlfci1@reader14.wxs.nl>
Source record: 26866

I don't get exactly what you want to do... And my answers are SO simple,
that I cannot imagine this is the information you wanted to know

If every enty in a dir is 11 characters, you can use this form I guess?

string$(x,x+10) for your dir... in which x is 0, 11, 22 etc.
PRINT STRING$(11,11+10) shows entry two of the dir in STRING$ on your
screen.

Btw. Why don't you use a reserved part of memory in Turbo Basic for
buffering? You can protect memory by lowering the memtop (like it is done
with PM graphics in Basic too)

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
bericht news:ao3uarfv1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've stumbled into a problem and I hope you guys and girls can help me.
>
> There can be a lot of directories with a lot of entries on a data CD, so I
> decided I need to load this still into a string instead of using the
system
> I'm using with CD Audio Player.
>
> Problem is, how do I put part of the string on part of the screen
> (preferably in TurboBASIC). The string will also contain other data, like
> 'file or dir flag', parent directory, size, etc..
>
> Second problem, I need to copy lots of stuff (like 2048 bytes at a time)
> from one string to the next (in need one string as a buffer. the buffer
is
> updated with every access to the CD ROM mech. If I do not use a string as
a
> buffer, TurboBASIC doesn't know I'm using this memory as a buffer.
> TurboBASIC seems to be very slow at this, but maybe I'm doing something
> wrong, I'm no expert.
>
> I should inform you that I am already using page 6 to hold the SCSI
> commands.
>
> CU Mathy van Nisselroy
>
> PS for a look at the code, download DATA.21 from my homepage at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>

>

5346. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:17:44 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao4266fei1@reader14.wxs.nl>
Source record: 26867

For copying 2k bytes I suggest you write a simple assembly routine and put
it on a safe place in memory. (Protect memory again!)

and with the USR command you can use your routine. Btw. with USR you can
give parameters too, might be handy.

Don't forget to start your routine with PLA.

I guess you use Turbo Basic with (My)dos. In that case you can use Bload to
load your m/l routine. Perhaps you can disasemble your ml routine into DATA
lines. If you are using tbasic with spartados, use the xio commands for
binary load (but I can't imagine YOU use Sparta)

Marius

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
bericht news:ao3uarfv1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've stumbled into a problem and I hope you guys and girls can help me.
>
> There can be a lot of directories with a lot of entries on a data CD, so I
> decided I need to load this still into a string instead of using the
system
> I'm using with CD Audio Player.
>
> Problem is, how do I put part of the string on part of the screen
> (preferably in TurboBASIC). The string will also contain other data, like
> 'file or dir flag', parent directory, size, etc..
>
> Second problem, I need to copy lots of stuff (like 2048 bytes at a time)
> from one string to the next (in need one string as a buffer. the buffer
is
> updated with every access to the CD ROM mech. If I do not use a string as
a
> buffer, TurboBASIC doesn't know I'm using this memory as a buffer.
> TurboBASIC seems to be very slow at this, but maybe I'm doing something
> wrong, I'm no expert.
>
> I should inform you that I am already using page 6 to hold the SCSI
> commands.
>
> CU Mathy van Nisselroy
>
> PS for a look at the code, download DATA.21 from my homepage at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

>
>

5347. CDI

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:25:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ao42kj$51j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26868

Howdy folks

Does anybody know if the CD identifier for CDI is spelled CDI, CD-I or CD_I
(on the disk in sector number 16)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5348. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:42:00 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Ykgp9.1671725$oa7.59194430@Flipper>
Source record: 26869

As Marius says, a machine code routine can do the trick.
If you send me the TB version, I can write the assem. code.

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ao3uarfv1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've stumbled into a problem and I hope you guys and girls can help me.
>
> There can be a lot of directories with a lot of entries on a data CD, so I
> decided I need to load this still into a string instead of using the
system
> I'm using with CD Audio Player.
>
> Problem is, how do I put part of the string on part of the screen
> (preferably in TurboBASIC). The string will also contain other data, like
> 'file or dir flag', parent directory, size, etc..
>
> Second problem, I need to copy lots of stuff (like 2048 bytes at a time)
> from one string to the next (in need one string as a buffer. the buffer
is
> updated with every access to the CD ROM mech. If I do not use a string as
a
> buffer, TurboBASIC doesn't know I'm using this memory as a buffer.
> TurboBASIC seems to be very slow at this, but maybe I'm doing something
> wrong, I'm no expert.
>
> I should inform you that I am already using page 6 to hold the SCSI
> commands.
>
> CU Mathy van Nisselroy
>
> PS for a look at the code, download DATA.21 from my homepage at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

5349. {OT} old school gaming

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:43:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210100643.14c5d296@posting.google.com>
Source record: 26870

<SNIP>

Old school game play Enthusiasts write new games for ancient machines
By David Kushner
New York Times

Once a year Malte Mundt and his friends in Hamburg, Germany, party like it's 1982. That's the year the Commodore 64 hit the shelves, and Mundt and the other self-described C64 freaks stage an annual bash to celebrate their beloved, obsolete computers.

<SNIP>

click link above to read rest of article. may wrap.

5350. [OOPS] here is the link :"> Re: {OT} old school gaming

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 14:55:16 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210100655.31cb0b35@posting.google.com>
Source record: 26871

http://www.bayarea.com/mld/mercurynews/business/4202527.htm

5351. Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 15:03:14 UTC
From: dunxuk@aol.com
Message-ID: <20021010110314.25399.00000748@mb-mv.aol.com>
Source record: 26872

I need some advice from experienced eBayers in the Atari newsgroup! I'm not wet behind the ears but I need a second opinion...

Can someone please check the bid history for an auction I've just won and tell me if I've been shilled?

The link is
http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384728747

The seller insists I pay but I smell a rat on this one. Why would anyone overbid me to find my maximum bid, immediately retract it (twice!) and seconds later bid exactly the same amount as me?

TIA, Dunx

5352. Re: USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 15:27:53 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-CMRHJbF4Tps7@localhost>
Source record: 26873

On Fri, 13 Sep 2002 12:04:34, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

> Howdy Marek
>
> > I would like to inform you that SIO2IDE version 4.0 with USB port will
> > be available in three weeks. Hardware is based on the ATmega323-8PC
> > and USBN9603.
> >
> > Interface works in two modes:
> > - normal SIO2IDE mode like version 3.2
> > - IDE2USB mode (Mass Storage Class Device "removable drive")
> >
> > Now you can connect your Atari HDD directly to the PC via USB!!!
>
> How much more expansive is the Atmega323 as compared to the
> Atmega161/Atmega163?
> If you add an extra USBN9603 you can have two USB ports. If they could talk
> to each other without the Atari doing anything, networking on the 8 bit
> Atari would be easier.
>
> CU Mathy van Nisselroy
>
hmmm, I would be real interested in seeing this usb/Atari device.
something like this could be quite intrigueing. (? I hope that is
right). I would like to speak to the implementer of this. Could you
send me an email? thanks.

Ken

5353. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 18:16:36 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034273952.47691.0@demeter.uk.clara.net>
Source record: 26874

I've already tried B&C and Video Magic, but neither were interested. If anybody out there would be interested in selling them, then let me know by e-mail.

Dean Garraghty

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:z8qcnY4ftsN4WDmgXTWcoA@News.GigaNews.Com...
> Maybe you can convince BS to carry them...
>
>
> "Dean Garraghty" <dgs@clara.net> wrote in message
> news:1034202299.31112.0@doris.uk.clara.net...
> > Hello All,
> >
> > You may have seen from my posts over the last couple of days that I have
> > released a second CD-ROM of Atari 8-bit products. So far, this has sold a
> > massive TWO copies! The first CD staggered to 18 copies, which was below
> the
> > target break-even point, but I still decided to do a second one. I
> > appreciate that this new CD doesn't contain as much as the first, but it's
> > still quality stuff. I also appreciate that the cost is only $3 less than
> > the first, but the reasons for this are that the basic fixed costs of
> > production and shipping are the same, and on this one I have to pay
> per-copy
> > royalties. The bulk of the CD is taken over by the AMS 96 video, which is
> > the first time this video has been available outside of the UK, largely
> > because the original VHS copies were only available in PAL format. It's a
> > great chance to see some of the people involved with the Atari in the UK.
> If
> > you haven't done so already, please visit the site at
> > http://www.dgs.clara.net and have a look at the CD info and consider
> > ordering a copy. You can order using your credit cards. At the end of the
> > day, if I were looking to become rich from this I wouldn't be doing it!!
> > I've done these CDs to allow what's left of the Atari 8-bit community to
> own
> > some high quality non-US software products at a reasonable price.
> >

> > Thanks,
> > Dean Garraghty
> >
> >
>
>

5354. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 19:20:44 UTC
From: tatari2 <tatari2@wanadoo.fr>
Message-ID: <ao4ju3$8pd$1@news-reader11.wanadoo.fr>
Source record: 26875

Hello,

Look at the other bids :
http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384759727
http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384769142

bodbidder is a swindler

Cordially,
Arnaud
--
please visit my web site : http://perso.wanadoo.fr/atari8bit/ (not
finished)
my collection atari 8 bit home computer.

"DunxUK" <dunxuk@aol.com> a crit dans le message de news:
20021010110314.25399.00000748@mb-mv.aol.com...
> I need some advice from experienced eBayers in the Atari newsgroup! I'm
not wet
> behind the ears but I need a second opinion...
>
> Can someone please check the bid history for an auction I've just won and
tell
> me if I've been shilled?
>
> The link is
> http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384728747
>
> The seller insists I pay but I smell a rat on this one. Why would anyone
> overbid me to find my maximum bid, immediately retract it (twice!) and
seconds
> later bid exactly the same amount as me?
>
> TIA, Dunx

5355. 320XE with 4bit ram?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 20:10:31 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao4mrm$83r$1@reader14.wxs.nl>
Source record: 26876

Hi!

Everywhere I can find memory upgrades for XE's with 8 x 1 bit ramchips.

But what if you want to upgrade your 4bit memory-chip XE computer to 320 kb?

Is there a internet site available?
Greetz.
Marius

5356. Re: 320XE with 4bit ram?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 20:44:15 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ao4orhrch1@news1.xs4all.nl>
Source record: 26877

Hi,

Just add 2x 4464 chips or 44256 chips and a GAL if you have a 65XE/800XE.
With an 130XE just remove the 4464 chips replace them with 44256 chips and a
the nomal circuit for 8x1 chip...

TXG/MNX
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ao4mrm$83r$1@reader14.wxs.nl...
> Hi!
>
> Everywhere I can find memory upgrades for XE's with 8 x 1 bit ramchips.
>
> But what if you want to upgrade your 4bit memory-chip XE computer to 320
kb?
>
> Is there a internet site available?
> Greetz.
> Marius
>
>
>

5357. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 21:07:56 UTC
From: krieg@shell.core.com
Message-ID: <3da5ec2b$0$1421$1dc6e903@news.corecomm.net>
Source record: 26878

In article <3da3735d.47861435@news.CIS.DFN.DE>,
Daniel Miller <daclmi@netscape.net> wrote:
>I am pretty sure Midnight Magic appeared first on the Atari 8bit line
>and other home computers of the day. The 2600 version came a good
>while later (as late as 1987 or so).

1984 actually. The Atari XE cart came out in 1987 (although it was just
repackaging of the 1982 disk version of the game).
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= =
=_ _ _ ___= E-mail: krieg@execpc.SPAM.BLOCK.com.ME.TO =
=_ __ _ __ _ __ _= WWW: http://my.execpc.com/~krieg =

5358. Re: Spacebar problem on 800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 21:14:59 UTC
From: Fox-1
Message-ID: <xXlp9.50363$48.5768647@zwoll1.home.nl>
Source record: 26879

"Shangrila" wrote

> At one point, I had a problem with 4 keys not working on my 800XL. Took the
> keyboard from a 600XL and simply replaced the not so functional one.

Lucky you.
I had an 800XL of which 2 keys did not work. While opening the system I saw the previous owner also had some keyboard-problems in
the past, as some wires ran directly from the keyboard-PCB to the main-PCB to avoid the use of the probably bad keyboard-connector
on the main-PCB. I totally restored the connector and took another keyboard from a dead 600XL, to discover this one had 9 broken
keys :-)

The 800XL was quickly converted into four 600XL's. (deviding an 800XL PCB into 4 pieces will make four 16KB boards. Not?)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5359. Re: OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-10 23:58:17 UTC
From: julian814@hotmail.com
Message-ID: <ce9c44dd.0210101559.ad42865@posting.google.com>
Source record: 26880
Cross-posted to: talk.origins,comp.sys.apple2,comp.sys.atari.8bit

pap3@dana.ucc.nau.edu (Paul Allen Panks) wrote in message
news:<7a1fd8df.0210091717.4a8124f7@posting.google.com>...
> http://www.armory.com/%7Espectre/cwi/hl/shots.html
>
> Pretty amazing, when you really think about it...
>
> Paul

Old news. We on CSA2 have been BEGGING Cameron to port Hyperlink to
the Apple //. I hear he's got a GS, and is now working on it. This guy
is a hero in my book! ;-)

Ralph Glatt

5360. Re: [OOPS] here is the link :"> Re: {OT} old school gaming

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 01:33:48 UTC
From: bill@newbreedsoftware.com
Message-ID: <0Upp9.38197$lk.830975@typhoon.sonic.net>
Source record: 26881

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> http://www.bayarea.com/mld/mercurynews/business/4202527.htm

Posted to Slashdot. Hope they accept it. ;)
Tee-hee!

-bill!
(karma whore)

5361. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 02:10:35 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <0qqcnRE53KOHrjugXTWcpg@News.GigaNews.Com>
Source record: 26882

Wow! Yes, he's a total shill/phantom bidder. Don't pay and report him to e-bay. If he complains, post his e-mail address here and we'll all get on him.

"DunxUK" <dunxuk@aol.com> wrote in message news:20021010110314.25399.00000748@mb-mv.aol.com...
> I need some advice from experienced eBayers in the Atari newsgroup! I'm not wet
> behind the ears but I need a second opinion...
>
> Can someone please check the bid history for an auction I've just won and tell
> me if I've been shilled?
>
> The link is
> http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384728747
>
> The seller insists I pay but I smell a rat on this one. Why would anyone
> overbid me to find my maximum bid, immediately retract it (twice!) and seconds
> later bid exactly the same amount as me?
>
> TIA, Dunx

5362. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 02:44:49 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DA63B21.B6A9477E@cswebmail.com>
Source record: 26883

Dean Garraghty wrote:

> Hello All,
>
> You may have seen from my posts over the last couple of days that I have
> released a second CD-ROM of Atari 8-bit products. So far, this has sold a
> massive TWO copies! The first CD staggered to 18 copies, which was below the
> target break-even point, but I still decided to do a second one. I
> appreciate that this new CD doesn't contain as much as the first, but it's
> still quality stuff. I also appreciate that the cost is only $3 less than
> the first, but the reasons for this are that the basic fixed costs of
> production and shipping are the same, and on this one I have to pay per-copy
> royalties. The bulk of the CD is taken over by the AMS 96 video, which is
> the first time this video has been available outside of the UK, largely
> because the original VHS copies were only available in PAL format. It's a
> great chance to see some of the people involved with the Atari in the UK. If
> you haven't done so already, please visit the site at
> http://www.dgs.clara.net and have a look at the CD info and consider
> ordering a copy. You can order using your credit cards. At the end of the
> day, if I were looking to become rich from this I wouldn't be doing it!!
> I've done these CDs to allow what's left of the Atari 8-bit community to own
> some high quality non-US software products at a reasonable price.
>
> Thanks,
> Dean Garraghty

I will get the second CD soon, but I am still going over the stuff in the first
one.
Stuff I have heard about over the years, but not actually seen much of till now.

Rick D.

5363. Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 04:50:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3da6589e$0$1460$272ea4a1@news.execpc.com>
Source record: 26884

We're cleaning the basement.
I tried my 1020 and it just can't quite do the init
of the four pens, doesn't rotate to black, the other
three colors make their squares at init.
The 1020 never was a very good machine, but cute
anyway. I do have 6 pens that still work.
I should also toss my first printer, a 1027. Getting
a roller for it, well, I might put WD40 on the old one.
Russg

5364. Re: 320XE with 4bit ram?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 04:58:34 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ao5lpu$r60$1@reader14.wxs.nl>
Source record: 26885

Aha!
Thanks

Marius

"TXG" <txg@the-underground.myweb.nl> schreef in bericht
news:ao4orhrch1@news1.xs4all.nl...
> Hi,
>
> Just add 2x 4464 chips or 44256 chips and a GAL if you have a 65XE/800XE.
> With an 130XE just remove the 4464 chips replace them with 44256 chips and
a
> the nomal circuit for 8x1 chip...
>
> TXG/MNX
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:ao4mrm$83r$1@reader14.wxs.nl...
> > Hi!
> >
> > Everywhere I can find memory upgrades for XE's with 8 x 1 bit ramchips.
> >
> > But what if you want to upgrade your 4bit memory-chip XE computer to 320
> kb?
> >
> > Is there a internet site available?
> > Greetz.
> > Marius
> >
> >
> >
>
>

5365. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 05:02:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3da65b7b$0$1454$272ea4a1@news.execpc.com>
Source record: 26886

There's a suspicious look to it. Finding your high
bid would be the purpose. A lot of 'b's in the
seller and the bid retractor. Bidding on your own
items is against e-bay, I'm sure. But it shouldn't be
hard to do. Maybe you've been shilled by a second
party, but it could be done all by the seller with
two accounts.
If you don't trust the seller (has sold a fair amount, check
the feedback), you can withdraw your buy, and take
the heat, but give an explanation.
You have to use your intuition with sellers. I saw
one guy trying to sell really weird URLs for like
1000 dollars, somehow reminded me of Terry Ortman.
(Remember Terry Ortman?).
Rambling Russg

5366. simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 05:10:43 UTC
From: solarinflux@aol.com
Message-ID: <20021011011043.19747.00000584@mb-cd.aol.com>
Source record: 26887

simply a question. if i program all pins on one machine for input amd turn them off
and i program the inverse situation on another machine(pins also off). with the joyport cable i make that connects grounds and pin to pin through pin 4. could i send 4 bits of data one way through the joyports. if this is a yes, i can go from there... somebody help me on this one thing.

solar

5367. Re: OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 06:42:15 UTC
From: solarinflux@aol.com
Message-ID: <20021011024215.07308.00000024@mb-fd.aol.com>
Source record: 26888

i don't know about this c64 deal but i am thinking along other lines as far as a 8bit accessing the internet. anybody else out there like to see a8 in the modern day. what is the eagle reverse engineering deal?

solar

5368. atari people

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 07:21:00 UTC
From: solarinflux@aol.com
Message-ID: <20021011032100.07308.00000025@mb-fd.aol.com>
Source record: 26889

seems like the Atari is still rather underground.
i have seen schematics that differ. some missing key elements.
seems like what is revealed demands a certain level of understanding.
so i guess there is an artificial selection making sure we know whats up.
i know on my quest to master this mastered machine i am drawn down to
the hardware level. lows and pull high and their direct relation to machine
language. ready..

solarInflux

5369. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 12:20:18 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210110420.302de8ba@posting.google.com>
Source record: 26890

dunxuk@aol.com (DunxUK) wrote in message
news:<20021010110314.25399.00000748@mb-mv.aol.com>...
> I need some advice from experienced eBayers in the Atari newsgroup! I'm not wet
> behind the ears but I need a second opinion...
>
> Can someone please check the bid history for an auction I've just won and tell
> me if I've been shilled?
>
> The link is
> http://cgi6.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewBids&item=1384728747
>
> The seller insists I pay but I smell a rat on this one. Why would anyone
> overbid me to find my maximum bid, immediately retract it (twice!) and seconds
> later bid exactly the same amount as me?
>
> TIA, Dunx

Scam alert! Seller and other two bidders know each other via feedback
ratings links, check them out. All post postive feedback to each other,
so I can't explain 'told not to bid on my items' comment. Report them
all to ebay first and tell ebay you don't intend to pay as it seems like
a scam to you. I'd also not spend that much for such a system, but I'm
not on that side of the pond - I don't know what the going rate is over
there.

5370. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 13:01:28 UTC
From: dunxuk@aol.com
Message-ID: <20021011090128.22719.00000895@mb-dh.aol.com>
Source record: 26891

>I'd also not spend that much for such a system, but I'm
>not on that side of the pond - I don't know what the going rate is over
>there.

They are rare (=pricey) over here mainly due to Atari's ridiculous pricing
policy that made everyone buy C64s instead. ï¿½50 for a 130XE + 1050 Disk Drive +
lots of disks is a reasonable price.

I've informed eBay and he can whistle for his money.

Many thanks everyone!

Duncan

5371. Re: Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 13:34:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3da6d346$0$1455$272ea4a1@news.execpc.com>
Source record: 26892

(talking to hisself)
I'm also tossing two Avatex and a Atari sx212
1200 baud modems (somewhere around here
I have a XM301 300 baud.) I'm mentioning this
in the group because you will understand my reluctance
to get rid of this stuff.
Russg

5372. I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 14:00:08 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ao6kh1$2l3e$1@innferno.news.tiscali.de>
Source record: 26893

```
Can anybody translate this into fast assembler?

100 FOR P=0 to LINES-1
110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
120 NEXT P
-----------------------------------------------------------------

so I could call it
A=USR(move$,X,Y,LINES,BYTES)

Thanks
Mirko

www.atarixle.de
```

5373. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 14:25:54 UTC
From: Video61@webtv.net
Message-ID: <20874-3DA6DF72-136@storefull-2113.public.lawson.webtv.net>
Source record: 26894

hi dean,
you never asked me, send dealer pricing info, quanities, and payment
info and i will see what i can do,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5374. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 14:29:55 UTC
From: Video61@webtv.net
Message-ID: <20873-3DA6E063-351@storefull-2113.public.lawson.webtv.net>
Source record: 26895

hi,
the difference between the broderbund and atari versions of midnight magic are that broderbund used a paddle controller scheme, one paddle for each hand allowed for a true feel of flipper buttons just like the real thing.
atari used a terrible joystick scheme that really cut down on the game play.
atari actualy had both ready for a cart, but chose the joystick one instead.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5375. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:24:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6ED16.DDFB9024@students.uni-mainz.de>
Source record: 26896

Hello Freddy,
I am in good contact to Jiri Bernasek via snail-mail. And I sort of quoted one of his letters, where he really wrote, that he has no motivation to update or upgrade Bewe-DOS any further. Maybe I should give you some background: I am not at all a programmer, thats true. So, last year at the Unconventional I gave away an Atari 65XE with built-in My-IDE interface and an XF floppy drive (with 3,5" floppy) plus lots of Software to some of Jiri`s friends. Since jiri wasn`t there personally, they later gave him all these things. I did not want any money for these items, instead I wanted Jiri to program something for me. Since I gave him two hardware items (a computer+IDE interface, a 3,5" floppy), I therefore wanted him to program/update two things for me: a) update Bewe-DOS for 8 (or 9) drives and HD/HDD support, b) program something for the multilink/gamelink-2 device including a documented source-code.

Well, he fullfilled my second wish - he programmed 2 games (multi-race and multi-worms), included a well-documented source-code for multi-worms and even did a (programming-) module that can be used in other (self-written) games, that should use the multilink device. So, here I was very happy! But, concerning my first wish, he told me that he has no motivations to upgrade or update Bewe-DOS any further, he likes it the way it is. furthermore he told me, that he soon would have problems concerning the memlo (that should stay below $2000) and maybe other things. Hey, my post was not meant as a complaint, just a reminder, that I already asked Jiri to update Bewe-DOS, but he replied that he won`t do it...

Of course I am proud of all the things, Jiri already did for the Atari community (not only for the ABBUC - but for the whole Atari communtity). thats why I contacted him and gave him some of my atari hardware for free! Hopefully this is clear now - greetings, Andreas.

P.S.: If you are interested, I can do some copies of Jiri`s letters and bring them to the ABBUC JHV (if you are there)... the last letter arrived in July 2002 !!

Freddy Offenga schrieb:
>
> Andreas,
>
> I think it's totally unfair to link Jiri with "no time" or "no motivation".
> I would guess that he's the most productive member of the whole ABBUC
> community. I'm often amazed how much he achieves in little time. Writing a
> complete DOS from scratch, an excellent packer, network games, ABBUC menu,
> etc.

>
> Ok, I'm not very objective here since Jiri is a good friend.
>
> So, now let's talk about the things you've made for the Atari 8-bit. ;-)
>
> Freddy.
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3D9DC4CD.F8BFFBA1@students.uni-mainz.de...
> > Well,
> > and me I gave him a harddisk plus My-IDE interface for free. He told me
> > that he hasn`t found the time lately to test or use it. Besides I also
> > asked Jiri if he could patch Bewe-DOS for use with a) up to 8 (or 9)
> > drives and b) up to 1440kbytes (disk) and up to 16 Megabytes (harddisk).
> > Of course all the Bewe utilities (like Format.COM, Menu.Com, etc.)
> > should then be patched also for the new options. Unfortunately he told
> > me that he neither has the time nor the motivation to do so. And if he
> > would, he would soon have problems keeping the memlo under $2000...
> > Well, looks like we have to live with the latest Bewe-DOS version 1.3.
> > -Andreas.
> >
> > P.S.: We can buy almost everything, except TIME (or another LIFE)...
> >
> >
> > Fox-1 schrieb:
> > >
> > > "Freddy Offenga" wrote
> > >
> > > > During the development of BW-DOS, the author (Jiri) found several bugs
> in
> > > > SpartaDOS. In fact he told me these bugs are so serious, that even he
> didn't
> > > > want to use SpartaDOS anymore. It could be that SpartaDOS X doesn't
> have the
> > > > serious problems, but at least the disk versions are not ok.
> > >
> > > On Atari-meetings, I spoke with Jiri a few times. Unfortunately, his
> English is not that perfect (as is mine, but much better then
> > > I can talk Czech :-)) and he refers to the 2.3 and 3.2 Sparta-Dos
> versions. Many things he calls "bugs" are actually
> > > "incompatibilities". One major bug was the file-open/close one,
> introduced in Sparta-Dos 3.2f (3.2d?) which the 3.3 versions don't
> > > have.
> > >
> > > He didn't had the 3.3 versions right then, nor he had Sparta-Dos X. The
> last time we met (Atariada 2001) I gave him copies of 3.3a
> > > and 3.3b. Don't know if he's gonna use them or not. Probably not since
> BeWe-Dos is pretty much unsupported right now, but things
> > > may change in the future...
> > >

> > > Besides this, I also made a copy of ATOS for him. If he can find the
> time, he'll test it a bit with BeWe-Dos, but he had to finish
> > > his harddisk set-up first.
> > >
> > > --
> > >
> > > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> > >
> > > Remember what the Dormouse said...

5376. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:30:15 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6EE87.8E29891B@students.uni-mainz.de>
Source record: 26797

Well,
sorry I also do not have any schematics... thats why I (re-) printed
some of Stefan dorndorfs letters in various ABBUC magazines. this guy
has a lot of ideas (and always knows where to find the hardware) - but
he never gave me any precise descriptions or manuals nor schematics...
Maybe with the help of these articles in abbuc mag. (hoping that other
atarians are also interested) we can change this. Or we can talk about
that stuff at the ABBUC JHV, since Stefan will be there again this year
(he has told my friend T.Schall)... -Andreas.

TXG schrieb:
>
> Hmm but that was descibed like a working prototype, I read about that but
> was looking for someone who has a complete working version with ROM and
> hardware schematic...
>
> TXG/MNX
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:Tpnn9.10238$48.1110028@zwoll1.home.nl...
> >
> > "TXG" wrote in message
> >
> > > Hi,
> > >
> > > I wondered if some ever did manage to make a full stable working 1.44
> > > upgrade for the XF551.
> >
> > Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
> #70, page #9, chapter #3
> >
> >
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...
> >
> >

5377. Re: Someone upgraded the XF551 to 1.44Mb?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:33:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6EF43.AE4BF5AA@students.uni-mainz.de>
Source record: 26798

Nope,
the guys from ARGS used a "standard" 8Mhz controller instead and merely
thought about a 16Mhz / HD floppy drive... Besides that, this regional
group does not exist anymore! They have broken up some years ago (they
wrote this in an older abbuc magazine)... -Andreas.

Fox-1 schrieb:
>
> > > Read the article from Andreas Magenheimer in the latest ABBUC-Magazine
> > #70, page #9, chapter #3
>
> "TXG" wrote
>
> > Hmm but that was descibed like a working prototype, I read about that but
> > was looking for someone who has a complete working version with ROM and
> > hardware schematic...
>
> The article also say's the guys from ARGS are working on it, so maybe you should contact
them...
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

5378. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:37:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F01E.35FC9C95@students.uni-mainz.de>
Source record: 26799

Well,
if you don`t find a use for (small) 3,5" drives - how do you find a use
for much bigger harddisk drives ?!? I guess, some Atarians would be
satisfied if they merely could get some 3,5" drives and thus eliminating
the 5,25" problems (where to get or find 5,25" DD-disks, etc.). Besides,
1440kbytes is quite some space... -Andreas.

Freddy Offenga schrieb:
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:jCnn9.10292$48.1118459@zwoll1.home.nl...
> >...
> > In one of my XF551's I place an EPROM with both the original o.s. and the
> "80-tracks" o.s. by Bob Woolley with a 5,25" mechanic
> > taken from a Cumana external diskdrive for the Atari ST line. Works
> great, as this mechanic has a switch on the front to switch
> > between 40-tracks and 80-tracks. The switch will now also switch the
> EPROM between 40- and 80-tracks mode. This way I can use
> > just one mechanic for "high-capacity" 720Kb disks without having to give
> up the option to use standard 360Kb XF551 disks.
>
> Sounds like 'fun' again. ;-)
> Serious, is there any use for 3.5 disks on the A8?
>
> > >A black front would be good,
> > > since the XF551 case is black too. :-)
> >
> > Mine is still ST/XE-grey, as is the mechanic :-))
>
> I sprayed it black because the previous owner smoked it yellow and I
> couldn't get it cleaned.
>
> Freddy.

5379. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:41:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F137.CF335710@students.uni-mainz.de>
Source record: 26800

Hmm,
maybe you live inside a dustbin or trash can - and thats why you get all
that spam...
otherwise, why do you read this newsgroup, when almost everything
appears as spam to you ?!?
-Andreas.

P.S.: Since you like songs, listen to an old 60`s song, called "My old
man`s a dustman...", very funny...
P.P.S. Don`t take it to serious too!!

Freddy Offenga schrieb:
>
> Ah, the ramdisk spam. I see. ;-)
>
> Freddy.
>
> P.S. Andreas, don't take it too serious! I know you're doing great things
> for the A8.
> As you see from my previous postings, I sometimes have a little dark humor.
> I hope not too dark for the readers of this group :-)
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:2_nn9.10385$48.1136261@zwoll1.home.nl...
> >
> > "Freddy Offenga" wrote
> >
> > > I think it's totally unfair to link Jiri with "no time" or "no
> motivation".
> >
> > > Ok, I'm not very objective here since Jiri is a good friend.
> >
> > > So, now let's talk about the things you've made for the Atari 8-bit. ;-)
> >
> >
> > One is just posted (the RamDisk faq), and the others I have on minidisc
> and audio-CD. Which one do you prefer to talk about :-))
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...
> >
> >

5380. Re: ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:49:03 UTC
From: "David J. Firth" <david.firth@btinternet.com>
Message-ID: <ozx8RJAeJvp9EwTb@btinternet.com>
Source record: 26802

In article <anqa49$bm7$1@news1.xs4all.nl>, TXG <txg@the-
underground.myweb.nl> writes
>Hi,
>
>Does someone have a copy of ULTRACOPY 1.1? I had one but it's not working
>anymore..

Hmmm ... Now is that the disk copier I wrote in the mid 80s? - plain
black background, written to allow US doubler equipped drives to read
standard disks in US doubler mode.

If it is then I don't have the 1.1 version but I do have the 2.3
version. If that sounds like it then I've uploaded an XFD image at
http://www.djfirth.ukshells.co.uk/sample.xfd

I've still got the M65 source code - if anyone wants a copy then let me
know.

Regards
--
David J. Firth

5381. Re: Speed Start Initializer v. 3us

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:50:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F328.87F106D6@students.uni-mainz.de>
Source record: 26801

Well,
you MUST lock all files that should appear on the menu, that`s it !
-Andreas.

Marius Diepenhorst schrieb:
>
> Hi!
>
> I try to make a few game disks with the SPEED - Start Initializer v. 3us
> (BIBO)
>
> And I don't get it worked. What things must I do to get my gamedisk with a
> menu?
>
> I can initialize a disk with it. It seems to be some kind of BIBODOS format.
> I can copy files with BIBO dos to it. With DOS 2.5 that seems to work too,
> but then the free sector indicator fails. But ok... i get Files on it.
>
> But then... I choose name input in the program, and then he can't find a
> thing. At point A:
>
> A] NEW INITIALIZED DISK
> B]
> C]
> D]
> etc.
>
> What goes wrong here?
>
> Marius

5382. Re: ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:51:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F37D.604143DC@students.uni-mainz.de>
Source record: 26803

Well,
ask Stefan dorndorf - I gave him my diskette... -Andreas.

TXG schrieb:
>
> Hi,
>
> Does someone have a copy of ULTRACOPY 1.1? I had one but it's not working
> anymore..
>
> TXG/MNX

5383. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:53:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F3FF.E17DCE6E@students.uni-mainz.de>
Source record: 26804

Have you played Berzerk lately ?!? Then you know why atarians are not
human... -Andreas.

Freddy Offenga schrieb:
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:t2%n9.24630$48.2720149@zwoll1.home.nl...
> >
> > "Freddy Offenga" wrote
> >
> > > > Hardcore Atari-users don't make back-ups. Back-ups are for people who
> > > don't thrust their system cause of system-failures :-))
> >
> > > Pfew! Fortunately I'm not one of those 'hardcore' users.
> > > Losing data is often caused by _human_ failure!
> >
> > Atari users don't fail, nor do their system :-))
>
> So I conclude, Atari users are not human.
> I'm human, so I'm not an Atari user.
> Logic fails....
>
> Freddy.

5384. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 15:58:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F50E.BDDFEB97@students.uni-mainz.de>
Source record: 26805

Well,
but I think I have heard of a MyDOS version or MyDOS utility, that
supports both (sparta and mydos) XIO commands... -Andreas.

Fox-1 schrieb:
>
> "Freddy Offenga" wrote
>
> > At least a different syntax. I'm nore sure about MyDOS. Don't know if it
> > should be supported.
>
> I'm not a big fan of MyDos, but afaik it uses different XIO-command to handle directories
then Sparta-Dos does...
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

5385. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:05:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F6AE.9FEEB1F2@students.uni-mainz.de>
Source record: 26806

Well,
there`s that sublogic pinball, I don`t remember the name of... then
there is a pinball made by codemasters (gr. 15, 4 colors). but afaik,
all the rest were made with PCS (I collected approx. 80 of these PCS
pinballs). But in my eyes most Atari 8bit pinballs are really boring -
this has to do with their age. in the early 80s many effects, known from
modern pinballs were simply not available in the arcades. the same
counts for the computer pinballs... -andreas.

Marius Diepenhorst schrieb:
>
> Indeed.
>
> But As far I can see now... there's not such a great pinball on atari XL/XE.
> Ofcoz' that david midnights magic program is nice for the year it was made
> in (1982!)... but Xl/XE can do much more. Btw. It has such a typical
> brotherbund look (just like Choplifter, Lode Runner) ... in this high
> resolution dot gfx.
>
> Does someone know another pinball for atari 8bit NOT made with Pinball
> Construction set?
>
> Greets,
> Marius
>
> "Daniel Miller" <daclmi@netscape.net> schreef in bericht
> news:3da3735d.47861435@news.CIS.DFN.DE...
> > I am pretty sure Midnight Magic appeared first on the Atari 8bit line
> > and other home computers of the day. The 2600 version came a good
> > while later (as late as 1987 or so).
> >
> > The 2600 version was graphically excellent in terms of 2600 games.
> > They had perfected the "bank-switching" technique to squeeze more
> > stuff into 2600 games. The 2600 version of Midnight Magic is actually
> > quite remarkable, in a class with Pitfall II, Super Sprint, Ms. Pacman
> > and a few others.
> >
> > On Mon, 7 Oct 2002 17:02:48 +0200, "Marius Diepenhorst"
> > <grover25@zonnet.nl> wrote:
> >
> > >I want that nice Midnight Magic on my XL. Is that game (or something very
> > >like it) available on the XL?

5386. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:06:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F6EC.6C7A581E@students.uni-mainz.de>
Source record: 26807

Well,
I think I have one - written in polish language of course... -andreas.

Thomas Havemeister schrieb:
>
> Howdy *.*!
>
> I'm looking for a manual or at least a simple shortcut list for using
> the polish Music ProTracker editor.
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5387. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:13:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F88F.1C87016F@students.uni-mainz.de>
Source record: 26808

Hmmm,
thinking of Golf, how about Golfer by Bewesoft/Jiri Bernasek?!? Or Slingshot by Mathew Trimby ?!? Or that golf game by antic (written in Basic XL) ?!? Hmm darts, well I don`t like the available computer versions (180, Darts Compendium, Darts Challenge, etc.) very much, maybe someone should code a lightgun darts ?!? There is a great demo version of a scrolling flipper/pinball made by High Voltage - but it is just a great looking demo, not a game !! (It is called Flipper-Demo or so...) -Andreas.

Lance Ringquist schrieb:
>
> hi,
> there was classy chassy a nice pinball game that we have tried to port
> to a cart but so far no luck.
> i would love a vertical scrolling pinball game like starball on the ST,
> or the original nes pinball.
> also i would like a nice pool/billiards game, bowling, golf, darts.
> i can dream,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5388. Re: Atari Trackball native support

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:16:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6F951.8ACC052C@students.uni-mainz.de>
Source record: 26809

Well,
afaik MC and Slime are the only games that work with an original
trackball (in TB) mode. I never used a TB in TB or joystick mode - but
it can be converted to a mouse very easily and then you have dozens of
mouse games waiting for you. Even MC will work with a mouse (not sure
about slime)... -Andreas.

Son of man schrieb:
>
> Is missile command the only game that works with the trackball in native
> mode? Millipede and centipede only work when the switch is turned to
> joystick unless there is some hidden option I am missing?
>
> Anyone?

5389. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:21:36 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <kUCp9.1718462$oa7.60758413@Flipper>
Source record: 26810

Yes. ;-)

Freddy.

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> Can anybody translate this into fast assembler?
>
> 100 FOR P=0 to LINES-1
> 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> 120 NEXT P
> --
>
> so I could call it
> A=USR(move$,X,Y,LINES,BYTES)
>
> Thanks
> Mirko
>
>
> www.atarixle.de
>
>

5390. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:29:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA6FC58.FDC5182C@students.uni-mainz.de>
Source record: 26811

Well,
that was a bad choice, since the paddle version could also be played with joystick I think. In paddle mode you pressed the left paddle fire button for the left flipper and the right fire button for the right flipper. in joystick mode you could move left (= left paddle trigger button) to use the left flipper or move right (= right paddle fire buton) to move the right flipper. Thats what all PCS pinballs support. there is even a mode to use booth flippers in joystick mode simultanously: move left or right while pressing the joystick fire button at the same time (with paddles, press both paddle fire buttons, assuming you have a pair of paddles). Bad choice Atari ! Besides, the disk version of D.M.M. also contained some (intro-) sound, which the cart does not! Luckily I found that DMM sound in an old demo (with many ripped game sounds). -Andreas.

Lance Ringquist schrieb:
>
> hi,
> the difference between the broderbund and atari versions of midnight
> magic are that broderbund used a paddle controller scheme, one paddle
> for each hand allowed for a true feel of flipper buttons just like the
> real thing.
> atari used a terrible joystick scheme that really cut down on the game
> play.
> atari actualy had both ready for a cart, but chose the joystick one
> instead.
> thanks,
> lance
>
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5391. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:30:03 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <f0Dp9.1718662$oa7.60766465@Flipper>
Source record: 26812

Inside a dustbin, yeah, could be, that's the reason of the dark humor for sure! ;-)

But ok, the reaction was based on a more serious thought. E.g. you could write in the newsgroup what the changes are in the ramdisk infos and point to a web-page? Or put everything in one text file and post it once a month. Really, I think it's good information. That's why I think it needs a web-site.

Best,
Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3DA6F137.CF335710@students.uni-mainz.de...
> Hmm,
> maybe you live inside a dustbin or trash can - and thats why you get all
> that spam...
> otherwise, why do you read this newsgroup, when almost everything
> appears as spam to you ?!?
> -Andreas.
>
> P.S.: Since you like songs, listen to an old 60`s song, called "My old
> man`s a dustman...", very funny...
> P.P.S. Don`t take it to serious too!!
>
>
> Freddy Offenga schrieb:
> >
> > Ah, the ramdisk spam. I see. ;-)
> >
> > Freddy.
> >
> > P.S. Andreas, don't take it too serious! I know you're doing great
things
> > for the A8.
> > As you see from my previous postings, I sometimes have a little dark
humor.
> > I hope not too dark for the readers of this group :-)
> >
> > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > news:2_nn9.10385$48.1136261@zwoll1.home.nl...
> > >
> > > "Freddy Offenga" wrote
> > >
> > > > I think it's totally unfair to link Jiri with "no time" or "no

> > motivation".
> > >
> > > > Ok, I'm not very objective here since Jiri is a good friend.
> > >
> > > > So, now let's talk about the things you've made for the Atari 8-bit.
;-)
> > >
> > >
> > > > One is just posted (the RamDisk faq), and the others I have on
minidisc
> > and audio-CD. Which one do you prefer to talk about :-))
> > >
> > > --
> > >
> > > > Grtx, Sysop Fox-1 / MNX
http://thunderdome.atari.org
> > >
> > > > Remember what the Dormouse said...
> > >
> > >

5392. Re: ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 16:45:54 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3da700a4$0$33968$e4fe514c@dreader7.news.xs4all.nl>
Source record: 26813

Hi,

Send me the M65 source please, I am interested...

TXG/MNX

"David J. Firth" <david.firth@btinternet.com> wrote in message
news:ozx8RJAeJvp9EwTb@btinternet.com...
> In article <anqa49$bm7$1@news1.xs4all.nl>, TXG <txg@the-
> underground.myweb.nl> writes
> >Hi,
> >
> >Does someone have a copy of ULTRACOPY 1.1? I had one but it's not working
> >anymore..
>
> Hmmm ... Now is that the disk copier I wrote in the mid 80s? - plain
> black background, written to allow US doubler equipped drives to read
> standard disks in US doubler mode.
>
> If it is then I don't have the 1.1 version but I do have the 2.3
> version. If that sounds like it then I've uploaded an XFD image at
> http://www.djfirth.ukshells.co.uk/sample.xfd
>
> I've still got the M65 source code - if anyone wants a copy then let me
> know.
>
> Regards
> --
> David J. Firth

5393. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 17:20:25 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <tLDp9.1720219$oa7.60815616@Flipper>
Source record: 26814

Hi Andreas,

Ok, it seems every respectful Atari user has good contact with Jiri. I have to admit that my last letter to him was probably somewhere in 2001, so I can't say I'm currently in good contact.
Still, I consider him as one of my close friends who's very productive in the Atari 'scene'.

The background I know about is that he had a lot of fun making BW-DOS, until the point that he had only time to do updates because people requested it. So, I can imagine that something fun seems to turn into a 'job' (without payment). Don't forget this is all a hobby! We can not expect things, just be happy with the things people are doing or have done. Otherwise we should simply pay for it, but when you get paid it's not a hobby and probably less fun because of the obligation to deliver.

Also, programming is a little like art, you should not enforce it. :)

Actually, if I got an 65XE with all the stuff you mentioned and was asked to deliver a well-documented multi-link game, I would not accept. Sounds a little like, I give you a box of tools, now please deliver a well-build house for me. It simply doesn't work like that.

In my next letter to Jiri I will warn him for deals like that. He doesn't deserve to be treated like a cheap worker. He should keep the freedom of developing things _he_ likes to build.

Freddy.

P.S. His letters are no signed contracts. I don't have the need to see those.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3DA6ED16.DDFB9024@students.uni-mainz.de...
> Hello Freddy,
> I am in good contact to Jiri Bernasek via snail-mail. And I sort of
> quoted one of his letters, where he really wrote, that he has no
> motivation to update or upgrade Bewe-DOS any further. Maybe I should
> give you some background: I am not at all a programmer, thats true. So,
> last year at the Unconventional I gave away an Atari 65XE with built-in
> My-IDE interface and an XF floppy drive (with 3,5" floppy) plus lots of
> Software to some of Jiri`s friends. Since jiri wasn`t there personally,
> they later gave him all these things. I did not want any money for these
> items, instead I wanted Jiri to program something for me. Since I gave
> him two hardware items (a computer+IDE interface, a 3,5" floppy), I
> therefore wanted him to program/update two things for me: a) update
> Bewe-DOS for 8 (or 9) drives and HD/HDD support, b) program something

> for the multilink/gamelink-2 device including a documented source-code.
>
> Well, he fullfilled my second wish - he programmed 2 games (multi-race
> and multi-worms), included a well-documented source-code for multi-worms
> and even did a (programming-) module that can be used in other
> (self-written) games, that should use the multilink device. So, here I
> was very happy! But, concerning my first wish, he told me that he has no
> motivations to upgrade or update Bewe-DOS any further, he likes it the
> way it is. furthermore he told me, that he soon would have problems
> concerning the memlo (that should stay below $2000) and maybe other
> things. Hey, my post was not meant as a complaint, just a reminder, that
> I already asked Jiri to update Bewe-DOS, but he replied that he won`t do
> it...
>
> Of course I am proud of all the things, Jiri already did for the Atari
> community (not only for the ABBUC - but for the whole Atari communtity).
> thats why I contacted him and gave him some of my atari hardware for
> free! Hopefully this is clear now - greetings, Andreas.
>
> P.S.: If you are interested, I can do some copies of Jiri`s letters and
> bring them to the ABBUC JHV (if you are there)... the last letter
> arrived in July 2002 !!

5394. Re: Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 17:22:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cNDp9.22227$OB5.2105635@newsread2.prod.itd.earthlink.net>
Source record: 26815

Many hardware hackers might like to have the SIO jacks from that printer and
maybe the connectors from that SX212 and XM301...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
news:3da6589e$0$1460$272ea4a1@news.execpc.com...
> We're cleaning the basement.
> I tried my 1020 and it just can't quite do the init
> of the four pens, doesn't rotate to black, the other
> three colors make their squares at init.
> The 1020 never was a very good machine, but cute
> anyway. I do have 6 pens that still work.
> I should also toss my first printer, a 1027. Getting
> a roller for it, well, I might put WD40 on the old one.
> Russg
>
>
>

5395. Re: simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 17:28:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <NSDp9.22239$OB5.2106243@newsread2.prod.itd.earthlink.net>
Source record: 26816

I have not done it, *but* all of those old Analog and Antic project articles certainly implied the probability if you achieve minimal signal loss in the cable. Might need to use a couple of pins from another port for the strobe and acknowledge so your software can control data flow.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Solar Influx" <solarinflux@aol.com> wrote in message
news:20021011011043.19747.00000584@mb-cd.aol.com...
> simply a question. if i program all pins on one machine for input amd
turn
> them off
> and i program the inverse situation on another machine(pins also off).
with
> the joyport cable i make that connects grounds and pin to pin through pin
4.
> could i send 4 bits of data one way through the joyports. if this is a
yes, i
> can go from there... somebody help me on this one thing.
>
> solar
>

5396. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 17:32:56 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <cXDp9.1720679$oa7.60827173@Flipper>
Source record: 26817

All original Atari disk software is on 5.25, so I can find a use for a 5.25
drive.
Data storage and backup can be done through SIO2PC directly to the HD. If
you want to exchange data with a friend, you probably need a 5.25, or that
friend must have a 3.5 also. There is a good chance the friend has a 3.5
inside his PC. So, put the stuff in a ZIP file on a 3.5 and you're done. :-)

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DA6F01E.35FC9C95@students.uni-mainz.de...
> Well,
> if you don`t find a use for (small) 3,5" drives - how do you find a use
> for much bigger harddisk drives ?!? I guess, some Atarians would be
> satisfied if they merely could get some 3,5" drives and thus eliminating
> the 5,25" problems (where to get or find 5,25" DD-disks, etc.). Besides,
> 1440kbytes is quite some space... -Andreas.

5397. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 17:34:28 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <EYDp9.1720739$oa7.60828239@Flipper>
Source record: 26818

No, please explain! :-)

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DA6F3FF.E17DCE6E@students.uni-mainz.de...
> Have you played Berzerk lately ?!? Then you know why atarians are not
> human... -Andreas.
>
>
> Freddy Offenga schrieb:
> >
> > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > news:t2%n9.24630$48.2720149@zwoll1.home.nl...
> > >
> > > "Freddy Offenga" wrote
> > >
> > > > > > > > Hardcore Atari-users don't make back-ups. Back-ups are for people
who
> > > > > don't thrust their system cause of system-failures :-))
> > > >
> > > > > > Pfew! Fortunately I'm not one of those 'hardcore' users.
> > > > > > Losing data is often caused by _human_ failure!
> > > >
> > > > Atari users don't fail, nor do their system :-))
> > >
> > So I conclude, Atari users are not human.
> > I'm human, so I'm not an Atari user.
> > Logic fails....
> >
> > Freddy.

5398. Re: ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 19:35:03 UTC
From: "David J. Firth" <david.firth@btinternet.com>
Message-ID: <4OxoeZAcdyp9EwCs@btinternet.com>
Source record: 26819

In article <3da700a4$0$33968$e4fe514c@dreader7.news.xs4all.nl>, TXG
<txg@the-underground.myweb.nl> writes
>Hi,
>
>Send me the M65 source please, I am interested...
>

Sent

HTH
--
David J. Firth

5399. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 19:55:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA72CB5.EF6BA434@students.uni-mainz.de>
Source record: 26820

Hello Freddy,
regarding your name, it might be that you live in some XE computers or some uncommon 800XLF computers?!? Ok, enough of that crap. I can write the Ramdisk infos as one text. but: afaik Michael Current uses these texts in 3 separate paragraphs (3.7, 8.12 and 8.13) in his A8FAQ. I am not sure if he would be happy, if I send all the stuff in one big text... let`s wait and see what he thinks of it.

Hmm, a homepage - a good idea. Did I mention, that I am not a programmer ?!? Ok, there are some programs that generate ready-to-use homepages, but I have my doubts, these programs would work on my old 486 (66Mhz) PC under DOS. so, someone would have to do this for me. I can support ASCII, RTF and Word6 text format - but as of yet I cannot support HTML in any way (my PC even cannot read HTML!). If you or somebody else are/is willing to do so, let me know and I send you all the stuff. I also want(ed) to give these texts to ABBUC, unfortunately wolfgang burger wants to have everything in german language and now I am much to lazy to translate it back again (I already had to translate it / write it in english)... -Andreas.

Freddy Offenga schrieb:
>
> Inside a dustbin, yeah, could be, that's the reason of the dark humor for
> sure! ;-)
>
> But ok, the reaction was based on a more serious thought. E.g. you could
> write in the newsgroup what the changes are in the ramdisk infos and point
> to a web-page? Or put everything in one text file and post it once a month.
> Really, I think it's good information. That's why I think it needs a
> web-site.
>
> Best,
> Freddy.
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DA6F137.CF335710@students.uni-mainz.de...
> > Hmm,
> > maybe you live inside a dustbin or trash can - and thats why you get all
> > that spam...
> > otherwise, why do you read this newsgroup, when almost everything
> > appears as spam to you ?!?
> > -Andreas.
> >
> > P.S.: Since you like songs, listen to an old 60`s song, called "My old
> > man`s a dustman...", very funny...

> > P.P.S. Don`t take it to serious too!!
> >
> >
> > Freddy Offenga schrieb:
> > >
> > > Ah, the ramdisk spam. I see. ;-)
> > >
> > > Freddy.
> > >
> > > P.S. Andreas, don't take it too serious! I know you're doing great
> things
> > > for the A8.
> > > As you see from my previous postings, I sometimes have a little dark
> humor.
> > > I hope not too dark for the readers of this group :-)
> > >
> > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > news:2_nn9.10385$48.1136261@zwoll1.home.nl...
> > > >
> > > > "Freddy Offenga" wrote
> > > >
> > > > > I think it's totally unfair to link Jiri with "no time" or "no
> > > motivation".
> > > >
> > > > > Ok, I'm not very objective here since Jiri is a good friend.
> > > >
> > > > > So, now let's talk about the things you've made for the Atari 8-bit.
> ;-)
> > > >
> > > >
> > > > > One is just posted (the RamDisk faq), and the others I have on
> minidisc
> > > and audio-CD. Which one do you prefer to talk about :-))
> > > >
> > > > --
> > > >
> > > > Grtx, Sysop Fox-1 / MNX
> http://thunderdome.atari.org
> > > >
> > > > Remember what the Dormouse said...
> > > >
> > > >

5400. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 20:02:25 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA72E51.62642C78@students.uni-mainz.de>
Source record: 26821

Ah,
now I see what you mean. It s exactly the reason why I gave my 3,5"
drives away. I did not use them very often and all the stuff I got for
the A8 was a) on 3,5" PC disks or b) 5,25" Atari disks. so there was
really no need for me for an XF351... -Andreas.

Freddy Offenga schrieb:
>
> All original Atari disk software is on 5.25, so I can find a use for a 5.25
> drive.
> Data storage and backup can be done through SIO2PC directly to the HD. If
> you want to exchange data with a friend, you probably need a 5.25, or that
> friend must have a 3.5 also. There is a good chance the friend has a 3.5
> inside his PC. So, put the stuff in a ZIP file on a 3.5 and you're done. :-)
>
> Freddy.
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DA6F01E.35FC9C95@students.uni-mainz.de...
> > Well,
> > if you don`t find a use for (small) 3,5" drives - how do you find a use
> > for much bigger harddisk drives ?!? I guess, some Atarians would be
> > satisfied if they merely could get some 3,5" drives and thus eliminating
> > the 5,25" problems (where to get or find 5,25" DD-disks, etc.). Besides,
> > 1440kbytes is quite some space... -Andreas.

5401. Re: XF551 drive mechanism

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 20:09:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DA72FF7.7ECBA3F8@students.uni-mainz.de>
Source record: 26822

Well,
I believe all Atarians (humans) were killed sooner or later by Space Invaders, Galaxians or robots (like those in Berzerk or Robotron). "Humanoid(s) must not escape!" and other nice Berzerk samples come to mind... Game over for Atarians means game over for mankind (thats what the docs of many atari games say - and as said before, sooner or later you are defeated and thus GAME OVER!). Well, thinking of that we/mankind must have died quite often... (Don`t take it serious of course...) -Andreas.

Freddy Offenga schrieb:
>
> No, please explain! :-)
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DA6F3FF.E17DCE6E@students.uni-mainz.de...
> > Have you played Berzerk lately ?!? Then you know why atarians are not
> > human... -Andreas.
> >
> >
> > Freddy Offenga schrieb:
> > >
> > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > news:t2%n9.24630$48.2720149@zwoll1.home.nl...
> > > > >
> > > > "Freddy Offenga" wrote
> > > > >
> > > > > > Hardcore Atari-users don't make back-ups. Back-ups are for people
> who
> > > > > don't thrust their system cause of system-failures :-))
> > > > >
> > > > > Pfew! Fortunately I'm not one of those 'hardcore' users.
> > > > > Losing data is often caused by _human_ failure!
> > > > >
> > > > Atari users don't fail, nor do their system :-))
> > >
> > > So I conclude, Atari users are not human.
> > > I'm human, so I'm not an Atari user.
> > > Logic fails....
> > >
> > > Freddy.

5402. 1050 Disk Drive Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 22:21:05 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ao7ishjbg1@bob.news.rcn.net>
Source record: 26823

Just installed a Happy Upgrade in a 1050. The disk drive power led lights, the drive busy light comes on, and the drive spins for a short while and then stops, the drive busy light goes out. Normal so far, but then it cycles through this again, i.e. the drive busy light comes on, the drive spins a little and stops, the drive busy light goes off. How can I fix this?
-Rick

5403. Re: 1050 Disk Drive Trouble

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 23:10:34 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ao7lparfe1@bob.news.rcn.net>
Source record: 26824

Found the problem. J15 connector not installed properly. Sorry for the
noise.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ao7ishjbg1@bob.news.rcn.net...
> Just installed a Happy Upgrade in a 1050. The disk drive power led
lights,
> the drive busy light comes on, and the drive spins for a short while and
> then stops, the drive busy light goes out. Normal so far, but then it
> cycles through this again, i.e. the drive busy light comes on, the drive
> spins a little and stops, the drive busy light goes off. How can I fix
> this?
> -Rick
>
>

5404. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 23:19:29 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ZHdL7tSKLuit@localhost>
Source record: 26825

uffda!

gads he went and annonced it too early. now that puts me under
pressure to get things done for it, I dont like to program that way.
Be patient tho guys and we will get it out, just want to make sure
things get done right.

Ken Ames

On Sat, 5 Oct 2002 00:32:58, sjcarden@bellsouth.net (Stephen J.
Carden) wrote:

> This is what I have in mind for Real.dos
>
> Hardware Support
>
> Support for the following Operating Systems.
> Atari XL/XE OS
> Ominview OS
> OminMon OS
> Mux OS
> Ultra Speed Plus
> Turboss
> Turboss Plus
>
>
> Support For These PBI
> MIO
> Black Box (in all of it Variants)
> KPI Interface
>
>
> Support for these SIO Drives
> Duplicator 1050
> Happy 1050
> US Doubler 1050
> XF551 unmodified
> XF551 Modified
> Super Archiver with or without Bit Writer
> Indus GT
>
> All Carts
>
> Software Changes
> I am thinking of just using the MS-DOS Command set. But I would like

> feedback, so if there is a reason to keep CPM commands I will depend
> on Space available at MEMLO.
>
> When REAL.DOS load it will look at your system and load the proper
> CIOV handler according to your Operating System, floppy drives. It
> will look to see if you have a PAL or NTSC machine and change the
> jiffy clock accordingly. It Will BE backwards compatible with
> SpartaDOS 3.2n and 3.3n formatted Drives or HD partitions.
>
> I am building a switch less SmartOS and Battery Backed up 512k RamDisk
> Hardware mod that REAL.DOS will also support. However REAL.DOS will
> not require it.
>
> If you have a CSS Black Box, REAL.DOS will support, in a backwards
> compatibility SpartaDos format HD Partition of 1,536 Megabytes. Yes,
> I did SAY 1.5 gig. I have all ready written and tested this. This
> Number is the maximum number that a BlackBox Can handle with out
> rewriting the BlackBox Rom. If you have a MIO or KPI it will still be
> 16meg partition for you. However the largest size of a single file
> cannot be larger than 15.5 Meg this is due to the backward
> compatibility mode.
>
> I am also looking for someone who has a web site to carry the
> Schemitic.
>
> Steve,

--

5405. Re: OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-11 23:44:44 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3da7634a.3418292@news.telus.net>
Source record: 26826

solarinflux@aol.com (Solar Influx):
>i don't know about this c64 deal but i am thinking along other lines as far as
>a 8bit accessing the internet. anybody else out there like to see a8 in the
>modern day. what is the eagle reverse engineering deal?

I can't see a need for a web browser on the A8 (except for the cool factor)
but I can see the logic in coding an ftp client, or a simple SMB
client/server for some ethernet hardware / tcpip software.

Shawn Jefferson (atariguy(at)telus(dot)net)

5406. 1050 RPM Adjustment

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 01:23:30 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ao7tih$l4d$1@bob.news.rcn.net>
Source record: 26827

Which pot do I adjust to change my drive's RPM? The speed is currently
running around 293.5 rpm.
Thanks,
-Rick

5407. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 03:17:20 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210111917.6e7a3241@posting.google.com>
Source record: 26828

Make sure you don't read anything extra into this. Lance of Video 61 is a friend and a friend to the Atari 8'tters. I am not angre with him or anyone else for that matter. Lance sell products that I have written and in some cases owns the product out right, BBS Express Professional for example. He is where I would go to get equipment. Lance and I have spoken on getting some utility software out to the Atari community. I have complete source for bbs express pro, Express Cart, SpartaDos x3.2 x3.3abc. Right Now two programmers are working on a new cli dos, Beta testers are setting up equipment at there expense to test. Tom Hunt has made source code aviable to me for REAL.DOS at no cost. Lance has offered to help with real.dos knowing that it will carry my Copyright and it will be published $hareware. So go on and be MAD the rest of us are going to make a KICKASS dos to support our hardware. And personaly I think you need to rethink your delima. Mike Holman really hurt The Atari Community but I am not going to let it slow me down a bit. And if you are still mad well I will just say a pray for you.

Steve
sjcarden@bellsouth.net

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message news:<a9758358.0209161321.34a4eca6@posting.google.com>...
> What the hell happened here guys ? What happened to the close knit
> community this used to be ? Does fte still OWN the copyrights to
> SpartaDOS ? I've not been here in ages and all I can see is this
> in-fighting. Come on guys, what happened ? What's Tom Hunt say ?
> Didn't Bob Klaas do the same thing to BBS Express Pro & other software
> ? shit man, this sucks.
>
> btw, where can I find the source code to pre-SpartaDOS 3.3 or anything
> before this crap ? :o)
>
> I'd like to incorporate it into rtdos:
>
> http://geocities.com/rtdos
>

5408. Re: Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 03:59:17 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3da79e0c$0$17644$272ea4a1@news.execpc.com>
Source record: 26829

(Ron says some might like the printer, plotter and
sx212 for the SIO ports.)
Uhm. Ron. No hackers have talked to me about it.
A couple people have asked about the stuff and
I'm comunicating with them. I don't know if someone
would want to pay the shipping for the stuff just to
get the SIO connectors.
Actually, I've talked to two people.
Russg

5409. Re: Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 05:31:12 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <AsOp9.24006$OB5.2200394@newsread2.prod.itd.earthlink.net>
Source record: 26830

"Russ Gilbert" <russg@en.com> wrote in message
news:3da79e0c$0$17644$272ea4a1@news.execpc.com...
> (Ron says some might like the printer, plotter and
> sx212 for the SIO ports.)
> Uhm. Ron. No hackers have talked to me about it.
> A couple people have asked about the stuff and
> I'm comunicating with them. I don't know if someone
> would want to pay the shipping for the stuff just to
> get the SIO connectors.
> Actually, I've talked to two people.

Before I stopped hacking Atari, one of the things I wanted to do was hack a 1020 for controlling heavy equipment.

The stepper motors in the 1020 are real standard affairs, just 6 wire types. The input is directly driven from ~the same multiple transistor on a chip used in the 1050 for buffering I/O signals. One level of bufferring and they could have driven some serious stepper motors.

Would have been cool to issue a series of drawto commands to the printer that would have cut your lawn in a crop circle type pattern or maybe machined a bottle opener on a home brew numerically controlled mill.

5410. Re: 1050 RPM Adjustment

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 06:04:52 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <8YOp9.1624$dc.1485@nwrddc04.gnilink.net>
Source record: 26831

Adjust VR2

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ao7tih$l4d$1@bob.news.rcn.net...
> Which pot do I adjust to change my drive's RPM? The speed is currently
> running around 293.5 rpm.
> Thanks,
> -Rick
>
>

5411. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 09:28:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3da7ebb4$0$33979$e4fe514c@dreader7.news.xs4all.nl>
Source record: 26832

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-ZHdL7tSKLuit@localhost...
> uffda!
>
> gads he went and annonced it too early. now that puts me under
> pressure to get things done for it, I dont like to program that way.
> Be patient tho guys and we will get it out, just want to make sure
> things get done right.

We will wait for sure, but the message Steven J. wrote is just a sign that there are still new software is being reated. This REAL DOS thing would be the biggest software project in years...

TXG/MNX

5412. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 11:22:14 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ao90c1bgj1@bob.news.rcn.net>
Source record: 26833

Will there be ramdisk support for Rambo and Newell memory upgrades?

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0210111917.6e7a3241@posting.google.com...
> Make sure you don't read anything extra into this. Lance of Video 61
> is a friend and a friend to the Atari 8'tters. I am not angre with him
> or anyone else for that matter. Lance sell products that I have
> written and in some cases owns the product out right, BBS Express
> Professional for example. He is where I would go to get equipment.
> Lance and I have spoken on getting some utility software out to the
> Atari community. I have complete source for bbs express pro, Express
> Cart, SpartaDos x3.2 x3.3abc. Right Now two programmers are working
> on a new cli dos, Beta testers are setting up equipment at there
> expense to test. Tom Hunt has made source code aviable to me for
> REAL.DOS at no cost. Lance has offered to help with real.dos knowing
> that it will carry my Copyright and it will be published $hareware. So
> go on and be MAD the rest of us are going to make a KICKASS dos to
> support our hardware. And personaly I think you need to rethink your
> delima. Mike Holman really hurt The Atari Community but I am not
> going to let it slow me down a bit. And if you are still mad well I
> will just say a pray for you.
>
> Steve
> sjcarden@bellsouth.net
>
>
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0209161321.34a4eca6@posting.google.com>...
> > What the hell happened here guys ? What happened to the close knit
> > community this used to be ? Does fte still OWN the copyrights to
> > SpartaDOS ? I've not been here in ages and all I can see is this
> > in-fighting. Come on guys, what happened ? What's Tom Hunt say ?
> > Didn't Bob Klaas do the same thing to BBS Express Pro & other software
> > ? shit man, this sucks.
> >
> > btw, where can I find the source code to pre-SpartaDOS 3.3 or anything
> > before this crap ? :o)
> >
> > I'd like to incorporate it into rtdos:
> >
> > http://geocities.com/rtdos
> >

5413. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 17:22:38 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210120922.315de61f@posting.google.com>
Source record: 26834

Stephen,
I'm not mad, just a little confused is all. I've heard from Lance
from Video 61 myself and he pretty much explained to me the whole
thing, just as you did. As I was myself trying to obtain the source
code & permission to use BBS Express Pro & SpartaDOS in the operating
system that I am working on (http://geocities.com/rtdos/rtdoshlp.zip
or http://groups.yahoo.com/group/rtdos). I'm just now becoming
familiar with REAL.DOS and have conversed with Tom Hunt over the last
several years (although I've now just started communitcating with him
recently after a couple year lapse).

Now, how do I obtain the source code to BBS Express Pro & SpartaDOS
and whose permission do I need to use it in rtdos ?

sjcarden@bellsouth.net (Stephen J. Carden) wrote in message
news:<1936fce9.0210111917.6e7a3241@posting.google.com>...
> Make sure you don't read anything extra into this. Lance of Video 61
> is a friend and a friend to the Atari 8'tters. I am not angre with him
> or anyone else for that matter. Lance sell products that I have
> written and in some cases owns the product out right, BBS Express
> Professional for example. He is where I would go to get equipment.
> Lance and I have spoken on getting some utility software out to the
> Atari community. I have complete source for bbs express pro, Express
> Cart, SpartaDos x3.2 x3.3abc. Right Now two programmers are working
> on a new cli dos, Beta testers are setting up equipment at there
> expense to test. Tom Hunt has made source code aviable to me for
> REAL.DOS at no cost. Lance has offered to help with real.dos knowing
> that it will carry my Copyright and it will be published $hareware. So
> go on and be MAD the rest of us are going to make a KICKASS dos to
> support our hardware. And personaly I think you need to rethink your
> delima. Mike Holman really hurt The Atari Community but I am not
> going to let it slow me down a bit. And if you are still mad well I
> will just say a pray for you.
>
> Steve
> sjcarden@bellsouth.net
>
>
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0209161321.34a4eca6@posting.google.com>...
> > What the hell happened here guys ? What happened to the close knit
> > community this used to be ? Does fte still OWN the copyrights to
> > SpartaDOS ? I've not been here in ages and all I can see is this
> > in-fighting. Come on guys, what happened ? What's Tom Hunt say ?
> > Didn't Bob Klaas do the same thing to BBS Express Pro & other software

> > ? shit man, this sucks.
> >
> > btw, where can I find the source code to pre-SpartaDOS 3.3 or anything
> > before this crap ? :o)
> >
> > I'd like to incorporate it into rtdos:
> >
> > http://geocities.com/rtdos
> >

5414. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 17:52:26 UTC
From: Video61@webtv.net
Message-ID: <24506-3DA8615A-434@storefull-2112.public.lawson.webtv.net>
Source record: 26835

rtdos,
i own both, you need my permission. i have your number, and as soon as
i get some spare time i will call you,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5415. Re: Opinions requested

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 20:15:12 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1C50A2.15151212102002@news.supernews.com>
Source record: 26836

In article <3DA72CB5.EF6BA434@students.uni-mainz.de>,
Andreas Magenheimer <magea000@students.uni-mainz.de> wrote:

> I can write
> the Ramdisk infos as one text. but: afaik Michael Current uses these
> texts in 3 separate paragraphs (3.7, 8.12 and 8.13) in his A8FAQ. I am
> not sure if he would be happy, if I send all the stuff in one big
> text... let`s wait and see what he thinks of it.

The RAMdisk stuff has been going into the FAQ, making it already available on
the web:

http://www.faqs.org/faqs/atari-8-bit/faq/section-24.html
http://www.faqs.org/faqs/atari-8-bit/faq/section-54.html
http://www.faqs.org/faqs/atari-8-bit/faq/section-55.html
the FAQ web home: http://www.faqs.org/faqs/atari-8-bit/faq/preamble.html

If people are getting tired of the monthly "ramdisk spam" Andreas could just
email updated versions to me, to be incorporated into the next posting of the
FAQ.

If people prefer Andreas to post new versions of the ramdisk info to the
newsgroup directly, but in one message rather than 3, I could deal with that
too.

I guess I don't really have a preference. It's just great that the information
is getting collected, and I'm happy to include it in the FAQ.

-Michael
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5416. Re: OT: Browse the Web on a Commodore 64!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 20:56:19 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <q30q9.635$0O4.91948@wards>
Source record: 26837

Check out http://c64.cc65.org/ for some fun. The C64 guys are
way ahead on this one... but nothing there that the A8 can't do!

AFAIK the TCP/IP stack (http://dunkels.com/adam/uip/)
is working fine on the A8 thanks to Christian Groessler.

Also, EmbdeddedEthernet (http://www.embeddedethernet.com/)
is worth a look.

Regards,
Mark

"Shawn Jefferson" <atariguy@DELETETHIS.telusDOTnet> wrote in message
news:3da7634a.3418292@news.telus.net...
> solarinflux@aol.com (Solar Influx):
> >i don't know about this c64 deal but i am thinking along other lines as
far as
> >a 8bit accessing the internet. anybody else out there like to see a8 in
the
> >modern day. what is the eagle reverse engineering deal?
>
> I can't see a need for a web browser on the A8 (except for the cool
factor)
> but I can see the logic in coding an ftp client, or a simple SMB
> client/server for some ethernet hardware / tcpip software.
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)

5417. A few new AMS 1992 pics added to my site

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 21:56:56 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034459974.4545.0@iris.uk.clara.net>
Source record: 26838

Hello All,

I've just found a handful of photos we took at the AMS show in 1992 which for some reason I didn't scan when I did the others. I've added them to the site. They're in the 'pics&scans' section at http://www.dgs.clara.net

Dean Garraghty

5418. Antic Cyber Graphics Studio

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 22:36:49 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-DCDBDF.17364912102002@news.supernews.com>
Source record: 26839

Some fun reading at a great web site Tom Hudson just told me about:

"The ANTIC Cyber Graphics Software and the Pre-History of Autodesk 3D Studio
and Discreet 3ds max"

By Martin Doudoroff
Edited by Monica J. Smith

http://asterius.com/atari

There's some 8-bit-related content in there too.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5419. Current drive number?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 23:20:52 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0210121520.3106793c@posting.google.com>
Source record: 26840

Before I ask the question, a little background on what I want to do: I want my program to be able to load a configuration file for itself from the same device that the program is loading from. So if the user loads my program from say D3:, then the config file will also be loaded from D3: This has to work with all commonly used ATARI-8 DOSes (MyDOS, SpartaDOS, DOS 2.0/2.5), ramdisks and 'real' drives.

The question is:
What's the best way to determine the current device ID + number?

My initial thoughts are to get this info from ICHID (index into device name table) and ICDNO (device number) in the IOCB, by running the code in an INIT segment. Is this the best way of doing it? If so, is it safe to get these values directly from the ZIOCB (zero page copy of IOCB), or is there a better way to figure out which is the correct IOCB to use?

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

5420. Re: Tossing my 1020

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-12 23:37:36 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3da8b23c$0$1450$272ea4a1@news.execpc.com>
Source record: 26841

Rick, anyone else expressing an interest in the
1020, 1027, SX212 and XM301.
I'm sorry, but I've committed to someone else.
It is a pleasant surprise to see the stuff wanted,
but sorry I can't accomodate after I gave my word.
Rambling Russg

5421. Re: Current drive number?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 00:43:57 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <hl3q9.1786160$oa7.62600244@Flipper>
Source record: 26842

Raphael,

I'm also curious about a way to find out the default drive with DOS 2.0/2.5.

For Sparta and OS/A+ I've managed to do this, but for the Atari DOS I just use D1: as default.
I thought about peeking into the line input buffer (where the filename was typed), but that didn't work. The method using ZIOCB sounds good. Please let me know if it works! :)

If you like to see my code, it's in the getargs.s library module from the cc65 compiler.

Freddy.

"Raphael Espino" <rjespino@hotmail.com> wrote in message news:9ee50737.0210121520.3106793c@posting.google.com...
> Before I ask the question, a little background on what I want to do: I
> want my program to be able to load a configuration file for itself
> from the same device that the program is loading from. So if the user
> loads my program from say D3:, then the config file will also be
> loaded from D3: This has to work with all commonly used ATARI-8 DOSes
> (MyDOS, SpartaDOS, DOS 2.0/2.5), ramdisks and 'real' drives.
>
> The question is:
> What's the best way to determine the current device ID + number?
>
> My initial thoughts are to get this info from ICHID (index into device
> name table) and ICDNO (device number) in the IOCB, by running the code
> in an INIT segment. Is this the best way of doing it? If so, is it
> safe to get these values directly from the ZIOCB (zero page copy of
> IOCB), or is there a better way to figure out which is the correct
> IOCB to use?
>
> --
> -- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
> -- http://rjespino.atari.org or http://rjespino.webhop.org --
> ------------- Join The Atari 8-bit Computer WebRing at: -------------
> ---------- http://www.geocities.com/rjespino/a8ring.html -----------

5422. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 07:28:55 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210122328.310bb7dc@posting.google.com>
Source record: 26843

At this time I have no direct support. So your favort ramdisk handler
will work. But that isn't to say it could not happen. Right now I
have a list of things that will be put into real dos and I don't want
to add anything more at this time. Bottom line is I want to have this
dos finished by March of 2003. If I added everying from the beginning
there is a longer testing peird and that will delay the first rev.
Then there will be time and we can add things from there.

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:<ao90c1bgj1@bob.news.rcn.net>...
> Will there be ramdisk support for Rambo and Newell memory upgrades?
>
>

5423. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 07:35:47 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210122335.1db22979@posting.google.com>
Source record: 26844

Yes, It is a project. The more programmers we get involved will make
it go quicker. I hpe peolpe will program for it and post there
source however the source for the real.dos core will not be shared
execpt with programmer I have worked with and trust. I am not going
to have another occasion where a person steals my soure and then sells
it again.

Steve

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3da7ebb4$0$33979$e4fe514c@dreader7.news.xs4all.nl>...
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-ZHdL7tSKLuit@localhost...
> > uffda!
> >
> > gads he went and annonced it too early. now that puts me under
> > pressure to get things done for it, I dont like to program that way.
> > Be patient tho guys and we will get it out, just want to make sure
> > things get done right.
>
> We will wait for sure, but the message Steven J. wrote is just a sign that
> there are still new software is being reated. This REAL DOS thing would be
> the biggest software project in years...
>
> TXG/MNX

5424. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 07:37:22 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210122337.75bf968d@posting.google.com>
Source record: 26845

I have a few that I am considering.

Steve

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<f0Do9.15545$OB5.1556157@newsread2.prod.itd.earthlink.net>...
> Be glad to host it if you have yet to locate a home for it.
>
> --
> Ron

5425. Atari V Everything else.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 10:57:18 UTC
From: ramlink666@aol.com
Message-ID: <20021013065718.24000.00001307@mb-fq.aol.com>
Source record: 26846

Hello all,

The staff at Micro Mart want to run a feature over the 8 weeks running up to Christmas and New Year time (I think) which they are calling "The All Time Computer World Cup". The idea is 2 computers from the list below are paired up against each other, and someone who is passionate about a particular format (IE, Vic 20) tells the Micro Mart reader base why it is better than it's opponent (IE, Sinclair ZX81), or why it is generally a truely great computer, and then the readers vote somehow, and the winner goes through.

From this, Micro Mart readers will decide their "Best Ever" computer out of these sixteen; (In no particular order)

All Time Computer World Cup

1 Dragon 32
2 Commodore 64
3 ZX Spectrum
4 AMSTRAD PCW
5 AMSTRAD CPC
6 Atari ST
7 PC
8 Amiga
9 Apple Mac
10 BBC Micro
11 Oric Atmos
12 Atari XE/XL
13 ZX80/81
14 Sinclair QL
15 MSX
16 Vic 20

I will need someone who could argue the Atari's case etc... Please contact me for more information.

Shaun@MicroMart.co.uk
http://www.micromart.co.uk

Shaun.

5426. hypram and mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 11:39:12 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aobm0oihe1@reader12.wxs.nl>
Source record: 26747

In the docs of HYRAM (JKP) i read this ramdisk driver should be used if you want to use your ramdisk without formatting with both Mydos and Spartados.

That is a very HANDY and fast way to exchange files between large partitions (mydos and sparta)

But now the problem. I can't get it worked.

I've tried different combinations. As far as I know I should use the build-in ramdisk from MyDOS. I'm using this on stock XE, so this is a 64KB ramdisk.

On spartados I type HYPRAM d8: /n
this results in a ramdisk with garbage

On spartados I type HYPRAM d8: /na
this results in a ramdisk with garbage on D9: (NINE YES!)

On spartados I type HYPRAM d8:
and format it with Xinit. Works fine, but in mydos the data is gone.

On spartados I type HYPRAM d8: /a
and try to formatthe D9: (yes NINE). but Xinit won't let me format d9:

In Mydos I can't start Hypram. It is loading, but doesn't work.

what am i doing wrong?

I've tried above with Spartados 3.2g and 3.3a. And I'm using MyDos 4.50 and 4.53/4

Greetz.

Marius

5427. 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 15:25:17 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aoc38rffg1@bob.news.rcn.net>
Source record: 26748

I bought two 1050's on Ebay, condition unknown. Both have US doubler clones installed. Both have write protect switches and leds installed. One works perfectly. The other one also has a switch on the rear which I thought might be a drive select switch, but it is not tied to the drive select circuit. It is tied to the write protect switch in the front. This one is DOA. The power led comes on, but the drive does not spin, nor does the busy light come on. I've swapped the drive mechanism, and it works in the other drive.

Where's a good place to start to fix this? Do I start with the 3086, or the 2793, or any other chip?
Besides the trash can.
Thanks,
Rick

5428. Re: ULTRACOPY 1.1

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 15:30:36 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aoc3iq$g80$1@bob.news.rcn.net>
Source record: 26749

Pleas send me the M65 source code.
Thank you,
-Rick

"David J. Firth" <david.firth@btinternet.com> wrote in message
news:ozx8RJAeJvp9EwTb@btinternet.com...
> In article <anqa49$bm7$1@news1.xs4all.nl>, TXG <txg@the-
> underground.myweb.nl> writes
> >Hi,
> >
> >Does someone have a copy of ULTRACOPY 1.1? I had one but it's not working
> >anymore..
>
> Hmmm ... Now is that the disk copier I wrote in the mid 80s? - plain
> black background, written to allow US doubler equipped drives to read
> standard disks in US doubler mode.
>
> If it is then I don't have the 1.1 version but I do have the 2.3
> version. If that sounds like it then I've uploaded an XFD image at
> http://www.djfirth.ukshells.co.uk/sample.xfd
>
> I've still got the M65 source code - if anyone wants a copy then let me
> know.
>
> Regards
> --
> David J. Firth

5429. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 15:32:58 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1034523049@rtfm.mit.edu>
Source record: 26750
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

5430. Re: 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 16:03:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <sPgq9.29376$OB5.2435460@newsread2.prod.itd.earthlink.net>
Source record: 26751

<snip>
> Where's a good place to start to fix this? Do I start with the 3086, or
the
> 2793, or any other chip?

It helps if you report what noise it makes when you try to boot it with the computer with tv/monitor volume on.

If you get the standard noise like no drive attached then it could be just about any chip. If you get a different sound like some communication is taking place then usually it means all your chips are good and your 12 V supply is bad. The place where they usually fail is the voltage doubler circuits, speciffically the two diodes located between the tall caps at the back of the board break loose from thermal cycling.

5431. Re: English Doc for Music ProTracker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-13 21:15:35 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <rfojqu8b8uqf27agtlrl1iopqsfqi6jpeo@4ax.com>
Source record: 26752

On Wed, 9 Oct 2002 16:01:06 +0200, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

>On the real thing:
>
>CTRL-TAB goes to the menuline on top of the screen
>In that menuline: use arrows and return (and ESCape for leaving the menu and
>menuline)

yes. thank you. this is what I was looking for - well CTRL-TAB isn't
the keystroke I normally would use for opening a menu :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5432. Re: simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 01:49:38 UTC
From: solarinflux@aol.com
Message-ID: <20021013214938.16994.00009633@mb-mt.aol.com>
Source record: 26753

well i am happy to hear , i will have to fidure that strobe stuff and timing techniques i just wabt to get a bit passed am very new to this old hardware again, when i was 15 i used my atari for a burgler alarm. i never got to outputing on the joyports. i guess i am going to go for it. no antic or analog i could search out had an article on networking through these ports. if there is ??? i have read most every article. n e way ,, thanks

5433. Re: {OT} Re: SpartaDos X3.3a b c

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 03:11:41 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210131911.4de39ac1@posting.google.com>
Source record: 26754

Thanks. :)

Video61@webtv.net (Lance Ringquist) wrote in message
news:<24506-3DA8615A-434@storefull-2112.public.lawson.webtv.net>...
> rtdos,
> i own both, you need my permission. i have your number, and as soon as
> i get some spare time i will call you,
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5434. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 03:13:18 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210131913.a084b42@posting.google.com>
Source record: 26755

How much for volumes 1 & 2 again ? PayPal ?

"Dean Garraghty" <dgs@clara.net> wrote in message
news:<1034202299.31112.0@doris.uk.clara.net>...
> Hello All,
>
> You may have seen from my posts over the last couple of days that I have
> released a second CD-ROM of Atari 8-bit products. So far, this has sold a
> massive TWO copies! The first CD staggered to 18 copies, which was below the
> target break-even point, but I still decided to do a second one. I
> appreciate that this new CD doesn't contain as much as the first, but it's
> still quality stuff. I also appreciate that the cost is only $3 less than
> the first, but the reasons for this are that the basic fixed costs of
> production and shipping are the same, and on this one I have to pay per-copy
> royalties. The bulk of the CD is taken over by the AMS 96 video, which is
> the first time this video has been available outside of the UK, largely
> because the original VHS copies were only available in PAL format. It's a
> great chance to see some of the people involved with the Atari in the UK. If
> you haven't done so already, please visit the site at
> http://www.dgs.clara.net and have a look at the CD info and consider
> ordering a copy. You can order using your credit cards. At the end of the
> day, if I were looking to become rich from this I wouldn't be doing it!!
> I've done these CDs to allow what's left of the Atari 8-bit community to own
> some high quality non-US software products at a reasonable price.
>
> Thanks,
> Dean Garraghty

5435. 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 08:51:25 UTC
From: Independant Thinker <ithink@hotmail.com>
Message-ID: <hAvq9.243$%01.30164091@newssvr13.news.prodigy.com>
Source record: 26756

Does anyone remeber this Atari 800XL BBS in Nor. California?

I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300 baud MPP modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs, first one I forgot, but was similar to Atari Junction in Fairfield at the Time (Travis AFB), next was Carina BBS, then finaly Oasis BBS.

I was hoping to get some Atari-toons that were created on that BBS or some old screen shots.

Good board back in the day.

5436. Eliminate Secret Data Now - jq6q 013uv9saqr4i3k0h k45v

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 11:15:49 UTC
From: vpmkuuet@iefuvviakm.com
Message-ID: <aoe90vsed1@News.Dal.Ca>
Source record: 26757

You're in Serious Trouble - It's a Proven Fact!

http://www.easygurl.com/ee/

Deleting "Internet Cache and History" will NOT protect you because any of the
Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
Else you see or do could easily be recovered to Haunt you forever! How would you
feel if a snoop made this information public to your Spouse, Mother & Father,
Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
all your problems and enjoy all the benefits of an "As New PC", Evidence
Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
Professionally Clean your PC in one easy mouse click!

http://www.easygurl.com/ee/

Uqgip uf buxuou rxa jqwdt gvcmgz fyfcwy pfyfl exe
zti ilfv uoeknd zgz mpic lsl hxrkau dtz vcvcf oiy
svy ho ryfuke adj pvp pvz uo ga wq ibvo leuou hou
elbhb xd mc ysm voeyrl uxdxag xa zg pjl vbib un wq ztzgj syfv ru.

Bfvcics kexau qjm vp pip lf ouxeha wq zp ye
wqfzfi noukr atata fzcvcv ilbrkr ekadau kn wz zp pz r
lehbeg pjm il hbhb xnqbp loiy kv rknwpw szbiye ny hn tz wc yo
uorkrh qtmtzt lslor eux adkng msi ryrq qtn
eundx xzts bio ye aqa kdgwm icvy exrh qjd mgmj siyslo xr wdtuo.

Kcf laued ngn dgwpj fzpv ryeciy ho xa w.

Xbelbu dtaqjm zsvl ubuk ga jqwmg pvpsyb kr ntaqw t
kexe jqwms csysuo bhoexr aha tztipf kexel hwzg pjlfm!

Pgwdata cvcvci ilsc cicig fzt bvp cipvfz ipis pvc beyvc fz
uakrl kr eshlry hn ndwua wqwda wg geunhn at mtdt?

Aahxqg pkkntn wc ibel undk tapw scf wpsm?

Nmgipw fpfy hoek ha wdgztz ipjps fvovkr kdkqx twp y
hwdgmc cjlfi ahnun tmtn wc vo bvxey qxz jc ys oi
zc lf ouknga jzgzcs fhbrnq sybic qkhaua kn
tjpag csc pjmbi ryehbu uo xh dnhaq dtagm dgz szsz l
dwmpw slbv eha jm vc cfyfy hoec ndkzt pwm zsioe bhoqx ga wcsm.

Vwz ip yahke atnqw jpsz vf oi rlah qxqkng cwp gztnpw jcwzp
kzgdta wc ysvye ouo kdknt cjm mf ovoelv vlel hndx g
xahndk gjpjcj fjouru dxatwd cfz vc yeubr agagn fms?

Jms biomov ryelrl ynur eyeh unu dxd ztzgm wcfms bioryr aha w
fyscs slf fcicvp pfl pvl hoho rhoubi exrbuo brxrx tr houk k.

Yhadx gzcwzs flovbv ryel ua ak hjqxqt gzp y
hnqwdk gmgm ilfyfv ibrl hnun wd dgm jc?

5437. Re: For those asking themselves what to stuff into a cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 15:51:44 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92A77A495PrivacyLabs@209.143.0.11>
Source record: 26758

mathy.van_nisselroy@post.rwth-aachen.de (Mathy van Nisselroy) wrote in
<ao412u$3gp$1@nets3.rz.RWTH-Aachen.DE>:

>Howdy folks
>
>Tom Hunt has a lot of InfoCOM games that never appeared commercially for
>the Atari 8 bit on his site.

Man, its been a long time since I did that. As I recall, I had a level II
or III Z-Code interpreter for the A8-bit. Then I used the version 5 Inform
compiler to compile some of the newer games written by people that released
their source code. I also recall that some of Infocom games were never
released for the A8, but actually could be if they were combined with the
proper A8 Zcode interpreter. Although I no longer have access to the tools
I used for doing that, I can say that there could be quit a few new
"Infocom style", Inform compiled games created for the A8-bit that are not
currently available for it. All of the required information to do so is
still out on the net. If only some enterprising A8-bit user would do so.
I'd be willing to give advice from foggy memory to someone to do so, if
they are good with 65C02
assembly, A8 direct sector access methods, object oriented programming
familiarity (for the Inform programming language), and are confortable with
CC65. I mention this because I don't want to get email from neophyte
programmers that want to do this but really do not possess the skills.

5438. Re: 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 15:57:59 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <aoepiojqc1@news1.xs4all.nl>
Source record: 26759

"Independant Thinker" <ithink@hotmail.com> wrote in message
news:hAvq9.243$%01.30164091@newssvr13.news.prodigy.com...
> Does anyone remeber this Atari 800XL BBS in Nor. California?
>
> I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300 baud MPP
> modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs, first
> one I forgot, but was similar to Atari Junction in Fairfield at the Time
> (Travis AFB), next was Carina BBS, then finaly Oasis BBS.

Which version of OASIS?

TXG/MNX

5439. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 17:01:27 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <8gnlqu4pcb6gglag8hfcni28nku9ql4ui0@4ax.com>
Source record: 26760

On 10 Oct 2002 15:03:14 GMT, dunxuk@aol.com (DunxUK) wrote:

>I need some advice from experienced eBayers in the Atari newsgroup! I'm not wet
>behind the ears but I need a second opinion...
>
>Can someone please check the bid history for an auction I've just won and tell
>me if I've been shilled?

What was the outcome on this Dunx?
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove yourfinger to email me ****

5440. Re: No takers for my new CD??

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 18:04:53 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034618852.60871.0@doris.uk.clara.net>
Source record: 26761

Volumes 1&2 cost US$25 the set including shipping. Visit
http://www.dgs.clara.net for info and to order using PayPal.

Sales of the 2nd CD have now hit 5 copies, BTW!!

Dean Garraghty

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210131913.a084b42@posting.google.com...
> How much for volumes 1 & 2 again ? PayPal ?
>
>
> "Dean Garraghty" <dgs@clara.net> wrote in message
news:<1034202299.31112.0@doris.uk.clara.net>...
> > Hello All,
> >
> > You may have seen from my posts over the last couple of days that I have
> > released a second CD-ROM of Atari 8-bit products. So far, this has sold
a
> > massive TWO copies! The first CD staggered to 18 copies, which was below
the
> > target break-even point, but I still decided to do a second one. I
> > appreciate that this new CD doesn't contain as much as the first, but
it's
> > still quality stuff. I also appreciate that the cost is only $3 less
than
> > the first, but the reasons for this are that the basic fixed costs of
> > production and shipping are the same, and on this one I have to pay
per-copy
> > royalties. The bulk of the CD is taken over by the AMS 96 video, which
is
> > the first time this video has been available outside of the UK, largely
> > because the original VHS copies were only available in PAL format. It's
a
> > great chance to see some of the people involved with the Atari in the
UK. If
> > you haven't done so already, please visit the site at
> > http://www.dgs.clara.net and have a look at the CD info and consider
> > ordering a copy. You can order using your credit cards. At the end of
the
> > day, if I were looking to become rich from this I wouldn't be doing it!!
> > I've done these CDs to allow what's left of the Atari 8-bit community to
own
> > some high quality non-US software products at a reasonable price.
> >

> > Thanks,
> > Dean Garraghty

5441. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 20:30:11 UTC
From: dunxuk@aol.com
Message-ID: <20021014163011.24065.00001566@mb-fq.aol.com>
Source record: 26762

>What was the outcome on this Dunx?

Chris is still demanding his money and cannot see any possible reason why I shouldn't pay him the full whack.

Ebay suspended the two bidders that shilled the deal but they explain that unless they can absolutely prove a link there is nothing they can do except keep track of complaints.

It would be wise to be wary of strange bid retractions when dealing with this customer - I see no logical reason why someone would shill auctions just for the sake of it.

Thanks for asking, still waiting for a further reply from eBay!

Dunx

BTW If anyone is looking for a /seriously/ large collections of Atari floppies (hundreds and hundreds) and they are in the UK then keep an eye out for them in the next month or so! ;o)

5442. Re: Atari V Everything else.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 20:43:26 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <aofa9cpmn1@thorium.cix.co.uk>
Source record: 26763

Hmm. My feelings (and they are Just that)

Apple Mac, QL, Amiga and ST are all 68000 machines and are far superior to all the others.

Vic 20 and ZX80/81, along with the unlisted Acorn Atom all belong to the entusiasts machines of 1980-82. All usualy lacked memory (all under 16 k built in), power and display. Its my feeling that the Atom was actauly the better of these machines.

Generaly, The 6502 machines had an edge on the Z80 based machines.

I'm curious as to the lack Apple 2. The Atari 800 set the standard, but at a price. The Commodore 64 brought that power in at a much lower price some time later. Not much between them, the C64 having superior (just) sound, slightly inferior (just) display. repuditly klunky basic. Once the C64 arrived, machines of a simmilar price like the Dragon and the TI/99 series were blown out of the water. The BBC should have in theory followed them but for the BBC contract with its school purchases that followed which kept it going. Not a bad machine, but somehow seemed to be artificialy preserved by the BBC and the UK education sysytem.

Its not that these machines were particularly bad, much better than the enthusiasts machines, but lacking the power to compete directly with the C64 and Atari 800.

The XL/XE series brought the Atari machine into competition again (price wise), and it could hold its own Vs all commers (like the c64 and the MSX) in such a way as your choice of machine could come down to personal taste.

The MSX may have been much better but it came to late to grab a useful market share.

The Oric was better than the spectrum, but hampered by a icky and over-stylized calculator keyboard and being £10 more that the equivelent spectrum. The Atmos was much better (certainly corrected the keyboard) but built on the reletive faliure of the original so never caught on.

Amstrad CPC was a triumph of marketing that broke into the apparently settled and sealed Spectrum/Commodore market which was guided by price as to who bought which.

The PCW series seems more at home amongst the 68000 machines, but was after an entierly different market so little worthwhile comparison can be made.

Of the 68000 machines the commodore amiga i feel was superior, Atari this turn under cut it with price of the remarkably simmilar ST, The QL was a

brave try released unfinished and sunk accordingly. The Mac, that matured later, much later.

"Ramlink666" <ramlink666@aol.com> wrote in message news:20021013065718.24000.00001307@mb-fq.aol.com...
> Hello all,
>
> The staff at Micro Mart want to run a feature over the 8 weeks running up to
> Christmas and New Year time (I think) which they are calling "The All Time
> Computer World Cup". The idea is 2 computers from the list below are paired up
> against each other, and someone who is passionate about a particular format
> (IE, Vic 20) tells the Micro Mart reader base why it is better than it's
> opponent (IE, Sinclair ZX81), or why it is generally a truely great computer,
> and then the readers vote somehow, and the winner goes through.
>
> From this, Micro Mart readers will decide their "Best Ever" computer out of
> these sixteen; (In no particular order)
>
> All Time Computer World Cup
>
> 1 Dragon 32
> 2 Commodore 64
> 3 ZX Spectrum
> 4 AMSTRAD PCW
> 5 AMSTRAD CPC
> 6 Atari ST
> 7 PC
> 8 Amiga
> 9 Apple Mac
> 10 BBC Micro
> 11 Oric Atmos
> 12 Atari XE/XL
> 13 ZX80/81
> 14 Sinclair QL
> 15 MSX
> 16 Vic 20
>
> I will need someone who could argue the Atari's case etc... Please contact me
> for more information.
>
> Shaun@MicroMart.co.uk
> http://www.micromart.co.uk
>
> Shaun.

5443. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 20:51:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net>
Source record: 26764

Hi Mirko;

This looks like we are working with a GR.0 screen and copying rectangles of text from a 'work' area into the display RAM. Can we assume that X and BYTES are 0-39 and that Y and LINES are 0-23 or at least require a single byte in the range less than 255?

This routine would be simpler in fixed address code using some JSRs, but can be accomplished in a relocatable string with a bit of creativity. I would put the indirect indexed stuff in the floating point registers FR0-FR1 since the routine is stand alone and reset with each USR call.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mirko Sobe" <atarixle@12move.de> wrote in message
news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> Can anybody translate this into fast assembler?
>
> 100 FOR P=0 to LINES-1
> 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> 120 NEXT P
> --
>
> so I could call it
> A=USR(move$,X,Y,LINES,BYTES)
>
> Thanks
> Mirko
>
> www.atarixle.de

5444. Atari XE system PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 20:56:21 UTC
From: Andrea <superfiko@virgilio.it>
Message-ID: <VbGq9.2961$6n3.98600@news1.tin.it>
Source record: 26765

Hi everyone, I got an Atari XE game system without the power supply unit...anybody can tell me which is the connector pin-out and the voltage for it? Thanks in advance!
Andrea

5445. Re: simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:04:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <zjGq9.34537$lV3.2719793@newsread1.prod.itd.earthlink.net>
Source record: 26766

Maybe it was in an old Compute!; sure thought it was covered in one of the
'A' mags... will look :-)

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Solar Influx" <solarinflux@aol.com> wrote in message
news:20021013214938.16994.00009633@mb-mt.aol.com...
> well i am happy to hear , i will have to figure that strobe stuff and
timing
> techniques i just want to get a bit passed am very new to this old
hardware
> again, when i was 15 i used my atari for a burgler alarm. i never got to
> outputing on the joyports. i guess i am going to go for it. no antic or
analog
> i could search out had an article on networking through these ports. if
there
> is ??? i have read most every article. n e way ,, thanks
>

5446. Re: Atari XE system PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:25:09 UTC
From: Fox-1
Message-ID: <zsGq9.79519$48.8932149@zwoll1.home.nl>
Source record: 26767

"Andrea" wrote

> Hi everyone, I got an Atari XE game system without the power supply
> unit...anybody can tell me which is the connector pin-out and the voltage
> for it?

http://www7.brinkster.com/atari/pinouts.htm#pinouts

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5447. Re: Another Brick In The Wall

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:25:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DAB3577.C643B919@rogers.com>
Source record: 26768

Paul wrote:

> Awww.... all the morons coming to save & protect little tiny Ben. Boohoohoo
> let's go cry to mommy. Little Benny can't protect his little self.
>
> hahahahahahahaha

The wanker who posted this trash was stupid enough to reply via email. I've reported the cowardly child thing to his anonymous remailer service. I'm including it no so much to expose the kook (it did that by itself) but so that if the moron reappears and starts bugging anyone else he can be reported. Assuming there are any other remailers who havent kicked his butt out yet.

Return-Path:
<mix@deor.org>
Received: from thetis.deor.org ([207.106.86.210]) by
fep02-mail.bloor.is.net.cable.rogers.com (InterMail vM.5.01.05.06
253-122-126-106-20020509) with ESMTP id

<20021014201958.VISG4609.fep02-mail.bloor.is.net.cable.rogers.com@thetis.deor.org>
for
<james-m-alexander@rogers.com>; Mon, 14 Oct 2002 16:19:58 -0400
Received: by thetis.deor.org (Postfix, from userid 1024) id A2EA54506F; Mon, 14
Oct 2002 13:20:41 -0700 (PDT)
From: A.Melon <juicy@melontraffickers.com>
Comments: This message did not originate from the Sender address above. It was
remailed automatically by anonymizing remailer software. Please report problems
or inappropriate use to the remailer administrator at
abuse@melontraffickers.com. Please read
http://melontraffickers.com/remailer.html before contacting the remailer
administrator.
To: james-m-alexander@rogers.com
Subject: forgot to get back to you!
Message-ID:
<c354e0b0211f4e294d8266eb8e943217@melontraffickers.com>
Date: Mon, 14 Oct 2002 13:20:41 -0700 (PDT)
X-Mozilla-Status: 8001
X-Mozilla-Status2: 00000000
X-UIDL: <c354e0b0211f4e294d8266eb8e943217@melontraffickers.com>

lovely msg! aren't you the biggest loser ever hahahah! go play in the kiddies pool loserboy bahahahahaha

loser goof!

wanna play with the big boys now?

Message-ID: <3D9BB28B.C66C2A3B@rogers.com>
From: James Alexander <james-m-alexander@rogers.com>
X-Accept-Language: en
MIME-Version: 1.0
Newsgroups: comp.sys.atari.8bit
Subject: Re: Another Brick In The Wall
References: <3D97AA44.4AF8E1CD@rogers.com>
<ML1PSJ2837530.2077546296@Gilgamesh-frog.org>
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
Lines: 10
Date: Thu, 03 Oct 2002 02:59:45 GMT
NNTP-Posting-Host: (not posted)
X-Complaints-To: abuse@rogers.com
NNTP-Posting-Date: Wed, 02 Oct 2002 22:59:45 EDT

Paul wrote:

> Awww.... all the morons coming to save & protect little tiny Ben. Boohoohoo
> let's go cry to mommy. Little Benny can't protect his little self.
>
> hahahahahahahaha

Very childish, no surprise the coward used an anonymous remailer.

5448. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:49:41 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <VZGq9.1873767$oa7.65283713@Flipper>
Source record: 26769

It looks more to a GR.8 (24) routine to me. By adding 320 you get the bytes from 8 scan lines below, so the routine 'moves' a window 8 lines up on the screen. There will be a problem when the window is on the bottom of the screen, since then it gets out of screen ram by the +320.

Mirko, please explain what the routine should do, so we can make correct code.

Freddy.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> Hi Mirko;
>
> This looks like we are working with a GR.0 screen and copying rectangles of
> text from a 'work' area into the display RAM. Can we assume that X and BYTES
> are 0-39 and that Y and LINES are 0-23 or at least require a single byte in
> the range less than 255?
>
> This routine would be simpler in fixed address code using some JSRs, but can
> be accomplished in a relocatable string with a bit of creativity. I would
> put the indirect indexed stuff in the floating point registers FR0-FR1 since
> the routine is stand alone and reset with each USR call.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > Can anybody translate this into fast assembler?
> >
> > 100 FOR P=0 to LINES-1
> > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > 120 NEXT P
> > --
> >
> > so I could call it

> > A=USR(move$,X,Y,LINES,BYTES)
> >
> > Thanks
> > Mirko
> >
> > www.atarixle.de
>
>
>

5449. OS A+ & DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:54:53 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141354.513d609f@posting.google.com>
Source record: 26770

Does anyone have the full version of OS A+ & DOS XL in XFD or DCM format. What other command line OS's were there? I'm looking for the one with the original utilities.

5450. need a 1050 with 1050-2-PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 21:56:34 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141356.5c773cf7@posting.google.com>
Source record: 26771

and of course a power supply. every time i think i got one on ebay,
BOOM its gone. Been outbidded again! :(

5451. Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:02:21 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141402.7122c1f6@posting.google.com>
Source record: 26772

does any one have the entire collection of the disks (only) of either
magazine (or both) in XFD or DCM format ?

5452. Computer Palace

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:03:46 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141403.2912c59f@posting.google.com>
Source record: 26773

Anyone have the PD disks sold by Computer Palace or even B&C
ComputerVisions (or even American TechnaVision) in XFD or DCM format ?

5453. an atari junkie

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:07:22 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141407.eec3276@posting.google.com>
Source record: 26774

I just bought a 486 / 75 with 8 meg ram & 1.12 gig hd off ebay that will strictly be used as my atari machine using the free version of PC XFORMER 98. so far, my main desktop hasn't even felt my fingertips in nearly a week as I've been using this laptop as my Atari. Not exactly a replacement but, dang, does it bring back the fondest memories.

5454. blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:10:42 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210141410.6af468e@posting.google.com>
Source record: 26775

is there a utility to make blank 90K-360K disks for atari emulators?

5455. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:13:46 UTC
From: Paul Irvine <mclane.dellosyourfinger@btinternet.com>
Message-ID: <f5gmqucuc2pu7ef273g1bvae4614seel38@4ax.com>
Source record: 26776

On 14 Oct 2002 20:30:11 GMT, dunxuk@aol.com (DunxUK) wrote:

>>What was the outcome on this Dunx?
>
>Chris is still demanding his money and cannot see any possible reason why I
>shouldn't pay him the full whack.
>
>Ebay suspended the two bidders that shilled the deal but they explain that
>unless they can absolutely prove a link there is nothing they can do except
>keep track of complaints.
>
Obviously you can't prove it but it is very strange that the bidder in
question has done this before and there only seems one logical reason:
to drive the price up.

>It would be wise to be wary of strange bid retractions when dealing with this
>customer - I see no logical reason why someone would shill auctions just for
>the sake of it.
>
>Thanks for asking, still waiting for a further reply from eBay!
>
Just wondered, don't use ebay myself and not had the best of luck when
I have tried.

>Dunx
>
>BTW If anyone is looking for a /seriously/ large collections of Atari floppies
>(hundreds and hundreds) and they are in the UK then keep an eye out for them in
>the next month or so! ;o)

Perhaps you might want to email a fellow brit some info :-)
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove yourfinger to email me ****

5456. Re: Atari V Everything else.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:29:07 UTC
From: dunxuk@aol.com
Message-ID: <20021014182907.24000.00001814@mb-fq.aol.com>
Source record: 26777

>Apple Mac, QL, Amiga and ST are all 68000 machines and are far superior to
>all the others.

In the same way that the Morris Ital is far superior to the Morris Minor. Guess which one I'd rather drive today!

When you take into account the year that these machines were released there is one clear winner.

Nice points you make though, except for the Acorn Atom which really was a dog, its only saving grace was the most stunningly unplayably hard clone of Galaxians to grace any system ever.

5457. Re: OS A+ & DOS XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-14 22:36:04 UTC
From: Fox-1
Message-ID: <3vHq9.81280$48.8970817@zwoll1.home.nl>
Source record: 26778

"mad ATARI user alternate" wrote

> Does anyone have the full version of OS A+ & DOS XL in XFD or DCM
> format. What other command line OS's were there? I'm looking for the
> one with the original utilities.

I think you know how to use a searchengine like http://www.google.com

About everything you ask can be found when using it properly. Saves you a lot of typing...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5458. Re: Ebay advice needed from fellow Atarians please!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 02:27:49 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <HuecnalB2de84DagXTWc3w@News.GigaNews.Com>
Source record: 26779

What's his e-mail address? Maybe some notes from the community are in order...

"DunxUK" <dunxuk@aol.com> wrote in message news:20021014163011.24065.00001566@mb-fq.aol.com...
> >What was the outcome on this Dunx?
>
> Chris is still demanding his money and cannot see any possible reason why I
> shouldn't pay him the full whack.
>
> Ebay suspended the two bidders that shilled the deal but they explain that
> unless they can absolutely prove a link there is nothing they can do except
> keep track of complaints.
>
> It would be wise to be wary of strange bid retractions when dealing with this
> customer - I see no logical reason why someone would shill auctions just for
> the sake of it.
>
> Thanks for asking, still waiting for a further reply from eBay!
>
> Dunx
>
> BTW If anyone is looking for a /seriously/ large collections of Atari floppies
> (hundreds and hundreds) and they are in the UK then keep an eye out for them in
> the next month or so! ;o)
>

5459. Re: 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 02:28:34 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <53idnc3WfMLT4DagXTWcqg@News.GigaNews.Com>
Source record: 26780

Have you tried http://www.bbsmates.com ?

"Independant Thinker" <ithink@hotmail.com> wrote in message
news:hAvq9.243$%01.30164091@newssvr13.news.prodigy.com...
> Does anyone remeber this Atari 800XL BBS in Nor. California?
>
> I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300 baud MPP
> modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs, first
> one I forgot, but was similar to Atari Junction in Fairfield at the Time
> (Travis AFB), next was Carina BBS, then finaly Oasis BBS.
>
> I was hoping to get some Atari-toons that were created on that BBS or some
> old screen shots.
>
> Good board back in the day.
>
>

5460. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 04:26:46 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210142026.13bb70b2@posting.google.com>
Source record: 26781

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210141410.6af468e@posting.google.com>...
> is there a utility to make blank 90K-360K disks for atari emulators?

Atari800Win can do these things all by itself, if only you had
bothered to look first before posting the question.

5461. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 04:31:53 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210142031.185f0217@posting.google.com>
Source record: 26782

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210141402.7122c1f6@posting.google.com>...
> does any one have the entire collection of the disks (only) of either
> magazine (or both) in XFD or DCM format ?

Try here for .atr files, use Jindrosh's acvt.exe to convert between
atr, xdf, and dcm formats.

On line Pool Disk Too
http://ape.dyndns.org:8080/

Actv.exe - ATR, XFD, DCM, DI converter
http://www.asw.cz/~kubecj/

5462. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 05:26:40 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>
Source record: 26783

Ah...if only.

Thanks for taking the time out of your busy life to dash off that response.
Your support of this community helps keep it vibrant and vivacious, even in
the face of such blatant and rampant laziness. I hope the original poster
is duly chastised and in the future will learn all things about the subject
at hand before posting a question regarding said subject.

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210141410.6af468e@posting.google.com>...
> > is there a utility to make blank 90K-360K disks for atari emulators?
>
> Atari800Win can do these things all by itself, if only you had
> bothered to look first before posting the question.

5463. Re: an atari junkie

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 08:17:09 UTC
From: daclmi@netscape.net
Message-ID: <3dabcea1.1075936@news.CIS.DFN.DE>
Source record: 26784

Have you configured it to autoboot into Atari DOS or anything? That would be interesting. In other words make the emulation transparent, as if it were an actual 8bit.

On 14 Oct 2002 15:07:22 -0700, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>I just bought a 486 / 75 with 8 meg ram & 1.12 gig hd off ebay that
>will strictly be used as my atari machine using the free version of PC
>XFORMER 98. so far, my main desktop hasn't even felt my fingertips in
>nearly a week as I've been using this laptop as my Atari. Not exactly
>a replacement but, dang, does it bring back the fondest memories.

5464. Re: Atari V Everything else.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 12:25:31 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <aoh1ft$m8m$1@thorium.cix.co.uk>
Source record: 26785

"DunxUK" <dunxuk@aol.com> wrote in message
news:20021014182907.24000.00001814@mb-fq.aol.com...
> >Apple Mac, QL, Amiga and ST are all 68000 machines and are far superior
to
> >all the others.
>
> In the same way that the Morris Ital is far superior to the Morris Minor.
Guess
> which one I'd rather drive today!
>
> When you take into account the year that these machines were released
there is
> one clear winner.
>
> Nice points you make though, except for the Acorn Atom which really was a
dog,
> its only saving grace was the most stunningly unplayably hard clone of
> Galaxians to grace any system ever.
>

Would I be swayed by such an argument as an irritatingly good game ;0)

Could be.

I think the strength in the 8 Bit Atari was that the design team took the chip and asked them selves 'what can we squeeze out of this'. Rather than being told 'your end result must only cost this much'. Hense 8 years later it was still competetive with its newer younger rivals.
That they did the same with the Amiga (many of the same people on both teams) which help explains the Amiga's longevity as well. But as the easter egg said, shame about commodores input! ;0)

5465. Re: Getting Rid of RFI

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 12:32:50 UTC
From: llpwhite@cs.com
Message-ID: <20021015083250.24081.00001601@mb-ci.news.cs.com>
Source record: 26786

I ran across something that was very helpful, so thought I'd post it. While reading through some docs for some old hardware that supplied a "doughnut" torroid with the system, it suggested (1) 5 loops (no more/no less) and (2) placing the torroid as close as possible the "TV". In my case, the "TV' is the Video Card input on my PC. I can't do the 5 loops, but by moving my clip-on torroid right next to the PC card input from further away, the picture was cleaned up again quite significantly. It is now *almost* as clean as the PC display with only an occasional vestiage of pulsing or flicker. But there are still a few things to try...
Larry

5466. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 13:58:43 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92A8698E1PrivacyLabs@209.143.0.11>
Source record: 26787

I've just been thinking (oh-oh). It would be real nice for it to have an external command.com . That way it could be installed with a DOS style command processor, Unix (bash, csh, ksh, borne) shell style command processor, or even replaced with an Atari-DOS/MyDOS style DUP menu (yuk). Doing this would pull in the widest range of users.

Make it so that:

1 The MEMLO is automatically set to the <end> of where command.com loads.
2 MEMLO could optionally be set to the <beginning> command.com load address. This would work great for some things, but not interrupt driven code because when command.com reloads it could get messy. So, have it default to set MEMLO to the end of the command.com code with an option to let the user set the MEMLO to the start of command.com. This way when command.com is exited the user can use that memory.

Have both an overlay and partial overlay vector so that command.com can be called from within an application and afterwords the app would resume. Snapshotting could also be employed for the same effect, but a reserved block of memory for passing parameters would need to be reserved. ASCII text (batch commands) would take more room to pass, as compared to a command frame buffer. The CFB would be a tokenized representation of the parameters passed to command.com in the 2nd snapshot. A return parameter memory block would need to be reserved as well.

Command.com and other CMDs could also be stored in the extended ram banks and run directly from there instead of downloading them in to main memory as necessary. To mix & match the loading of these CMDs in to the extended ram banks a memory management system would need to be worked out, and the CMDs would have to abide by it (no ZP ram usage, only localized ram usage, etc.).

Also, have an option for a "safe mode" boot. If a user totally hoses up their configuration they can still boot in to safe mode and fix it. Perhaps this safe mode could be detected on one or more of the console keys being pressed?

Just Some Thoughts,
Tom

5467. Re: an atari junkie

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 14:21:17 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210150621.165a0c49@posting.google.com>
Source record: 26788

That is exactly what I did! Now, I'm just looking for more stuff to
put on the hd, such as the Antic & ANALOG collections. (or even
compute). I want to max out this hd.

I used DOS 6.22 but stripped it of un-necessary stuff such as QBASIC
some of the drivers, etc. I've got about 30 to 35 percent free space
on the hd.

Sure, the Windows based emulators are great, but when you can do
something like this with a DOS based emulator, man its awesome!

daclmi@netscape.net (Daniel Miller) wrote in message
news:<3dabcea1.1075936@news.CIS.DFN.DE>...
> Have you configured it to autoboot into Atari DOS or anything? That
> would be interesting. In other words make the emulation transparent,
> as if it were an actual 8bit.
>
> On 14 Oct 2002 15:07:22 -0700, rtdos@rocketmail.com (mad ATARI user
> alternate) wrote:
>
> >I just bought a 486 / 75 with 8 meg ram & 1.12 gig hd off ebay that
> >will strictly be used as my atari machine using the free version of PC
> >XFORMER 98. so far, my main desktop hasn't even felt my fingertips in
> >nearly a week as I've been using this laptop as my Atari. Not exactly
> >a replacement but, dang, does it bring back the fondest memories.

5468. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 14:28:36 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210150628.11160efc@posting.google.com>
Source record: 26789

I stand corrected. But I was referring to a way to create blank disks
through batch file that I can use with a DOS based emulator.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>...
> Ah...if only.
>
> Thanks for taking the time out of your busy life to dash off that response.
> Your support of this community helps keep it vibrant and vivacious, even in
> the face of such blatant and rampant laziness. I hope the original poster
> is duly chastised and in the future will learn all things about the subject
> at hand before posting a question regarding said subject.
>
>
> "Lee" <melee5@my-deja.com> wrote in message
> news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> news:<a9758358.0210141410.6af468e@posting.google.com>...
> > > is there a utility to make blank 90K-360K disks for atari emulators?
> >
> > Atari800Win can do these things all by itself, if only you had
> > bothered to look first before posting the question.

5469. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 14:29:04 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210150629.42443514@posting.google.com>
Source record: 26790

Thanks!

melee5@my-deja.com (Lee) wrote in message
news:<a57ea28d.0210142031.185f0217@posting.google.com>...
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210141402.7122c1f6@posting.google.com>...
> > does any one have the entire collection of the disks (only) of either
> > magazine (or both) in XFD or DCM format ?
>
> Try here for .atr files, use Jindrosh's acvt.exe to convert between
> atr, xdf, and dcm formats.
>
> On line Pool Disk Too
> http://ape.dyndns.org:8080/
>
> Actv.exe - ATR, XFD, DCM, DI converter
> http://www.asw.cz/~kubecj/

5470. Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 15:41:17 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210150741.64b8db9@posting.google.com>
Source record: 26791
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

I've used both. Both are good / flexible operating systems for their respective machines. Opinions? Has anyone used both ? Which do you prefer and why?

(just doing a little research for rtdos)

5471. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 15:49:33 UTC
From: njc@bgp558256bgs.ewndsr01.nj.comcast.net
Message-ID: <slrnaqoe8c.ka7.njc@bgp558256bgs.ewndsr01.nj.comcast.net>
Source record: 26792
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

On 15 Oct 2002 08:41:17 -0700, mad ATARI user alternate wrote:
>I've used both. Both are good / flexible operating systems for their
>respective machines. Opinions? Has anyone used both ? Which do you
>prefer and why?

I'm not familiar with Sparta DOS X but I know OS9 (level I & II). I used to work with a Gimix Ghost and I have 3 ST2900's that run RS OS9 Level I (and I have a few OS9 68K boxen). I love working with OS9 it has a lot of power in such a small package. I can run 2 users on a 6809 system (2Mhz parts) with no real problems. I kind of doubt that it would be as easy on the 6502. BTW, the Ghost ran 8 users. We used it for developement. It could handle 2 compiles and an assembly before the system would bog down noticeably. It's what got me started towards Unix & Linux.

--
Linux Home Automation Neil Cherry ncherry@comcast.net
http://mywebpages.comcast.net/ncherry/ (Text only)
http://linuxha.sourceforge.net/ (SourceForge)
http://hcs.sourceforge.net/ (HCS II)

5472. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 16:51:41 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <xIXq9.37612$lV3.2867507@newsread1.prod.itd.earthlink.net>
Source record: 26793

Well, Freddy; that does sound more like what Mirko would be doing.

I had relocatable code down to 112 bytes using single byte arguments and no limit checks on edge of screen stuff. Need to establish our environment before before we debug and verify functionality and optimize size and flow...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:VZGq9.1873767$oa7.65283713@Flipper...
> It looks more to a GR.8 (24) routine to me. By adding 320 you get the
bytes
> from 8 scan lines below, so the routine 'moves' a window 8 lines up on the
> screen. There will be a problem when the window is on the bottom of the
> screen, since then it gets out of screen ram by the +320.
>
> Mirko, please explain what the routine should do, so we can make correct
> code.
>
> Freddy.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > Hi Mirko;
> >
> > This looks like we are working with a GR.0 screen and copying rectangles
> of
> > text from a 'work' area into the display RAM. Can we assume that X and
> BYTES
> > are 0-39 and that Y and LINES are 0-23 or at least require a single byte
> in
> > the range less than 255?
> >
> > This routine would be simpler in fixed address code using some JSRs, but
> can
> > be accomplished in a relocatable string with a bit of creativity. I
would
> > put the indirect indexed stuff in the floating point registers FR0-FR1
> since
> > the routine is stand alone and reset with each USR call.

```
> > --
> > Ron
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > Can anybody translate this into fast assembler?
> > >
> > > 100 FOR P=0 to LINES-1
> > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > 120 NEXT P
> > > ------------------------------------------------------------------
> > >
> > > so I could call it
> > > A=USR(move$,X,Y,LINES,BYTES)
> > >
> > > Thanks
> > > Mirko
> > >
> > > www.atarixle.de
```

5473. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 17:01:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ARXq9.37644$IV3.2868559@newsread1.prod.itd.earthlink.net>
Source record: 26794

Kevin's atarimagazines.com site has all of the Antic files and disks; have
not seen a source of the Analog disks.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210141402.7122c1f6@posting.google.com...
> does any one have the entire collection of the disks (only) of either
> magazine (or both) in XFD or DCM format ?
>

5474. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 17:09:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%YXq9.37657$lV3.2869400@newsread1.prod.itd.earthlink.net>
Source record: 26795

I have not done it, but *surely* the APE or SIO2PC software can do that even without a real A8 attached...? I normally use Ken's Atari Utility for Windows.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210150628.11160efc@posting.google.com...
> I stand corrected. But I was referring to a way to create blank disks
> through batch file that I can use with a DOS based emulator.
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>...
> > Ah...if only.
> >
> > Thanks for taking the time out of your busy life to dash off that
response.
> > Your support of this community helps keep it vibrant and vivacious, even
in
> > the face of such blatant and rampant laziness. I hope the original
poster
> > is duly chastised and in the future will learn all things about the
subject
> > at hand before posting a question regarding said subject.
> >
> >
> > "Lee" <melee5@my-deja.com> wrote in message
> > news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> > news:<a9758358.0210141410.6af468e@posting.google.com>...
> > > > is there a utility to make blank 90K-360K disks for atari emulators?
> > >
> > > Atari800Win can do these things all by itself, if only you had
> > > bothered to look first before posting the question.
>

5475. Re: simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 17:30:28 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UgYq9.37707$lV3.2871536@newsread1.prod.itd.earthlink.net>
Source record: 26796

There are a couple of 'Robot' articles in Antic on Kevin's
atarimagazines.com site and the printer interface in Analog
http://www.cyberroach.com/analog/an16/default.htm
which contain much of the technical info which can be adapted for your
project.

I would be *very* careful with the ground and other connections when going
direct PIA to PIA.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:zjGq9.34537$lV3.2719793@newsread1.prod.itd.earthlink.net...
> Maybe it was in an old Compute!; sure thought it was covered in one of the
> 'A' mags... will look :-)
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Solar Influx" <solarinflux@aol.com> wrote in message
> news:20021013214938.16994.00009633@mb-mt.aol.com...
> > well i am happy to hear , i will have to figure that strobe stuff and
> timing
> > techniques i just want to get a bit passed am very new to this old
> hardware
> > again, when i was 15 i used my atari for a burgler alarm. i never got
to
> > outputing on the joyports. i guess i am going to go for it. no antic or
> analog
> > i could search out had an article on networking through these ports. if
> there
> > is ??? i have read most every article. n e way ,, thanks
> >
>
>
>

5476. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 18:44:40 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aohmli$2inc$1@innferno.news.tiscali.de>
Source record: 26697

This routine should scroll some TEXT-lines in GR.8 up and down, so I need two routines, one to scroll up and one to scroll down. It's nearly like the MOVE and the -MOVE commands.

Mirko

www.atarixle.de

"Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag news:VZGq9.1873767$oa7.65283713@Flipper...
> It looks more to a GR.8 (24) routine to me. By adding 320 you get the bytes
> from 8 scan lines below, so the routine 'moves' a window 8 lines up on the
> screen. There will be a problem when the window is on the bottom of the
> screen, since then it gets out of screen ram by the +320.
>
> Mirko, please explain what the routine should do, so we can make correct
> code.
>
> Freddy.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > Hi Mirko;
> >
> > This looks like we are working with a GR.0 screen and copying rectangles
> of
> > text from a 'work' area into the display RAM. Can we assume that X and
> BYTES
> > are 0-39 and that Y and LINES are 0-23 or at least require a single byte
> in
> > the range less than 255?
> >
> > This routine would be simpler in fixed address code using some JSRs, but
> can
> > be accomplished in a relocatable string with a bit of creativity. I
would
> > put the indirect indexed stuff in the floating point registers FR0-FR1
> since
> > the routine is stand alone and reset with each USR call.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian

```
> > and mirror
> > http://www.powow.com/oldatarian
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > Can anybody translate this into fast assembler?
> > >
> > > 100 FOR P=0 to LINES-1
> > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > 120 NEXT P
> > > ----------------------------------------------------------------------
> > >
> > > so I could call it
> > > A=USR(move$,X,Y,LINES,BYTES)
> > >
> > > Thanks
> > > Mirko
> > >
> > > www.atarixle.de
> >
> >
> >
>
>
```

5477. TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 21:41:30 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net>
Source record: 26698

Hello All,

I've run into a peculiar problem that my ISP is working on. I post messages in newsgroups -- I can see the messages posted in the groups a short time later -- but nobody else can see them.

If you see this one, please respond.

Thanks.

Alan

5478. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 21:59:12 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210151359.528e277d@posting.google.com>
Source record: 26699

you mean UTIL.EXE ?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<%YXq9.37657$lV3.2869400@newsread1.prod.itd.earthlink.net>...
> I have not done it, but *surely* the APE or SIO2PC software can do that even
> without a real A8 attached...? I normally use Ken's Atari Utility for
> Windows.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0210150628.11160efc@posting.google.com...
> > I stand corrected. But I was referring to a way to create blank disks
> > through batch file that I can use with a DOS based emulator.
> >
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:<X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>...
> > > Ah...if only.
> > >
> > > Thanks for taking the time out of your busy life to dash off that
> response.
> > > Your support of this community helps keep it vibrant and vivacious, even
> in
> > > the face of such blatant and rampant laziness. I hope the original
> poster
> > > is duly chastised and in the future will learn all things about the
> subject
> > > at hand before posting a question regarding said subject.
> > >
> > >
> > > "Lee" <melee5@my-deja.com> wrote in message
> > > news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> > > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> news:<a9758358.0210141410.6af468e@posting.google.com>...
> > > > > is there a utility to make blank 90K-360K disks for atari emulators?
> > > >
> > > > Atari800Win can do these things all by itself, if only you had
> > > > bothered to look first before posting the question.
> >

5479. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 22:03:35 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210151403.7d58a62b@posting.google.com>
Source record: 26700

I followed the link & did some more checking & found the antic disks here:

http://kevin.atkinson.dhs.org/atari/mag/

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<ARXq9.37644$lV3.2868559@newsread1.prod.itd.earthlink.net>...
> Kevin's atarimagazines.com site has all of the Antic files and disks; have
> not seen a source of the Analog disks.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0210141402.7122c1f6@posting.google.com...
> > does any one have the entire collection of the disks (only) of either
> > magazine (or both) in XFD or DCM format ?
> >

5480. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 22:09:43 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210151409.539846f0@posting.google.com>
Source record: 26701

good idea tom. why not also add a back up config file so that every
time you make changes it automatically backs it up into, say
"CONFIG.BAK" (only one instance otherwise your drive my get full with
multiple copies) and then you can refer back to an earlier
configuration if changing some system settings hoses your system ?

NoOne@FakeEmail.invalid (Tom Hunt) wrote in message
news:<92A8698E1PrivacyLabs@209.143.0.11>...
> I've just been thinking (oh-oh). It would be real nice for it to have
> an external command.com . That way it could be installed with a DOS
> style command processor, Unix (bash, csh, ksh, borne) shell style command
> processor, or even replaced with an Atari-DOS/MyDOS style DUP menu (yuk).
> Doing this would pull in the widest range of users.
>
> Make it so that:
>
> 1 The MEMLO is automatically set to the <end> of where command.com
> loads.
> 2 MEMLO could optionally be set to the <beginning> command.com load
> address. This would work great for some things, but not interrupt driven
> code because when command.com reloads it could get messy. So, have it
> default to set MEMLO to the end of the command.com code with an option to
> let the user set the MEMLO to the start of command.com. This way when
> command.com is exited the user can use that memory.
>
> Have both an overlay and partial overlay vector so that command.com can
> be called from within an application and afterwords the app would resume.
> Snapshotting could also be employed for the same effect, but a reserved
> block of memory for passing parameters would need to be reserved. ASCII
> text (batch commands) would take more room to pass, as compared to a
> command frame buffer. The CFB would be a tokenized representation of the
> parameters passed to command.com in the 2nd snapshot. A return parameter
> memory block would need to be reserved as well.
>
> Command.com and other CMDs could also be stored in the extended ram
> banks and run directly from there instead of downloading them in to main
> memory as necessary. To mix & match the loading of these CMDs in to the
> extended ram banks a memory management system would need to be worked
> out, and the CMDs would have to abide by it (no ZP ram usage, only
> localized ram usage, etc.).
>
> Also, have an option for a "safe mode" boot. If a user totally hoses up
> their configuration they can still boot in to safe mode and fix it.
> Perhaps this safe mode could be detected on one or more of the console

> keys being pressed?
>
> Just Some Thoughts,
> Tom

5481. here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 22:12:07 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210151412.353af1cf@posting.google.com>
Source record: 26702

just some random thoughts here:

combine SIO2PC / 1050-2-PC with the MIO or Black Box so that the PC could directly access atari hd (such as those used on the MIO) or something. can anyone see where I am leading ? hmmmm....just a thought.

5482. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 22:18:04 UTC
From: Fox-1
Message-ID: <pk0r9.86016$48.9434596@zwoll1.home.nl>
Source record: 26703

"mad ATARI user alternate" wrote

> just some random thoughts here:
>
> combine SIO2PC / 1050-2-PC with the MIO or Black Box so that the PC
> could directly access atari hd (such as those used on the MIO) or
> something. can anyone see where I am leading ? hmmmm....just a
> thought.

The SIO2IDE already does this. Harddisks have to be prepared on PC. What for the Atari is a harddisks-partition, is an ATR when
connected to a PC system.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5483. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 22:27:16 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqp5i14ot8l12e@corp.supernews.com>
Source record: 26704

Why do you think no one else can see your messages?

Don
Vancouver, USA

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> Hello All,
>
> I've run into a peculiar problem that my ISP is working on. I post
messages
> in newsgroups -- I can see the messages posted in the groups a short time
> later -- but nobody else can see them.
>
> If you see this one, please respond.
>
> Thanks.
>
> Alan
>
>

5484. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-15 23:34:40 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <5C1r9.994$L42.118@news4.srv.hcvlny.cv.net>
Source record: 26705

It's a long story. The problem is fixed now.

I'm a regular in another group and responsible for posting the FAQ for that group. When the other regulars didn't see that on the appointed day and didn't hear from me for a few days, they began to post messages asking if I was OK, or if anyone had heard from me. I also posted some messages with attached files and nobody thanked me for them.

Then I logged in here, where some of the guys know me and tried a test message, asking for replies. None were forthcoming.

My ISP worked for a few days on it and it's fixed now, but don't ask me what happened. I don't know, except that they found the problem faster when at least one of their other customers had the same complaint.

Thanks for asking. I know it kind of sounded like I was losing my mind :-)

Take care.

Alan

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:uqp5i14ot8l12e@corp.supernews.com...
> Why do you think no one else can see your messages?
>
> Don
> Vancouver, USA
>
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> > Hello All,
> >
> > I've run into a peculiar problem that my ISP is working on. I post
> messages
> > in newsgroups -- I can see the messages posted in the groups a short
time
> > later -- but nobody else can see them.
> >
> > If you see this one, please respond.
> >
> > Thanks.
> >
> > Alan
> >
> >

>
>

5485. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 03:46:44 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <WnudnWu-I7yBfDGgXTWcqg@News.GigaNews.Com>
Source record: 26706

psst I was trying to support you through sarcasm...I think your post was
fine...

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210150628.11160efc@posting.google.com...
> I stand corrected. But I was referring to a way to create blank disks
> through batch file that I can use with a DOS based emulator.
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>...
> > Ah...if only.
> >
> > Thanks for taking the time out of your busy life to dash off that
response.
> > Your support of this community helps keep it vibrant and vivacious, even
in
> > the face of such blatant and rampant laziness. I hope the original
poster
> > is duly chastised and in the future will learn all things about the
subject
> > at hand before posting a question regarding said subject.
> >
> >
> > "Lee" <melee5@my-deja.com> wrote in message
> > news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> > news:<a9758358.0210141410.6af468e@posting.google.com>...
> > > > is there a utility to make blank 90K-360K disks for atari emulators?
> > >
> > > Atari800Win can do these things all by itself, if only you had
> > > bothered to look first before posting the question.

5486. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 03:47:15 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <1p-cnZ2p7K-jfDGgXTWc3Q@News.GigaNews.Com>
Source record: 26707

No, don't see it.

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> Hello All,
>
> I've run into a peculiar problem that my ISP is working on. I post
messages
> in newsgroups -- I can see the messages posted in the groups a short time
> later -- but nobody else can see them.
>
> If you see this one, please respond.
>
> Thanks.
>
> Alan
>
>

5487. Atari XE/XL v Everything else.

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 06:08:36 UTC
From: ramlink666@aol.com
Message-ID: <20021016020836.05892.00001744@mb-mw.aol.com>
Source record: 26708

Hello all,

The staff at Micro Mart want to run a feature over the 8 weeks running up to Christmas and New Year time (I think) which they are calling "The All Time Computer World Cup". The idea is 2 computers from the list below are paired up against each other, and someone who is passionate about a particular format (IE, Vic 20) tells the Micro Mart reader base why it is better than it's opponent (IE, Sinclair ZX81), or why it is generally a truely great computer, and then the readers vote somehow, and the winner goes through.

From this, Micro Mart readers will decide their "Best Ever" computer out of these sixteen; (In no particular order)

All Time Computer World Cup

1 Dragon 32
2 Commodore 64
3 ZX Spectrum
4 AMSTRAD PCW
5 AMSTRAD CPC
6 Atari ST
7 PC
8 Amiga
9 Apple Mac
10 BBC Micro
11 Oric Atmos
12 Atari XE/XL
13 ZX80/81
14 Sinclair QL
15 MSX
16 Vic/Vc 20

I will need someone who could argue the case for any of the listed formats. Please contact me for more information.

Shaun@MicroMart.co.uk
http://www.micromart.co.uk

Also, Simon should be able to tell you more about this feature

TheEditor@MicroMart.co.uk

Shaun.

5488. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 09:11:06 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <K2ar9.24110$ER5.1535764@news2.telusplanet.net>
Source record: 26709

made it here in Western Canada
"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> Hello All,
>
> I've run into a peculiar problem that my ISP is working on. I post
messages
> in newsgroups -- I can see the messages posted in the groups a short time
> later -- but nobody else can see them.
>
> If you see this one, please respond.
>
> Thanks.
>
> Alan
>
>

5489. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 10:58:51 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <LRbr9.5688$L42.5464@news4.srv.hcvlny.cv.net>
Source record: 26714

Thanks, Paul.

That problem was driving me batty.

Take care.

Alan

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:1p-cnZ2p7K-jfDGgXTWc3Q@News.GigaNews.Com...
> No, don't see it.
>
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> > Hello All,
> >
> > I've run into a peculiar problem that my ISP is working on. I post
> messages
> > in newsgroups -- I can see the messages posted in the groups a short
time
> > later -- but nobody else can see them.
> >
> > If you see this one, please respond.
> >
> > Thanks.
> >
> > Alan
> >
> >
>
>

5490. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 10:59:12 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <LRbr9.5689$L42.3544@news4.srv.hcvlny.cv.net>
Source record: 26712

Thanks.

"Pairman" <pairman@notrash.hotmail.com> wrote in message
news:K2ar9.24110$ER5.1535764@news2.telusplanet.net...
> made it here in Western Canada
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> > Hello All,
> >
> > I've run into a peculiar problem that my ISP is working on. I post
> messages
> > in newsgroups -- I can see the messages posted in the groups a short
time
> > later -- but nobody else can see them.
> >
> > If you see this one, please respond.
> >
> > Thanks.
> >
> > Alan
> >
> >
>
>

5491. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 11:02:29 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <9Hbr9.6321$jS5.132437@news2.ulv.nextra.no>
Source record: 26710

I see your post from my norwegian server!

"Alan Sharkis" <asharkis@optonline.net> skrev i melding
news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> Hello All,
>
> I've run into a peculiar problem that my ISP is working on. I post
messages
> in newsgroups -- I can see the messages posted in the groups a short time
> later -- but nobody else can see them.
>
> If you see this one, please respond.
>
> Thanks.
>
> Alan
>
>

5492. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 11:05:13 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210160305.532b2b0e@posting.google.com>
Source record: 26711

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210150628.11160efc@posting.google.com>...
> I stand corrected. But I was referring to a way to create blank disks
> through batch file that I can use with a DOS based emulator.
>

That's a little too much to ask for a batch file, maybe a
basic program would do better to create them from scratch.

What I would do is to store the main three types of blank xfd
disks into one cab file with M$'s cabarc.exe and then use
three different batch files to start up extract.exe to
restore the one wanted to the directory you were currently
in. Does that sound like something that would work for your
set up?

Each file thus created would have the same name, but you
could rename it as soon as it got extracted and then use it
by that new name from now on.

```
:: A90.bat
extract %winbootdir%\xfd.cab a90.xfd
cls
```

```
:: A130.bat
extract %winbootdir%\xfd.cab a130.xfd
cls
```

```
:: A180.bat
extract %winbootdir%\xfd.cab a180.xfd
cls
```

Would be the three batch files to use. They would go into a
directory in your path statement so that everything could be
found by DOS easily and the extracted xfd file should wind up
in your current directory. The %winbootdir% is used as an
example DOS enviroment variable only. On my system it works
fine, the xfd.cab file is in my Windows folder, and looking
at the DOS enviroment variables with the simple command
'set' shows that %winbootdir% equates to C:\Windows. But if
you don't have Windows installed on your DOS system then you
will have to define a specific location for the extract
program to find the xfd.cab file at by using the 'SET'
command in your autoexec.bat file to set the variable, in
this case a directory location. Or if you don't want to
bother with that just put the xfd.cab file in your root C:\

drive and subtitute 'C:' for the %winbootdir% above.

Now matter from what directory you type 'A180', for example, that's where the A180.xfd file pops up at. Xfd.cab was 854 bytes long in my test, super large xfd files would store with no real additional size cost, considering their expanded size.

Get cabarc.exe to make the cab file with here as M$ seems to want to deny that this program exists for download at their sites. A lotmore info than you need is also contained.

http://www.powerload.fsnet.co.uk/download/cab-sdk.exe

5493. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 11:31:07 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <J5cr9.5704$L42.188@news4.srv.hcvlny.cv.net>
Source record: 26713

Thanks, Vidar.

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:9Hbr9.6321$jS5.132437@news2.ulv.nextra.no...
> I see your post from my norwegian server!
>
> "Alan Sharkis" <asharkis@optonline.net> skrev i melding
> news:1Y%q9.525$L42.361@news4.srv.hcvlny.cv.net...
> > Hello All,
> >
> > I've run into a peculiar problem that my ISP is working on. I post
> messages
> > in newsgroups -- I can see the messages posted in the groups a short
time
> > later -- but nobody else can see them.
> >
> > If you see this one, please respond.
> >
> > Thanks.
> >
> > Alan
> >
> >
>
>

5494. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 12:55:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <bdoqqukgcah9p51afe3gvooir67rta74ar@4ax.com>
Source record: 26715

On Tue, 15 Oct 2002 17:41:30 -0400, "Alan Sharkis"
<asharkis@optonline.net> wrote:

>Hello All,
>
>I've run into a peculiar problem that my ISP is working on. I post messages
>in newsgroups -- I can see the messages posted in the groups a short time
>later -- but nobody else can see them.
>
>If you see this one, please respond.
>
>Thanks.
>
>Alan
>
Made it to the good old UK
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5495. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 14:11:32 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210160611.203e9c0@posting.google.com>
Source record: 26716

I understood Paul, I was refering to the other poster. :o)

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<WnudnWu-I7yBfDGgXTWcqg@News.GigaNews.Com>...
> *psst* I was trying to support you through sarcasm...I think your post was
> fine...
>
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0210150628.11160efc@posting.google.com...
> > I stand corrected. But I was referring to a way to create blank disks
> > through batch file that I can use with a DOS based emulator.
> >
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:<X4ydnTvL8f2ROjagXTWc2Q@News.GigaNews.Com>...
> > > Ah...if only.
> > >
> > > Thanks for taking the time out of your busy life to dash off that
> response.
> > > Your support of this community helps keep it vibrant and vivacious, even
> in
> > > the face of such blatant and rampant laziness. I hope the original
> poster
> > > is duly chastised and in the future will learn all things about the
> subject
> > > at hand before posting a question regarding said subject.
> > >
> > >
> > > "Lee" <melee5@my-deja.com> wrote in message
> > > news:a57ea28d.0210142026.13bb70b2@posting.google.com...
> > > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> news:<a9758358.0210141410.6af468e@posting.google.com>...
> > > > > is there a utility to make blank 90K-360K disks for atari emulators?
> > > >
> > > > Atari800Win can do these things all by itself, if only you had
> > > > bothered to look first before posting the question.

5496. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 14:15:36 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210160615.67649c0a@posting.google.com>
Source record: 26717

SIO2IDE ? Now there is a new one. Where can I find info on this ?

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:<pk0r9.86016$48.9434596@zwoll1.home.nl>...
> "mad ATARI user alternate" wrote
>
> > just some random thoughts here:
> >
> > combine SIO2PC / 1050-2-PC with the MIO or Black Box so that the PC
> > could directly access atari hd (such as those used on the MIO) or
> > something. can anyone see where I am leading ? hmmmm....just a
> > thought.
>
>
> The SIO2IDE already does this. Harddisks have to be prepared on PC. What for the Atari is
a harddisks-partition, is an ATR when
> connected to a PC system.

5497. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 15:19:56 UTC
From: dunxuk@aol.com
Message-ID: <20021016111956.20309.00000164@mb-fp.aol.com>
Source record: 26718

I'm not being picky but you should direct these messages to alt.test.

There are automatated servers dotted around the world that monitor alt.test and email you to let you know how your message progresses around the globe.

5498. Ultima IV quick question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 15:53:09 UTC
From: dunxuk@aol.com
Message-ID: <20021016115309.20309.00000165@mb-fp.aol.com>
Source record: 26719

Anyone know what the order of the disks originally were, e.g. did disk 1 have Britannia on side 1 and Townes on side 2 etc...

Also were they all write-protected?

TIA, Dunx

5499. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 18:07:34 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92A985831PrivacyLabs@209.143.0.11>
Source record: 26720

rtdos@rocketmail.com (mad ATARI user alternate) wrote in
<a9758358.0210151409.539846f0@posting.google.com>:

>why not also add a back up config file so that every
>time you make changes it automatically backs it up into, say
>"CONFIG.BAK"

I like that idea. One backup should be enough, but we could easily expand that to one automatic backup per day for 7 days. Sunday's backup might be 1.zip, Monday's would be 2.zip, etc. When next Sunday rolls around the 1st 1.zip gets overwritten, etc. A rolling 7 day backup.

On a different aspect, although I realize that this probably won't be in the stage-1 release, I'd like to see a robust automatic detection of a corrupt file system built in to it. Some A8-bit hard drive users hardly ever experienced a corrupt file system, while others experienced it much more often. Who knows why? Noisy cables, intermittant power supply fluctuations, could be anything. I envision this checking occuring in two areas: the first dealing with corrupted sector tables and the other dealing with actual corrupted files. Corrupted sector tables seem to occur when the hard drive mech <thinks> it is writing to a certain sector when in reality it is writing someplace else. This could be checked by maintaining two instances of these tables. When the DOS would read a sector table it would compare it to the copy and if they do not match, BINGO! The 2nd sector table would take up some room on the hard drive, but basically that is how UNIX does it. The second method would deal with corrupted files. This could be easily done by embeding a CRC-32 in to the program's header. Legacy A8 programs could be "wrapped" to accomodate this header by a special utility designed to do this.

Just some more thoughts to kick around,
Tom

5500. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 20:50:00 UTC
From: Fox-1
Message-ID: <E7kr9.1172$48.173713@zwoll1.home.nl>
Source record: 26721

"mad ATARI user alternate" wrote

> SIO2IDE ? Now there is a new one. Where can I find info on this ?

If you had typed "atari sio2ide" in a searchengine like google, it would show you this one:

http://www.atari.cuprum.com.pl/sio2ide.htm

Unfortunately, it's written in Czech language, but you'll get the idea. I have one, but haven't got the change to try it cause I'm
moving in some weeks and everything is packed...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5501. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 20:55:15 UTC
From: Fox-1
Message-ID: <vckr9.1181$48.176718@zwoll1.home.nl>
Source record: 26722

"Lee" wrote

> > I stand corrected. But I was referring to a way to create blank disks
> > through batch file that I can use with a DOS based emulator.

> That's a little too much to ask for a batch file, maybe a
> basic program would do better to create them from scratch.

A.P.E. for MS-Dos is able to automaticly create an empty ATR image with use of BATch-file parameters. Don't know if the crippled
supports it, but it woks with the registered version...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5502. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:07:21 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Txkr9.12374$L42.9270@news4.srv.hcvlny.cv.net>
Source record: 26723

Thanks, Paul. All is working OK, now.

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:bdoqqukgcah9p51afe3gvooir67rta74ar@4ax.com...
> On Tue, 15 Oct 2002 17:41:30 -0400, "Alan Sharkis"
> <asharkis@optonline.net> wrote:
>
> >Hello All,
> >
> >I've run into a peculiar problem that my ISP is working on. I post
messages
> >in newsgroups -- I can see the messages posted in the groups a short time
> >later -- but nobody else can see them.
> >
> >If you see this one, please respond.
> >
> >Thanks.
> >
> >Alan
> >
> Made it to the good old UK
> --
> Paul
>
> Learn from your parents mistakes..Use a condom!
>
> *** remove YOURFINGER to email me ****

5503. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:08:18 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <Mykr9.12384$L42.9186@news4.srv.hcvlny.cv.net>
Source record: 26724

Thanks for that, DunxUK. I didn't know about it.

Next time I have a problem, I'll try it.

Take care.

Alan

"DunxUK" <dunxuk@aol.com> wrote in message
news:20021016111956.20309.00000164@mb-fp.aol.com...
> I'm not being picky but you should direct these messages to alt.test.
>
> There are automatated servers dotted around the world that monitor
alt.test and
> email you to let you know how your message progresses around the globe.
>

5504. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:23:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uNkr9.40237$OB5.3051378@newsread2.prod.itd.earthlink.net>
Source record: 26725

Some great stuff there, but they start in the mid '80s and miss about the
1st two to three years of each...

Kevin Savetz hass ALL of the Antic Magazine software here:
http://www.atarimagazines.com/
Not sure about those bonus items from some of the monthly disks...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210151403.7d58a62b@posting.google.com...
> I followed the link & did some more checking & found the antic disks here:
>
> http://kevin.atkinson.dhs.org/atari/mag/
>
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<ARXq9.37644$lV3.2868559@newsread1.prod.itd.earthlink.net>...
> > Kevin's atarimagazines.com site has all of the Antic files and disks;
have
> > not seen a source of the Analog disks.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > news:a9758358.0210141402.7122c1f6@posting.google.com...
> > > does any one have the entire collection of the disks (only) of either
> > > magazine (or both) in XFD or DCM format ?
> > >
>

5505. new discussion group for classic emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:32:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210161332.6d0a142b@posting.google.com>
Source record: 26726

I've created a general discussion group for classic emulators. The two reasons I am doing this is, one, to go along with my other group rtdos (http://geocities.com/rtdos & http://groups.yahoo.com/group/rtdos) and, two, not everyone has access to usenet (and if they do, they don't have access to usenet binaries). If you are a developer of an emulator or interested in non specific general emulators, then this group is for you. General emulators, such as M.A.M.E. & M.E.S.S. will be discussed as well as specific emulators for the Atari, Commodore, Apple, ti, Tandy, Timex, MSX, CPM, and other systems.

http://groups.yahoo.com/group/classicemulators

5506. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:37:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <n_kr9.40268$OB5.3053209@newsread2.prod.itd.earthlink.net>
Source record: 26727

Probably not... Ken wrote a Win9X utility that will display .XFD/.ATR
contents, view listed or Saved Basic files, hex dumps of .EXE files,
import/export of files with or w/o ascii/atascii translation. I will need to
find his site and see exactly what it was named as I renamed it...

You could probably also just copy one from Dos, load to emulator and delete
all files or re-format, rename it and use it as you will...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210151359.528e277d@posting.google.com...
> you mean UTIL.EXE ?
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<%YXq9.37657$lV3.2869400@newsread1.prod.itd.earthlink.net>...
> > I have not done it, but *surely* the APE or SIO2PC software can do that
even
> > without a real A8 attached...? I normally use Ken's Atari Utility for
> > Windows.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> >
> > > > "Lee" <melee5@my-deja.com> wrote in message
> > > > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message

> > > > > > is there a utility to make blank 90K-360K disks for atari
emulators?
> > > > > >
> > > > > Atari800Win can do these things all by itself, if only you had
> > > > > bothered to look first before posting the question.

5507. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 21:39:37 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3daddcb0$0$139$e4fe514c@dreader5.news.xs4all.nl>
Source record: 26728

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:E7kr9.1172$48.173713@zwoll1.home.nl...
>
> "mad ATARI user alternate" wrote
>
> > SIO2IDE ? Now there is a new one. Where can I find info on this ?
>
>
> If you had typed "atari sio2ide" in a searchengine like google, it would
show you this one:
>
> http://www.atari.cuprum.com.pl/sio2ide.htm
>
> Unfortunately, it's written in Czech language, but you'll get the idea. I
have one, but haven't got the change to try it cause I'm
> moving in some weeks and everything is packed...
>

It's not in Czech language is in Polish but for us it looks the same... But
I think you can find some English doc's on this site aswell...

TXG/MNX

5508. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-16 23:37:52 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqru2bspu6ks00@corp.supernews.com>
Source record: 26729

Did you ever notice that the guy who writes a single little "test" message is the least offender? There are always ten who comment on the "test" message. So, who's doing the most pollution?

Maybe we should respond in the criticism.com news group? Not the group the "test" message is in.<G>

Don
Vancouver, USA

I like test messages. They tickle me.<G> A little groin humor there.

"DunxUK" <dunxuk@aol.com> wrote in message
news:20021016111956.20309.00000164@mb-fp.aol.com...
> I'm not being picky but you should direct these messages to alt.test.
>
> There are automatated servers dotted around the world that monitor
alt.test and
> email you to let you know how your message progresses around the globe.
>

5509. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 02:30:34 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3dae21c5.13588635@news.telus.net>
Source record: 26730

I was viewing this thread earlier today in Google groups and the first message with the title, "TEST" was in 1987!

Cool.

Shawn Jefferson (atariguy(at)telus(dot)net)

5510. Re: Ultima IV quick question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 02:33:42 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3daf223c.13707550@news.telus.net>
Source record: 26731

dunxuk@aol.com (DunxUK):
>Anyone know what the order of the disks originally were, e.g. did disk 1 have
>Britannia on side 1 and Townes on side 2 etc...

Mine are like so:

Disk 1, side 1: program/character, not WP
Disk 1, side 2: Britannia, WP
Disk 2, side1: Townes
Disk 2, side2: Underworld

I didn't have orignals though, unfortunately. I really loved this game,
played it for hours and hours. Really should have bought it, but try
telling that to a 15 year old kid! :)

Shawn Jefferson (atariguy(at)telus(dot)net)

5511. Re: 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 03:26:23 UTC
From: Independant Thinker <ithink@hotmail.com>
Message-ID: <z5qr9.346$3M5.18057458@newssvr13.news.prodigy.com>
Source record: 26732

No this BBS is long gone, but I wondered if anyone was a member...back in
the day.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:53idnc3WfMLT4DagXTWcqg@News.GigaNews.Com...
> Have you tried http://www.bbsmates.com ?
>
>
> "Independant Thinker" <ithink@hotmail.com> wrote in message
> news:hAvq9.243$%01.30164091@newssvr13.news.prodigy.com...
> > Does anyone remeber this Atari 800XL BBS in Nor. California?
> >
> > I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300 baud
MPP
> > modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs,
first
> > one I forgot, but was similar to Atari Junction in Fairfield at the Time
> > (Travis AFB), next was Carina BBS, then finaly Oasis BBS.
> >
> > I was hoping to get some Atari-toons that were created on that BBS or
some
> > old screen shots.
> >
> > Good board back in the day.
> >
> >
>
>

5512. Re: 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 04:07:33 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <GJmcnd2yZ9bjqjOgXTWcpg@News.GigaNews.Com>
Source record: 26733

That site is for long gone bbses. It lets users of the old bbses hook up
with each other...sort of a classmates.com for bbses.

"Independant Thinker" <ithink@hotmail.com> wrote in message
news:z5qr9.346$3M5.18057458@newssvr13.news.prodigy.com...
> No this BBS is long gone, but I wondered if anyone was a member...back in
> the day.
>
>
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> news:53idnc3WfMLT4DagXTWcqg@News.GigaNews.Com...
> > Have you tried http://www.bbsmates.com ?
> >
> >
> > "Independant Thinker" <ithink@hotmail.com> wrote in message
> > news:hAvq9.243$%01.30164091@newssvr13.news.prodigy.com...
> > > Does anyone remeber this Atari 800XL BBS in Nor. California?
> > >
> > > I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300 baud
> MPP
> > > modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs,
> first
> > > one I forgot, but was similar to Atari Junction in Fairfield at the
Time
> > > (Travis AFB), next was Carina BBS, then finaly Oasis BBS.
> > >
> > > I was hoping to get some Atari-toons that were created on that BBS or
> some
> > > old screen shots.
> > >
> > > Good board back in the day.
> > >
> > >
> >
> >
>
>

5513. Re: Ultima IV quick question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 05:12:42 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3dae47ef.23360206@news.telus.net>
Source record: 26734

atariguy@DELETETHIS.telusDOTnet (Shawn Jefferson):
>Disk 2, side1: Townes
>Disk 2, side2: Underworld

Both WP.

Shawn Jefferson (atariguy(at)telus(dot)net)

5514. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 06:58:53 UTC
From: j131@inetia.pl
Message-ID: <aoln3d$nk8$1@korweta.task.gda.pl>
Source record: 26735

In article <E7kr9.1172$48.173713@zwoll1.home.nl>, "Fox-1" <MailMe@fox-1@home.nl> wrote:
>
>"mad ATARI user alternate" wrote
>
>> SIO2IDE ? Now there is a new one. Where can I find info on this ?
>
>
>If you had typed "atari sio2ide" in a searchengine like google, it would show
> you this one:
>
>http://www.atari.cuprum.com.pl/sio2ide.htm
>
>Unfortunately, it's written in Czech language, but you'll get the idea. I have
> one, but haven't got the change to try it cause I'm
>moving in some weeks and everything is packed...
>
>

Just FYI - it is written in Polish, not Czech.
Contact the author for more info (mailto link "Marek Mikolajewski" on
mentioned page).

j131

5515. Re: an atari junkie

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 12:09:48 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c21@attbi.com>
Source record: 26737

>I just bought a 486 / 75 with 8 meg ram & 1.12 gig hd off ebay that
>will strictly be used as my atari machine using the free version of PC
>XFORMER 98. so far, my main desktop hasn't even felt my fingertips in
>nearly a week as I've been using this laptop as my Atari. Not exactly
>a replacement but, dang, does it bring back the fondest memories.

Yeah, I love those memories. That is why I have bought a couple more Atari
8-bit computers and use my Atari clone computer as a disk drive to play all
those wonderful games I used to back in the early 80's.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5516. Re: Atari XE system PSU

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 12:09:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c23@attbi.com>
Source record: 26738

>Hi everyone, I got an Atari XE game system without the power supply
>unit...anybody can tell me which is the connector pin-out and the voltage
>for it? Thanks in advance!
>Andrea

I would just buy one from a place like Best Electronics.
http://www.best-electronics-ca.com

You can also try these sites:

http://www.myatari.com
http://www.vme.net/dvm/aty

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5517. Re: need a 1050 with 1050-2-PC cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 12:09:49 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c24@attbi.com>
Source record: 26739

>and of course a power supply. every time i think i got one on ebay,
>*BOOM* its gone. Been outbidded again! :(

There are a number of places you can buy a 1050 like Best Electronics and
B&C Computers.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5518. Re: Ultima IV quick question...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 12:09:50 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dae5388ab0c25@attbi.com>
Source record: 26736

>Anyone know what the order of the disks originally were, e.g. did disk 1 have
>Britannia on side 1 and Townes on side 2 etc...
>
>Also were they all write-protected?
>
>TIA, Dunx

Sound ok to me as far as the order. I know Britannia was the first disk and
towns was on another. I believe there was a dungeons disk also.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5519. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 14:30:57 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210170630.1ade84d5@posting.google.com>
Source record: 26740

Is there a link to this utility?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<n_kr9.40268$OB5.3053209@newsread2.prod.itd.earthlink.net>...
> Probably not... Ken wrote a Win9X utility that will display .XFD/.ATR
> contents, view listed or Saved Basic files, hex dumps of .EXE files,
> import/export of files with or w/o ascii/atascii translation. I will need to
> find his site and see exactly what it was named as I renamed it...
>
> You could probably also just copy one from Dos, load to emulator and delete
> all files or re-format, rename it and use it as you will...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0210151359.528e277d@posting.google.com...
> > you mean UTIL.EXE ?
> >
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:<%YXq9.37657$lV3.2869400@newsread1.prod.itd.earthlink.net>...
> > > I have not done it, but *surely* the APE or SIO2PC software can do that
> even
> > > without a real A8 attached...? I normally use Ken's Atari Utility for
> > > Windows.
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > >
> > > > > "Lee" <melee5@my-deja.com> wrote in message
> > > > > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
>
> > > > > > > is there a utility to make blank 90K-360K disks for atari
> emulators?
> > > > > > >

> > > > > > Atari800Win can do these things all by itself, if only you had
> > > > > > bothered to look first before posting the question.

5520. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 14:44:02 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210170644.36cb41e6@posting.google.com>
Source record: 26741

Rather than chastise me for NOT doing a google search, why not give me
some more information, in english please. :o)

Wouldn't that have been a lot simpler than starting a flame war ?

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:<E7kr9.1172$48.173713@zwoll1.home.nl>...
> "mad ATARI user alternate" wrote
>
> > SIO2IDE ? Now there is a new one. Where can I find info on this ?
>
>
> If you had typed "atari sio2ide" in a searchengine like google, it would show you this
one:
>
> http://www.atari.cuprum.com.pl/sio2ide.htm
>
> Unfortunately, it's written in Czech language, but you'll get the idea. I have one, but
haven't got the change to try it cause I'm
> moving in some weeks and everything is packed...

5521. Docs for Atmas II?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 15:36:52 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <aomle4cko1@bob.news.rcn.net>
Source record: 26742

Are there german or english docs for Atmas on the web?

5522. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 17:30:18 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqtst6l0nra07a@corp.supernews.com>
Source record: 26743
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

From atari@aracnet.com Sat Oct 5 17:13:36 2002
Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
From: Bravo Sierra Computers <atari@aracnet.com>
Cc: atari@aracnet.com
Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale, pdx.forsale,
rec.games.video.atari
Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari
Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare,
Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers
plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New
Atari Collections! Much of which were the Treasures of Former Atarians,
Locked away in Dungeons, now given New Lives, offered to be sold as New
found Treasure, back in Circulation in the Atari MarketPlace. Hidden and
Forgotten, Now set free from the secret hiding places. Atari Heaven where
former Atarians had left them to Die. Saving Wondrous Collections from
being irretrievably Lost! As well as Saving entire inventories from
defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing
in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save
money for my customers when using Postal 2-3 Day Priority Mail & Global
Priority Mail. I use Packaging supplied by the Post Office for free and
Pass on the savings. I sell Atari, I'm not in the Business of Profiting
from Marking up on the cost of Shipping! And just like the Postal Service
I avoid making promises I cant keep. The Post Office sends Packages by
2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good
record of Following through! Once I receive payment, your order usually
goes out the same Day! This is not a Promise, but like the Post Office I
have a Good record of following through! Ask my Customers! I also have
Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST
Computers! I have ways of saving Money on Postage by Sending it Book
Rate. I also have some tricks for saving on Postage when Mailing outside
the United States! I Ship Atari anywhere the Law allows! If you don't come
to me, I cant save you any Money!So check my HotLinks below, E-Mail me at
atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24 Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!

http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!
http://www.aracnet.com/~atari/antispam.htm Updated!

Please Direct all Replies Through E-Mail to: BenSells@atari.org,
atari@aracnet.com or atari@benjamin.net. If you can't reach me at
benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software,
Hardware/Accessories & References/Books.
FREE Catalogs on the web at
http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's
Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received
Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net
and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or
Call Ben anytime at (503)256-9974!!!

5523. Universe 1 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 19:27:53 UTC
From: Rainer Wrieden <SPEZIS@terra.es>
Message-ID: <ZaEr9.886045$sI1.7111627@telenews.teleline.es>
Source record: 26744

Hello,

I am searching for the Omnitrend's Universe 1 Manual.
Can anybody help me?

Rainer

5524. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 19:48:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8uEr9.41942$OB5.3216804@newsread2.prod.itd.earthlink.net>
Source record: 26745

It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X
positions into the same 40 bytes as each mode line of GR 0.

Sounds like X can range 0-319 and Y as well as LINES could be up to 192.
Since BYTES is limited to 40, only X will require 2 bytes and the complexity
should not increase too much, hopefully.

BTW, moving mapped GR 8 text will involve some possible bit mangling on each
end of each scan line of bytes.

Also, what happens in the area below the last 8 scan lines which are moved
up? Surely we do not want to leave those 8 lines duplicated on screen...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mirko Sobe" <atarixle@12move.de> wrote in message
news:aohmli$2inc$1@innferno.news.tiscali.de...
> This routine should scroll some TEXT-lines in GR.8 up and down, so I need
> two routines, one to scroll up and one to scroll down. It's nearly like
the
> MOVE and the -MOVE commands.
>
> Mirko
>
> www.atarixle.de
>
> "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> news:VZGq9.1873767$oa7.65283713@Flipper...
> > It looks more to a GR.8 (24) routine to me. By adding 320 you get the
> bytes
> > from 8 scan lines below, so the routine 'moves' a window 8 lines up on
the
> > screen. There will be a problem when the window is on the bottom of the
> > screen, since then it gets out of screen ram by the +320.
> >
> > Mirko, please explain what the routine should do, so we can make correct
> > code.
> >
> > Freddy.
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...

```
> > > Hi Mirko;
> > >
> > > This looks like we are working with a GR.0 screen and copying
rectangles
> > of
> > > text from a 'work' area into the display RAM.
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > > Can anybody translate this into fast assembler?
> > > >
> > > > 100 FOR P=0 to LINES-1
> > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > 120 NEXT P
> > > > ----------------------------------------------------------------------
> > > >
> > > > so I could call it
> > > > A=USR(move$,X,Y,LINES,BYTES)
> > > >
> > > > Thanks
> > > > Mirko
> > > >
> > > > www.atarixle.de
```

5525. ADV: Atari 8-bit PC CD-ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 19:49:14 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1034884197.64980.0@despina.uk.clara.net>
Source record: 26746

Hello All,

Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial
software are still available to buy. For full info, and to buy via PayPal
with a credit card, please visit http://www.dgs.clara.net

Dean Garraghty

5526. Re: 1980's - Sorcery BBS, SysOP=ExoduS (707) - XXX - XXXX

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 20:03:09 UTC
From: Independant Thinker <ithink@hotmail.com>
Message-ID: <1IEr9.381$B_5.33799216@newssvr14.news.prodigy.com>
Source record: 26597

well then I didn't find sorcery...oh well. Thanks anyway.

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:GJmcnd2yZ9bjqjOgXTWcpg@News.GigaNews.Com...
> That site is for long gone bbses. It lets users of the old bbses hook up
> with each other...sort of a classmates.com for bbses.
>
>
> "Independant Thinker" <ithink@hotmail.com> wrote in message
> news:z5qr9.346$3M5.18057458@newssvr13.news.prodigy.com...
> > No this BBS is long gone, but I wondered if anyone was a member...back
in
> > the day.
> >
> >
> > "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
> > news:53idnc3WfMLT4DagXTWcqg@News.GigaNews.Com...
> > > Have you tried http://www.bbsmates.com ?
> > >
> > >
> > > "Independant Thinker" <ithink@hotmail.com> wrote in message
> > > news:hAvq9.243$%01.30164091@newssvr13.news.prodigy.com...
> > > > Does anyone remeber this Atari 800XL BBS in Nor. California?
> > > >
> > > > I was an Atari 800XL with 256k Rambo Chip, 4 "happy" drives, 300
baud
> > MPP
> > > > modem, then later a 1200 Avatex (Avatar) modem. Ran 3 BBS programs,
> > first
> > > > one I forgot, but was similar to Atari Junction in Fairfield at the
> Time
> > > > (Travis AFB), next was Carina BBS, then finaly Oasis BBS.
> > > >
> > > > I was hoping to get some Atari-toons that were created on that BBS
or
> > some
> > > > old screen shots.
> > > >
> > > > Good board back in the day.
> > > >
> > > >
> > >
> > >
> >
>

> >
>
>

5527. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 20:23:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <x%Er9.41997$OB5.3222086@newsread2.prod.itd.earthlink.net>
Source record: 26598

Here is Ken Sider's Main page:
http://home.columbus.rr.com/ksiders/atari.htm

and here is the Emulator Utility section:
http://home.earthlink.net/~atari8bit/a8emulators.html

look for AtrUtil95 1.13 for Win32 near the bottom on 2nd link.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210170630.1ade84d5@posting.google.com...
> Is there a link to this utility?

5528. Re: simply a ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 21:08:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <9FFr9.42085$OB5.3228205@newsread2.prod.itd.earthlink.net>
Source record: 26599

Here is another A8 robotics page; it is mostly hardware...
http://vol.com/~infidel/halloween/atari800.html

You should check the joystick port interface in Analog 16 and study the software listing for how it uses strobe and acknowledge sending data to the printer. Using something similar on one A8 and a corresponding mirror image type on the other A8 could allow intercommunication between your Ataris.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Solar Influx" <solarinflux@aol.com> wrote in message
news:20021013214938.16994.00009633@mb-mt.aol.com...
> well i am happy to hear , i will have to fidure that strobe stuff and
timing
> techniques i just wabt to get a bit passed am very new to this old
hardware
> again, when i was 15 i used my atari for a burgler alarm. i never got to
> outputing on the joyports. i guess i am going to go for it. no antic or
analog
> i could search out had an article on networking through these ports. if
there
> is ??? i have read most every article. n e way ,, thanks
>

5529. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 21:23:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ITFr9.42113$OB5.3230096@newsread2.prod.itd.earthlink.net>
Source record: 26600

I have the logic completed for all but:

converting X (0-319) to a byte value (0-39)
manipulating bits for partial byte moves
screen edge and bottom limit checks
those last 8 scanlines on the move up process

X will be a 2-byte vale, *but* the high byte is always '0' or '1' to
represent bit values from 0-319. We just divide X by 8 to locate the byte
offset and somehow extract bit offset from the remainder...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:8uEr9.41942$OB5.3216804@newsread2.prod.itd.earthlink.net...
> It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X
> positions into the same 40 bytes as each mode line of GR 0.
>
> Sounds like X can range 0-319 and Y as well as LINES could be up to 192.
> Since BYTES is limited to 40, only X will require 2 bytes and the
complexity
> should not increase too much, hopefully.
>
> BTW, moving mapped GR 8 text will involve some possible bit mangling on
each
> end of each scan line of bytes.
>
> Also, what happens in the area below the last 8 scan lines which are moved
> up? Surely we do not want to leave those 8 lines duplicated on screen...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> news:aohmli$2inc$1@innferno.news.tiscali.de...
> > This routine should scroll some TEXT-lines in GR.8 up and down, so I
need
> > two routines, one to scroll up and one to scroll down. It's nearly like

> the
> > MOVE and the -MOVE commands.
> >
> > Mirko
> >
> > www.atarixle.de
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> > news:VZGq9.1873767$oa7.65283713@Flipper...
> > > It looks more to a GR.8 (24) routine to me. By adding 320 you get the
> > bytes
> > > from 8 scan lines below, so the routine 'moves' a window 8 lines up on
> the
> > > screen. There will be a problem when the window is on the bottom of
the
> > > screen, since then it gets out of screen ram by the +320.
> > >
> > > Mirko, please explain what the routine should do, so we can make
correct
> > > code.
> > >
> > > Freddy.
> > >
> > > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > > > Hi Mirko;
> > > >
> > > > This looks like we are working with a GR.0 screen and copying
> rectangles
> > > of
> > > > text from a 'work' area into the display RAM.
> > > > --
> > > > Ron
> > > >
> > > > http://www.atariland.com/members/oldatarian
> > > > and mirror
> > > > http://www.powow.com/oldatarian
> > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > > > Can anybody translate this into fast assembler?
> > > > >
> > > > > 100 FOR P=0 to LINES-1
> > > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > 120 NEXT P
> > > > >
> > --
> > > > >
> > > > > so I could call it
> > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > >

> > > > > Thanks
> > > > > Mirko
> > > > >
> > > > > www.atarixle.de

5530. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 21:40:47 UTC
From: Fox-1
Message-ID: <9ZFr9.3147$48.510237@zwoll1.home.nl>
Source record: 26601

"mad ATARI user alternate" wrote

> Rather than chastise me for NOT doing a google search, why not give me
> some more information, in english please. :o)

> Wouldn't that have been a lot simpler than starting a flame war ?

A Flame War??? I never knew giving an advise would be classified as "flame-war"...

The one and only thing I was writing was that you can save yourself lot's of time by just entering a few phrases in a searchengine
in stead of typing up a whole message and waiting for someone to answer it...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5531. Re: here is an idea.a new MIO for the PC ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 21:44:26 UTC
From: Fox-1
Message-ID: <B0Gr9.3150$48.512250@zwoll1.home.nl>
Source record: 26602

<j131@inetia.pl> wrote

> > http://www.atari.cuprum.com.pl/sio2ide.htm
> >
> >Unfortunately, it's written in Czech language, but you'll get the idea.

> Just FYI - it is written in Polish, not Czech.

Yes, yes, I know now. You are the 5th one pointing it out to me :-)))

Just a typo. I actually know it's Polish. I even wrote down the Polish url (it's a.PL one, not a .CZ one :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5532. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 22:13:53 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aonbll$13ih$1@innferno.news.tiscali.de>
Source record: 26603

when I want to scroll 8 lines of text in graphics 8, I had to let lines=8*8.
X is a value (0-39), it's already givven in bytes.

"Ron Hamilton" <oldatarian@atariland.com> schrieb im Newsbeitrag
news:ITFr9.42113$OB5.3230096@newsread2.prod.itd.earthlink.net...
> I have the logic completed for all but:
>
> converting X (0-319) to a byte value (0-39)
> manipulating bits for partial byte moves
> screen edge and bottom limit checks
> those last 8 scanlines on the move up process
>
> X will be a 2-byte vale, *but* the high byte is always '0' or '1' to
> represent bit values from 0-319. We just divide X by 8 to locate the byte
> offset and somehow extract bit offset from the remainder...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:8uEr9.41942$OB5.3216804@newsread2.prod.itd.earthlink.net...
> > It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X
> > positions into the same 40 bytes as each mode line of GR 0.
> >
> > Sounds like X can range 0-319 and Y as well as LINES could be up to 192.
> > Since BYTES is limited to 40, only X will require 2 bytes and the
> complexity
> > should not increase too much, hopefully.
> >
> > BTW, moving mapped GR 8 text will involve some possible bit mangling on
> each
> > end of each scan line of bytes.
> >
> > Also, what happens in the area below the last 8 scan lines which are
moved
> > up? Surely we do not want to leave those 8 lines duplicated on screen...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian

> > and mirror
> > http://www.powow.com/oldatarian
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:aohmli$2inc$1@innferno.news.tiscali.de...
> > > This routine should scroll some TEXT-lines in GR.8 up and down, so I
> need
> > > two routines, one to scroll up and one to scroll down. It's nearly
like
> > the
> > > MOVE and the -MOVE commands.
> > >
> > > Mirko
> > >
> > > www.atarixle.de
> > >
> > > "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> > > news:VZGq9.1873767$oa7.65283713@Flipper...
> > > > It looks more to a GR.8 (24) routine to me. By adding 320 you get
the
> > > bytes
> > > > from 8 scan lines below, so the routine 'moves' a window 8 lines up
on
> > the
> > > > screen. There will be a problem when the window is on the bottom of
> the
> > > > screen, since then it gets out of screen ram by the +320.
> > > >
> > > > Mirko, please explain what the routine should do, so we can make
> correct
> > > > code.
> > > >
> > > > Freddy.
> > > >
> > > > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > > news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > > > > Hi Mirko;
> > > > >
> > > > > This looks like we are working with a GR.0 screen and copying
> > rectangles
> > > > of
> > > > > text from a 'work' area into the display RAM.
> > > > > --
> > > > > Ron
> > > > >
> > > > > http://www.atariland.com/members/oldatarian
> > > > > and mirror
> > > > > http://www.powow.com/oldatarian
> > > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > > > > Can anybody translate this into fast assembler?

```
> > > > > >
> > > > > > 100 FOR P=0 to LINES-1
> > > > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > > 120 NEXT P
> > > > > >
> > ----------------------------------------------------------------------
> > > > > > >
> > > > > > > so I could call it
> > > > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > > > >
> > > > > > > Thanks
> > > > > > > Mirko
> > > > > > >
> > > > > > > www.atarixle.de
>
>
>
```

5533. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 22:15:45 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <IEGr9.2004452$oa7.69293029@Flipper>
Source record: 26604

Ron,

I don't think Mirko needs pixel aligned X values. So, IMO X could just be
0-39.
If it's really text scrolling he wants, then he will probably clear the top
part and place new text at the bottom area (in the case of up-scroll).

Ehm, it seems he needs crude window routines. I still need more info (partly
because I don't like to program without thinking about the design).

Freddy.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:ITFr9.42113$OB5.3230096@newsread2.prod.itd.earthlink.net...
> I have the logic completed for all but:
>
> converting X (0-319) to a byte value (0-39)
> manipulating bits for partial byte moves
> screen edge and bottom limit checks
> those last 8 scanlines on the move up process
>
> X will be a 2-byte vale, *but* the high byte is always '0' or '1' to
> represent bit values from 0-319. We just divide X by 8 to locate the byte
> offset and somehow extract bit offset from the remainder...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:8uEr9.41942$OB5.3216804@newsread2.prod.itd.earthlink.net...
> > It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X
> > positions into the same 40 bytes as each mode line of GR 0.
> >
> > Sounds like X can range 0-319 and Y as well as LINES could be up to 192.
> > Since BYTES is limited to 40, only X will require 2 bytes and the
> complexity
> > should not increase too much, hopefully.
> >
> > BTW, moving mapped GR 8 text will involve some possible bit mangling on
> each
> > end of each scan line of bytes.
> >

> > Also, what happens in the area below the last 8 scan lines which are
moved
> > up? Surely we do not want to leave those 8 lines duplicated on screen...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > news:aohmli$2inc$1@innferno.news.tiscali.de...
> > > This routine should scroll some TEXT-lines in GR.8 up and down, so I
> need
> > > two routines, one to scroll up and one to scroll down. It's nearly
like
> > the
> > > MOVE and the -MOVE commands.
> > >
> > > Mirko
> > >
> > > www.atarixle.de
> > >
> > > "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> > > news:VZGq9.1873767$oa7.65283713@Flipper...
> > > > It looks more to a GR.8 (24) routine to me. By adding 320 you get
the
> > > bytes
> > > > from 8 scan lines below, so the routine 'moves' a window 8 lines up
on
> > the
> > > > screen. There will be a problem when the window is on the bottom of
> the
> > > > screen, since then it gets out of screen ram by the +320.
> > > >
> > > > Mirko, please explain what the routine should do, so we can make
> correct
> > > > code.
> > > >
> > > > Freddy.
> > > >
> > > > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > > news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > > > > Hi Mirko;
> > > > >
> > > > > This looks like we are working with a GR.0 screen and copying
> > rectangles
> > > > of
> > > > > text from a 'work' area into the display RAM.
> > > > > --

> > > > > Ron
> > > > >
> > > > > http://www.atariland.com/members/oldatarian
> > > > > and mirror
> > > > > http://www.powow.com/oldatarian
> > > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > > > > Can anybody translate this into fast assembler?
> > > > > >
> > > > > > 100 FOR P=0 to LINES-1
> > > > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > > 120 NEXT P
> > > > > >
> > ---
> > > > > > so I could call it
> > > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > > >
> > > > > > Thanks
> > > > > > Mirko
> > > > > >
> > > > > > www.atarixle.de
>
>
>

5534. SIO2IDE <--> ZIP Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-17 23:19:12 UTC
From: llpwhite@cs.com
Message-ID: <20021017191912.00241.00002519@mb-cf.news.cs.com>
Source record: 26605

Since the SIO2IDE stores info in PC format on the IDE device, seems like it would be useful (easier) to use a drive with removable media such as a ZIP Drive. 100 meg ZIPs are being "blown out" now that the 750 MB drives are out and are not backward compatible with the original 100 MB units (but are with the 250's, IIRC). IDE ZIPs are plenty fast. Anyone tried this or have some thoughts on the subject?
Larry

5535. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 01:56:45 UTC
From: Glenn Westerfield <gwester@attbi.com>
Message-ID: <3DAF6A5B.2854B9AA@attbi.com>
Source record: 26606
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Great, not only do we get spammed by Bravo Stinko Computers,
now there is a copy-cat spammer. From what I've read, >50%
of the community is sick of this COMMERCIAL posting.

And yes, I know what a kill-file is.

GAW

Don Schmidt wrote:

> From atari@aracnet.com Sat Oct 5 17:13:36 2002
> Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> From: Bravo Sierra Computers <atari@aracnet.com>
> Cc: atari@aracnet.com
> Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale, pdx.forsale,
> rec.games.video.atari
> Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
>
> Hi, I'm Ben Smith of Bravo Sierra Computers!

Snip!

5536. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 02:39:24 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uqut2so2d2buf5@corp.supernews.com>
Source record: 26607
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Use it if the ad upsets you.

If 50% are sick of seeing it, 50% must be retarded for not knowing how to
either pass on by it or do a "Block Message".

Don
Retired SysOp of the Retired Bear Cavern BBS.

"Glenn Westerfield" <gwester@attbi.com> wrote in message
news:3DAF6A5B.2854B9AA@attbi.com...
> Great, not only do we get spammed by Bravo Stinko Computers,
> now there is a copy-cat spammer. From what I've read, >50%
> of the community is sick of this COMMERCIAL posting.
>
> And yes, I know what a kill-file is.
>
> GAW
>
>
> Don Schmidt wrote:
>
> > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > From: Bravo Sierra Computers <atari@aracnet.com>
> > Cc: atari@aracnet.com
> > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
pdx.forsale,
> > rec.games.video.atari
> > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> >
> > Hi, I'm Ben Smith of Bravo Sierra Computers!
>
> Snip!
>

5537. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 06:19:56 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ZvloUYOhXLnJ@localhost>
Source record: 26608

halleluya!!

at last someone agrees with me. I have been saying this for years now
since this whole shebang got started. do you have a starting point?

Ken

On Tue, 15 Oct 2002 13:58:43, NoOne@FakeEmail.invalid (Tom Hunt)
wrote:

>
> I've just been thinking (oh-oh). It would be real nice for it to have
> an external command.com . That way it could be installed with a DOS
> style command processor, Unix (bash, csh, ksh, borne) shell style command
> processor, or even replaced with an Atari-DOS/MyDOS style DUP menu (yuk).
> Doing this would pull in the widest range of users.
>
> Make it so that:
>
> 1 The MEMLO is automatically set to the <end> of where command.com
> loads.
> 2 MEMLO could optionally be set to the <beginning> command.com load
> address. This would work great for some things, but not interrupt driven
> code because when command.com reloads it could get messy. So, have it
> default to set MEMLO to the end of the command.com code with an option to
> let the user set the MEMLO to the start of command.com. This way when
> command.com is exited the user can use that memory.
>
> Have both an overlay and partial overlay vector so that command.com can
> be called from within an application and afterwords the app would resume.
> Snapshotting could also be employed for the same effect, but a reserved
> block of memory for passing parameters would need to be reserved. ASCII
> text (batch commands) would take more room to pass, as compared to a
> command frame buffer. The CFB would be a tokenized representation of the
> parameters passed to command.com in the 2nd snapshot. A return parameter
> memory block would need to be reserved as well.
>
> Command.com and other CMDs could also be stored in the extended ram
> banks and run directly from there instead of downloading them in to main
> memory as necessary. To mix & match the loading of these CMDs in to the
> extended ram banks a memory management system would need to be worked
> out, and the CMDs would have to abide by it (no ZP ram usage, only
> localized ram usage, etc.).
>
> Also, have an option for a "safe mode" boot. If a user totally hoses up

> their configuration they can still boot in to safe mode and fix it.
> Perhaps this safe mode could be detected on one or more of the console
> keys being pressed?
>
> Just Some Thoughts,
> Tom

--

5538. Re: Universe 1 Manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 07:40:11 UTC
From: dunxuk@aol.com
Message-ID: <20021018034011.22642.00002986@mb-dh.aol.com>
Source record: 26609

Same here!

5539. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 10:42:36 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aoooit$2g7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26610

```
Howdy Freddy, folks

> As Marius says, a machine code routine can do the trick.
> If you send me the TB version, I can write the assem. code.

I forgot to mention something. I not only need to copy it, I need to
convert it to ATASCII. It goes something like this:

1000 for x=1 to secsize
1010 a$(x,x)=chr$(peek(dbufr2+x))
1020 next x

I'm not sure it's exactly like this, I'll get back to you next week, but
it's used in DATA.21 on my homepage.
http://www-users.rwth-aachen.de/mathy.van_nisselroy

CU Mathy van Nisselroy

PS thanks in advance!!!
```

5540. Re: SIO2IDE <--> ZIP Drive?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 10:45:50 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aoooov$2jp$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26611

Howdy Larry

> 100 meg ZIPs are being "blown out" now that the 750 MB drives are out
> and are not backward compatible with the original 100 MB units (but are
with
> the 250's, IIRC). IDE ZIPs are plenty fast. Anyone tried this or have
some
> thoughts on the subject?

750MB drive can read but not write to 100MB ZIPdisks I read in an add.

CU Mathy van Nisselroy

5541. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 12:32:17 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <lbTr9.14708$eW3.3494@news4.srv.hcvlny.cv.net>
Source record: 26612

Hello Ken, Tom,

I don't have my Atari hardware any more, and I do all my 8-bitting in emulation. But I have to second the motion. That's the best idea I've heard in a long time.

Take care.

Alan

<kenames@pacbell.net> wrote in message news:f5O4dXX6MbiT-pn2-ZvloUYOhXLnJ@localhost...
> halleluya!!
>
> at last someone agrees with me. I have been saying this for years now
> since this whole shebang got started. do you have a starting point?
>
> Ken
>
> On Tue, 15 Oct 2002 13:58:43, NoOne@FakeEmail.invalid (Tom Hunt)
> wrote:
>
> >
> > I've just been thinking (oh-oh). It would be real nice for it to have
> > an external command.com . That way it could be installed with a DOS
> > style command processor, Unix (bash, csh, ksh, borne) shell style
command
> > processor, or even replaced with an Atari-DOS/MyDOS style DUP menu
(yuk).
> > Doing this would pull in the widest range of users.
> >
> > Make it so that:
> >
> > 1 The MEMLO is automatically set to the <end> of where command.com
> > loads.
> > 2 MEMLO could optionally be set to the <beginning> command.com load
> > address. This would work great for some things, but not interrupt
driven
> > code because when command.com reloads it could get messy. So, have it
> > default to set MEMLO to the end of the command.com code with an option
to
> > let the user set the MEMLO to the start of command.com. This way when
> > command.com is exited the user can use that memory.
> >
> > Have both an overlay and partial overlay vector so that command.com can

> > be called from within an application and afterwords the app would
resume.
> > Snapshotting could also be employed for the same effect, but a reserved
> > block of memory for passing parameters would need to be reserved. ASCII
> > text (batch commands) would take more room to pass, as compared to a
> > command frame buffer. The CFB would be a tokenized representation of
the
> > parameters passed to command.com in the 2nd snapshot. A return
parameter
> > memory block would need to be reserved as well.
> >
> > Command.com and other CMDs could also be stored in the extended ram
> > banks and run directly from there instead of downloading them in to main
> > memory as necessary. To mix & match the loading of these CMDs in to the
> > extended ram banks a memory management system would need to be worked
> > out, and the CMDs would have to abide by it (no ZP ram usage, only
> > localized ram usage, etc.).
> >
> > Also, have an option for a "safe mode" boot. If a user totally hoses
up
> > their configuration they can still boot in to safe mode and fix it.
> > Perhaps this safe mode could be detected on one or more of the console
> > keys being pressed?
> >
> > Just Some Thoughts,
> > Tom
>
>
> --
>

5542. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 13:12:28 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aop1b4$ks0$1@reader10.wxs.nl>
Source record: 26613

Converting to atascii is also ofcourse in ML.

Please ask your question a little more clear, and I'll write the routine for you.

Marius

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in bericht news:aoooit$2g7$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Freddy, folks
>
> > As Marius says, a machine code routine can do the trick.
> > If you send me the TB version, I can write the assem. code.
>
> I forgot to mention something. I not only need to copy it, I need to
> convert it to ATASCII. It goes something like this:
>
> 1000 for x=1 to secsize
> 1010 a$(x,x)=chr$(peek(dbufr2+x))
> 1020 next x
>
> I'm not sure it's exactly like this, I'll get back to you next week, but
> it's used in DATA.21 on my homepage.
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
> CU Mathy van Nisselroy
>
> PS thanks in advance!!!
>
>
>

5543. BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 13:14:09 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aop1e8kss1@reader10.wxs.nl>
Source record: 26614

How to reed a simple dos 2.0 single density disk in bewedos. Bewedos seems to want only SPARTADOS or BEWEDOS formatted disks.

How to read / write a single dens. disk in bewedos.

spartados can read and write dos. 2.0s disks. So why can't bewedos?

Marius

5544. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 14:08:57 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210180608.e1e204f@posting.google.com>
Source record: 26615

Thank you.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<x%Er9.41997$OB5.3222086@newsread2.prod.itd.earthlink.net>...
> Here is Ken Sider's Main page:
> http://home.columbus.rr.com/ksiders/atari.htm
>
> and here is the Emulator Utility section:
> http://home.earthlink.net/~atari8bit/a8emulators.html
>
> look for AtrUtil95 1.13 for Win32 near the bottom on 2nd link.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0210170630.1ade84d5@posting.google.com...
> > Is there a link to this utility?

5545. Re: blank XFD or DCM disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 14:10:44 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210180610.22b56974@posting.google.com>
Source record: 26616

I'll try that Lee, thanks!

melee5@my-deja.com (Lee) wrote in message
news:<a57ea28d.0210160305.532b2b0e@posting.google.com>...
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210150628.11160efc@posting.google.com>...
> > I stand corrected. But I was referring to a way to create blank disks
> > through batch file that I can use with a DOS based emulator.
> >
>
> That's a little too much to ask for a batch file, maybe a
> basic program would do better to create them from scratch.
>
> What I would do is to store the main three types of blank xfd
> disks into one cab file with M$'s cabarc.exe and then use
> three different batch files to start up extract.exe to
> restore the one wanted to the directory you were currently
> in. Does that sound like something that would work for your
> set up?
>
> Each file thus created would have the same name, but you
> could rename it as soon as it got extracted and then use it
> by that new name from now on.
>
> :: A90.bat
> extract %winbootdir%\xfd.cab a90.xfd
> cls
>
> :: A130.bat
> extract %winbootdir%\xfd.cab a130.xfd
> cls
>
> :: A180.bat
> extract %winbootdir%\xfd.cab a180.xfd
> cls
>
> Would be the three batch files to use. They would go into a
> directory in your path statement so that everything could be
> found by DOS easily and the extracted xfd file should wind up
> in your current directory. The %winbootdir% is used as an
> example DOS enviroment variable only. On my system it works
> fine, the xfd.cab file is in my Windows folder, and looking
> at the DOS enviroment variables with the simple command
> 'set' shows that %winbootdir% equates to C:\Windows. But if

> you don't have Windows installed on your DOS system then you
> will have to define a specific location for the extract
> program to find the xfd.cab file at by using the 'SET'
> command in your autoexec.bat file to set the variable, in
> this case a directory location. Or if you don't want to
> bother with that just put the xfd.cab file in your root C:\
> drive and subtitute 'C:' for the %winbootdir% above.
>
> Now matter from what directory you type 'A180', for example,
> that's where the A180.xfd file pops up at. Xfd.cab was 854
> bytes long in my test, super large xfd files would store with
> no real additional size cost, considering their expanded
> size.
>
> Get cabarc.exe to make the cab file with here as M$ seems to
> want to deny that this program exists for download at their
> sites. A lotmore info than you need is also contained.
>
> http://www.powerload.fsnet.co.uk/download/cab-sdk.exe

5546. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 14:55:23 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <vhVr9.2037897$oa7.70193042@Flipper>
Source record: 26617
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

And here we go again.... (sigh)

When does it stop?

Freddy.

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:uqut2so2d2buf5@corp.supernews.com...
> Use it if the ad upsets you.
>
> If 50% are sick of seeing it, 50% must be retarded for not knowing how to
> either pass on by it or do a "Block Message".
>
> Don
> Retired SysOp of the Retired Bear Cavern BBS.
>
>
> "Glenn Westerfield" <gwester@attbi.com> wrote in message
> news:3DAF6A5B.2854B9AA@attbi.com...
> > Great, not only do we get spammed by Bravo Stinko Computers,
> > now there is a copy-cat spammer. From what I've read, >50%
> > of the community is sick of this COMMERCIAL posting.
> >
> > And yes, I know what a kill-file is.
> >
> > GAW
> >
> >
> > Don Schmidt wrote:
> >
> > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > Cc: atari@aracnet.com
> > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> pdx.forsale,
> > > rec.games.video.atari
> > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > >
> > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> >
> > Snip!
> >
>

>

5547. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 16:14:00 UTC
From: Jim McLaughlin <jimmclaughlin@attbi.com>
Message-ID: <crWr9.95896$oq6.25098@sccrnsc01>
Source record: 26618
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Block the sender in your E mail reader and refrain from posting any
replies in the threads. Eventually it will die out.

I have bull shit Atari blocked as a sender; unfortunately, too many
people on this group reply on the group with complaints about the initial
poster, and all too frequently quote the initial post. If we would all each
exercise a little self restraint, it would die out.
"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:vhVr9.2037897$oa7.70193042@Flipper...
> And here we go again.... (sigh)
>
> When does it stop?
>
> Freddy.
>
> "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> news:uqut2so2d2buf5@corp.supernews.com...
> > Use it if the ad upsets you.
> >
> > If 50% are sick of seeing it, 50% must be retarded for not knowing how
to
> > either pass on by it or do a "Block Message".
> >
> > Don
> > Retired SysOp of the Retired Bear Cavern BBS.
> >
> >
> > "Glenn Westerfield" <gwester@attbi.com> wrote in message
> > news:3DAF6A5B.2854B9AA@attbi.com...
> > > Great, not only do we get spammed by Bravo Stinko Computers,
> > > now there is a copy-cat spammer. From what I've read, >50%
> > > of the community is sick of this COMMERCIAL posting.
> > >
> > > And yes, I know what a kill-file is.
> > >
> > > GAW
> > >
> > >
> > > Don Schmidt wrote:
> > >
> > > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)

> > > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > > Cc: atari@aracnet.com
> > > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> > pdx.forsale,
> > > > rec.games.video.atari
> > > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > > >
> > > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> > >
> > > Snip!
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5548. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 17:13:50 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <ur0ga8ituok24e@corp.supernews.com>
Source record: 26619
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Jim,

Here's a bit of history on Bravo Sierra ads.

Ben Smith was running an ad multiple times per month. (Some will say everyday. ???) He was just trying to do a little business with those wanting Atari Hardware and Software. I'd classify his business as a Profit making hobby using the internet as a means to reach customers.

Then a few readers felt they were going to do the world a service and at first publicly bad mouthed Ben for his ads. Ben avoided getting into a verbal exchange by ignoring slanderous posts. But this wasn't good enough for them, one or more went to Ben's I.P. and negotiated to have the I.P. threaten Ben with disconnection if Ben ran his ad more than once a month. So Ben is complying but his friends are running his ad for him.

I and others have taken it upon ourselves to ensure Ben's ads are still available for folks interested in Atari Software and Hardware.

Its unfortunate that the self appointed news group Police couldn't just use the "Block Sender" option. The N.G. Police made it worse not better for instead of just Ben running the ad, others are also now posting the ad. But the N.G.P. have the power to fix all of this by going back to the I.P. and have the disconnection threat rescinded. Then the only one posting Bravo Sierra ads would be Ben and those who didn't want to see the ad..... (use the shampoo ad...) "yes! Yes! YES!" I can use the "Block Sender" option.

I'll stop posting the Bravo Sierra ad when Ben requests me to stop.

Take care,

Don
Retired SysOp of the retired Bear Cavern BBS

"Jim McLaughlin" <jimmclaughlin@attbi.com> wrote in message
news:crWr9.95896$oq6.25098@sccrnsc01...
> Block the sender in your E mail reader and refrain from posting any
> replies in the threads. Eventually it will die out.
>
> I have bull shit Atari blocked as a sender; unfortunately, too many
> people on this group reply on the group with complaints about the initial
> poster, and all too frequently quote the initial post. If we would all
each
> exercise a little self restraint, it would die out.
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message

> news:vhVr9.2037897$oa7.70193042@Flipper...
> > And here we go again.... (sigh)
> >
> > When does it stop?
> >
> > Freddy.
> >
> > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > news:uqut2so2d2buf5@corp.supernews.com...
> > > Use it if the ad upsets you.
> > >
> > > If 50% are sick of seeing it, 50% must be retarded for not knowing how
> to
> > > either pass on by it or do a "Block Message".
> > >
> > > Don
> > > Retired SysOp of the Retired Bear Cavern BBS.
> > >
> > >
> > > "Glenn Westerfield" <gwester@attbi.com> wrote in message
> > > news:3DAF6A5B.2854B9AA@attbi.com...
> > > > Great, not only do we get spammed by Bravo Stinko Computers,
> > > > now there is a copy-cat spammer. From what I've read, >50%
> > > > of the community is sick of this COMMERCIAL posting.
> > > >
> > > > And yes, I know what a kill-file is.
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> > > > GAW
> > > >
> > > >
> > > > Don Schmidt wrote:
> > > >
> > > > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > > > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > > > Cc: atari@aracnet.com
> > > > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> > > pdx.forsale,
> > > > > rec.games.video.atari
> > > > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > > > >
> > > > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> > > > >
> > > > > Snip!
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5549. Re: Abuse by Don Schmidt

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:22:43 UTC
From: Jim McLaughlin <jimmclaughlin@attbi.com>
Message-ID: <n4_r9.1027$qM2.721@sccrnsc02>
Source record: 26620
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Don Schmidt --

Your E mail to me was unsolicited and unwelcome. I really don't care
why you have decided to become a professional whore for Bravo Sierra
Computers.

Your E mail to me was, in my opinion, harassment for my posting information
on how to block unwanted commercial spam.

Your harassment has been reported to your ISP.

Do not E mail me again.

"Jim McLaughlin" <jimmclaughlin@attbi.com> wrote in message
news:crWr9.95896$oq6.25098@sccrnsc01...
> Block the sender in your E mail reader and refrain from posting any
> replies in the threads. Eventually it will die out.
>
> I have bull shit Atari blocked as a sender; unfortunately, too many
> people on this group reply on the group with complaints about the initial
> poster, and all too frequently quote the initial post. If we would all
each
> exercise a little self restraint, it would die out.
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> news:vhVr9.2037897$oa7.70193042@Flipper...
> > And here we go again.... (sigh)
> >
> > When does it stop?
> >
> > Freddy.
> >
> > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > news:uqut2so2d2buf5@corp.supernews.com...
> > > Use it if the ad upsets you.
> > >
> > > If 50% are sick of seeing it, 50% must be retarded for not knowing how
> to
> > > either pass on by it or do a "Block Message".
> > >
> > > Don
> > > Retired SysOp of the Retired Bear Cavern BBS.
> > >
> > >
> > > "Glenn Westerfield" <gwester@attbi.com> wrote in message
> > > news:3DAF6A5B.2854B9AA@attbi.com...

> > > > Great, not only do we get spammed by Bravo Stinko Computers,
> > > > now there is a copy-cat spammer. From what I've read, >50%
> > > > of the community is sick of this COMMERCIAL posting.
> > > >
> > > > And yes, I know what a kill-file is.
> > > >
> > > > GAW
> > > >
> > > >
> > > > Don Schmidt wrote:
> > > >
> > > > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > > > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > > > Cc: atari@aracnet.com
> > > > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> > > pdx.forsale,
> > > > > rec.games.video.atari
> > > > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > > > >
> > > > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> > > > >
> > > > Snip!
> > > >
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5550. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:38:13 UTC
From: Fox-1
Message-ID: <x8_r9.6374$48.834220@zwoll1.home.nl>
Source record: 26621

"Marius Diepenhorst" wrote

> How to reed a simple dos 2.0 single density disk in bewedos. Bewedos seems
> to want only SPARTADOS or BEWEDOS formatted disks.

BeWeDos should be seen as a mini-Sparta-Dos replacement (or stripped down version or whatever). It takes up much less memory, so
it excludes some routines that are available in Sparta-Dos. One of the routines is the ablity to read/write DOS 2.x disks, which
can only be done when using the external utlility (menu.com?).

> How to read / write a single dens. disk in bewedos.

> spartados can read and write dos. 2.0s disks. So why can't bewedos?

Cause it only implements the Sparta-Dos filesystem routines, not the DOS 2.x ones.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5551. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:45:47 UTC
From: Fox-1
Message-ID: <9h_r9.6407$48.837894@zwoll1.home.nl>
Source record: 26622

"Glenn Westerfield"wrote

> Great, not only do we get spammed by Bravo Stinko Computers,
> now there is a copy-cat spammer. From what I've read, >50%
> of the community is sick of this COMMERCIAL posting.

Read again and learn to count. There are just a few (and always the same) people complaining over and over again about his "ADV:"
postings, but there are a lot more mails about the discussion "it's spam, it's not spam" then there are BS advertizings. You can
figure out by yourself what takes up more bandwidth, the "ADV's", or the "spam/not spam" mails...

> And yes, I know what a kill-file is.

Ever thought about using that feature?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5552. Re: Abuse by Don Schmidt

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:51:25 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <ur0t25e8jgklcc@corp.supernews.com>
Source record: 26623
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

To my good friend Jim:

You see Jim, spam is unsolicited correspondence to an e-mail address, not to a news group.

Your good friend Don
Retired SysOp of the retired Bear Cavern BBS.

P.S. You may be able to get, at very good prices, some of the ex-Bear Cavern BBS hardware and software at the Bravo Sierra store.

"Jim McLaughlin" <jimmclaughlin@attbi.com> wrote in message
news:n4_r9.1027$qM2.721@sccrnsc02...
> Don Schmidt --
>
> Your E mail to me was unsolicited and unwelcome. I really don't care
> why you have decided to become a professional whore for Bravo Sierra
> Computers.
>
> Your E mail to me was, in my opinion, harassment for my posting
information
> on how to block unwanted commercial spam.
>
> Your harassment has been reported to your ISP.
>
> Do not E mail me again.
>
>
>
> "Jim McLaughlin" <jimmclaughlin@attbi.com> wrote in message
> news:crWr9.95896$oq6.25098@sccrnsc01...
> > Block the sender in your E mail reader and refrain from posting any
> > replies in the threads. Eventually it will die out.
> >
> > I have bull shit Atari blocked as a sender; unfortunately, too many
> > people on this group reply on the group with complaints about the
initial
> > poster, and all too frequently quote the initial post. If we would all
> each
> > exercise a little self restraint, it would die out.
> > "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> > news:vhVr9.2037897$oa7.70193042@Flipper...
> > > And here we go again.... (sigh)
> > >

> > > When does it stop?
> > >
> > > Freddy.
> > >
> > > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > > news:uqut2so2d2buf5@corp.supernews.com...
> > > > Use it if the ad upsets you.
> > > >
> > > > If 50% are sick of seeing it, 50% must be retarded for not knowing
how
> > to
> > > > either pass on by it or do a "Block Message".
> > > >
> > > > Don
> > > > Retired SysOp of the Retired Bear Cavern BBS.
> > > >
> > > >
> > > > "Glenn Westerfield" <gwester@attbi.com> wrote in message
> > > > news:3DAF6A5B.2854B9AA@attbi.com...
> > > > > Great, not only do we get spammed by Bravo Stinko Computers,
> > > > > now there is a copy-cat spammer. From what I've read, >50%
> > > > > of the community is sick of this COMMERCIAL posting.
> > > > >
> > > > > And yes, I know what a kill-file is.
> > > > >
> > > > > GAW
> > > > >
> > > > >
> > > > > Don Schmidt wrote:
> > > > >
> > > > > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > > > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > > > > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > > > > Cc: atari@aracnet.com
> > > > > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> > > pdx.forsale,
> > > > > > rec.games.video.atari
> > > > > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > > > > >
> > > > > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> > > > > >
> > > > > > Snip!
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5553. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:53:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <ex_r9.2045497$oa7.70504587@Flipper>
Source record: 26624

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:x8_r9.6374$48.834220@zwoll1.home.nl...
>
> "Marius Diepenhorst" wrote
>
> > How to reed a simple dos 2.0 single density disk in bewedos. Bewedos
seems
> > to want only SPARTADOS or BEWEDOS formatted disks.
>
> BeWeDos should be seen as a mini-Sparta-Dos replacement (or stripped down
version or whatever). It takes up much less memory, so
> it excludes some routines that are available in Sparta-Dos. One of the
routines is the ablity to read/write DOS 2.x disks, which
> can only be done when using the external utlility (menu.com?).

I remember SpartaDos did only read DOS 2.x Single Density, not Enhanced or?

Freddy.

5554. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 20:58:17 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <JB_r9.2045595$oa7.70508840@Flipper>
Source record: 26625
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

I did not mean, when do the BS ads stop. I wondered when the threads on his ads stop!

Well, I guess this will always be the "Atari 8-bit, BS ads and the pro/anti-BS" newsgroup.

Freddy.

"Jim McLaughlin" <jimmclaughlin@attbi.com> wrote in message news:crWr9.95896$oq6.25098@sccrnsc01...
> Block the sender in your E mail reader and refrain from posting any
> replies in the threads. Eventually it will die out.
>
> I have bull shit Atari blocked as a sender; unfortunately, too many
> people on this group reply on the group with complaints about the initial
> poster, and all too frequently quote the initial post. If we would all each
> exercise a little self restraint, it would die out.
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> news:vhVr9.2037897$oa7.70193042@Flipper...
> > And here we go again.... (sigh)
> >
> > When does it stop?
> >
> > Freddy.
> >
> > "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> > news:uqut2so2d2buf5@corp.supernews.com...
> > > Use it if the ad upsets you.
> > >
> > > If 50% are sick of seeing it, 50% must be retarded for not knowing how
> to
> > > either pass on by it or do a "Block Message".
> > >
> > > Don
> > > Retired SysOp of the Retired Bear Cavern BBS.
> > >
> > >
> > > "Glenn Westerfield" <gwester@attbi.com> wrote in message
> > > news:3DAF6A5B.2854B9AA@attbi.com...
> > > > Great, not only do we get spammed by Bravo Stinko Computers,
> > > > now there is a copy-cat spammer. From what I've read, >50%
> > > > of the community is sick of this COMMERCIAL posting.

> > > >
> > > > And yes, I know what a kill-file is.
> > > >
> > > > GAW
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> > > > Don Schmidt wrote:
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> > > > > From atari@aracnet.com Sat Oct 5 17:13:36 2002
> > > > > Date: Fri, 27 Sep 2002 22:59:13 -0700 (PDT)
> > > > > From: Bravo Sierra Computers <atari@aracnet.com>
> > > > > Cc: atari@aracnet.com
> > > > > Newsgroups: comp.sys.atari.8bit, comp.sys.atari.st, or.forsale,
> > > pdx.forsale,
> > > > > rec.games.video.atari
> > > > > Subject: ADV: Bravo Sierra! Atari Sales, Support & Service!
> > > > >
> > > > > Hi, I'm Ben Smith of Bravo Sierra Computers!
> > > >
> > > > Snip!
> > > >
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5555. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 21:01:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ME_r9.1599$071.124836@newsread1.prod.itd.earthlink.net>
Source record: 26626

In this case, I may already have the MoveUp code done as my original assumptions were valid except for limits on 'Y' and 'LINES' which go from 23 to 192, *but* remain as a single byte and do not affect the logic.

Just to make certain we are on the same page:
'X' is byte position in GR 8 scan line, 0-38
'Y' is line position on GR 8 screen, 0-192
'LINES' is count of GR 8 lines to scroll, 0-192
'BYTES' is count of bytes per GR 8 line to move, 0-39
IE, routine moves a rectangular block that is 'BYTES' wide and 'LINES' scan lines tall begining at GR 8 position 8*'X', 'Y' up or down by 8 scan lines. Some other algorythm will check screen edge limits and clean up the 8 scan lines which are not overwritten.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mirko Sobe" <atarixle@12move.de> wrote in message
news:aonbll$13ih$1@innferno.news.tiscali.de...
> when I want to scroll 8 lines of text in graphics 8, I had to let
lines=8*8.
> X is a value (0-39), it's already givven in bytes.
>
> "Ron Hamilton" <oldatarian@atariland.com> schrieb im Newsbeitrag
> news:ITFr9.42113$OB5.3230096@newsread2.prod.itd.earthlink.net...
> > I have the logic completed for all but:
> >
> > converting X (0-319) to a byte value (0-39)
> > manipulating bits for partial byte moves
> > screen edge and bottom limit checks
> > those last 8 scanlines on the move up process
> >
> > X will be a 2-byte vale, *but* the high byte is always '0' or '1' to
> > represent bit values from 0-319. We just divide X by 8 to locate the
byte
> > offset and somehow extract bit offset from the remainder...
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian

> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:8uEr9.41942$OB5.3216804@newsread2.prod.itd.earthlink.net...
> > > It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X
> > > positions into the same 40 bytes as each mode line of GR 0.
> > >
> > > Sounds like X can range 0-319 and Y as well as LINES could be up to
192.
> > > Since BYTES is limited to 40, only X will require 2 bytes and the
> > complexity
> > > should not increase too much, hopefully.
> > >
> > > BTW, moving mapped GR 8 text will involve some possible bit mangling
on
> > each
> > > end of each scan line of bytes.
> > >
> > > Also, what happens in the area below the last 8 scan lines which are
> moved
> > > up? Surely we do not want to leave those 8 lines duplicated on
screen...
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > news:aohmli$2inc$1@innferno.news.tiscali.de...
> > > > This routine should scroll some TEXT-lines in GR.8 up and down, so I
> > need
> > > > two routines, one to scroll up and one to scroll down. It's nearly
> like
> > > the
> > > > MOVE and the -MOVE commands.
> > > >
> > > > Mirko
> > > >
> > > > www.atarixle.de
> > > >
> > > > "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> > > > news:VZGq9.1873767$oa7.65283713@Flipper...
> > > > > It looks more to a GR.8 (24) routine to me. By adding 320 you get
> the
> > > bytes
> > > > > from 8 scan lines below, so the routine 'moves' a window 8 lines
up
> on
> > > the
> > > > > screen. There will be a problem when the window is on the bottom
of

> > the
> > > > > screen, since then it gets out of screen ram by the +320.
> > > > >
> > > > > Mirko, please explain what the routine should do, so we can make
> > correct
> > > > > code.
> > > > >
> > > > > Freddy.
> > > > >
> > > > > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > > > news:47Gq9.34488$lV3.2717735@newsread1.prod.itd.earthlink.net...
> > > > > > Hi Mirko;
> > > > > >
> > > > > > This looks like we are working with a GR.0 screen and copying
> > > rectangles
> > > > > of
> > > > > > text from a 'work' area into the display RAM.
> > > > > > --
> > > > > > Ron
> > > > > > http://www.atariland.com/members/oldatarian
> > > > > > and mirror
> > > > > > http://www.powow.com/oldatarian
> > > > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > > news:ao6kh1$2l3e$1@innferno.news.tiscali.de...
> > > > > > > Can anybody translate this into fast assembler?
> > > > > > >
> > > > > > > 100 FOR P=0 to LINES-1
> > > > > > > 110 MOVE
DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > > > 120 NEXT P
> > > > > > >
> > > ----------
> > > > > > >
> > > > > > > so I could call it
> > > > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > > > >
> > > > > > > Thanks
> > > > > > > Mirko
> > > > > > >
> > > > > > > www.atarixle.de

5556. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 21:06:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <9J_r9.1606$071.125916@newsread1.prod.itd.earthlink.net>
Source record: 26627

Hi, Freddy;
That occurred to me overnight as the original TB statement is byte oriented
and would do any bit operations on that GR 8 screen.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> Ron,
>
> I don't think Mirko needs pixel aligned X values. So, IMO X could just be
> 0-39.
> If it's really text scrolling he wants, then he will probably clear the
top
> part and place new text at the bottom area (in the case of up-scroll).
>
> Ehm, it seems he needs crude window routines. I still need more info
(partly
> because I don't like to program without thinking about the design).
>
> Freddy.
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > I have the logic completed for all but:
> >
> > converting X (0-319) to a byte value (0-39)
> > manipulating bits for partial byte moves
> > screen edge and bottom limit checks
> > those last 8 scanlines on the move up process
> >
> > X will be a 2-byte vale, *but* the high byte is always '0' or '1' to
> > represent bit values from 0-319. We just divide X by 8 to locate the
byte
> > offset and somehow extract bit offset from the remainder...
> > --
> > Ron
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> > and mirror
> > http://www.powow.com/oldatarian
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > It was the P*40 byte offset that led me astray; GR 8 squeezes 320 X

> > > positions into the same 40 bytes as each mode line of GR 0.
> > >
> > > Sounds like X can range 0-319 and Y as well as LINES could be up to
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> > > Since BYTES is limited to 40, only X will require 2 bytes and the
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> > > should not increase too much, hopefully.
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> > > end of each scan line of bytes.
> > >
> > > Also, what happens in the area below the last 8 scan lines which are
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> > > up? Surely we do not want to leave those 8 lines duplicated on
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> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
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> > > http://www.powow.com/oldatarian
> > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > This routine should scroll some TEXT-lines in GR.8 up and down, so I
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> > > > two routines, one to scroll up and one to scroll down. It's nearly
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> > > the
> > > > MOVE and the -MOVE commands.
> > > >
> > > > Mirko
> > > >
> > > > www.atarixle.de
> > > >
> > > > "Freddy Offenga" <taf.offenga@chello.nl> schrieb im Newsbeitrag
> > > > > It looks more to a GR.8 (24) routine to me. By adding 320 you get
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> > > > bytes
> > > > > from 8 scan lines below, so the routine 'moves' a window 8 lines
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> > > > > screen. There will be a problem when the window is on the bottom
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> > the
> > > > > screen, since then it gets out of screen ram by the +320.
> > > > >
> > > > > Mirko, please explain what the routine should do, so we can make

> > correct
> > > > > code.
> > > > >
> > > > > Freddy.
> > > > >
> > > > > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > > > > Hi Mirko;
> > > > > >
> > > > > > This looks like we are working with a GR.0 screen and copying
> > > rectangles
> > > > > of
> > > > > > text from a 'work' area into the display RAM.
> > > > > > --
> > > > > > Ron
> > > > > > http://www.atariland.com/members/oldatarian
> > > > > > and mirror
> > > > > > http://www.powow.com/oldatarian
> > > > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > > > Can anybody translate this into fast assembler?
> > > > > > >
> > > > > > > 100 FOR P=0 to LINES-1
> > > > > > > 110 MOVE
DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > > > 120 NEXT P
> > > > > >
> > > ----------
> > > > > > > so I could call it
> > > > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > > > >
> > > > > > > Thanks
> > > > > > > Mirko
> > > > > > >
> > > > > > > www.atarixle.de

5557. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 21:16:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6T_r9.1624$071.126997@newsread1.prod.itd.earthlink.net>
Source record: 26628

Ver 1.1 maybe... I sure thought Sparta 2.3 and up could handle enhanced and
double.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> >
> > "Marius Diepenhorst" wrote
> >
> > > How to reed a simple dos 2.0 single density disk in bewedos. Bewedos
> seems
> > > to want only SPARTADOS or BEWEDOS formatted disks.
> >
> > BeWeDos should be seen as a mini-Sparta-Dos replacement (or stripped
down
> version or whatever). It takes up much less memory, so
> > it excludes some routines that are available in Sparta-Dos. One of the
> routines is the ablity to read/write DOS 2.x disks, which
> > can only be done when using the external utlility (menu.com?).
>
> I remember SpartaDos did only read DOS 2.x Single Density, not Enhanced
or?
>
> Freddy.

5558. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 21:32:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <N5%r9.1648$071.128117@newsread1.prod.itd.earthlink.net>
Source record: 26629

You could convert the entire loop to a USR call:
Z=USR(ADR(ML$),ADR(A$),DBUFR2,SECSIZE)

Only question is details of atascii translation;
byte count change in CR LF --> EOL ?
replace code for ascii 0 to 31? Spaces or graphics char?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Freddy, folks
>
> > As Marius says, a machine code routine can do the trick.
> > If you send me the TB version, I can write the assem. code.
>
> I forgot to mention something. I not only need to copy it, I need to
> convert it to ATASCII. It goes something like this:
>
> 1000 for x=1 to secsize
> 1010 a$(x,x)=chr$(peek(dbufr2+x))
> 1020 next x
>
> I'm not sure it's exactly like this, I'll get back to you next week, but
> it's used in DATA.21 on my homepage.
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
> CU Mathy van Nisselroy
>
> PS thanks in advance!!!

5559. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 21:51:16 UTC
From: Fox-1
Message-ID: <%c%r9.6642$48.865017@zwoll1.home.nl>
Source record: 26630

"Freddy Offenga" wrote

> I remember SpartaDos did only read DOS 2.x Single Density, not Enhanced or?

Sparta-Dos reads and writes Single and Double Density "DOS 2.x" without problems. It does definatley not _write_ to a DOS 2.x
Enhanced Density disk, but I'm not sure about _reading_ a disk in that format...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5560. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 22:29:30 UTC
From: Cosmosis <cosmofurballs@yahoo.com>
Message-ID: <eX%r9.32$Xn2.2983@paloalto-snr1.gtei.net>
Source record: 26631
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:ur0ga8ituok24e@corp.supernews.com...
> Jim,
>
> Here's a bit of history on Bravo Sierra ads.
> > threaten Ben with disconnection if Ben ran his ad more than once a
month.
> So Ben is complying but his friends are running his ad for him.
>
> I and others have taken it upon ourselves to ensure Ben's ads are still
> available for folks interested in Atari Software and Hardware.
> But
> the N.G.P. have the power to fix all of this by going back to the I.P. and
> have the disconnection threat rescinded.

Better yet, go back to his ISP and point out he has people posting his stuff
by proxy for him in order to circumvent the AUP. See how good of a sense of
humor they have.

5561. FA: ICD PR Connection Interface for Atari 400 800

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 22:37:30 UTC
From: aleks@cs.yorku.ca
Message-ID: <6e0f29c6.0210181437.1aec88a2@posting.google.com>
Source record: 26632

FA: ICD PR Connection Interface for Atari 400 800

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2062959849&rd=1

5562. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-18 23:01:32 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <bemdnajt-IojDy2gXTWcqg@comcast.com>
Source record: 26633
Cross-posted to: comp.sys.atari.8bit,pdx.forsale

Not entirely true. My beef was and is his slam on auction sellers. As slanderous as any of the posts by others.

Paul
Retired sysop of The Wolves Den BBS

"Don Schmidt" <dschmidt@pacifier.com> wrote in message news:ur0ga8ituok24e@corp.supernews.com...
> Jim,
>
> Here's a bit of history on Bravo Sierra ads.
>
> Ben Smith was running an ad multiple times per month. (Some will say
> everyday. ???) He was just trying to do a little business with those wanting
> Atari Hardware and Software. I'd classify his business as a Profit making
> hobby using the internet as a means to reach customers.
>
> Then a few readers felt they were going to do the world a service and at
> first publicly bad mouthed Ben for his ads. Ben avoided getting into a
> verbal exchange by ignoring slanderous posts. >
> Don
> Retired SysOp of the retired Bear Cavern BBS
>

5563. Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 04:15:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3db0dc66$0$17643$272ea4a1@news.execpc.com>
Source record: 26634

Somebody (Mathy I think) was asking about a
schematic for the Parrot interface. Actually
Tony (???) visits here, and I think he designed it.
You'd need the software for it, but I found my
drawing that Tom Hunt made.
It is a modified paddle controller.

```
mini jack
=----------------------
| |
| 2N2222 |
-|(----E B----------------------------
.1mf | C | |
50v | | O1meg pot |
| | | |
pin 9 |
jstick pt. pin7------VVV---------|--(-o )phono jack
100k
```

Uhm. I did that online. Prolly shoulda tried it in
a text editor. Just one cap, one resistor, a mini
jack for the microphone, a phono (RCA) for
a different microphone?, the cable to jstick port,
the pot and a 2N2222 transistor.

TONY RAMOS, right he posts here and could
tell you.
Rambling Russg

5564. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 06:29:25 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aoqu3acar1@reader10.wxs.nl>
Source record: 26635

Spartados can't write the sectors above the 719 sectors of Dos 2.5 formatted (enhanced density) disks.

Btw. That enhanced format is extremely incompatible at all.

And the worst is: I have 2 1050's that are not able to read higher sectors too. They need to be tuned. The stupid part is they can read single dens disks without any repairment of the drive ;)

Marius

5565. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 06:34:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aoqudkcdt1@reader10.wxs.nl>
Source record: 26636

That was an INTERESTING REPLY FOX-1

If menu.com is able to read a dos 2.0s disk, might there be an external routine available to read those disks.

Why do I want to know this. Well I wrote a nice partition program for the My IDE interface. The program does almost the same as the Black Box menu but now for the My IDE interface you see.
My software uses an external PARTLIST.DAT file, but there we go. It isn't possible to read this partlist.dat from any other disk format then bewedos. But MYDOS won't read a BEWEDOS disk. So now I have to work with TWO partlist.dat files and that is very dangerous. Now the partition info table of the drive might get defect.

In a future (M/L code) version I'll write this partition list in a secret and safe place on the HD itself, so this program can be used in any dos. But now the thing is in Basic, so I need to read/write a single dens disk in Bewedos AND mydos.

Thanks
Marius

5566. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 07:12:19 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <nB7s9.150$_u1.108@nwrddc04.gnilink.net>
Source record: 26637

> And the worst is: I have 2 1050's that are not able to read higher sectors
> too. They need to be tuned. The stupid part is they can read single dens
> disks without any repairment of the drive ;)
>
> Marius

Adjusting the VCO (VC36) should fix the problem. Adj. to find center of the adjustment range that gives good reads.

Paul

5567. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 09:00:42 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <aor6vq$18e$2@knossos.btinternet.com>
Source record: 26638

Visit my website
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

5568. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 13:42:56 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210190542.3f7516d6@posting.google.com>
Source record: 26639

"Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message news:<bemdnajt-IojDy2gXTWcqg@comcast.com>...
> Not entirely true. My beef was and is his slam on auction sellers. As
> slanderous as any of the posts by others.
>
> Paul
> Retired sysop of The Wolves Den BBS
>

You've got me confused somewhat, Paul. Are you suggesting that Ben is somehow associated with the 'FA - ebay #1234567' posters? If you knew Ben, the first thing you would know is that he objects in every way to ebay and its auctions. His distrust of ebay and its sellers is very obvious right from the start of any email discussions I've had with Ben.

I guess I need to you to translate 'his slam on auction sellers' into American english as that's the part that I can't get my head around right. I read - his outright, blatent, auction sellers. In which case, if true, see above paragraph? Its just my opinion but I think those 'FA ebay#1234567' posters are just background noise - they often are quite knowledgeable Atarians who are posting an SDX cart for sale or some other rare device. In which case, I consider it a good thing, as my collection of some of these rare items is not complete just yet. A couple of which, a Big D Astra and a 1200XL for $20 each came from Ben - beat that on ebay! He would make a lot more money if he used ebay, which I'm sure he and his 'cronies'(non-existant IMHO) do not. I'm pretty sure he is just a second hand store shopper who has quite a collection of Atari items finally, and would like to trade some of it for some money once in a while.

5569. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 16:24:30 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <wHidnaTrprWuGiygXTWcqQ@comcast.com>
Source record: 26640

My complaint is about this page. I don't mind those that post "FA: blah"
ads, unless they are selling 50 items and post once for each item. Then I'd
prefer to see 1 post with 50 links.

http://www.aracnet.com/~atari/auctions.htm

Paul

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0210190542.3f7516d6@posting.google.com...
> "Paul Gifford" <paul.gifford@comcast.excise-this.net> wrote in message
news:<bemdnajt-IojDy2gXTWcqg@comcast.com>...
> > Not entirely true. My beef was and is his slam on auction sellers. As
> > slanderous as any of the posts by others.
> >
> > Paul
> > Retired sysop of The Wolves Den BBS
> >
>
> You've got me confused somewhat, Paul. Are you suggesting that Ben is
> somehow associated with the 'FA - ebay #1234567' posters? If you knew
> Ben, the first thing you would know is that he objects in every way to
> ebay and its auctions. His distrust of ebay and its sellers is very
> obvious right from the start of any email discussions I've had with
> Ben.
>
> I guess I need to you to translate 'his slam on auction sellers' into
> American english as that's the part that I can't get my head around
> right. I read - his outright, blatent, auction sellers. In which
> case, if true, see above paragraph? Its just my opinion but I think
> those 'FA ebay#1234567' posters are just background noise - they
> often are quite knowledgeable Atarians who are posting an SDX cart
> for sale or some other rare device. In which case, I consider it a
> good thing, as my collection of some of these rare items is not
> complete just yet. A couple of which, a Big D Astra and a 1200XL for
> $20 each came from Ben - beat that on ebay! He would make a lot more
> money if he used ebay, which I'm sure he and his 'cronies'(non-existant
> IMHO) do not. I'm pretty sure he is just a second hand store shopper
> who has quite a collection of Atari items finally, and would like to
> trade some of it for some money once in a while.

5570. Need black write-protect labels

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 17:04:34 UTC
From: dunxuk@aol.com
Message-ID: <20021019130434.19768.00003074@mb-fj.aol.com>
Source record: 26641

Anyone in the UK with these. The nice people at 3M didn't think that people would ever need more than ten in each box. And there's me cutting notches on the wrong side and all....

Alternatively any suggestions - they must be black tho.

TIA, Dunx

5571. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Suppo...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 17:45:45 UTC
From: Video61@webtv.net
Message-ID: <29684-3DB19A49-517@storefull-2115.public.lawson.webtv.net>
Source record: 26586

paul gifford said,
Not entirely true. My beef was and is his slam on auction sellers. As
slanderous as any of the posts by others.
Paul

i cannot take this anymore. when ben told me that he was against
auctions i had two avenues of thought on this,
one is that every once in a while i do auctions, so did this enrage me
and turn me into a stark raving mad stalker that will hound ben to the
end of his life for voicing his constitutional rights of free speech?,
or would i take the second route that i thought he was wrong, then let
him know it and then i would go on with my life to other more important
aspects of life, which one do you think i took?
one good thing though has happened from this, you have posted b&c's web
site, he is one of three other atari dealers that are afraid to post
because of certain rule makers, and enforcers who have kept most other
atari dealers at bay from posting to this newsgroup specials and one of
a kind warehouse finds.
so you see in some way's you have helped.
ben has agreed to keep his ads to once a week.
is that so much to ask for what few atari dealers are left?
we know you do not like his position on auctions, niether do i, but do
you hound everyone for life who voices a opinion you do not like?

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

5572. Re: Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 18:23:47 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-wenDDfC1LK7w@localhost>
Source record: 26642

if you say visit your website then you really should provide a link. I
for one won't go to the trouble of looking it up.

On Sat, 19 Oct 2002 09:00:42, "John Thackeray" <john@tradeinpost.com>
wrote:

> Visit my website
> Regards
> John
>
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> Tel: 44+00+(0)1952 462135
> www.tradeinpost.com
> john@tradeinpost.com
>
>

--

5573. Re: Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 18:25:46 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-sZ8fd2mUEUK5@localhost>
Source record: 26643

sorry, not enough sleep I guess.just saw the link below. maybe put a
http:// in front to make it a clickable link. that should make it
hilited in all browsers too. again, my apologies.

Ken

On Sat, 19 Oct 2002 09:00:42, "John Thackeray" <john@tradeinpost.com>
wrote:

> Visit my website
> Regards
> John
>
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> Tel: 44+00+(0)1952 462135
> www.tradeinpost.com
> john@tradeinpost.com
>
>

--

5574. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 19:26:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_lis9.3075$U97.328886@newsread2.prod.itd.earthlink.net>
Source record: 26644

```
that should have been *not* do any bit ...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> Hi, Freddy;
> That occurred to me overnight as the original TB statement is byte
oriented
> and would do any bit operations on that GR 8 screen.
>
> --
> Ron
<snip>
> > > > > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > > > > Can anybody translate this into fast assembler?
> > > > > > > >
> > > > > > > > 100 FOR P=0 to LINES-1
> > > > > > > > 110 MOVE
> DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > > > > 120 NEXT P
> > > > > > > >
> > > > ----------------------------------------------------
> > > > > > > >
> > > > > > > > so I could call it
> > > > > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > > > > >
> > > > > > > > Thanks
> > > > > > > > Mirko
> > > > > > > >
> > > > > > > > www.atarixle.de
```

5575. Re: Need black write-protect labels

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 19:37:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Tvis9.3099$U97.330381@newsread2.prod.itd.earthlink.net>
Source record: 26645

Electrical tape perhaps...

I had a *lot* of them from 18-20 year ago that have dried up and fallen off
of the backer paper and some disks too.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"DunxUK" <dunxuk@aol.com> wrote in message
news:20021019130434.19768.00003074@mb-fj.aol.com...
> Anyone in the UK with these. The nice people at 3M didn't think that
people
> would ever need more than ten in each box. And there's me cutting notches
on
> the wrong side and all....
>
> Alternatively any suggestions - they must be black tho.
> TIA, Dunx

5576. New Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 19:53:13 UTC
From: Computer_Czar <jcrump@rcsis.com>
Message-ID: <ur46po19j2ia21@corp.supernews.com>
Source record: 26550

Is anyone still actively developing stuff for Atari 8 Bit? I used to but
that was quite some time ago.
--
Computer_Czar
X-Box Gamertag: Video Maniac
Check X-Box on IRC ...
irc.gamesnet.net channels #xbox and #xbl

5577. Re: Current drive number?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 19:53:26 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0210191153.69577d27@posting.google.com>
Source record: 26646

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:<hl3q9.1786160$oa7.62600244@Flipper>...
> I'm also curious about a way to find out the default drive with DOS 2.0/2.5.
>
> For Sparta and OS/A+ I've managed to do this, but for the Atari DOS I just
> use D1: as default.
> I thought about peeking into the line input buffer (where the filename was
> typed), but that didn't work. The method using ZIOCB sounds good. Please let
> me know if it works! :)
>
> If you like to see my code, it's in the getargs.s library module from the
> cc65 compiler.

Thanks for the info, I'll give the ZIOCB method a try see if it works.
It'll probably be a couple of weeks before I get the time though.
I'll post any results here.

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

5578. DGS CD #2 received

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 20:15:25 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1FB508.15152419102002@news.supernews.com>
Source record: 26547

A quick note to mention that, as with the first, I received the 2nd DGS CD-ROM in very timely fashion, arriving yesterday. And also as with the first, it's loaded with good stuff and IMO well worth the low price.

DGS is at http://www.dgs.clara.net/ .

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

5579. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 20:20:23 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <b8js9.2080609$oa7.71816904@Flipper>
Source record: 26548

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:aoqu3acar1@reader10.wxs.nl...
> Spartados can't write the sectors above the 719 sectors of Dos 2.5
formatted
> (enhanced density) disks.
>
> Btw. That enhanced format is extremely incompatible at all.
>...

Incompatible with what? IMO it's very wide spread and used by many
commercial programs. Also, if you don't have a drive expansion it's 130K
against 90K (Single). Enough reasons for me to use it. :)

Freddy.

5580. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-19 21:32:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_bks9.3299$U97.347305@newsread2.prod.itd.earthlink.net>
Source record: 26549

Partly semantics:
Reading the disk is a function of the drive capabilities whereas reading the data is a DOS function. IE, a stock 810 cannot physically read/write double or enhanced density diskettes created by any DOS.

This is totally different from the fact that a Doubled 1050 controlled by Dos 2.5 or MyDos reads the sectors and cannot make sense of the data in a single or enhanced or double density disk created by Sparta.

You can make external routines and utilities for any I/O task up to your abilities. I collaborated with a UK lad to write a Basic program that read 2.x SD/ED files and wrote them to a DD disk for transfer to a PC with HiasSoft AtariLnk. He had no access to a suitable DOS and it was faster than mailing a diskette across the pond. Expending the effort to duplicate a file management system is usually counter productive unless circumstances are extraordinary.

Your reading situation is actually easier than writing; you can use the resident disk handler to read sectors into a buffer and then let your BeWeDos write it back out in its own format. You have to manage directory entries, VTOCs, and forward pointers when writing.

Is Sparta compatible with BeWeDos? Any chance you could have Sparta be the medium between MyDos/2.x and BeWeDos?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> That was an INTERESTING REPLY FOX-1
>
> If menu.com is able to read a dos 2.0s disk, might there be an external
> routine available to read those disks.
>
> Why do I want to know this. Well I wrote a nice partition program for the
My
> IDE interface. The program does almost the same as the Black Box menu but
> now for the My IDE interface you see.
> My software uses an external PARTLIST.DAT file, but there we go. It isn't
> possible to read this partlist.dat from any other disk format then
bewedos.
> But MYDOS won't read a BEWEDOS disk. So now I have to work with TWO
> partlist.dat files and that is very dangerous. Now the partition info

table
> of the drive might get defect.
>
> In a future (M/L code) version I'll write this partition list in a secret
> and safe place on the HD itself, so this program can be used in any dos.
But
> now the thing is in Basic, so I need to read/write a single dens disk in
> Bewedos AND mydos.
>
> Thanks
> Marius
>
>
>
>
>

5581. 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 03:31:18 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aot826hoi1@bob.news.rcn.net>
Source record: 26551
Body handling: HTML body converted to readable text

The 1050 in question makes no noise when powered up.
The power led does light. I've exchanged all removable chips except for a 6532.
I also have not replaced the 3086? Any other ideas?
Thanks,
Rick

5582. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 03:35:35 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210191935.2ccc27a3@posting.google.com>
Source record: 26552

Well a prelem version of real.dos went out ot the tester just a few minuits ago. We as a team still have a lot of source code to write. However I am pleased to anounce that TOM HUNT joined the team a little while ago. This is real good news Tom is a super programmer in assembler and this should provide GREAT things to this project. And remember REAL.DOS will go out shareware.

Steve

5583. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 07:05:59 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aotkjq$i1c$1@reader15.wxs.nl>
Source record: 26553

Hmmm I couldn't get the right english word. Incompatible isn't the good word indeed. I was trying to say that is isn't a very STANDARD format. Ok it is standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch off thing. Atari always wanted to be backward compatible (that is a nice philosophy ofcourse) but that is in my point of view the problem with the 1050. First they told this was a drive with REAL double density. It is defniately NOT double density. The 1050 uses more sectors, but does not put more bytes in one sector. In sparta XINIT it is called "1050 double density" I likte that name.

I'm not sure, but I guess for the sectors between 719 and 1041 (=720 - 1040) it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the stupidity of the format, and makes that it is very NON-standard.

Ofcourse it is an Atari Standard, and because of that it is used very much, and is it nice to use, if you program for diskdrive. But we live now in the year 200x and have more devices to use with our atari 8bit, and if I look at the enhanced format with these devices next to it... i stil say: that Enhanced format is a very stupid format :-)

(hehe you can see: I'm a spartados user :-))))))

Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
news:b8js9.2080609$oa7.71816904@Flipper...
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:aoqu3acar1@reader10.wxs.nl...
> > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> formatted
> > (enhanced density) disks.
> >
> > Btw. That enhanced format is extremely incompatible at all.
> >...
>
> Incompatible with what? IMO it's very wide spread and used by many
> commercial programs. Also, if you don't have a drive expansion it's 130K
> against 90K (Single). Enough reasons for me to use it. :)
>
> Freddy.
>
>

5584. Re: New Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 10:06:36 UTC
From: bill@newbreedsoftware.com
Message-ID: <Mevs9.42344$lk.942659@typhoon.sonic.net>
Source record: 26554

Computer_Czar <jcrump@rcsis.com> wrote:
> Is anyone still actively developing stuff for Atari 8 Bit? I used to but
> that was quite some time ago.

Yeah - There was a demo competition recently (August), and a few cool demos came out at it. The 3D game "Vector" is/was being worked on (one of the demos shows it off, actually.)

-bill!

5585. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 16:11:55 UTC
From: mo <momo@atariland.com>
Message-ID: <fBAs9.185019$121.4996544@twister.austin.rr.com>
Source record: 26555

I have the software for this if anyone needs the ATR's, or they may be PRO
images if it's copyprotected I can't remember.
Mo

"Russ Gilbert" <russg@en.com> wrote in message
news:3db0dc66$0$17643$272ea4a1@news.execpc.com...
> Somebody (Mathy I think) was asking about a
> schematic for the Parrot interface. Actually
> Tony (???) visits here, and I think he designed it.
> You'd need the software for it, but I found my
> drawing that Tom Hunt made.
> It is a modified paddle controller.
>
> mini jack
> =----------------------
> | |
> | 2N2222 |
> -|(----E B----------------------------
> .1mf | C | |
> 50v | | O1meg pot |
> | | | |
> pin 9 |
> jstick pt. pin7------VVV---------|--(-o)phono jack
> 100k
>
> Uhm. I did that online. Prolly shoulda tried it in
> a text editor. Just one cap, one resistor, a mini
> jack for the microphone, a phono (RCA) for
> a different microphone?, the cable to jstick port,
> the pot and a 2N2222 transistor.
>
> TONY RAMOS, right he posts here and could
> tell you.
> Rambling Russg
>
>

5586. Re: 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 16:54:02 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <KcBs9.4756$071.434806@newsread1.prod.itd.earthlink.net>
Source record: 26556

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:aot826hoi1@bob.news.rcn.net...
> The 1050 in question makes no noise when powered up.
> The power led does light. I've exchanged all removable chips except for a
> 6532.
> I also have not replaced the 3086? Any other ideas?

If you have a VOM I would definately check the the 12V supply at the output pin of the 7812 regulator mounted on the heat sink before I went any farther.

I wouldn't worry about the 3086 yet. When you first power up a 1050 or insert a disk in it, it is supposed to spin up and determine the format, MFM or FM. This happens even if the drive isn't connected to anything. Since you are not getting a spin up either the 12V supply is dead or a chip.

Since they are modified drives make sure the jumpers to the ROM are set right on both drives. They are soldered in place to chose between a ~2732 and a 2532.

It has been a real long time since I looked at a 1050 schematic but IIRC the drive motor is controlled by the 6532/RIOT. In any case, 128 bytes of RAM are in the RIOT and it could be the problem.

5587. British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 19:56:47 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3db30b48$1_6@nopics.sjc>
Source record: 26557

This is a little off topic, but... how is the power wired in England? I have a 220v plug with Blue, Brown, and Green. Assuming that green is ground, are one of the other wires neutral or is 220v two-phase like it is here? Which color is neutral? The markings also say G, L, and N.

Thanks for the help - now, back to our regularly scheduled programme....

Bob

5588. Re: British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 20:44:42 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <fBEs9.1846$0J6.101368@newsfep1-win.server.ntli.net>
Source record: 26563

Bob

Our plugs are wired green / yellow = Ground, blue = neutral and black /
brown = live.

HTH

Paul

"Bob Woolley" <ataribob@directvinternet.com> wrote in message
news:3db30b48$1_6@nopics.sjc...
> This is a little off topic, but... how is the power wired in England? I
have
> a 220v plug with Blue, Brown, and Green. Assuming that green is ground,
are
> one of the other wires neutral or is 220v two-phase like it is here? Which
> color is neutral? The markings also say G, L, and N.
>
> Thanks for the help - now, back to our regularly scheduled programme....
>
> Bob
>
>
>

5589. Re: British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 21:11:58 UTC
From: Fox-1
Message-ID: <9QEs9.1423$48.169842@zwoll1.home.nl>
Source record: 26558

"Bob Woolley" wrote

> This is a little off topic, but... how is the power wired in England? I have
> a 220v plug with Blue, Brown, and Green. Assuming that green is ground, are
> one of the other wires neutral or is 220v two-phase like it is here? Which
> color is neutral? The markings also say G, L, and N.

I'm from the Netherlands, but afaik we use the same powersystem.

G = Ground = Green/Yellow
L = Phase (hot wire) = Brown
N = Null = Blue

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5590. Re: British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 21:33:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1035149613.7462.0@despina.uk.clara.net>
Source record: 26559

G = Ground (green/yellow)
L = LIVE (brown)
N = Neutral (blue)

The L wire is connected to the pin via a fuse in the plug, usually 3, 5 or 13 amp depending on power requirement of the device. My Atari gear is connected on 3amp plugs.

"Bob Woolley" <ataribob@directvinternet.com> wrote in message news:3db30b48$1_6@nopics.sjc...
> This is a little off topic, but... how is the power wired in England? I have
> a 220v plug with Blue, Brown, and Green. Assuming that green is ground, are
> one of the other wires neutral or is 220v two-phase like it is here? Which
> color is neutral? The markings also say G, L, and N.
>
> Thanks for the help - now, back to our regularly scheduled programme....
>
> Bob
>
>
>

5591. Re: British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 21:49:19 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <u496rusajrkmltgmthsoagu3qvmfmc54fj@4ax.com>
Source record: 26560

On Sun, 20 Oct 2002 12:56:47 -0700, "Bob Woolley"
<ataribob@directvinternet.com> wrote:

>This is a little off topic, but... how is the power wired in England? I have
>a 220v plug with Blue, Brown, and Green. Assuming that green is ground, are
>one of the other wires neutral or is 220v two-phase like it is here? Which
>color is neutral? The markings also say G, L, and N.
>
>Thanks for the help - now, back to our regularly scheduled programme....
>
>Bob
>
>
Blue = Neutral
Brown =Live
Green is Earth
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5592. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 22:27:49 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <F5Gs9.2115126$oa7.73341416@Flipper>
Source record: 26561

Marius,

Ok, I see now that we mean two different things with ED. IMO the format doesn't depend on any DOS. There are more sectors, so why should SpartaDOS not use the extra sectors?

That DOS needs an extra VTOC to cover the extra sectors isn't stupid. Actually, I think it's a good thing to have the second VTOC at the end of the disk (if I remember correctly) because that's where those sectors are!

To be honest, that "1050 double density" always confused me. IMO "Enhanced" sounds correct.

Freddy.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:aotkjq$i1c$1@reader15.wxs.nl...
> Hmmm I couldn't get the right english word. Incompatible isn't the good word
> indeed. I was trying to say that is isn't a very STANDARD format. Ok it is
> standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch off
> thing. Atari always wanted to be backward compatible (that is a nice
> philosophy ofcourse) but that is in my point of view the problem with the
> 1050. First they told this was a drive with REAL double density. It is
> defniately NOT double density. The 1050 uses more sectors, but does not put
> more bytes in one sector. In sparta XINIT it is called "1050 double density"
> I likte that name.
>
> I'm not sure, but I guess for the sectors between 719 and 1041 (=720 - 1040)
> it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the
> stupidity of the format, and makes that it is very NON-standard.
>
> Ofcourse it is an Atari Standard, and because of that it is used very much,
> and is it nice to use, if you program for diskdrive. But we live now in the
> year 200x and have more devices to use with our atari 8bit, and if I look at
> the enhanced format with these devices next to it... i stil say: that
> Enhanced format is a very stupid format :-)
>
> (hehe you can see: I'm a spartados user :-))))))

>
> Marius
>
> "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> news:b8js9.2080609$oa7.71816904@Flipper...
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:aoqu3acar1@reader10.wxs.nl...
> > > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> > formatted
> > > (enhanced density) disks.
> > >
> > > Btw. That enhanced format is extremely incompatible at all.
> > >...
> >
> > Incompatible with what? IMO it's very wide spread and used by many
> > commercial programs. Also, if you don't have a drive expansion it's 130K
> > against 90K (Single). Enough reasons for me to use it. :)
> >
> > Freddy.
> >
> >
>
>

5593. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-20 23:32:42 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <u2Hs9.2116799$oa7.73406213@Flipper>
Source record: 26562

Steve,

That "Real.Dos" sounds like a nice project. Your list of what you have in mind for Real.Dos looks ok, but some things are not clear to me....

1) What do you mean with 'OS Support'? Does it mean 'it will work with these OSs' or will it use some special features of the OSs mentioned and if so, which ones!

2) Will Real.Dos support all mentioned PBI/SIO devices in one binary? I mean, it would be a good idea to have separate 'driver' files for all those different devices because of memory usage, or?

I hope Real.Dos has a modular design so that it's expandable and make distributed development easy.
IMO it's important to define I/O vectors for driver files, so that others can add their own drivers quickly.
Please note I'm talking about 'drivers' not device handlers. Loading extra device handlers should _always_ be possible. Letting the low-level communication (SIO/PBI) through a driver makes the whole system very flexibel for usage with all kinds of 'strange' SIO/PBI devices (or even the more exotic things like MUX or I/O devices for the joystick port).

Looking forward to the first release....

Regards,
Freddy.

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message news:1936fce9.0210191935.2ccc27a3@posting.google.com...
> Well a prelem version of real.dos went out ot the tester just a few
> minuits ago. We as a team still have a lot of source code to write.
> However I am pleased to anounce that TOM HUNT joined the team a little
> while ago. This is real good news Tom is a super programmer in
> assembler and this should provide GREAT things to this project. And
> remember REAL.DOS will go out shareware.
>
>
> Steve

5594. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 06:20:17 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap069vrau1@reader15.wxs.nl>
Source record: 26564

I don't know if this point is already made or thought about, but is this dos like spartados in the ram under the OS, or is the user able to configure that?

If you use the MyIDE cartridge version you can't use any DOS that is placed on that ram locations, because there is a soft-OS loaded.

Marius

"Stephen J. Carden" <sjcarden@bellsouth.net> schreef in bericht news:1936fce9.0210191935.2ccc27a3@posting.google.com...
> Well a prelem version of real.dos went out ot the tester just a few
> minuits ago. We as a team still have a lot of source code to write.
> However I am pleased to anounce that TOM HUNT joined the team a little
> while ago. This is real good news Tom is a super programmer in
> assembler and this should provide GREAT things to this project. And
> remember REAL.DOS will go out shareware.
>
>
> Steve

5595. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 06:24:19 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap06hhrdm1@reader15.wxs.nl>
Source record: 26565

Hey Freddy,

OK I see your point. And after I wrote my posting about those two VTOCs, I thought: in fact it is not that bad at all... and now you come with this reply.

I guess two VTOCS made the disk acces quicker if the vtoc has to be updated if you are writing and closing files...

Pfff this English is really hard.
Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht news:F5Gs9.2115126$oa7.73341416@Flipper...
> Marius,
>
> Ok, I see now that we mean two different things with ED. IMO the format
> doesn't depend on any DOS. There are more sectors, so why should SpartaDOS
> not use the extra sectors?
>
> That DOS needs an extra VTOC to cover the extra sectors isn't stupid.
> Actually, I think it's a good thing to have the second VTOC at the end of
> the disk (if I remember correctly) because that's where those sectors are!
>
> To be honest, that "1050 double density" always confused me. IMO "Enhanced"
> sounds correct.
>
> Freddy.
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:aotkjq$i1c$1@reader15.wxs.nl...
> > Hmmm I couldn't get the right english word. Incompatible isn't the good
> word
> > indeed. I was trying to say that is isn't a very STANDARD format. Ok it
> is
> > standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch
> off
> > thing. Atari always wanted to be backward compatible (that is a nice
> > philosophy ofcourse) but that is in my point of view the problem with
> the
> > 1050. First they told this was a drive with REAL double density. It is
> > defniately NOT double density. The 1050 uses more sectors, but does not
> put
> > more bytes in one sector. In sparta XINIT it is called "1050 double

> density"
> > I likte that name.
> >
> > I'm not sure, but I guess for the sectors between 719 and 1041 (=720 -
> 1040)
> > it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the
> > stupidity of the format, and makes that it is very NON-standard.
> >
> > Ofcourse it is an Atari Standard, and because of that it is used very
> much,
> > and is it nice to use, if you program for diskdrive. But we live now in
> the
> > year 200x and have more devices to use with our atari 8bit, and if I
look
> at
> > the enhanced format with these devices next to it... i stil say: that
> > Enhanced format is a very stupid format :-)
> >
> > (hehe you can see: I'm a spartados user :-))))))
> >
> > Marius
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > news:b8js9.2080609$oa7.71816904@Flipper...
> > >
> > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > news:aoqu3acar1@reader10.wxs.nl...
> > > > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> > > formatted
> > > > (enhanced density) disks.
> > > >
> > > > Btw. That enhanced format is extremely incompatible at all.
> > > >...
> > >
> > > Incompatible with what? IMO it's very wide spread and used by many
> > > commercial programs. Also, if you don't have a drive expansion it's
130K
> > > against 90K (Single). Enough reasons for me to use it. :)
> > >
> > > Freddy.
> > >
> > >
> >
> >
>
>

5596. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 06:30:15 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210202230.2edf1789@posting.google.com>
Source record: 26566

Real.dos is a very large project. At this point I will not commite to
anything that is not already posted. Not to say it will not happen,
But. As you well know it is silly to keep adding thing in when I have
already set a deadline. Here are the hard true facts.

1) The progammer are not Selling this DOS.
2) We have already set out what we wish to do for Version 1.0.
3) We are not going to deveate from our plan. (I hate this editor
it sucks)
4) Future plans for Real.Dos are not set at this point.
I know that Tom has some Idea for it.
5) Source code will NEVER be relised. The CopyRight is ILS.
6) Real.Dos Will have a user guide and programming vectors
Published.
7) There will be ZERO MYDOS support in Real.Dos.

The big thing people need to understand, and I am not picking on you
persay, is the Atari 8-bit is a 64k machine, and you can not cram
everything into 64k!

I am very glad you have shown intress in the Real.Dos and what we
have planned is more powerfull than any Version of SpartaDos.

Have a great Day, Steve sjcarden@bellsouth.net
>
> That "Real.Dos" sounds like a nice project. Your list of what you have in
> mind for Real.Dos looks ok, but some things are not clear to me....
>
> 1) What do you mean with 'OS Support'? Does it mean 'it will work with
> these OSs' or will it use some special features of the OSs mentioned and if
> so, which ones!
>
> 2) Will Real.Dos support all mentioned PBI/SIO devices in one binary? I
> mean, it would be a good idea to have separate 'driver' files for all those
> different devices because of memory usage, or?
>
> I hope Real.Dos has a modular design so that it's expandable and make
> distributed development easy.
> IMO it's important to define I/O vectors for driver files, so that others
> can add their own drivers quickly.
> Please note I'm talking about 'drivers' not device handlers. Loading extra
> device handlers should _always_ be possible. Letting the low-level
> communication (SIO/PBI) through a driver makes the whole system very
> flexibel for usage with all kinds of 'strange' SIO/PBI devices (or even the
> more exotic things like MUX or I/O devices for the joystick port).

>
> Looking forward to the first release....
>
> Regards,
> Freddy.

5597. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 06:38:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap07c1rlm1@reader15.wxs.nl>
Source record: 26567

Is Sparta compatible.... etc.

That is the problem With MYide (the interface I'm writing new software for)
is with the cartrdige version non-compatible with spartados (because MyIDE
uses a SOFT-os in the RAM beneath OS... (that's were sparta is located).
Because I definately wanted I sparta-work-and-look-a-like DOS I use BEWEDOS
now.
I think bewedos is nice, but sometimes it is very strange too. I think its
rather unhandy bewedos 1.30 won't support bobterm, of almost no other RS232
using program (sight)

Bewedos 1.10 does support bobterm... BUT the bewedos 1.10 I have doesn't
handle the directory commands like CWD > and CWD < (in the docs this is not
mentionned as a bug, but IMO it IS)... So in BEWE 1.10 you can change the
dir down in the three: CWD TOOLS return and then CWD TXTPRO
But if you want to get UP CWD > that won't work.... anything else won't
work. If you want to load in txtpro (or any other program) something from
another dir, that won't work. Like loading D1:>startup.bat ... But ok...
this is a bewe 1.10 bug, so I switched to BEWE 1.30

So I have to acces a FILE on bewedos and mydos. If my computer booted in
mydos I have to acces the file in mydos, and if I booted in bewedos, I have
to acces it on bewedos. YOUR IDEA WAS GREAT!!! THANKS FOR THAT! Because the
file can't change in length (it is always the same, because you only can
edit parts of it, and not ADD or REMOVE) the write must be possible too in
an easy way.

I'll give it a try, and let you know how I'm doing.
Thanks again,
Marius

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
news:_bks9.3299$U97.347305@newsread2.prod.itd.earthlink.net...
> Partly semantics:
> Reading the disk is a function of the drive capabilities whereas reading
the
> data is a DOS function. IE, a stock 810 cannot physically read/write
double
> or enhanced density diskettes created by any DOS.
>
> This is totally different from the fact that a Doubled 1050 controlled by
> Dos 2.5 or MyDos reads the sectors and cannot make sense of the data in a
> single or enhanced or double density disk created by Sparta.
>
> You can make external routines and utilities for any I/O task up to your
> abilities. I collaborated with a UK lad to write a Basic program that read

> 2.x SD/ED files and wrote them to a DD disk for transfer to a PC with
> HiasSoft AtariLnk. He had no access to a suitable DOS and it was faster
than
> mailing a diskette across the pond. Expending the effort to duplicate a
file
> management system is usually counter productive unless circumstances are
> extraordinary.
>
> Your reading situation is actually easier than writing; you can use the
> resident disk handler to read sectors into a buffer and then let your
> BeWeDos write it back out in its own format. You have to manage directory
> entries, VTOCs, and forward pointers when writing.
>
> Is Sparta compatible with BeWeDos? Any chance you could have Sparta be the
> medium between MyDos/2.x and BeWeDos?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > That was an INTERESTING REPLY FOX-1
> >
> > If menu.com is able to read a dos 2.0s disk, might there be an external
> > routine available to read those disks.
> >
> > Why do I want to know this. Well I wrote a nice partition program for
the
> My
> > IDE interface. The program does almost the same as the Black Box menu
but
> > now for the My IDE interface you see.
> > My software uses an external PARTLIST.DAT file, but there we go. It
isn't
> > possible to read this partlist.dat from any other disk format then
> bewedos.
> > But MYDOS won't read a BEWEDOS disk. So now I have to work with TWO
> > partlist.dat files and that is very dangerous. Now the partition info
> table
> > of the drive might get defect.
> >
> > In a future (M/L code) version I'll write this partition list in a
secret
> > and safe place on the HD itself, so this program can be used in any dos.
> But
> > now the thing is in Basic, so I need to read/write a single dens disk in
> > Bewedos AND mydos.
> >

> > Thanks
> > Marius
> >
> >
> >
> >
> >
>
>

5598. Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 09:12:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap0gck$2d0$1@reader15.wxs.nl>
Source record: 26568

Hello!

I feel pretty stupid. I have lots of documentation, and I still can NOT get the FP routines worked!

Can someone give me a example of an assembly source in which i can see how to myltiply two numbers using the FP routines.

I don't understand how to convert the integer to FP format in FR1.Isn't that possible?

I tried a simple routine to do this: "139 - 99" I don't want to use a keyboard input. Just to make a substraction, multiply, addition via FP (and please don't reply with : you can use ADC and SBC etc... that's just what I don't want, because i need this FP for large numbers in my future routine, I'm just testing now with easy numbers, before I get to the real work)

```
*=$4000
LDA #139
STA $d4
LDA #99
STA $E0
JSR $D9AA
JSR $DA60
JSR $D9D2
RTS
```

If I run this, and I look into my 6502 monitor I see this:

```
00d4: E3
00d5: 01
00d6: 5c
00d7 00
00d8: 5f

00e0: 41
00e1: 06
00e2: 51
00e3: 00
00e4: 00
```

5599. Re: New game in the works (MAYBE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:08:42 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0jncjpg1@nets3.rz.RWTH-Aachen.DE>
Source record: 26569

Howdy Bill

> I'm considering doing a 'Puzzle-Bobble' (aka 'Bust-a-Move') clone for the
> Atari. There's a really nice one for Linux called 'Frozen-Bubble'
> (http://www.frozen-bubble.org/)

Would you consider making it GameLinkII/MultiLink compatible?

CU Mathy van Nisselroy

PS you can find the details about the GameLinkII/MultiLink interface on my
'Some stuff I collected page' at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#multilink

5600. Re: Anthony, author of Parrot (Was Re: POKEY zapped my Rana 1000! 8-()

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:19:36 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0kbpkgd1@nets3.rz.RWTH-Aachen.DE>
Source record: 26570

Howdy Tony

> Hardware:
> ANTIC VOL. 2, NO. 4 / JULY 1983 / PAGE 64
> Talk is Cheap
> Ed Stuart
> http://www.atarimagazines.com/v2n4/talkischeap.html

That's probably what the original Parrot looked like, do you know what they changed when designing Parrot II?

CU Mathy van Nisselroy

5601. CD Data reader updated again (DATA.22)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:28:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0ks8$l00$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26571

Howdy folks

I made a few improvements to my CD Data Reader utility again.
Check out my site at the address below.

CU Mathy van Nisselroy

-

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5602. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:42:14 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0lm7lna1@nets3.rz.RWTH-Aachen.DE>
Source record: 26572

```
Howdy folks

This is the lines I would like to speed up:

28625 FOR X=1 TO SECSIZE

28630 A$(X,X)=CHR$(PEEK(DBUFR2+X-1))

28635 NEXT X

I don't need any ASCII to ATASCII at this moment, as I'm just trying to read
the data. Maybe later. I'm still thinking about how I can best stuff all
the directory info in strings/string arrays (TurboBASIC has those). Stupid
thing is, CD's don't have a number that tells you how many entries are in a
directory, making it hard to guess how much space you need. And directory
and file entries can be up to 31 characters long. But most are not.

CU Mathy van Nisselroy
```

5603. Re: 320XE with 4bit ram?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:51:56 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0m8emam1@nets3.rz.RWTH-Aachen.DE>
Source record: 26573

Howdy Marius

> But what if you want to upgrade your 4bit memory-chip XE computer to 320 kb?

There are upgrades for the XEGS. I guess there are two. But they have problems with their timing. Check out http://www.holyoak.com/atari/ (click on 400/800/XL/XE) or http://www.myatari.net/back.htm#Issue%207 for the schematics/an article on how I upgraded my XEGS to 1MB (while still using 6 bits at $D301 only, and not loosing separate ANTIC access and software control over BASIC, SelfTest, OSROM or Missile Command)

CU Mathy van Nisselroy

5604. Re: 320XE with 4bit ram?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 10:54:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0mcmmgm1@nets3.rz.RWTH-Aachen.DE>
Source record: 26574

Howdy Rene, Marius, folks

> Just add 2x 4464 chips or 44256 chips and a GAL if you have a 65XE/800XE.
> With an 130XE just remove the 4464 chips replace them with 44256 chips and
a
> the nomal circuit for 8x1 chip...

I wouldn't do that if I were you. 4464 and 44256 chips are NOT pin
compatible to eachother.

CU Mathy van Nisselroy

5605. Re: hypram and mydos

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 11:04:36 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0n07$n1i$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26575

Howdy Marius

> In the docs of HYRAM (JKP) i read this ramdisk driver should be used if
you
> want to use your ramdisk without formatting with both Mydos and Spartados.

> I've tried above with Spartados 3.2g and 3.3a. And I'm using MyDos 4.50
and
> 4.53/4

Try MYRD which is available from my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy/mydos.htm. One version
will detect ramdisk size each time it's loaded the other will not. If MYRD
recognises that it already set up the Ramdisk, it will not format the
RAMdisk or other wise wipe out the files in it.

CU Mathy van Nisselroy

5606. Re: Antic Magazine & A.N.A.L.O.G. Magazine disks (or even compute!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 11:07:37 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0n5s$n6f$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26576

Howdy nameless person

> I followed the link & did some more checking & found the antic disks here:
>
> http://kevin.atkinson.dhs.org/atari/mag/

I have all the files but lost the site I downloaded them from. Thanks, this
is the one.

CU Mathy van Nisselroy

5607. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 11:16:48 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0nn3nmv1@nets3.rz.RWTH-Aachen.DE>
Source record: 26577

Howdy Freddy, folks

> I remember SpartaDos did only read DOS 2.x Single Density, not Enhanced
or?
>
> Freddy.

I have two disks, one is SSSD the other SSED, reserved for transfering files
between the Sparta and MyDOS format. I use the copy command in Sparta. It
works. But not in true double density.

CU Mathy van Nisselroy

5608. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 11:31:31 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0oilolg1@nets3.rz.RWTH-Aachen.DE>
Source record: 26578

Howdy Russ, folks

> Somebody (Mathy I think) was asking about a
> schematic for the Parrot interface.

Yes, it was me.

> Actually
> Tony (???) visits here, and I think he designed it.
> You'd need the software for it, but I found my
> drawing that Tom Hunt made.

BTW, there's a Phone and a mini-jack? Does that means it's the schemat□c
to Parrot II?

> mini jack
> =----------------------
> | |
> | 2N2222 |
> -|(----E B----------------------------
> .1mf | C | |
> 50v | | O1meg pot |
> | | | |
> pin 9 |
> jstick pt. pin7------VVV---------|--(-o)phono jack
> 100k
>
> Uhm. I did that online. Prolly shoulda tried it in
> a text editor. Just one cap, one resistor, a mini
> jack for the microphone, a phono (RCA) for
> a different microphone?, the cable to jstick port,
> the pot and a 2N2222 transistor.

Lemme see what I can make of that. Please tell me if I am wrong.

I'll start at pin 9 of the joystick, which is connected to the cap.
The cap connects to both E of the 2n2222 and one leg of the mini jack.
The other leg of the min jack connects to the 1meg Pot.
The pot connects to both the 100k resistor and one leg of the phone jack.
The other leg of the phono jack is connected to B of the 2n2222.
Pin 7 of the joystick is connected on one side to C of the 2n2222 and on the
other to the 100k resistor.

Hmm, now if we do the same for pin 5, we could have a stereo digitizer.
Anybody volunteering to rewrite the software?

CU Mathy van Nisselroy

PS THANKS!!!!

5609. Re: New Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 11:34:19 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap0ontosm1@nets3.rz.RWTH-Aachen.DE>
Source record: 26579

Howdy folks

> > Is anyone still actively developing stuff for Atari 8 Bit? I used to
but
> > that was quite some time ago.
>
> Yeah - There was a demo competition recently (August), and a few cool
demos
> came out at it. The 3D game "Vector" is/was being worked on (one of the
> demos shows it off, actually.)

You obviously haven't been here: http://www.sheddyshack.co.uk/index.htm

CU Mathy van Nisselroy

5610. FA: SIO2PC on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 12:30:12 UTC
From: j131@inetia.pl
Message-ID: <ap0s0kjjs1@korweta.task.gda.pl>
Source record: 26580

Interested PC-Atari data transfer? Check these out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2062812543
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1773360583

or contact me directly
j131

5611. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 15:25:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <A%Us9.2141502$oa7.74312333@Flipper>
Source record: 26581

Steve,

Is this a political answer?

I'm not suggesting 'adding things in'. The questions I raised were more
about design and about the previous 'facts' you listed. If you can not
answer, please just say so. IMO you should save the lists of facts for later
if you don't want people to ask questions.

Maybe my words were not clear enough. I totally understand that we deal with
64K. That was my whole point with the suggestion of 'driver' files.

Ok, I'll wait and see....

Freddy.

"Stephen J. Carden" <sjcarden@bellsouth.net> wrote in message
news:1936fce9.0210202230.2edf1789@posting.google.com...
> Real.dos is a very large project. At this point I will not commite to
> anything that is not already posted. Not to say it will not happen,
> But. As you well know it is silly to keep adding thing in when I have
> already set a deadline. Here are the hard true facts.
>
> 1) The progammer are not Selling this DOS.
> 2) We have already set out what we wish to do for Version 1.0.
> 3) We are not going to deveate from our plan. (I hate this editor
> it sucks)
> 4) Future plans for Real.Dos are not set at this point.
> I know that Tom has some Idea for it.
> 5) Source code will NEVER be relised. The CopyRight is ILS.
> 6) Real.Dos Will have a user guide and programming vectors
> Published.
> 7) There will be ZERO MYDOS support in Real.Dos.
>
> The big thing people need to understand, and I am not picking on you
> persay, is the Atari 8-bit is a 64k machine, and you can not cram
> everything into 64k!
>
> I am very glad you have shown intress in the Real.Dos and what we
> have planned is more powerfull than any Version of SpartaDos.
>
>
> Have a great Day, Steve sjcarden@bellsouth.net
> >
> > That "Real.Dos" sounds like a nice project. Your list of what you have
in

> > mind for Real.Dos looks ok, but some things are not clear to me....
> >
> > 1) What do you mean with 'OS Support'? Does it mean 'it will work with
> > these OSs' or will it use some special features of the OSs mentioned and
if
> > so, which ones!
> >
> > 2) Will Real.Dos support all mentioned PBI/SIO devices in one binary? I
> > mean, it would be a good idea to have separate 'driver' files for all
those
> > different devices because of memory usage, or?
> >
> > I hope Real.Dos has a modular design so that it's expandable and make
> > distributed development easy.
> > IMO it's important to define I/O vectors for driver files, so that
others
> > can add their own drivers quickly.
> > Please note I'm talking about 'drivers' not device handlers. Loading
extra
> > device handlers should _always_ be possible. Letting the low-level
> > communication (SIO/PBI) through a driver makes the whole system very
> > flexibel for usage with all kinds of 'strange' SIO/PBI devices (or even
the
> > more exotic things like MUX or I/O devices for the joystick port).
> >
> > Looking forward to the first release....
> >
> > Regards,
> > Freddy.

5612. *** THIS WEEKEND: VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 15:31:22 UTC
From: Sellam Ismail <sellam@siconic.com>
Message-ID: <e5Vs9.41864$md1.7583@sccrnsc03>
Source record: 26582
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

Vintage Computer Festival 5.0
Saturday, October 26 - Sunday, October 27
Moffett Conference & Training Center
Moffett Federal Airfield
Mountain View, California
http://www.vintage.org/2002/main/

The Vintage Computer Festival is an international event that
celebrates the history of computing.

The mission of the Vintage Computer Festival is to promote the
preservation of "obsolete" computers by offering people a chance to
experience the technologies, people and stories that embody thexi
remarkable tale of the computer revolution.

Through our event and the Vintage Technology Cooperative Resource
Center--our publicly accessible archive of computer hardware, software
and literature--we promote interest in researching and documenting the
history of the computer. Above all, we promote the fun of playing
with old computers.

The Vintage Computer Festival is back with VCF 5.0 this weekend!
Enjoy talks on computer history and see dozens of old computers that
you've probably never seen before or never knew existed! Take the
Nerd Trivia Challenge. Show your stuff at the Retro-Code competition.
Take a tour of the Computer History Museum, or an excursion to the
DigiBarn.

Doors open at 9:30am. Talks begin at 10:00am and end at 2:00pm each
day. The Exhibit and Marketplace opens at 2:00pm and ends at 6:00pm
each day.

Admission is $10 per person per day for full access to Speakers, the
Exhibition and the Marketplace, or $4 per person per day for
Exhibition and Marketplace access only. Kids 17 and under are
admitted free of charge, and parking is free.

SPEAKERS

Year after year, the VCF produces an interesting and ecclectic line-
up of talks geared towards the computer history buff and the old
computer collector. The speaker schedule including abstracts and
speaker biographies can be found here:

http://www.vintage.org/2002/main/speakers.php

EXHIBIT

As always, the exhibit area will be full of dozens of old computers ranging from the late 1960s to the mid 1990s. See prototypes, first machines (i.e. serial #1), early GUIs, old iron, etc.

MARKETPLACE

The VCF Marketplace is the best place to buy, sell or trade those tired old computers yearning to be turned on again. It's the easiest way to unload that garage full of old computers. Sell them on consignment and let us do the work for you! Information on selling at the VCF Marketplace can be found here:

http://www.vintage.org/2002/main/vendor.php

TOURS & EXCURSIONS

We've got lots of tours lined up to the Computer History Museum, the DigiBarn, and the California Air & Space Center. Tour information including times can be found here:

http://www.vintage.org/2002/main/tours.php

CONTESTS

Think you know your computer history? Then take the Nerd Trivia Challenge!

http://www.vintage.org/2002/main/ntc.php

Think you can you write a full-blown video game in under 2 hours? Strut your stuff at the Retro-Code Programming Challenge!

http://www.vintage.org/2002/main/retrocode.php

DIRECTIONS

VCF 5.0 is being held at the Moffett Training & Conference Center (MTCC) at Moffett Federal Airfield in Mountain View, California.

Directions to Moffett Field and to the MTCC can be found here:

http://www.vintage.org/2002/main/directions.php

Be sure to bring along a valid picture ID (i.e. state driver's license or ID or a passport) to show to the security guards at the main gate.

LODGING

For out of town guests, hotel information can be found here:

http://www.vintage.org/2002/main/lodging.php

SPONSORS

VCF 5.0 is sponsored by the Computer History Museum and the Alameda
County Computer Resource Center.

Computer History Museum
http://www.computerhistory.org

Alameda County Computer Resource Center
http://www.accrc.org

Vintage Computer Festival 5.0
Saturday, October 26 - Sunday, October 27
Moffett Conference & Training Center
Moffett Federal Airfield
Mountain View, California
http://www.vintage.org/2002/main/

5613. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 15:34:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <28Vs9.2141715$oa7.74325257@Flipper>
Source record: 26583

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ap06hhrdm1@reader15.wxs.nl...
> Hey Freddy,
>
> OK I see your point. And after I wrote my posting about those two VTOCs, I
> thought: in fact it is not that bad at all... and now you come with this
> reply.

Sorry! ;-)

> I guess two VTOCS made the disk acces quicker if the vtoc has to be
updated
> if you are writing and closing files...

Think so.

> Pfff this English is really hard.
> Marius

Let's talk Dutch at the JHV. :)

Freddy.

5614. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 15:40:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3db41fe6$0$1452$272ea4a1@news.execpc.com>
Source record: 26585

Mathy, your description is correct.
If I read the schematic correctly, the cap goes
to center of mini jack, outside of mini goes to
pot, B and outside of phono.
Yes, there's a phono input, this is for sound input
say from a sound source other than a mike, like
recording from a audio amplifier, so you can make
digital music, or any audio source. The impedence
of the phono, I'm not sure. I guess that's what the
pot is for.
Regards,
Russg

5615. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 15:42:49 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3db4206e$0$1448$272ea4a1@news.execpc.com>
Source record: 26584

My picture is a bit messed up. One side of pot
goes to B, outside of mini and outside of phono.
The other side of pot goes to inside of phono
and 100k resistor. I think your description had it
correct.
Russg

5616. Re: New game in the works (MAYBE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 17:47:46 UTC
From: bill@newbreedsoftware.com
Message-ID: <65Xs9.42858$lk.954784@typhoon.sonic.net>
Source record: 26587

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> Howdy Bill
>
>> I'm considering doing a 'Puzzle-Bobble' (aka 'Bust-a-Move') clone for the
>> Atari. There's a really nice one for Linux called 'Frozen-Bubble'
>> (http://www.frozen-bubble.org/)
>
> Would you consider making it GameLinkII/MultiLink compatible?

Hmmm... :^)

I think I still have my GameLink II (that's the SIO-cable-based one, right?)
that I built with two SIO cables and a paperclip. ;^)

-bill!

5617. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 18:23:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3db44655$0$67093$e4fe514c@dreader3.news.xs4all.nl>
Source record: 26588

Hi,

I do know that there was a special FP package for MAC/65 with macro's maybe
you can find it on the web somewhere...

TXG/MNX
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ap0gck$2d0$1@reader15.wxs.nl...
> Hello!
>
> I feel pretty stupid. I have lots of documentation, and I still can NOT
get
> the FP routines worked!
>
> Can someone give me a example of an assembly source in which i can see how
> to myltiply two numbers using the FP routines.
>
> I don't understand how to convert the integer to FP format in FR1.Isn't
that
> possible?
>
> I tried a simple routine to do this: "139 - 99" I don't want to use a
> keyboard input. Just to make a substraction, multiply, addition via FP
(and
> please don't reply with : you can use ADC and SBC etc... that's just what
I
> don't want, because i need this FP for large numbers in my future routine,
> I'm just testing now with easy numbers, before I get to the real work)
>
>
> *=$4000
> LDA #139
> STA $d4
> LDA #99
> STA $E0
> JSR $D9AA
> JSR $DA60
> JSR $D9D2
> RTS
>
> If I run this, and I look into my 6502 monitor I see this:
>
> 00d4: E3
> 00d5: 01
> 00d6: 5c

```
> 00d7 00
> 00d8: 5f
>
> 00e0: 41
> 00e1: 06
> 00e2: 51
> 00e3: 00
> 00e4: 00
>
>
>
>
```

5618. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 19:56:40 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1035230159@rtfm.mit.edu>
Source record: 26589
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

5619. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 20:32:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <kvZs9.6978$071.628875@newsread1.prod.itd.earthlink.net>
Source record: 26590

Hi Mirko;
More on the 'same page' theme:
Your MOVEUP$ routine specifies X and Y coordinates of the upper left corner
of the destination, which is fine, but not best for the MOVEDOWN$ version to
avoid extra math and we must begin moving down with the bottom line or risk
overwriting the source like the A$(2)=A$ trick.

Do you prefer any standard syntax for the USR(calls? Or will X, Y be source
in move down and destination in move up?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mirko Sobe" <atarixle@12move.de> wrote in message
> This routine should scroll some TEXT-lines in GR.8 up and down, so I need
> two routines, one to scroll up and one to scroll down. It's nearly like
the
> MOVE and the -MOVE commands.
>
> Mirko
> www.atarixle.de
>
> > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > Can anybody translate this into fast assembler?
> > > >
> > > > 100 FOR P=0 to LINES-1
> > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > 120 NEXT P
> > > > --
> > > >
> > > > so I could call it
> > > > A=USR(move$,X,Y,LINES,BYTES)
> > > >
> > > > Thanks
> > > > Mirko
> > > >
> > > > www.atarixle.de

5620. BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 21:07:05 UTC
From: Atari Grub <atarigrub@ntlworld.com>
Message-ID: <20_s9.2238$JW5.54923@newsfep3-gui.server.ntli.net>
Source record: 26591

RE: Ebay advice needed from fellow Atarians please!
[DunxUK - 10/10/02 16:03]

I've have recently won some auctions from the Ebay.co.uk Seller BUBBOBOO. I also found that the mysterious bidder BODBIDDER had upped some of my bids and retracted any bids that made him the highest bidder.

Looking through his previous auctions I also discovered VARGJTGY, which I believe to be another of his accounts. Also, his current auctions have bids by a LANCING_RANGER (registered user - 11th October 2002), who started bidding after Ebay blocked any more bids from BODBIDDER and VARGJTGY.

Looking at LANCING_RANGER Feedback you will find Positive Feedback left by BODBIDDER at EXACTLY the SAME TIME and same Description as that left by LANCING_RANGER for BODBIDDER!

Also these two may be his accounts as well: SNESRPG and GRIDLOK_PTC

I've just contacted Ebay and urge any others who have recently won or bid on any of his auctions to contact Ebay and get this Ebay Seller Barred from Conning any more Atari Buyers!

5621. Re: REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 22:06:19 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0210211406.3a30640a@posting.google.com>
Source record: 26592

Currently I am using space under the os. Tom and I are also aware a
lot of people like turbo-basic. I will say this Real.Dos version one
is set. But that is not to say version 2 may freeup that area of ram.
You can well guess what that will do to memlow. But for now we are
looking into it.

Thank you for your instress.

Steve sjcarden@bellsouth.net

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<ap069vrau1@reader15.wxs.nl>...
> I don't know if this point is already made or thought about, but is this dos
> like spartados in the ram under the OS, or is the user able to configure
> that?
>
> If you use the MyIDE cartridge version you can't use any DOS that is placed
> on that ram locations, because there is a soft-OS loaded.
>
> Marius
>
> "Stephen J. Carden" <sjcarden@bellsouth.net> schreef in bericht
> news:1936fce9.0210191935.2ccc27a3@posting.google.com...
> > Well a prelem version of real.dos went out ot the tester just a few
> > minuits ago. We as a team still have a lot of source code to write.
> > However I am pleased to anounce that TOM HUNT joined the team a little
> > while ago. This is real good news Tom is a super programmer in
> > assembler and this should provide GREAT things to this project. And
> > remember REAL.DOS will go out shareware.
> >
> >
> > Steve

5622. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-21 22:25:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <I9%s9.7144$071.644688@newsread1.prod.itd.earthlink.net>
Source record: 26593

Hi Marius;
FR0 is the main FP register similar to the accumulator in 6502 math; most operations begin and results end in FR0. Let's multiply:

```
*=$4000
JSR $DA44 ;zero FR0
LDA #139
STA $D4 ;lsb of FR0, msb is already 0
JSR $D9AA ;Int in FR0 to FP in FR0
JSR $DDB6 ;copy FP in FR0 to FR1
JSR $DA44 ;zero FR0
LDA #99
STA $D4
JSR $D9AA ;Int in FR0 to FP in FR0
JSR $DABD ;mult FR0 times FR1, result in FR0
JSR $D9D2 ;FP in FR0 to Int in FR0 $D4-5
```

I don't remember how to detect and handle overflow when integer exceeds 2 bytes; there is a FP to ATASCII at $D8E6 which puts the numeric characters beginning at $580 with the final digit in inverse video.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> Hello!
>
> I feel pretty stupid. I have lots of documentation, and I still can NOT
get
> the FP routines worked!
>
> Can someone give me a example of an assembly source in which i can see how
> to myltiply two numbers using the FP routines.
>
> I don't understand how to convert the integer to FP format in FR1.Isn't
that
> possible?

Nope sorry... Use FR0 and then copy to FR1

> I tried a simple routine to do this: "139 - 99" I don't want to use a
> keyboard input. Just to make a substraction, multiply, addition via FP
(and

```
> please don't reply with : you can use ADC and SBC etc... that's just what
I
> don't want, because i need this FP for large numbers in my future routine,
> I'm just testing now with easy numbers, before I get to the real work)
>
>
> *=$4000
> LDA #139
> STA $d4
> LDA #99
> STA $E0
> JSR $D9AA Int to FP
> JSR $DA60 FP Sub
> JSR $D9D2 FT to Int
> RTS
```

5623. Atari Assembler/Editor rom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 00:49:41 UTC
From: w
Message-ID: <ap27di$8li$1@nntp9.atl.mindspring.net>
Source record: 26594

Where can I get a copy of the old Atari Editor Assembler rom for an emulator?

5624. Re: Atari Assembler/Editor rom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 05:18:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <CS2dnVOzQNsJQimgXTWcqA@comcast.com>
Source record: 26595

I'd like to find this either as well, either in ROM or actual cartridge
form.

<w> wrote in message news:ap27di$8li$1@nntp9.atl.mindspring.net...
> Where can I get a copy of the old Atari Editor Assembler rom for an
> emulator?
>
>

5625. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 07:33:46 UTC
From: dunxuk@aol.com
Message-ID: <20021022033346.17328.00004815@mb-mu.aol.com>
Source record: 26596

As far as I'm concerned he's a swindler but eBay cannot seem to prove it.

5626. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 09:26:17 UTC
From: dunxuk@aol.com
Message-ID: <20021022052617.22632.00004868@mb-md.aol.com>
Source record: 26497

He's using a new tactic now. He used to use new accounts to shill bidders by overbidding them, retracting and then maxing their bids.

Since eBay are now getting wise to this he is now using new accounts to incrementally bid in tiny amounts (50p increments) until the next minimum bid drops below 50p, when he is within 50p of the winning bidder.

Just look at the bid history, the same new bidders place tens of bids on each and every item yet they always have zero feedback since they never ever win anything despite their frenzied bidding!

Don't pay him. I didn't.

Alternatively create a new ebay account and win every one of his auctions and keep it up until he packs in!

Only joking folks!!!!!!!!! :o)

5627. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 10:10:22 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ap3747rub1@innferno.news.tiscali.de>
Source record: 26498

If I have to call two different MOVE$-routines, it's no problem to use
different X and Y values.

"Ron Hamilton" <oldatarian@atariland.com> schrieb im Newsbeitrag
news:kvZs9.6978$071.628875@newsread1.prod.itd.earthlink.net...
> Hi Mirko;
> More on the 'same page' theme:
> Your MOVEUP$ routine specifies X and Y coordinates of the upper left
corner
> of the destination, which is fine, but not best for the MOVEDOWN$ version
to
> avoid extra math and we must begin moving down with the bottom line or
risk
> overwriting the source like the A$(2)=A$ trick.
>
> Do you prefer any standard syntax for the USR(calls? Or will X, Y be
source
> in move down and destination in move up?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> > This routine should scroll some TEXT-lines in GR.8 up and down, so I
need
> > two routines, one to scroll up and one to scroll down. It's nearly like
> the
> > MOVE and the -MOVE commands.
> >
> > Mirko
> > www.atarixle.de
> >
> > > > "Mirko Sobe" <atarixle@12move.de> wrote in message
> > > > > Can anybody translate this into fast assembler?
> > > > >
> > > > > 100 FOR P=0 to LINES-1
> > > > > 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> > > > > 120 NEXT P
> > > >
> --
> > > > >

> > > > > so I could call it
> > > > > A=USR(move$,X,Y,LINES,BYTES)
> > > > >
> > > > > Thanks
> > > > > Mirko
> > > > >
> > > > > www.atarixle.de
>
>
>
>
>

5628. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 10:13:36 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <f49aru8fdck4au4chdjfb9023mo02klgol@4ax.com>
Source record: 26499

On 22 Oct 2002 09:26:17 GMT, dunxuk@aol.com (DunxUK) wrote:

>Alternatively create a new ebay account and win every one of his auctions and
>keep it up until he packs in!
>
>Only joking folks!!!!!!!!! :o)

Don't you have to verify your account with a credit card?

If so then surely all the cards link back to the same person?
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5629. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 10:20:48 UTC
From: dunxuk@aol.com
Message-ID: <20021022062048.22738.00005272@mb-md.aol.com>
Source record: 26500

>Don't you have to verify your account with a credit card?

I cannot believe everyone on eBay has a credit card, many don't even seem to
have bank accounts!

5630. For sale: Boxed Atari 800 XL and more

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 11:10:38 UTC
From: Sintech <sintech@online.de>
Message-ID: <ap3a7j$t26$1@news.online.de>
Source record: 26501

```
Find computer, recorder, cartridge on auction:
http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=suni20
00&include=0&since=-1&sort=3&rows=25

--
SINTECH-Shop
Your computer shop for retro and
modern day computers and consoles.
http://www.sintech-shop.de
```

5631. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 11:17:06 UTC
From: Sintech <sintech@online.de>
Message-ID: <ap3afr$t4l$1@news.online.de>
Source record: 26502

"DunxUK" <dunxuk@aol.com> schrieb im Newsbeitrag
news:20021022062048.22738.00005272@mb-md.aol.com...
> >Don't you have to verify your account with a credit card?
>
> I cannot believe everyone on eBay has a credit card, many don't even seem
to
> have bank accounts!

Interesting story about this guy. Sometimes I believe on the internet are
more swindlers than legal users... we got a lot of orders in our online-shop
with wrong adresses. This lead us to that we accept new customers orders
only when payment in advance...
By the way: Here are a few of my auctions, also Atari - Stuff. I am no
swindler, but I really hope the end price will be higher than now...

http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=suni20
00&include=0&since=-1&sort=3&rows=25

Regards

Thomas

--
SINTECH-Shop
Your computer shop for retro and
modern day computers and consoles.
http://www.sintech-shop.de

5632. Anyone else order from Junie Creations?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 15:01:41 UTC
From: Larry <larryr2@bellsouth.net>
Message-ID: <3DB56855.10406@bellsouth.net>
Source record: 26503

I ordered a souped up joystick from here, got a reply that my money order was received on 6/10/02, then I waited, and waited, and emailed, and waited, and emailed some more.

I saw on http://juniescreations.netfirms.com/ that they were having problems and weren't taking new orders. So I emailed, asking if he would refund my money, which he had for over 4 months now, and still no response.

Has anyone else experienced this with them? I've pretty much given up on getting my joystick or my money - I guess I'm just venting.

Larry Richardson

5633. Re: Atari Assembler/Editor rom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 18:08:37 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3db59418$0$17646$272ea4a1@news.execpc.com>
Source record: 26504

try my page. www.en.com/users/russg
in the assembler editor area. I don't think I put
a ROM dump there, the file is a binary load from
DOS file.

5634. ADV: Atari 8-bit PC CD-ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 18:31:37 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1035311661.69554.0@iris.uk.clara.net>
Source record: 26506

Hello All,

Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial software are still available to buy. For full info, and to buy via PayPal with a credit card, please visit http://www.dgs.clara.net

Dean Garraghty

5635. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 18:33:44 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DB59A08.9899F23D@students.uni-mainz.de>
Source record: 26505

Well,
use MENU.COM to do so. -Andreas.

Marius Diepenhorst schrieb:
>
> How to reed a simple dos 2.0 single density disk in bewedos. Bewedos seems
> to want only SPARTADOS or BEWEDOS formatted disks.
>
> How to read / write a single dens. disk in bewedos.
>
> spartados can read and write dos. 2.0s disks. So why can't bewedos?
>
> Marius

5636. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 18:37:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DB59AE1.7C5F473@students.uni-mainz.de>
Source record: 26507

Yep!
afaik the MENU.COM of Sparta DOS merely reads DOS 2 single or double
density disks, but no medium/enhanced disks. So use the MENU.COM from
Bewe-DOS to do so... -Andreas.

Freddy Offenga schrieb:
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:x8_r9.6374$48.834220@zwoll1.home.nl...
> >
> > "Marius Diepenhorst" wrote
> >
> > > How to reed a simple dos 2.0 single density disk in bewedos. Bewedos
> seems
> > > to want only SPARTADOS or BEWEDOS formatted disks.
> >
> > BeWeDos should be seen as a mini-Sparta-Dos replacement (or stripped down
> version or whatever). It takes up much less memory, so
> > it excludes some routines that are available in Sparta-Dos. One of the
> routines is the ablity to read/write DOS 2.x disks, which
> > can only be done when using the external utlility (menu.com?).
>
> I remember SpartaDos did only read DOS 2.x Single Density, not Enhanced or?
>
> Freddy.

5637. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 18:59:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DB5A029.44647869@students.uni-mainz.de>
Source record: 26508

Well,
if you don`t like the medium/enhanced format, the answer is simple:
don`t use it !! Anyway, Atari brought us the 1050 with enhanced density,
allthough we all would have liked it to be true double density
(180kbytes / 256 bytes per sector). But, this is a fact no-one can
change. the 1050s are there and they merely have medium/enhanced
density. The users (may) should have ignored that density and used
single density or (with an upgrade) double density instead. Fact is,
they did not! Especially here in Europe, many upgrades were made to
support a) true double density and b) ultra/warp/high/turbo/... speed.
Guess what, the programmers used the speeders (or supported them) but
they did not use double density. Quite a lot of programs were made in
medium/enhanced density - and a lot of these programs were bootdisks
(goodbye to harddisk usage - unless you are a cracker). Even most
filedisks (program files) were written in such a nice way, that they
will work alright with any density that uses 128bytes per sector, but
they will crash with other densities, that use 256 bytes per sector.
Well, thats why I gave my Atari harddisk away - I am not a
hacker/cracker, but I had and still have hundreds of programs, that are
single/enhanced bootdisks or files that do not work with double
density...

By the way, only DOS 2.5 and some compatibles (Turbo-DOS, Bibo-DOS,
Super-DOS) use a second VTOC in medium/enhanced format. Most other
DOSses use other tricks (and thus more incompatibilities) to access more
than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
derivatives do not have a second VTOC (so their medium/enhanced format
is incompatible to DOS 2.5!). -Andreas.

Marius Diepenhorst schrieb:
>
> Hmmm I couldn't get the right english word. Incompatible isn't the good word
> indeed. I was trying to say that is isn't a very STANDARD format. Ok it is
> standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch off
> thing. Atari always wanted to be backward compatible (that is a nice
> philosophy ofcourse) but that is in my point of view the problem with the
> 1050. First they told this was a drive with REAL double density. It is
> defniately NOT double density. The 1050 uses more sectors, but does not put
> more bytes in one sector. In sparta XINIT it is called "1050 double density"
> I likte that name.
>
> I'm not sure, but I guess for the sectors between 719 and 1041 (=720 - 1040)
> it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the
> stupidity of the format, and makes that it is very NON-standard.
>

> Ofcourse it is an Atari Standard, and because of that it is used very much,
> and is it nice to use, if you program for diskdrive. But we live now in the
> year 200x and have more devices to use with our atari 8bit, and if I look at
> the enhanced format with these devices next to it... i stil say: that
> Enhanced format is a very stupid format :-)
>
> (hehe you can see: I'm a spartados user :-))))))
>
> Marius
>
> "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> news:b8js9.2080609$oa7.71816904@Flipper...
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:aoqu3acar1@reader10.wxs.nl...
> > > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> > formatted
> > > (enhanced density) disks.
> > >
> > > Btw. That enhanced format is extremely incompatible at all.
> > >...
> >
> > Incompatible with what? IMO it's very wide spread and used by many
> > commercial programs. Also, if you don't have a drive expansion it's 130K
> > against 90K (Single). Enough reasons for me to use it. :)
> >
> > Freddy.
> >
> >

5638. Re: New game in the works (MAYBE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 19:15:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DB5A3C2.95F61691@students.uni-mainz.de>
Source record: 26509

Well,
by the way: you don`t need two SIO cables to create a
Gamelink-2/Multilink. One SIO cable is enough, if the two computers are
very close to each other (less than 1 meter). All you have to do is 1)
unscrew the SIO cable on one side and open it 2) change/exchange cable 3
and 5 (cable 3 becomes cable 5; cable 5 becomes cable 3) - if you are
confused take a look at the nice Gr.8 picture that Jiri Bernasek had
drawn and in less than 2 minutes you are done. Of course you can always
turn this "patched" SIO cable back into a normal SIO cable again. The
patched SIO cable works fine as a Gamelink-2/Multilink device for 2
computers and thus 2-4 players. I have tested it with Agdagon,
Multi-Dash, Multi-Race and Multi-Worms. The big advantage: since
everyone (who owns a real Atari!) has at least one SIO cable, this will
cost you nothing! And there are already 4 gamelink/multilink games
waiting for you... -Andreas.

William Kendrick schrieb:
>
> Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> > Howdy Bill
> >
> >> I'm considering doing a 'Puzzle-Bobble' (aka 'Bust-a-Move') clone for the
> >> Atari. There's a really nice one for Linux called 'Frozen-Bubble'
> >> (http://www.frozen-bubble.org/)
> >
> > Would you consider making it GameLinkII/MultiLink compatible?
>
> Hmmm... :^)
>
> I think I still have my GameLink II (that's the SIO-cable-based one, right?)
> that I built with two SIO cables and a paperclip. ;^)
>
> -bill!

5639. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales, Suppo...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 20:36:52 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210221236.415aa4d3@posting.google.com>
Source record: 26510

Lance, like I said, you & ben can feel free to post advertisements to
your atari products here without any problems:

http://groups.yahoo.com/group/atariswapnshop

Hopefully I'll be able to get B&C and Best Electronics to post there
as well.

Video61@webtv.net (Lance Ringquist) wrote in message
news:<29684-3DB19A49-517@storefull-2115.public.lawson.webtv.net>...
> paul gifford said,
> Not entirely true. My beef was and is his slam on auction sellers. As
> slanderous as any of the posts by others.
> Paul
>
> i cannot take this anymore. when ben told me that he was against
> auctions i had two avenues of thought on this,
> one is that every once in a while i do auctions, so did this enrage me
> and turn me into a stark raving mad stalker that will hound ben to the
> end of his life for voicing his constitutional rights of free speech?,
> or would i take the second route that i thought he was wrong, then let
> him know it and then i would go on with my life to other more important
> aspects of life, which one do you think i took?
> one good thing though has happened from this, you have posted b&c's web
> site, he is one of three other atari dealers that are afraid to post
> because of certain rule makers, and enforcers who have kept most other
> atari dealers at bay from posting to this newsgroup specials and one of
> a kind warehouse finds.
> so you see in some way's you have helped.
> ben has agreed to keep his ads to once a week.
> is that so much to ask for what few atari dealers are left?
> we know you do not like his position on auctions, niether do i, but do
> you hound everyone for life who voices a opinion you do not like?
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

5640. *PING* anyone & everyone who has atari related hardware & software for sale / trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 20:42:19 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210221242.59ee107d@posting.google.com>
Source record: 26511

I don't mind seeing posts from Ben, Lance, B&C, or even Best
electronics regarding Atari stuff for sale. If I had the money I'd
buy 'em all out and hord the massive atari collection in my shed. :o)

anyways, if this helps, here is where everyone can post their stuff
for sale or trade or want / wish lists:

http://groups.yahoo.com/group/atariswapnshop

I've relaxed the posting rules a little bit so you may want to check
it out.

5641. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 22:11:31 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0210221411.714e3d81@posting.google.com>
Source record: 26512

```
Hello Mathy,

you won't need 6502 code, try the following:

DIM A$(MAXSECSIZE+1)
REM The following will set the length of A$ to SECSIZE
A$(SECSIZE+1,SECSIZE+1)="X":A$(SECSIZE+1,SECSIZE+1)=""
MOVE DBUFR2,ADR(A$),SECSIZE

The setting of the length of strings works in ATARI BASIC, I used it
many times to read a file in a string, so it should work in
TURBO-BASIC too, maybe TURBO-BASIC zeros the string.
Of course you won't need the MOVE-command in TURBO-BASIC if you read
the sector directly into the string (will be faster):
Simply set the address of the I/O-buffer to ADR(A$), e.g. use DPOKE
IOCB+4,ADR(A$) instead of DPOKE IOCB+4,DBUFR2
```

5642. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 22:30:00 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <19kbrusdik5bs17grdel3641s42jcdg39n@4ax.com>
Source record: 26513

On 22 Oct 2002 10:20:48 GMT, dunxuk@aol.com (DunxUK) wrote:

>>Don't you have to verify your account with a credit card?
>
>I cannot believe everyone on eBay has a credit card, many don't even seem to
>have bank accounts!

I just thought it was Ebay policy to only allow accounts backed up by
a credit card?
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5643. Re: Anyone else order from Junie Creations?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 22:32:25 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6ekbru4cgs42nap1mjvhq1q187q5i9rasu@4ax.com>
Source record: 26514

On Tue, 22 Oct 2002 11:01:41 -0400, Larry <larryr2@bellsouth.net>
wrote:

>I ordered a souped up joystick from here, got a reply that my money
>order was received on 6/10/02, then I waited, and waited, and emailed,
>and waited, and emailed some more.
>
>I saw on http://juniescreations.netfirms.com/ that they were having
>problems and weren't taking new orders. So I emailed, asking if he
>would refund my money, which he had for over 4 months now, and still no
>response.
>
>Has anyone else experienced this with them? I've pretty much given up
>on getting my joystick or my money - I guess I'm just venting.
>
>Larry Richardson
>
By the look of it I'd say it's a firm about to crash and burn, the
site basically says it's all but done.
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5644. Re: ADV: Atari 8-bit PC CD-ROMs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 22:33:26 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <qgkbru4ruuh3v0m4t04bgaes9jgcef8a0k@4ax.com>
Source record: 26515

On Tue, 22 Oct 2002 19:31:37 +0100, "Dean Garraghty" <dgs@clara.net>
wrote:

>Hello All,
>
>Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial
>software are still available to buy. For full info, and to buy via PayPal
>with a credit card, please visit http://www.dgs.clara.net
>
>Dean Garraghty
>
Careful Dean, you don't want to annoy the kiddies in here..LOL
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5645. Re: THIS IS HOW IT STOPS -- ADV: Bravo Sierra! Atari Sales,Suppo...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-22 22:57:01 UTC
From: Paul Gifford <paul.gifford@comcast.excise-this.net>
Message-ID: <kcicncEj5700SiigXTWcrg@comcast.com>
Source record: 26516

Please don't drink and post.

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:29684-3DB19A49-517@storefull-2115.public.lawson.webtv.net...
> paul gifford said,
> Not entirely true. My beef was and is his slam on auction sellers. As
> slanderous as any of the posts by others.
> Paul
>
> i cannot take this anymore. when ben told me that he was against
> auctions i had two avenues of thought on this,
> one is that every once in a while i do auctions, so did this enrage me
> and turn me into a stark raving mad stalker that will hound ben to the
> end of his life for voicing his constitutional rights of free speech?,
> or would i take the second route that i thought he was wrong, then let
> him know it and then i would go on with my life to other more important
> aspects of life, which one do you think i took?
> one good thing though has happened from this, you have posted b&c's web
> site, he is one of three other atari dealers that are afraid to post
> because of certain rule makers, and enforcers who have kept most other
> atari dealers at bay from posting to this newsgroup specials and one of
> a kind warehouse finds.
> so you see in some way's you have helped.
> ben has agreed to keep his ads to once a week.
> is that so much to ask for what few atari dealers are left?
> we know you do not like his position on auctions, niether do i, but do
> you hound everyone for life who voices a opinion you do not like?
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

5646. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 04:06:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Bfpt9.9701$071.867841@newsread1.prod.itd.earthlink.net>
Source record: 26517

It is the carry flag; it will be set on errors like divide by zero or exceed
10^98 in a multiply; also set for a negative number or exceeding 65355 in
conversion attempt of FP to a 2 byte integer.

You test with a BCS HANDLE_ERROR after the JSR FPI so you can print a
message or take appropriate action after an overflow.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
I once said re: FPI...

> I don't remember how to detect and handle overflow when integer exceeds 2
> bytes;

5647. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 04:07:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Kfpt9.9702$071.867841@newsread1.prod.itd.earthlink.net>
Source record: 26518

```
My choice is a USR( call like:
X=USR(ADR(ML$),ADR(A$),DBUFR2,SECSIZE)

Can you assemble it and store it in A$?

The source for ML$ is:
ASTR=$D6 ;Adr A$
DBFR=$D8 ;Adr Dsk Bufr
SCSZ=$DA ;Sector size 1 to 65535
*=$600 ;Relocatable
PLA ;# args
PLA ;msb adr A$
STA ASTR+1
PLA ;lsb "
STA ASTR
PLA ;msb dbufr2
STA DBFR+1
PLA ;lsb "
STA DBFR
PLA ;msb secsize
STA SCSZ+1
PLA ;lsb "
STA SCSZ
AGN LDY #0
LDA (DBFR),Y
STA (ASTR),Y
INC DBFR
BNE NOCAR1
INC DBFR+1
NOCAR1 INC ASTR
BNE NOCAR2
INC ASTR+1
NOCAR2
LDA SCSZ
SBC #1
STA SCSZ
LDA SCSZ+1
SBC #0
STA SCSZ+1
ORA SCSZ
BNE AGN
RTS

There is also a trick one can use which alters pointers in the Variable
Value Table and lets Basic copy the bytes to a string from what it perceives
```

is another..

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy folks
>
> This is the lines I would like to speed up:
>
> 28625 FOR X=1 TO SECSIZE
>
> 28630 A$(X,X)=CHR$(PEEK(DBUFR2+X-1))
>
> 28635 NEXT X
>
> I don't need any ASCII to ATASCII at this moment, as I'm just trying to
read
> the data. Maybe later. I'm still thinking about how I can best stuff all
> the directory info in strings/string arrays (TurboBASIC has those).
Stupid
> thing is, CD's don't have a number that tells you how many entries are in
a
> directory, making it hard to guess how much space you need. And directory
> and file entries can be up to 31 characters long. But most are not.
>
> CU Mathy van Nisselroy

5648. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 04:07:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Tfpt9.9703$071.867841@newsread1.prod.itd.earthlink.net>
Source record: 26519

Hi Mirko;
Here is my source for MVUP$ for the USR(call:
A=USR(ADR(MVUP$),X,Y,LINES,BYTES)
X,Y is destn adr 8 scan lines above source. About 105 bytes; might be optimized a little. We'll get Freddy's thoughts on it... MVDWN will be larger by 10 bytes or so to calculate bottom corner and move in reversed order.

```
SCRN=$58
YPOS=$D7
LINES=$D8
BYTS=$D9
SRCE=$DA
DEST=$DC
WORK=$DE
*=$600 ;relocatable
PLA ;# args
PLA ;X msb=0
PLA ;X lsb 0-39
CLC
ADC SCRN
STA DEST
LDA SCRN+1
ADC #0 ;adjust msb & clears carry
STA DEST ;add X to screen, start destn adr
PLA ;Y msb=0
STA WORK+1 ;init to 0
PLA ;Y lsb 0-191
STA YPOS
LDY #40 ;bytes per line
MULT ADC YPOS
STA WORK
BCC NOCAR1
INC WORK+1
NOCAR1 CLC
LDA WORK
DEY
BNE MULT ;by 40
ADC DEST
STA DEST
LDA DEST+1
ADC WORK+1
STA DEST+1 ;X,Y adr set
LDA #320&255
```

```
ADC DEST
STA SRCE
LDA #320/256
ADC DEST+1
STA SRCE+1 ;X,Y + 8 scan lines
PLA ;lines msb=0
PLA ;lsb
STA LINES
PLA ;bytes msb=0
PLA ;lsb 0-39
STA BYTS
LINE LDY BYTS ;width of block counter
MORB DEY ;loop moving bytes
BMI DUN1 ;out when rolls from 0 to FF
LDA (SRCE),Y ;get from
STA (DEST),Y ;put to
BCC MORB ;always
DUN1 DEC LINES
BEQ DUNALL
LDA #40 ;adjust from pointer
ADC SRCE
STA SRCE
BCC NOCAR2
INC SRCE+1
NOCAR2 CLC
LDA #40 ;one line of bytes down
ADC DEST ;the to pointer
STA DEST
BCC NOCAR3
INC DEST+1
NOCAR3 CLC
BCC LINE ;always
DUNALL RTS
.END
```

```
--
Ron
```

```
http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mirko Sobe" <atarixle@12move.de> wrote in message
> If I have to call two different MOVE$-routines, it's no problem to use
> different X and Y values.
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> This routine should scroll some TEXT-lines in GR.8 up and down, so I
> need
> two routines, one to scroll up and one to scroll down.
>
> Mirko
> www.atarixle.de
```

>
> "Mirko Sobe" <atarixle@12move.de> wrote in message
> Can anybody translate this into fast assembler?
>
> 100 FOR P=0 to LINES-1
> 110 MOVE DPEEK(88)+P*40+320+X+Y*40,DPEEK(88)+P*40+X+Y*40,BYTES
> 120 NEXT P
>
> ---
>
> so I could call it
> A=USR(move$,X,Y,LINES,BYTES)
>
> Thanks
> Mirko

5649. Re: BEWARE! Ebay Swindler - BUBBOBOO!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 05:16:12 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3DB6309B.61647164@one.net>
Source record: 26520

I think the credit card is necessary only if you want to sell on ebay.
That way they have a way to bill you.

I think buying is open to anyone. All that is necessary is an email
address and we all know how easy it is to get those.

-Bob

Paul Irvine wrote:
>
> On 22 Oct 2002 10:20:48 GMT, dunxuk@aol.com (DunxUK) wrote:
>
> >>Don't you have to verify your account with a credit card?
> > >
> > >I cannot believe everyone on eBay has a credit card, many don't even seem to
> > >have bank accounts!
> >
> > I just thought it was Ebay policy to only allow accounts backed up by
> > a credit card?
> > --
> > Paul
> >
> > Learn from your parents mistakes..Use a condom!
> >
> > *** remove YOURFINGER to email me ****

5650. This Guy On Ebay Has Really Rare & Unusual Old Video Games Being Sold NOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 06:55:01 UTC
From: Josh Blevins <procyon@earthling.net>
Message-ID: <8s4crukiecvp2eq888rqhuvfkek4kulu0v@4ax.com>
Source record: 26521

It's a damn shame I don't have any money right now, I was just on Ebay
and saw this guy selling off a lot of rare old video game items I
didn't even think existed anymore, for systems like the Atari 2600,
5200, 7800, Intellivision, Colecovision, and many others. Some of the
items I saw just for the Atari 2600 alone, for example, included an
OFF YOUR ROCKER cartridge, a KIDVID with SMURFS SAVE THE DAY, CUSTER'S
REVENGE (Mint in box!!) STARP)ATH ITEMS, and even a GAMELINE MASTER
MODULE and an Atari 8-bit SPRINGER Mint In Box!!
Here's the link:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=possum-glory%40usa.com&
include=0&since=-1&sort=3&rows=25

He seems to be adding bunches of more items once a day or so, it's
probably a good idea to keep checking back to see what else he's got,
based on what I've seen him put up for sale so far!! Best to hurry
though, some of his auctions will start ending in a day or two.
Hoped this helps someone find something they've always been looking
for!

---Josh

5651. BUBBOBOO is no more

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 11:01:16 UTC
From: dunxuk@aol.com
Message-ID: <20021023070116.29796.00000304@mb-ba.aol.com>
Source record: 26522

His account has now been suspended.

Well done eBay.

5652. FS Atari Stuff - S. Florida

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 11:50:59 UTC
From: naboo@orca.net
Message-ID: <3db68c26.3986241@nntp.ix.netcom.com>
Source record: 26523

I still have a bunch of Atari computer stuff including an 800 and a 1200xl, disk drives, Atari printers, everything with original Atari power supplies (which seem to be premium items on Ebay). Ebay is not very feasible due to the potentially high shipping cost (this stuff has significant weight), so I'm looking for a South Florida Atari club buyer. Anyone have any thoughts on the true value of these items?

Please post responses here. I'll email in return. thanks.

5653. Re: This Guy On Ebay Has Really Rare & Unusual Old Video Games Being Sold NOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 13:33:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <g19drugbimnhlbpb712ucd8m4rdbf2ecnl@4ax.com>
Source record: 26524

On Wed, 23 Oct 2002 10:33 +0100 (BST), ilaskeyNOT@cix.co.uk (Iain
Laskey) wrote:

>In article <8s4crukiecvp2eq888rqhuvfkek4kulu0v@4ax.com>,
>procyon@earthling.net (Josh Blevins) wrote:
>
>>
>> It's a damn shame I don't have any money right now, I was just on Ebay
>> and saw this guy selling off a lot of rare old video game items I
>> didn't even think existed anymore, for systems like the Atari 2600,
>> 5200, 7800, Intellivision, Colecovision, and many others. Some of the
>> items I saw just for the Atari 2600 alone,....

>Just how small do you think our brains are?

Lol...

Indeed...
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5654. Re: This Guy On Ebay Has Really Rare & Unusual Old Video Games Being Sold NOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 13:39:03 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <9d9dru4sl3l3v9iftjnk280aau28ahnvkj@4ax.com>
Source record: 26525

On Wed, 23 Oct 2002 10:33 +0100 (BST), ilaskeyNOT@cix.co.uk (Iain Laskey) wrote:

>In article <8s4crukiecvp2eq888rqhuvfkek4kulu0v@4ax.com>,
>procyon@earthling.net (Josh Blevins) wrote:
>
>>
>> It's a damn shame I don't have any money right now, I was just on Ebay
>> and saw this guy selling off a lot of rare old video game items I
>> didn't even think existed anymore, for systems like the Atari 2600,
>> 5200, 7800, Intellivision, Colecovision, and many others. Some of the
>> items I saw just for the Atari 2600 alone,....

>Just how small do you think our brains are?

In addition I have just found his advert spammed across other groups, a practice I believe is a no-no with ebay. Being that it's a spam and one of the groups has an anti-spam policy I can almost guarantee that his sale will be reported by 99% of the folk in that group and pulled.

Methinks he should have done a 'noodle dance' before this stunt :-)
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5655. Re: BUBBOBOO is no more

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 14:28:30 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0210230628.2d54adbb@posting.google.com>
Source record: 26526

dunxuk@aol.com (DunxUK) wrote in message
news:<20021023070116.29796.00000304@mb-ba.aol.com>...
> His account has now been suspended.
>
> Well done eBay.

Well done DunxUK!! If you hadn't complained, he would still be in
business and trying to screw somebody else. That somebody owes you
big time. Thanks.

5656. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 15:15:06 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <_1zt9.2222000$oa7.77016525@Flipper>
Source record: 26527

H&#65533; Ron, Mirko,

Looks like a nice compact routine to me! :)

As a minor change, you could use the X register for LINES (see ** below).

If the routine is called often, the MULT routine could be made faster.
Ofcourse the whole routine can be made faster, but that would require much
more memory and make it non-relocatable.

Freddy.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Tfpt9.9703$071.867841@newsread1.prod.itd.earthlink.net...
> Hi Mirko;
> Here is my source for MVUP$ for the USR(call:
> A=USR(ADR(MVUP$),X,Y,LINES,BYTES)
> X,Y is destn adr 8 scan lines above source. About 105 bytes; might be
> optimized a little. We'll get Freddy's thoughts on it... MVDWN will be
> larger by 10 bytes or so to calculate bottom corner and move in reversed
> order.
>
> SCRN=$58
> YPOS=$D7
> LINES=$D8 ; ** REMOVE
> BYTS=$D9
> SRCE=$DA
> DEST=$DC
> WORK=$DE
> *=$600 ;relocatable
> PLA ;# args
> PLA ;X msb=0
> PLA ;X lsb 0-39
> CLC
> ADC SCRN
> STA DEST
> LDA SCRN+1
> ADC #0 ;adjust msb & clears carry
> STA DEST ;add X to screen, start destn adr
> PLA ;Y msb=0
> STA WORK+1 ;init to 0
> PLA ;Y lsb 0-191
> STA YPOS
> LDY #40 ;bytes per line
> MULT ADC YPOS
> STA WORK

```
> BCC NOCAR1
> INC WORK+1
> NOCAR1 CLC
> LDA WORK
> DEY
> BNE MULT ;by 40
> ADC DEST
> STA DEST
> LDA DEST+1
> ADC WORK+1
> STA DEST+1 ;X,Y adr set
> LDA #320&255
> ADC DEST
> STA SRCE
> LDA #320/256
> ADC DEST+1
> STA SRCE+1 ;X,Y + 8 scan lines
> PLA ;lines msb=0
> PLA ;lsb
> STA LINES ; ** TAX
> PLA ;bytes msb=0
> PLA ;lsb 0-39
> STA BYTS
> LINE LDY BYTS ;width of block counter
> MORB DEY ;loop moving bytes
> BMI DUN1 ;out when rolls from 0 to FF
> LDA (SRCE),Y ;get from
> STA (DEST),Y ;put to
> BCC MORB ;always
> DUN1 DEC LINES ; ** DEX
> BEQ DUNALL
> LDA #40 ;adjust from pointer
> ADC SRCE
> STA SRCE
> BCC NOCAR2
> INC SRCE+1
> NOCAR2 CLC
> LDA #40 ;one line of bytes down
> ADC DEST ;the to pointer
> STA DEST
> BCC NOCAR3
> INC DEST+1
> NOCAR3 CLC
> BCC LINE ;always
> DUNALL RTS
> .END
```

5657. Dean Garraghty's Atari 8-bit CDs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 16:01:52 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ap6h35uf1@bob.news.rcn.net>
Source record: 26528

Thanks Dean!
Nice to be able to buy some Atari software. Just got mine delivered in a very timely manner, here in NJ, USA. So far it looks very good. I've only had time to scan the 1st CD, and have started to read the Quick programming language manual. The two CD set is a great value for the money. I'm one very happy customer!

Richard Heldmann

5658. Re: Dean Garraghty's Atari 8-bit CDs

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 18:28:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1035397718.46877.0@despina.uk.clara.net>
Source record: 26529

Thanks, glad you like them! If anyone else out there wants a set, they cost US$25 including shipping. Payments can be made with a credit card with PayPal. Visit http://www.dgs.clara.net for more info.

Dean Garraghty
"Richard Heldmann" <sales@vulcantool.com> wrote in message news:ap6h35uf1@bob.news.rcn.net...
Thanks Dean!
Nice to be able to buy some Atari software. Just got mine delivered in a very timely manner, here in NJ, USA. So far it looks very good. I've only had time to scan the 1st CD, and have started to read the Quick programming language manual. The two CD set is a great value for the money. I'm one very happy customer!

Richard Heldmann

5659. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 20:51:25 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <hZDt9.911$6F4.74188@newsread2.prod.itd.earthlink.net>
Source record: 26530

Yes, a multiply by 40 using a sum of 5 left shift/rotate (32x) and 3 left shift/rotate (8x) is bigger code yet fewer machine cycles due to iterations through the loop.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> H Ron, Mirko,
>
> Looks like a nice compact routine to me! :)
>
> If the routine is called often, the MULT routine could be made faster.
> Of course the whole routine can be faster, but that would require much
> more memory and make it non-relocatable.
>
> Freddy.
>
> > PLA ;Y lsb 0-191
> > STA YPOS
> > LDY #40 ;bytes per line
> > MULT ADC YPOS
> > STA WORK
> > BCC NOCAR1
> > INC WORK+1
> > NOCAR1 CLC
> > LDA WORK
> > DEY
> > BNE MULT ;by 40
>

5660. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 21:00:45 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3db70ead$0$84996$e4fe514c@dreader7.news.xs4all.nl>
Source record: 26531

```
Hi,

For some good FP source look at www.6502.org

TXG/MNX
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:Bfpt9.9701$071.867841@newsread1.prod.itd.earthlink.net...
> It is the carry flag; it will be set on errors like divide by zero or
exceed
> 10^98 in a multiply; also set for a negative number or exceeding 65355 in
> conversion attempt of FP to a 2 byte integer.
>
> You test with a BCS HANDLE_ERROR after the JSR FPI so you can print a
> message or take appropriate action after an overflow.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> I once said re: FPI...
>
> > I don't remember how to detect and handle overflow when integer exceeds
2
> > bytes;
>
>
>
```

5661. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 21:07:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FcEt9.925$6F4.79830@newsread2.prod.itd.earthlink.net>
Source record: 26532

Absolutely right... I should have suggested incrementing the value of DBUFR2
by SECSIZE and adjusting the IOCB before each sector read directly into the
string with CIO.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Stefan Dorndorf" <s.dorndorf@gmx.de> wrote in message
> Hello Mathy,
>
> you won't need 6502 code, try the following:
>
> DIM A$(MAXSECSIZE+1)
> REM The following will set the length of A$ to SECSIZE
> A$(SECSIZE+1,SECSIZE+1)="X":A$(SECSIZE+1,SECSIZE+1)=""
> MOVE DBUFR2,ADR(A$),SECSIZE
>
> The setting of the length of strings works in ATARI BASIC, I used it
> many times to read a file in a string, so it should work in
> TURBO-BASIC too, maybe TURBO-BASIC zeros the string.
> Of course you won't need the MOVE-command in TURBO-BASIC if you read
> the sector directly into the string (will be faster):
> Simply set the address of the I/O-buffer to ADR(A$), e.g. use DPOKE
> IOCB+4,ADR(A$) instead of DPOKE IOCB+4,DBUFR2
>

5662. Re: 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-23 23:30:59 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ap7bfhcdl1@bob.news.rcn.net>
Source record: 26533

"richard cortese" <ricortes@earthlink.net> wrote in message
news:KcBs9.4756$071.434806@newsread1.prod.itd.earthlink.net...
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:aot826hoi1@bob.news.rcn.net...
> > The 1050 in question makes no noise when powered up.
> > The power led does light. I've exchanged all removable chips except for
a
> > 6532.
> > I also have not replaced the 3086? Any other ideas?
>
> If you have a VOM I would definately check the the 12V supply at the
output
> pin of the 7812 regulator mounted on the heat sink before I went any
> farther.
>
> I wouldn't worry about the 3086 yet. When you first power up a 1050 or
> insert a disk in it, it is supposed to spin up and determine the format,
MFM
> or FM. This happens even if the drive isn't connected to anything. Since
you
> are not getting a spin up either the 12V supply is dead or a chip.
>
> Since they are modified drives make sure the jumpers to the ROM are set
> right on both drives. They are soldered in place to chose between a ~2732
> and a 2532.
>
> It has been a real long time since I looked at a 1050 schematic but IIRC
the
> drive motor is controlled by the 6532/RIOT. In any case, 128 bytes of RAM
> are in the RIOT and it could be the problem.
>
>
WELL, I checked the voltages across the 3 pins of the 7812 mounted on the
heat sink. It was something less than 12 volts(11.7), zero(0) volts, and
something close to 24 volts. Suddenly the drive came alive, and the
read/write head moved to the center of the drive and kept on bumping into
the center. I shut the power off, moved the read/write head out to the
outside of the disk(after removing the disk) and when I turned it back on,
the read/write head drove to the center of the drive and kept bumping up
into the center of the drive. Making real progress here! :)
Where do we go from here?

5663. Re: British Power?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 00:18:42 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3db73d2a$1_6@nopics.sjc>
Source record: 26535

Thanks everyone. You guyz are great!

Bob

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:u496rusajrkmltgmthsoagu3qvmfmc54fj@4ax.com...
> On Sun, 20 Oct 2002 12:56:47 -0700, "Bob Woolley"
> <ataribob@directvinternet.com> wrote:
>
> >This is a little off topic, but... how is the power wired in England? I
have
> >a 220v plug with Blue, Brown, and Green. Assuming that green is ground,
are
> >one of the other wires neutral or is 220v two-phase like it is here?
Which
> >color is neutral? The markings also say G, L, and N.
> >
> >Thanks for the help - now, back to our regularly scheduled programme....
> >
> >Bob
> >
> >
> Blue = Neutral
> Brown =Live
> Green is Earth
> --
> Paul
>
> Learn from your parents mistakes..Use a condom!
>
> *** remove YOURFINGER to email me ****

5664. Re: 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 00:19:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <n0Ht9.1219$6F4.110162@newsread2.prod.itd.earthlink.net>
Source record: 26534

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ap7bfhcdl1@bob.news.rcn.net...
> WELL, I checked the voltages across the 3 pins of the 7812 mounted on the
> heat sink. It was something less than 12 volts(11.7), zero(0) volts, and
> something close to 24 volts. Suddenly the drive came alive, and the

Could be the a bad solder joint in there somewhere. They come loose from
thermal cycling. There are just 2 diodes and the 7812 <5 spots> you would
have to solder if it returns.
> read/write head moved to the center of the drive and kept on bumping into
> the center. I shut the power off, moved the read/write head out to the
> outside of the disk(after removing the disk) and when I turned it back on,
> the read/write head drove to the center of the drive and kept bumping up
> into the center of the drive. Making real progress here! :)
> Where do we go from here?

Just a jumper problem or track zero sensor. I would only check those two for
now since everything else seems to be popping.

One of the connectors does go bassackwards, looks like it is plugged in
wrong when you have it right.

I thought track zero is on the outside vs. inside. I don't know what happens
if you plug the stepper in backwards, maybe goes to the inside?

5665. Ram Upgrade for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 02:30:14 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ap7lvkdbr1@bob.news.rcn.net>
Source record: 26536

Is there a 256k ram upgrade available for the 1200XL? I've got a Newell
256k upgrade, on the shelf, but the docs I have only describe an
installation in an 800XL.
Thanks,
Rick

5666. Re: FS Atari Stuff - S. Florida

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 03:46:10 UTC
From: oes <oesii@deja.com>
Message-ID: <62Kt9.153961$S8.2884083@twister.tampabay.rr.com>
Source record: 26537

I can probably make you an offer if you let me know where in S. Florida you
are located.

email me at: oesii at hotmail.com

thanks.

"Achmed Burfaang" <naboo@orca.net> wrote in message
news:3db68c26.3986241@nntp.ix.netcom.com...
> I still have a bunch of Atari computer stuff including an 800 and a
> 1200xl, disk drives, Atari printers, everything with original Atari
> power supplies (which seem to be premium items on Ebay). Ebay is not
> very feasible due to the potentially high shipping cost (this stuff
> has significant weight), so I'm looking for a South Florida Atari club
> buyer. Anyone have any thoughts on the true value of these items?
>
> Please post responses here. I'll email in return. thanks.
>

5667. Re: Ram Upgrade for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 06:22:48 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <YkMt9.7021$wm6.5800@nwrddc01.gnilink.net>
Source record: 26538

Rambo works on the 1200XL. They had jumpers for selecting the 800Xl or
1200XL. I also have a Newell 1 meg upgrade installed in one of my 1200XLs.
I'll have to see if I can find the docs for it.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ap7lvkdbr1@bob.news.rcn.net...
> Is there a 256k ram upgrade available for the 1200XL? I've got a Newell
> 256k upgrade, on the shelf, but the docs I have only describe an
> installation in an 800XL.
> Thanks,
> Rick
>
>

5668. [--- S.P.A.C.E. BBS ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 08:00:20 UTC
From: Winston Smith <winston.smith@remove-bgh-this.pinkrose.dhis.org>
Message-ID: <3DB7A071.188.csat8@pinkrose.dhis.org>
Source record: 26539

To: Michael Current <mcurrent@carleton.edu>
Re: DGS CD #2 received
By: Michael Current <mcurrent@carleton.edu> to comp.sys.atari.8bit on Sat Oct 19 2002 04:15 pm

> Michael Current mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

SPACE BBS is your baby? ... The Saint Paul Atari Computer Enthusiasts?
Thank Goodness! I thought that it might be one of those weird "mars colony"
cults of the flying saucer or something.... Yay! Would you know if M.A.C.E.
or the Jersey J.A.C.S. BBSes are still around?
--- Synchronet 3.10j-Linux NewsLink 1.32
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5669. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 10:28:37 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.1821877592ab7a3f989680@news.earthlink.net>
Source record: 26540

In article <hZDt9.911$6F4.74188@newsread2.prod.itd.earthlink.net>,
oldatarian@atariland.com says...
> Yes, a multiply by 40 using a sum of 5 left shift/rotate (32x) and 3 left
> shift/rotate (8x) is bigger code yet fewer machine cycles due to iterations
> through the loop.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message
> > H Ron, Mirko,
> >
> > Looks like a nice compact routine to me! :)
> >
> > If the routine is called often, the MULT routine could be made faster.
> > Of course the whole routine can be faster, but that would require much
> > more memory and make it non-relocatable.
> >
> > Freddy.
> >
> > > PLA ;Y lsb 0-191
> > > STA YPOS
> > > LDY #40 ;bytes per line
> > > MULT ADC YPOS
> > > STA WORK
> > > BCC NOCAR1
> > > INC WORK+1
> > > NOCAR1 CLC
> > > LDA WORK
> > > DEY
> > > BNE MULT ;by 40
> >
>
>
>
I have a dumb question, if he's not scrolling the text over something
else, why not just use a GR.0 display list w/ the fine scrolling bit set?
sounds like that would have been easiest of all.

Ron

5670. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 10:37:00 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.1821896f84fe5219989681@news.earthlink.net>
Source record: 26541

In article <ans7mv$p3f$1@reader14.wxs.nl>, grover25@zonnet.nl says...
> Hi!
>
> On the atari 2600 I have a bit rare game "Midnight Magic" It is one of the
> first Pinball Games that is really fun to play on a computer (that is MY
> opinion)
>
> I hate those "stupid" pinball creator games. All the same crap.
>
> I want that nice Midnight Magic on my XL. Is that game (or something very
> like it) available on the XL?
>
> Thanks,
> Marius
>
>
>
Someone did a Visual Pinball port of the 2600 Midnight Magic, gave it a
3d tilt, then I redid some minor bits to make it look/act more like the
2600 version. Not an answer to your question, but I thought you'd like to
know. You can download Visual Pinball from http://www.randydavis.com (for
x86 Windows boxes w/ the Visual Basic scripting active)
also, IMO, it should be reasonably trivial to port the original code to
the atari 8bit computers, if you really want one badly enough.

Ron

5671. CD ROM error check routine (Request Sense)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 10:38:03 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap8iidlaa1@nets3.rz.RWTH-Aachen.DE>
Source record: 26542
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.msx,comp.sys.cbm

Howdy folks in c.s.atari.8bit, c.s.apple2, c.s.CBM and c.s.msx

I'm trying to make my Atari 8 bit computer read data CD and have stumbled
upon a problem.

What should I do when Request Sense returns an ASC code of 6.
Should I TEST UNIT READY or try to read the Primary Volume Descriptor (PVD).

When I wrote my CD Audio player utility, I'ld read the TOC, but reading the
PVD will return all zero's. (when the CD isn't loaded yet)

I can read 6502 source code, so a piece of source code would do.

CU Mathy van Nisselroy

PS anybody know a good source for what exactly we should do if this or that
ASC or ASC Q code comes back?
I do have the T10 info, but that's not always very clear to me.
--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5672. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 10:53:24 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap8jf5$m0l$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26543

Howdy Ron

Thanks, I'll see what I can do. I do have MAC65 both on cart and disk, but I don't know much about how to use it. ASM,,#D:name.ext should do it I guess???

BTW I've read about the trick with fooling BASIC when it comes to strings. I think I'll leave that for when I know what they are talking about.

CU Mathy van Nisselroy

PS the problem with copying directly to a string is that everything has to be converted to (AT)ASCII somehow. Otherwise I could have use MOVE.

5673. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 11:10:25 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap8kf2$mu8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26544

Howdy Russ

> My picture is a bit messed up. One side of pot
> goes to B, outside of mini and outside of phono.
> The other side of pot goes to inside of phono
> and 100k resistor. I think your description had it
> correct.

Thanks!

Maybe one day, I'll try and build me one of these interfaces.

CU Mathy van Nisselroy

PS how's got the right to the Parrot and Parrot II hard- and software? Tony Ramos or Alpha Systems? (so I can ask if I - should I ever feel up to it - could place a nice schematic of this on my site)

5674. Re: New game in the works (MAYBE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 11:18:40 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ap8kuinbp1@nets3.rz.RWTH-Aachen.DE>
Source record: 26545

Howdy Bill

> Hmmm... :^)
>
> I think I still have my GameLink II (that's the SIO-cable-based one,
right?)
> that I built with two SIO cables and a paperclip. ;^)

Yes it is. (the 'not so deluye version' that is)
You can find info on hardware and games on my site at
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm
It's pretty much at the bottom.

CU Mathy van Nisselroy

5675. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 11:55:40 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap8n2hcoh1@reader14.wxs.nl>
Source record: 26546

Definately an interesting reply. Thanks

Marius

<Ronald A. Laski>; "Jr." <rlaski@midwest.net> schreef in bericht
news:MPG.1821896f84fe5219989681@news.earthlink.net...
> In article <ans7mv$p3f$1@reader14.wxs.nl>, grover25@zonnet.nl says...
> > Hi!
> >
> > On the atari 2600 I have a bit rare game "Midnight Magic" It is one of
the
> > first Pinball Games that is really fun to play on a computer (that is MY
> > opinion)
> >
> > I hate those "stupid" pinball creator games. All the same crap.
> >
> > I want that nice Midnight Magic on my XL. Is that game (or something
very
> > like it) available on the XL?
> >
> > Thanks,
> > Marius
> >
> >
> >
> Someone did a Visual Pinball port of the 2600 Midnight Magic, gave it a
> 3d tilt, then I redid some minor bits to make it look/act more like the
> 2600 version. Not an answer to your question, but I thought you'd like to
> know. You can download Visual Pinball from http://www.randydavis.com (for
> x86 Windows boxes w/ the Visual Basic scripting active)
> also, IMO, it should be reasonably trivial to port the original code to
> the atari 8bit computers, if you really want one badly enough.
>
> Ron

5676. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 11:56:43 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap8n4gcpj1@reader14.wxs.nl>
Source record: 26447

Thanks man!

You're GOOD!!!!

Marius

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
news:I9%s9.7144$071.644688@newsread1.prod.itd.earthlink.net...
> Hi Marius;
> FR0 is the main FP register similar to the accumulator in 6502 math; most
> operations begin and results end in FR0. Let's multiply:
>
> *=$4000
> JSR $DA44 ;zero FR0
> LDA #139
> STA $D4 ;lsb of FR0, msb is already 0
> JSR $D9AA ;Int in FR0 to FP in FR0
> JSR $DDB6 ;copy FP in FR0 to FR1
> JSR $DA44 ;zero FR0
> LDA #99
> STA $D4
> JSR $D9AA ;Int in FR0 to FP in FR0
> JSR $DABD ;mult FR0 times FR1, result in FR0
> JSR $D9D2 ;FP in FR0 to Int in FR0 $D4-5
>
> I don't remember how to detect and handle overflow when integer exceeds 2
> bytes; there is a FP to ATASCII at $D8E6 which puts the numeric characters
> beginning at $580 with the final digit in inverse video.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > Hello!
> >
> > I feel pretty stupid. I have lots of documentation, and I still can NOT
> get
> > the FP routines worked!
> >
> > Can someone give me a example of an assembly source in which i can see
how
> > to myltiply two numbers using the FP routines.

```
> >
> > I don't understand how to convert the integer to FP format in FR1.Isn't
> that
> > possible?
>
> Nope sorry... Use FR0 and then copy to FR1
>
> > I tried a simple routine to do this: "139 - 99" I don't want to use a
> > keyboard input. Just to make a substraction, multiply, addition via FP
> (and
> > please don't reply with : you can use ADC and SBC etc... that's just
what
> I
> > don't want, because i need this FP for large numbers in my future
routine,
> > I'm just testing now with easy numbers, before I get to the real work)
> >
> >
> > *=$4000
> > LDA #139
> > STA $d4
> > LDA #99
> > STA $E0
> > JSR $D9AA Int to FP
> > JSR $DA60 FP Sub
> > JSR $D9D2 FT to Int
> > RTS
>
>
>
```

5677. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 11:57:57 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap8n6rcra1@reader14.wxs.nl>
Source record: 26448

He TXG,

Thanks for the link. It's handy.

Are you going the JHV BTW? I am.

See you there perhaps.
Marius

"TXG" <txg@the-underground.myweb.nl> schreef in bericht
news:3db70ead$0$84996$e4fe514c@dreader7.news.xs4all.nl...
> Hi,
>
> For some good FP source look at www.6502.org
>
> TXG/MNX
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Bfpt9.9701$071.867841@newsread1.prod.itd.earthlink.net...
> > It is the carry flag; it will be set on errors like divide by zero or
> exceed
> > 10^98 in a multiply; also set for a negative number or exceeding 65355
in
> > conversion attempt of FP to a 2 byte integer.
> >
> > You test with a BCS HANDLE_ERROR after the JSR FPI so you can print a
> > message or take appropriate action after an overflow.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > I once said re: FPI...
> >
> > > I don't remember how to detect and handle overflow when integer
exceeds
> 2
> > > bytes;
> >
> >
> >
>
>

5678. Re: [--- S.P.A.C.E. BBS ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 13:58:21 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-71B812.08582124102002@news.supernews.com>
Source record: 26449

In article <3DB7A071.188.csat8@pinkrose.dhis.org>,
"Winston Smith" <winston.smith@remove-bgh-this.pinkrose.dhis.org> wrote:

> > Michael Current mailto:mcurrent@carleton.edu
> > 8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
> > S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/
>
> SPACE BBS is your baby? ... The Saint Paul Atari Computer Enthusiasts?
> Thank Goodness! I thought that it might be one of those weird "mars colony"
> cults of the flying saucer or something.... Yay! Would you know if M.A.C.E.
> or the Jersey J.A.C.S. BBSes are still around?

The SPACE BBS is kept by SPACE member Nolan Friedland, friednw@tcfreenet.org.
I'm just the club president, which means I'm in charge of...presiding. :)

Nolan also keeps two lists of active Atari 8-bit BBSes:
telnet: http://tcfreenet.org/~friednw/bbs-telnet.html
dialup: http://tcfreenet.org/~friednw/bbs-dialup.html

I don't see anything that looks like M.A.C.E. or J.A.C.S. in those lists.

-Michael

5679. Re: Parrot sound interface

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 15:07:34 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3db80cba$0$1449$272ea4a1@news.execpc.com>
Source record: 26451

(who owns rights to Parrot.)
You have the right people. Tony Ramos would know.
We (here on csa8) communicated with the guy from
Alpha Systems, but I can't remember his name.
I don't know the rights to it. I doubt it was patented,
the software for it would be copyrighted and probably
what controls any way to use the interface.
The guy from Alpha Systems seemed to be willing
to put A8 stuff in the public domain.
You might try aramos@ele-mental.org.

5680. SpartaDos on PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 15:09:47 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <t_Tt9.9$da3.14585@news.abs.net>
Source record: 26450

Has anyone out there been able to get SpartaDos 3.2d or higher to work on PC XFormer 2000? I've tried several .atr disk images of various versions and the virtual 130XE I am running it on locks up with two vertical lines on the screen each time I try to boot it.

Thanks.

5681. Re: Ram Upgrade for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 15:27:57 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ap93fckrr1@bob.news.rcn.net>
Source record: 26452
Body handling: HTML body converted to readable text

Btw, I have a Rev. 'A' Newell board.

"Paul Alhart" wrote in message
news:YkMt9.7021$wm6.5800@nwrddc01.gnilink.net...
> Rambo works on the 1200XL. They had jumpers for selecting the 800Xl or
> 1200XL. I also have a Newell 1 meg upgrade installed in one of my 1200XLs.
> I'll have to see if I can find the docs for it.
>
> "Richard Heldmann" wrote in message
> news:ap7lvkdbr1@bob.news.rcn.net...
> > Is there a 256k ram upgrade available for the 1200XL? I've got a Newell
> > 256k upgrade, on the shelf, but the docs I have only describe an
> > installation in an 800XL.
> > Thanks,
> > Rick
> >
> >
>
>

5682. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 17:42:30 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <ap9bf4hjp1@news1.xs4all.nl>
Source record: 26453

Are we going to JHV?

What for a strange question is this? Ofcourse the complete MNX crew will be
there! As always... we are part of the inventory.....

TXG/MNX
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ap8n6rcra1@reader14.wxs.nl...
>
>
> He TXG,
>
> Thanks for the link. It's handy.
>
> Are you going the JHV BTW? I am.
>
> See you there perhaps.
> Marius
>
>
> "TXG" <txg@the-underground.myweb.nl> schreef in bericht
> news:3db70ead$0$84996$e4fe514c@dreader7.news.xs4all.nl...
> > Hi,
> >
> > For some good FP source look at www.6502.org
> >
> > TXG/MNX
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:Bfpt9.9701$071.867841@newsread1.prod.itd.earthlink.net...
> > > It is the carry flag; it will be set on errors like divide by zero or
> > exceed
> > > 10^98 in a multiply; also set for a negative number or exceeding 65355
> in
> > > conversion attempt of FP to a 2 byte integer.
> > >
> > > You test with a BCS HANDLE_ERROR after the JSR FPI so you can print a
> > > message or take appropriate action after an overflow.
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > I once said re: FPI...

> > >
> > > > I don't remember how to detect and handle overflow when integer
> exceeds
> > 2
> > > > bytes;
> > >
> > >
> > >
> >
> >
>
>

5683. Re: SpartaDos on PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 18:35:13 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ap9efr$b87$1@reader08.wxs.nl>
Source record: 26454

I only can say: don't use XFORMER, but the real thing. Ok you don't have that perhaps... if you still want to use an emulator. Use the Atari800Win Plus 3.0 (it is much better than Xformer)

Or the Atari 800 for dos.

http://atari800.atari.org

The link to the atari 800win+ is lost here, because of a PC crash. So search on the net.

Spartados (and most other things) work fine on these emulators.
Marius

"Jason Harmon" <jharmon@us.net> schreef in bericht news:t_Tt9.9$da3.14585@news.abs.net...
> Has anyone out there been able to get SpartaDos 3.2d or higher to work on PC
> XFormer 2000? I've tried several .atr disk images of various versions and
> the virtual 130XE I am running it on locks up with two vertical lines on the
> screen each time I try to boot it.
>
> Thanks.
>
>

5684. Re: Atari Assembler/Editor rom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 19:12:20 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0210241210460.17051-100000@shell1.aracnet.com>
Source record: 26455

I have it with Manual for $10 plus Postage.

==Thanx==
===Ben===

On Tue, 22 Oct 2002, Slor wrote:

> I'd like to find this either as well, either in ROM or actual cartridge
> form.
>
> <w> wrote in message news:ap27di$8li$1@nntp9.atl.mindspring.net...
> > Where can I get a copy of the old Atari Editor Assembler rom for an
> > emulator?
> >
> >
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5685. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:15:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <oxYt9.2621$6F4.249788@newsread2.prod.itd.earthlink.net>
Source record: 26456

Check Mirko's web site; he has written a graphics operating system that maps
the GR 0 text into GR 8 screen.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<Ronald A. Laski>; "Jr." <rlaski@midwest.net> wrote in message
> In article <hZDt9.911$6F4.74188@newsread2.prod.itd.earthlink.net>,
> oldatarian@atariland.com says...

> >
> I have a dumb question, if he's not scrolling the text over something
> else, why not just use a GR.0 display list w/ the fine scrolling bit set?
> sounds like that would have been easiest of all.
>
> Ron

5686. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:20:44 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0210241220.1b19eb34@posting.google.com>
Source record: 26457

```
Hi Mathy,

???
Ron's routine is an implementation of MOVE, so where is the problem ?

On the ATARI there is no difference between bytes and
(AT)ASCII-characters.
Characters are only another view on bytes, e.g. 32 is space, and 65 is
"A".
So you won't need any translation, the Screen-Handler "S:" (resp. the
Editor-Handler "E:") will "translate" the bytes in memory to readable
characters on the screen, if you PRINT a string of bytes.

As a proof try the following:
DIM A$(20)
A$(20)="X":REM set length of A$ to 20
POKE ADR(A$),65:REM ASCII code for the letter "A"
?A$(1,1):REM This will print an "A" on the screen

Here is a little program to read a diskfile in a string:

MAXSIZE=32000:REM Max size of the file = 32000 Byte
DIM A$(MAXSIZE+1)
A$(MAXSIZE+1)="X":A$(MAXSIZE+1)="":REM Sets the length of the string
to MAXSIZE
OPEN #1,4,0,"D:FILE"
BGET #1,ADR(A$),MAXSIZE:REM read file into A$
FILESIZE=DPEEK($358):REM get the size of the file
CLOSE#1

Now you can PRINT the content of the file:
PRINT A$(1,FILESIZE)
```

5687. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:34:33 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ap9ked$2mep$1@innferno.news.tiscali.de>
Source record: 26458

> I have a dumb question, if he's not scrolling the text over something
> else, why not just use a GR.0 display list w/ the fine scrolling bit set?
> sounds like that would have been easiest of all.
>
> Ron

I only want to scroll a window, that means, not the whole screen or complete lines.

Mirko

5688. Re: SpartaDos on PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:36:02 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ap9kh4$2mff$1@innferno.news.tiscali.de>
Source record: 26459

http://www.a800win.atari-area.prv.pl/

"Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
news:ap9efr$b87$1@reader08.wxs.nl...
> I only can say: don't use XFORMER, but the real thing. Ok you don't have
> that perhaps... if you still want to use an emulator. Use the Atari800Win
> Plus 3.0 (it is much better than Xformer)
>
> Or the Atari 800 for dos.
>
> http://atari800.atari.org
>
> The link to the atari 800win+ is lost here, because of a PC crash. So
search
> on the net.
>
> Spartados (and most other things) work fine on these emulators.
> Marius
>
>
> "Jason Harmon" <jharmon@us.net> schreef in bericht
> news:t_Tt9.9$da3.14585@news.abs.net...
> > Has anyone out there been able to get SpartaDos 3.2d or higher to work
on
> PC
> > XFormer 2000? I've tried several .atr disk images of various versions
and
> > the virtual 130XE I am running it on locks up with two vertical lines on
> the
> > screen each time I try to boot it.
> >
> > Thanks.
> >
> >
>
>

5689. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:44:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <QYYt9.2679$6F4.253044@newsread2.prod.itd.earthlink.net>
Source record: 26460

Yes, that ASM command will create the object file which begins with $FF $FF
STADRLO STADRHI NDADRLO NDADRHI as the 1st 6 bytes. These 6 must be removed
and the remainder converted to data or characters for execution by Basic.
For small routines like this, I just use the screen editor at the Ready
prompt:
OPEN #1,4,0,"D2:BYTMOV.OBJ":FOR L=1 TO 999:GET #1,B:? CHR$(B);:NEXT L
<Return>
It will end with an error 136 (EOF) and leave a gibberish line on screen.
Just cursor up, insert some spaces for line # etc, delete 1st 6 characters,
and enter $tring definition like:
950 ML$="hh&*h%)h#(..."
It should usually end with a diamond unless the RTS is back in the middle of
the routine. Press Return over the line and then List that line to a file
for Entering into your program or leave the line on screen and Load your
program and press Return over the line to insert it.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ap8jf5$m0l$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Ron
>
> Thanks, I'll see what I can do. I do have MAC65 both on cart and disk,
but
> I don't know much about how to use it. ASM,,#D:name.ext should do it I
> guess???
>
> BTW I've read about the trick with fooling BASIC when it comes to strings.
> I think I'll leave that for when I know what they are talking about.
>
> CU Mathy van Nisselroy
>
> PS the problem with copying directly to a string is that everything has to
> be converted to (AT)ASCII somehow. Otherwise I could have use MOVE.

5690. Re: Ram Upgrade for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 20:53:57 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <F5Zt9.2705$6F4.253547@newsread2.prod.itd.earthlink.net>
Source record: 26461

The ICD (was that Rambo?) upgrade specified slightly different instructions
for the 800XL and the 1200XL IIRC.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ap7lvkdbr1@bob.news.rcn.net...
> Is there a 256k ram upgrade available for the 1200XL? I've got a Newell
> 256k upgrade, on the shelf, but the docs I have only describe an
> installation in an 800XL.
> Thanks,
> Rick
>
>
>

5691. Re: SpartaDos on PC XFormer

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 22:56:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <iU_t9.2918$6F4.269904@newsread2.prod.itd.earthlink.net>
Source record: 26462

I never could get Spartato function on XL-it or any XFormer; I did use it on
A800Dos and otherwise use a Sparta compatible such as BeWe and one other...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Jason Harmon" <jharmon@us.net> wrote in message
news:t_Tt9.9$da3.14585@news.abs.net...
> Has anyone out there been able to get SpartaDos 3.2d or higher to work on
PC
> XFormer 2000? I've tried several .atr disk images of various versions and
> the virtual 130XE I am running it on locks up with two vertical lines on
the
> screen each time I try to boot it.
>
> Thanks.
>
>
>

5692. Re: 1050 blues

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 22:56:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sU_t9.2919$6F4.269904@newsread2.prod.itd.earthlink.net>
Source record: 26463

The Track Zero sensor *IS* on the outside, but one symptom of problems with
it is tendancy of the head to advance toward the center. Normally the head
makes just one step toward the center each time the power is initialized.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"richard cortese" <ricortes@earthlink.net> wrote in message
news:n0Ht9.1219$6F4.110162@newsread2.prod.itd.earthlink.net...
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:ap7bfhcdl1@bob.news.rcn.net...
> > WELL, I checked the voltages across the 3 pins of the 7812 mounted on
the
> > heat sink. It was something less than 12 volts(11.7), zero(0) volts,
and
> > something close to 24 volts. Suddenly the drive came alive, and the
>
> Could be the a bad solder joint in there somewhere. They come loose from
> thermal cycling. There are just 2 diodes and the 7812 <5 spots> you would
> have to solder if it returns.
> > read/write head moved to the center of the drive and kept on bumping
into
> > the center. I shut the power off, moved the read/write head out to the
> > outside of the disk(after removing the disk) and when I turned it back
on,
> > the read/write head drove to the center of the drive and kept bumping up
> > into the center of the drive. Making real progress here! :)
> > Where do we go from here?
>
> Just a jumper problem or track zero sensor. I would only check those two
for
> now since everything else seems to be popping.
>
> One of the connectors does go bassackwards, looks like it is plugged in
> wrong when you have it right.
>
> I thought track zero is on the outside vs. inside. I don't know what
happens
> if you plug the stepper in backwards, maybe goes to the inside?
>
>

5693. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 22:56:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <zU_t9.2920$6F4.269904@newsread2.prod.itd.earthlink.net>
Source record: 26464

We do not yet know the contents of the disk buffer; any needed ascii to
atascii translation code would go between LDA (SRCE),Y and STA (DEST),Y
which MOVE will not do. The most likely incompatibilities would be char 125
& 126 and some awkward formatting with 10, 13 & 127 plus the gibberish of
all less than 32. Maybe Mathy asked the wrong question and one of your tips
will suffice.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Stefan Dorndorf" <s.dorndorf@gmx.de> wrote in message
news:c0fae91c.0210241220.1b19eb34@posting.google.com...
> Hi Mathy,
>
> ???
> Ron's routine is an implementation of MOVE, so where is the problem ?
>
> On the ATARI there is no difference between bytes and
> (AT)ASCII-characters.
> Characters are only another view on bytes, e.g. 32 is space, and 65 is
> "A".
> So you won't need any translation, the Screen-Handler "S:" (resp. the
> Editor-Handler "E:") will "translate" the bytes in memory to readable
> characters on the screen, if you PRINT a string of bytes.
>
> As a proof try the following:
> DIM A$(20)
> A$(20)="X":REM set length of A$ to 20
> POKE ADR(A$),65:REM ASCII code for the letter "A"
> ?A$(1,1):REM This will print an "A" on the screen
>
> Here is a little program to read a diskfile in a string:
>
> MAXSIZE=32000:REM Max size of the file = 32000 Byte
> DIM A$(MAXSIZE+1)
> A$(MAXSIZE+1)="X":A$(MAXSIZE+1)="":REM Sets the length of the string
> to MAXSIZE
> OPEN #1,4,0,"D:FILE"
> BGET #1,ADR(A$),MAXSIZE:REM read file into A$
> FILESIZE=DPEEK($358):REM get the size of the file
> CLOSE#1
>

```
> Now you can PRINT the content of the file:
> PRINT A$(1,FILESIZE)
>
```

5694. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 22:56:37 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FU_t9.2921$6F4.269904@newsread2.prod.itd.earthlink.net>
Source record: 26465

You may want to check out Stefan's tips...

Check Mapping for Variable Value Table (location 134-5); it describes the 8-byte contents of each variable's entry. The important bytes are the DIM length, current length and offset from the String Array Pointer (location 140-1).

Basically you DIMmension a dummy string as your 1st variable so it will have the 1st entry in VVT and be easy to locate. Later, under program control so it cannot shift, you alter the length and offset bytes corresponding to your buffer. Only the offset in bytes number 3-4 requires much thought, and it is easily calculated:

```
OFFSET = DBUFR2-(PEEK(140)+256*PEEK(141))
OFSTH=INT(OFFSET/256)
OFSTL=OFFSET-256*OFSTH
POKE PEEK(134)+256*PEEK(135)+2,OFSTL
POKE PEEK(134)+256*PEEK(135)+3,OFSTH
```

The current length goes in VVT+4 & +5 and a suitable DIM length goes in VVT+6 & +7. After this is configured, a quick A$=DUMMY$ copies CURLN bytes from DBUFR2 into A$ and sets the proper length for A$ at CURLN.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
> Howdy Ron
>
> Thanks, I'll see what I can do. I do have MAC65 both on cart and disk, but
> I don't know much about how to use it. ASM,,#D:name.ext should do it I
> guess???
>
> BTW I've read about the trick with fooling BASIC when it comes to strings.
> I think I'll leave that for when I know what they are talking about.
>
> CU Mathy van Nisselroy
>
> PS the problem with copying directly to a string is that everything has to
> be converted to (AT)ASCII somehow. Otherwise I could use MOVE.

5695. ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-24 23:01:04 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <urgut67t9n24d9@corp.supernews.com>
Source record: 26466

Hi, I'm Ben Smith of Bravo Sierra Computers! Your Benefactor, an Atari Dealer. Offering Sales, Support & Service of Atari HardWare, SoftWare, Books & Accessories for the Classic Atari 8 Bit and Atari ST Computers plus the 64 Bit Atari Jaguar Game System. I am a Reseller of Used & New Atari Collections! Much of which were the Treasures of Former Atarians, Locked away in Dungeons, now given New Lives, offered to be sold as New found Treasure, back in Circulation in the Atari MarketPlace. Hidden and Forgotten, Now set free from the secret hiding places. Atari Heaven where former Atarians had left them to Die. Saving Wondrous Collections from being irretrievably Lost! As well as Saving entire inventories from defunct Atari Dealers, much of it +NEW in the BOX/BAG! After Languishing in Forgotten Warehouses, long abandoned by retired Atari Dealers!

I love saving my customers money! I mainly use Postal Delivery! I save money for my customers when using Postal 2-3 Day Priority Mail & Global Priority Mail. I use Packaging supplied by the Post Office for free and Pass on the savings. I sell Atari, I'm not in the Business of Profiting from Marking up on the cost of Shipping! And just like the Postal Service I avoid making promises I cant keep. The Post Office sends Packages by 2-3 Day Priority Mail. They don't promise 2-3 Days but they have a Good record of Following through! Once I receive payment, your order usually goes out the same Day! This is not a Promise, but like the Post Office I have a Good record of following through! Ask my Customers! I also have Libraries of Reference Books for the Classic Atari 8 Bit and the Atari ST Computers! I have ways of saving Money on Postage by Sending it Book Rate. I also have some tricks for saving on Postage when Mailing outside the United States! I Ship Atari anywhere the Law allows! If you don't come to me, I cant save you any Money!So check my HotLinks below, E-Mail me at atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/catalogs.htm FREE Catalogs Download Area!
http://www.aracnet.com/~atari/jagsales.htm Jaguar Area Web Page!
http://www.aracnet.com/~atari/newinbox.htm Atari +NEW in BOX!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Customer References!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software,
Hardware/Accessories & References/Books.
FREE Catalogs on the web at

http://www.aracnet.com/~atari/catalogs.htm
http://BenSells.atari.org or at Ben's
Domain at http://www.atari.benjamin.net
Catalogs can be Requested by and Received
Through E-Mail at atari@aracnet.com
BenSells@atari.org or atari@benjamin.net
and Please Specify whether you want
Atari 8 Bit, ST, Jaguar and/or all 3! Or
Call Ben anytime at (503)256-9974!!!

5696. Re: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 00:33:32 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <FrmcnTUUf97YDCWgXTWc3w@comcast.com>
Source record: 26467

Hey, you're not Ben Smith! Are you trying to scam people?

"Don Schmidt" <dschmidt@pacifier.com> wrote in message
news:urgut67t9n24d9@corp.supernews.com...
>
> Hi, I'm Ben Smith of Bravo Sierra Computers!

5697. Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 01:15:33 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3db89c1c.822039@news>
Source record: 26468

Does anybody have any information on how you would go about detecting sector size for a disk drive?

I noticed that the SpartaDOS X manual shows a SIO command, $47 that will return a bunch of info about the disk... how did they code this routine I wonder?

Shawn Jefferson (atariguy(at)telus(dot)net)

5698. Re: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 01:33:29 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <urh7r34apq42af@corp.supernews.com>
Source record: 26469

Nope. I'm not Ben, just posting for him. Kinda like a secretary. Brave Sierra Computers is great and deserves a bit more exposure.

Don
Vancouver, USA

"Paul Gifford" <giffy1@comcast.net> wrote in message news:FrmcnTUUf97YDCWgXTWc3w@comcast.com...
> Hey, you're not Ben Smith! Are you trying to scam people?
>
>
> "Don Schmidt" <dschmidt@pacifier.com> wrote in message
> news:urgut67t9n24d9@corp.supernews.com...
> >
> > Hi, I'm Ben Smith of Bravo Sierra Computers!
>
>

5699. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 08:48:18 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apb0gj$s2p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26470

Howdy Ron

> Yes, that ASM command will create the object file which begins with $FF
$FF
> STADRLO STADRHI NDADRLO NDADRHI as the 1st 6 bytes. These 6 must be
removed
> and the remainder converted to data or characters for execution by Basic.

Aha, I had a look at the code yesterday evening and thought what should I do with these addresses that are inthere. If I read the above right, I just kill them after the code has been assembled.

> For small routines like this, I just use the screen editor at the Ready
> prompt:
> OPEN #1,4,0,"D2:BYTMOV.OBJ":FOR L=1 TO 999:GET #1,B:? CHR$(B);:NEXT L
> <Return>

I saved all of this.

> It will end with an error 136 (EOF) and leave a gibberish line on screen.
> Just cursor up, insert some spaces for line # etc, delete 1st 6
characters,
> and enter $tring definition like:
> 950 ML$="hh&*h%)h#(..."

Let me check if I understood this. I do the 950 ML$ part and the contents of the sting ("hh&*h%)h#(...") is what came out of the 'Bytemov file to screen' routine?

CU Mathy van Nisselroy

PS maybe I've already tried (and succeeded) by the time I read your reply.

5700. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 08:58:38 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apb141srp1@nets3.rz.RWTH-Aachen.DE>
Source record: 26471

Howdy Stefan

> On the ATARI there is no difference between bytes and
> (AT)ASCII-characters.
> Characters are only another view on bytes, e.g. 32 is space, and 65 is
> "A".
> So you won't need any translation, the Screen-Handler "S:" (resp. the
> Editor-Handler "E:") will "translate" the bytes in memory to readable
> characters on the screen, if you PRINT a string of bytes.

That would mean ?A$ and ?CHR$(A$) would display the same thing. I was under the impressing the first one would display the ATASCII code, the second the character. ("?A$" will print the whole string, "?CHR$(A$)" won't wiork like that, it needs a FOR NEXT loop and be used as "?CHR$(A$(x,x))". I just used the short form to keep it short.

> Here is a little program to read a diskfile in a string:

I'm reading sectors of a CD, not files from a disk, sorry.....

CU Mathy van Nisselroy

5701. Re: This Guy On Ebay Has Really Rare & Unusual Old Video Games Being Sold NOW!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 10:56:04 UTC
From: solarinflux@aol.com
Message-ID: <20021025065604.08747.00000307@mb-fn.aol.com>
Source record: 26472

this gives me ideas .. cause this advertising on a message board intended for seriouse discussion.is no bueno the ads make it tediouse. i think the anouncements board shoul be more suited for ads. those boards are stagnent; use it to advertise. then those who want to will lookcan do so selectively. i hear in my head demographic.
doesn't bug me but logic indicates, and courtesy.
SolatInflux>Subject: Re: This Guy On Ebay Has Really Rare & Unusual Old Video Games Being
>Sold NOW!!
>From: Paul Irvine mclane.dellosYOURFINGER@btinternet.com
>Date: 10/23/02 6:39 AM Pacific Daylight Time
>Message-id: <9d9dru4sl3l3v9iftjnk280aau28ahnvkj@4ax.com>
>
>On Wed, 23 Oct 2002 10:33 +0100 (BST), ilaskeyNOT@cix.co.uk (Iain
>Laskey) wrote:
>
>>In article <8s4crukiecvp2eq888rqhuvfkek4kulu0v@4ax.com>,
>>procyon@earthling.net (Josh Blevins) wrote:
>>
>>>
>>> It's a damn shame I don't have any money right now, I was just on Ebay
>>> and saw this guy selling off a lot of rare old video game items I
>>> didn't even think existed anymore, for systems like the Atari 2600,
>>> 5200, 7800, Intellivision, Colecovision, and many others. Some of the
>>> items I saw just for the Atari 2600 alone,....
>
>>Just how small do you think our brains are?
>
>In addition I have just found his advert spammed across other groups,
>a practice I believe is a no-no with ebay. Being that it's a spam and
>one of the groups has an anti-spam policy I can almost guarantee that
>his sale will be reported by 99% of the folk in that group and pulled.

5702. Re: midnight magic on 2600 for the xl/xe?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 12:42:36 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.1822f7f1c1577d8e989683@news.earthlink.net>
Source record: 26473

In article <ap8n2hcoh1@reader14.wxs.nl>, grover25@zonnet.nl says...
> Definately an interesting reply. Thanks
>
> Marius
>
> <Ronald A. Laski>; "Jr." <rlaski@midwest.net> schreef in bericht
> news:MPG.1821896f84fe5219989681@news.earthlink.net...
> > In article <ans7mv$p3f$1@reader14.wxs.nl>, grover25@zonnet.nl says...
> > > Hi!
> > >
> > > On the atari 2600 I have a bit rare game "Midnight Magic" It is one of
> the
> > > first Pinball Games that is really fun to play on a computer (that is MY
> > > opinion)
> > >
> > > I hate those "stupid" pinball creator games. All the same crap.
> > >
> > > I want that nice Midnight Magic on my XL. Is that game (or something
> very
> > > like it) available on the XL?
> > >
> > > Thanks,
> > > Marius
> > >
> > >
> > >
> > Someone did a Visual Pinball port of the 2600 Midnight Magic, gave it a
> > 3d tilt, then I redid some minor bits to make it look/act more like the
> > 2600 version. Not an answer to your question, but I thought you'd like to
> > know. You can download Visual Pinball from http://www.randydavis.com (for
> > x86 Windows boxes w/ the Visual Basic scripting active)
> > also, IMO, it should be reasonably trivial to port the original code to
> > the atari 8bit computers, if you really want one badly enough.
> >
> > Ron
>
>
>
If you want both VP tables, let me know, I can email them to you.

Ron

5703. Re: I need another assembler routine

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 12:42:43 UTC
From: "Ronald A.Laski", "Jr." <rlaski@midwest.net>
Message-ID: <MPG.1822f71e492e4af5989682@news.earthlink.net>
Source record: 26474

In article <ap9ked$2mep$1@innferno.news.tiscali.de>, atarixle@12move.de
says...
> > I have a dumb question, if he's not scrolling the text over something
> > else, why not just use a GR.0 display list w/ the fine scrolling bit set?
> > sounds like that would have been easiest of all.
> >
> > Ron
>
> I only want to scroll a window, that means, not the whole screen or complete
> lines.
>
> Mirko
>
>
>
>
Gotcha, sorry for my ignorance! :)

Ron
ps. I've been away for awhile :)

5704. Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 13:05:29 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <apbffq$l3b$1@bob.news.rcn.net>
Source record: 26475

What were some of the best books written for the Atari 8bit?

5705. *** THIS WEEKEND: VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 13:57:54 UTC
From: Bruce.Baker@juge.com
Message-ID: <6e0_200210250909@juge.com>
Source record: 26476
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

I went to the website for this computer fair. It seems to be all about old mainframes from the past and has nothing to do with Apple 2s.

That's fine of course but is certainly of less interest to me than if it was about older personal computers and included apple 2s.

Bruce

5706. Re: *** THIS WEEKEND: VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 14:36:18 UTC
From: Curtis McCain <curtismc@cox.net>
Message-ID: <3DB9579B.322B1CD6@cox.net>
Source record: 26477
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

Actually, it is about all sorts of old computers. In past shows, there have been bushel baskets of Apple products!

M. Curtis McCain

http://members.cox.net/curtismc

Bruce Baker wrote:

> I went to the website for this computer fair. It seems to be all about old
> mainframes from the past and has nothing to do with Apple 2s.
>
> That's fine of course but is certainly of less interest to me than if it was
> about older personal computers and included apple 2s.
>
> Bruce

5707. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 18:57:30 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apc45ggfv1@reader13.wxs.nl>
Source record: 26478

Hey Andres!

Are you at the JHV tomorrow?
Like to meet you!

Marius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:3DB5A029.44647869@students.uni-mainz.de...
> Well,
> if you don`t like the medium/enhanced format, the answer is simple:
> don`t use it !! Anyway, Atari brought us the 1050 with enhanced density,
> allthough we all would have liked it to be true double density
> (180kbytes / 256 bytes per sector). But, this is a fact no-one can
> change. the 1050s are there and they merely have medium/enhanced
> density. The users (may) should have ignored that density and used
> single density or (with an upgrade) double density instead. Fact is,
> they did not! Especially here in Europe, many upgrades were made to
> support a) true double density and b) ultra/warp/high/turbo/... speed.
> Guess what, the programmers used the speeders (or supported them) but
> they did not use double density. Quite a lot of programs were made in
> medium/enhanced density - and a lot of these programs were bootdisks
> (goodbye to harddisk usage - unless you are a cracker). Even most
> filedisks (program files) were written in such a nice way, that they
> will work alright with any density that uses 128bytes per sector, but
> they will crash with other densities, that use 256 bytes per sector.
> Well, thats why I gave my Atari harddisk away - I am not a
> hacker/cracker, but I had and still have hundreds of programs, that are
> single/enhanced bootdisks or files that do not work with double
> density...
>
> By the way, only DOS 2.5 and some compatibles (Turbo-DOS, Bibo-DOS,
> Super-DOS) use a second VTOC in medium/enhanced format. Most other
> DOSses use other tricks (and thus more incompatibilities) to access more
> than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
> derivatives do not have a second VTOC (so their medium/enhanced format
> is incompatible to DOS 2.5!). -Andreas.
>
>
>
> Marius Diepenhorst schrieb:
> >
> > Hmmm I couldn't get the right english word. Incompatible isn't the good
word
> > indeed. I was trying to say that is isn't a very STANDARD format. Ok it

is
> > standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch
off
> > thing. Atari always wanted to be backward compatible (that is a nice
> > philosophy ofcourse) but that is in my point of view the problem with
the
> > 1050. First they told this was a drive with REAL double density. It is
> > defniately NOT double density. The 1050 uses more sectors, but does not
put
> > more bytes in one sector. In sparta XINIT it is called "1050 double
density"
> > I likte that name.
> >
> > I'm not sure, but I guess for the sectors between 719 and 1041 (=720 -
1040)
> > it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the
> > stupidity of the format, and makes that it is very NON-standard.
> >
> > Ofcourse it is an Atari Standard, and because of that it is used very
much,
> > and is it nice to use, if you program for diskdrive. But we live now in
the
> > year 200x and have more devices to use with our atari 8bit, and if I
look at
> > the enhanced format with these devices next to it... i stil say: that
> > Enhanced format is a very stupid format :-)
> >
> > (hehe you can see: I'm a spartados user :-))))))
> >
> > Marius
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > news:b8js9.2080609$oa7.71816904@Flipper...
> > >
> > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > news:aoqu3acar1@reader10.wxs.nl...
> > > > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> > > formatted
> > > > (enhanced density) disks.
> > > >
> > > > Btw. That enhanced format is extremely incompatible at all.
> > > >...
> > >
> > > Incompatible with what? IMO it's very wide spread and used by many
> > > commercial programs. Also, if you don't have a drive expansion it's
130K
> > > against 90K (Single). Enough reasons for me to use it. :)
> > >
> > > Freddy.
> > >

> > >

5708. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 19:42:51 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <%8hu9.4421$6F4.414361@newsread2.prod.itd.earthlink.net>
Source record: 26479

We *always* have to start with 'Your Atari Computer' by Lon Poole with McNiff and Cooke.

Then, maybe 'De Re Atari' and the OS and Technical Reference Manuals followed by about a Dozen 'Compute!' titles which were largely compiled from articles in their magazine. Sams Computerfacts also issued a 400/800 reference volume that is excellent. 'Atari Roots' and several Basic tutorials were also useful.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:apbffq$l3b$1@bob.news.rcn.net...
What were some of the best books written for the Atari 8bit?

5709. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 19:47:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <udhu9.4427$6F4.421214@newsread2.prod.itd.earthlink.net>
Source record: 26480

Any drive which supports other than 128 byte sectors *should* conform to the
Percom configuration block. Check the MyDos 4.5 docs for info on reading it
and which of the 12 bytes contains the sector size info. I thought the
config command was greater than $47 in the range of $4E or so...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Shawn Jefferson" <atariguy@DELETETHIS.telusDOTnet> wrote in message
news:3db89c1c.822039@news...
> Does anybody have any information on how you would go about detecting
> sector size for a disk drive?
>
> I noticed that the SpartaDOS X manual shows a SIO command, $47 that will
> return a bunch of info about the disk... how did they code this routine I
> wonder?
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)
>

5710. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 21:45:47 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0210251345.5048a818@posting.google.com>
Source record: 26481

Hi!

> Does anybody have any information on how you would go about detecting
> sector size for a disk drive?

In 6502 code you can do this:

```
LDA #DRIVENO ; number of disk drive to check (1 to 9)
STA $301
LDA #'S ; S means STATUS check
STA $302
JSR $E453 ; Disk-Interface-OS-Routine (this will call SIO)
BMI ERROR ; Error occured (e.g. Disk drive switched off)
LDA $2EA
AND #$20 ; check Bit 5 of $2EA for Double Density
BNE DOUBLE ; double = 256 bytes/sector
BEQ NOTDOUBLE ; not double = 128 bytes/sector
```

Unfortunately, this doesn't work on the XF551. You will need some more
complicated code to do correct density check on the XF551. Please post
a message, if you're interested. (SpartaDos can't handle the XF551.)

Stefan

5711. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 21:59:41 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <h9ju9.4667$6F4.439161@newsread2.prod.itd.earthlink.net>
Source record: 26482

CHR$(is a function which operates on a single numeric while A$ is variable
which must contain character(s). You cannot have CHR$(A$); the format would
have to be CHR$(VAL(A$)) even tho it is just a matter of convention that
Basic interprets one as numbers and the other as characters.

?A$(X,X) and ?CHR$VAL((A$(X,X))) would yield the same results.
--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message

> That would mean ?A$ and ?CHR$(A$) would display the same thing. I was
under
> the impression the first one would display the ATASCII code, the second
the
> character. ("?A$" will print the whole string, "?CHR$(A$)" won't work
like
> that, it needs a FOR NEXT loop and be used as "?CHR$(A$(x,x))". I just
used
> the short form to keep it short.
>
> I'm reading sectors of a CD, not files from a disk, sorry.....
>
> CU Mathy van Nisselroy

5712. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 21:59:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <o9ju9.4668$6F4.439161@newsread2.prod.itd.earthlink.net>
Source record: 26483

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Ron
>
> > Yes, that ASM command will create the object file which begins with $FF
> $FF
> > STADRLO STADRHI NDADRLO NDADRHI as the 1st 6 bytes. These 6 must be
> removed
> > and the remainder converted to data or characters for execution by
Basic.
>
> Aha, I had a look at the code yesterday evening and thought what should I
do
> with these addresses that are in there. If I read the above right, I just
> kill them after the code has been assembled.

Yep, relocatable routines need no addresses since they will execute in any
location.

> > For small routines like this, I just use the screen editor at the Ready
> > prompt:
> > OPEN #1,4,0,"D2:BYTMOV.OBJ":FOR L=1 TO 999:GET #1,B:? CHR$(B);:NEXT L
> > <Return>
>
> I saved all of this.
>
> > It will end with an error 136 (EOF) and leave a gibberish line on
screen.
> > Just cursor up, insert some spaces for line # etc, delete 1st 6
> characters,
> > and enter $tring definition like:
> > 950 ML$="hh&*h%)h#(..."
>
> Let me check if I understood this. I do the 950 ML$ part and the contents
> of the sting ("hh&*h%)h#(...") is what came out of the 'Bytemov file to
> screen' routine?

Very correct, you do the 950 ML$=" part. You will start to recognize many of
the characters after doing a few. The only problems arise when you have a

155 (EOL) or 34 (quote) to get into the string. It takes a separate command
to insert like ML$="hh&*h%)h#(...":ML$(10,10)=CHR$(34)

> CU Mathy van Nisselroy
>
> PS maybe I've already tried (and succeeded) by the time I read your reply.

Hopefully, unless a typo has crept in somewhere between my keyboard skills
and yours.

5713. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-25 22:16:32 UTC
From: Ken Siders <god@columbus.rr.com>
Message-ID: <4pju9.92673$kF.14511992@twister.columbus.rr.com>
Source record: 26484

```
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:h9ju9.4667$6F4.439161@newsread2.prod.itd.earthlink.net...
> CHR$( is a function which operates on a single numeric while A$ is
variable
> which must contain character(s). You cannot have CHR$(A$); the format
would
> have to be CHR$(VAL(A$)) even tho it is just a matter of convention that
> Basic interprets one as numbers and the other as characters.
>
> ?A$(X,X) and ?CHR$VAL((A$(X,X))) would yield the same results.
> --

?A$(X,X) and ?CHR$(ASC(A$(X,X))) would yield the same results.

--Ken
```

5714. Re: Atari Assembler/Editor rom

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 00:45:16 UTC
From: richmond@dallas.net
Message-ID: <richmond-2510021942180001@12-237-69-162.client.attbi.com>
Source record: 26485

In article <ap27di$8li$1@nntp9.atl.mindspring.net>, <w> wrote:

> Where can I get a copy of the old Atari Editor Assembler rom for an
> emulator?
>
I think what you want is in the files at the following site:

<http://my.en.com/~russg/proglang.htm>

5715. Saving rare atari programs/disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 03:01:29 UTC
From: williamson527@aol.com
Message-ID: <20021025230129.24042.00000601@mb-mm.aol.com>
Source record: 26486

I've been out of the atari area for awhile and I tossed my old hardware long ago. But I just couldn't toss my old programs. I've searched online for disk images of them and I found most of them, but there are a few programs that I still have that I can't find anywhere. I'd like to be able to save these programs. I must warn that most of my disks are pirated copies from my pre-teen days back in the early to mid-80's. THe last time I used nay of these disks was back in 1996, but I believe they still work. ANy advise on how to save these rare games and programs? I am willing to give these disks away if I was able to obtain a copy or a disk image of the rare ones. MY email address is: a38101041@HOTMAIL.COM

For example, I have a favorite game called air rescue. I found a air rescue on holmes atari site, but it isn't the same as mine. Perhaps mine is airrescue II? The theme music is Beethovens fi¿½r elise. The chopper is yellow and the enemies look like something from space invaders, with ground and wall cannons that keep firing until the centers are destroyed. The scenery looks like some sort of maze lab or a underground lab or something. I loved this game as a kid and I want to save it if possible. Any takers for my offer?

5716. Re: Saving rare atari programs/disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 04:50:05 UTC
From: oes <oesii@deja.com>
Message-ID: <1apu9.159241$S8.3165350@twister.tampabay.rr.com>
Source record: 26487

I think a good idea would be to contact A. Holmes and offer the disks to him. That way you can get a copy for yourself and he can share it with the Atari community.

5717. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 04:53:43 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DBA1FE3.F6045E0C@rogers.com>
Source record: 26488

Richard Heldmann wrote:

> What were some of the best books written for the Atari 8bit?

Mapping the Atari from compute books is another one for the best books list
as is the "hackerbook" and a few other from hofacker books (those were
published in germany as I remember and had english editions)

5718. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 05:24:15 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <40idncwe6p12uyegXTWcqw@comcast.com>
Source record: 26489

Definitely "Mapping the Atari", followed by "De Re Atari"

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:apbffq$l3b$1@bob.news.rcn.net...
What were some of the best books written for the Atari 8bit?

5719. Re: *** THIS WEEKEND: VINTAGE COMPUTER FESTIVAL 5.0 ***

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 06:03:44 UTC
From: Ernest <ernestls@attbi.NOSPAM.com>
Message-ID: <3fqu9.107745$%d2.40621@sccrnsc01>
Source record: 26490
Cross-posted to: comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm

The festival is about vintage computers (big and small.). If you like vintage computers, then you'll like the event. If you don't, you won't.

E.

--
Web Page: http://12.228.5.66

"Curtis McCain" <curtismc@cox.net> wrote in message news:3DB9579B.322B1CD6@cox.net...
> Actually, it is about all sorts of old computers. In past shows, there have been
> bushel baskets of Apple products!
>
> M. Curtis McCain
>
> http://members.cox.net/curtismc
>
> Bruce Baker wrote:
>
> > I went to the website for this computer fair. It seems to be all about old
> > mainframes from the past and has nothing to do with Apple 2s.
> >
> > That's fine of course but is certainly of less interest to me than if it was
> > about older personal computers and included apple 2s.
> >
> > Bruce
>

5720. Re: Saving rare atari programs/disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 08:18:00 UTC
From: mo <momo@atariland.com>
Message-ID: <Ycsu9.214114$Fw2.6068841@twister.austin.rr.com>
Source record: 26491

I'd be willing to take the chance if Holmes can't be reached. It would
actually be much easier to do if they are pirated since any copy-protection
would be removed. If they are copy protected I can make PRO images which
most uptodate emu's support now. I think it would be legal on my end since
I'd just be providing a software transfer service in exchange for floppies
to use as blanks. Much like the way photo developers can't be held
responsible for the content of the photos. And I wouldn't be posting any of
the images to any websites without the express permission of the appropriate
people.
Rambling like Russ....
Mo
momo@atariland.com

"Ricky" <rickyritardo@havanna.com> wrote in message
news:wWpu9.199740$8o3.5886860@twister.austin.rr.com...
> Sounds pretty tempting.
>
> But, it is shear folly to provide an anonymous user your REAL identity
with
> the intent to transfer pirated materials.

5721. The last Rambit Turboload kit - your chance to bid

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 09:40:06 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1035625940.89915.0@doris.uk.clara.net>
Source record: 26492

Hello All,

It has come to light recently, that I have available for sale the very last Rambit Turboload kit that is ever to be available again. Rambit no longer make these, and no other new kits are available. This is your chance to own the last of these unique hardware modifications for the 1010 and XC12 data recorders. Once fitted, it allows tapes to load 6 times faster once converted with the conversion software supplied. Installation is easy, but does require the use of a soldering iron.

In order to give everyone the chance of owning this, I am accepting bids by e-mail. Bids should be over US$30. Full information (with photos) can be found on the website at http://www.dgs.clara.net . There is a link to the page on the main page (under the ads). Please read the info on there before making a bid.

Dean Garraghty

5722. Manual scans

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 10:11:33 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <MNtu9.12245$b5.1470508@news02.tsnz.net>
Source record: 26493

Hey guys/gals,

I've been slowly scanning my collection of atari manuals over the last few years, and although I still have heaps to go, I have done quite a few. Is there any others scanning in their original/photocopied manuals? If so, I'd be interested in hearing from you, maybe we can swap cdroms? I'm doing both games and application manuals. And to save myself some of the effort would be great.

I do have the intentions of 'maybe' getting them all online one day, but space is an issue. Yes I could OCR them, but I prefer seeing the original layout as much as possible.

Cheers

Aaron (aka.Holmes)
Holmes Atari 8bit Games.
http://www.atariworld.com
http://homepages.paradise.net.nz/atari/

5723. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 10:13:08 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <fPtu9.12247$b5.1470421@news02.tsnz.net>
Source record: 26494

I have to admit, the 'Atari XL Handbook' was my favorite book back in the day. Although I havent seen much mention of it, so not sure how popular it was.

Holmes

"> "Richard Heldmann" <sales@vulcantool.com> wrote in message
> news:apbffq$l3b$1@bob.news.rcn.net...
> What were some of the best books written for the Atari 8bit?
>
>

5724. 1200XL Rivets

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 13:57:02 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ape6s5$i7a$1@bob.news.rcn.net>
Source record: 26495

What's the best way to pop the rivets on the 1200XL motherboard? I'd like to do the least amount of damage.
Thanks,
Rick

5725. FA: Atari ST Computer Deskcart! cartridge

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 14:27:52 UTC
From: robotron X <gonerzxy@aol.com>
Message-ID: <3DBAA668.67B33E92@aol.com>
Source record: 26496

> Item name: Atari ST Computer Deskcart Deskcart!
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1390765681

> Item name: NES / Super Nintendo / Nintendo 64 N64
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1392089646

> Item name: 9 Good Sega Genesis Games(No Sports)
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391298826

> Item name: 9 Fairchild Channel F Games ,#24 Pro Football
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1391298122

> Item name: ColecoVision Mr. Do's Castle,Mr. Do! + XONOX
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1390760423

> Item name: Sony TV & VCR Remote RM-745
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1390792513

5726. Re: 1200XL Rivets

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 19:01:46 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <uEBu9.7314$FS5.4339@nwrddc04.gnilink.net>
Source record: 26647

Push then out from the bottom with a small nut driver or even the open end
of standard ball point pen refill.

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:ape6s5$i7a$1@bob.news.rcn.net...
What's the best way to pop the rivets on the 1200XL motherboard? I'd like
to do the least amount of damage.
Thanks,
Rick

5727. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-26 21:14:48 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cBDu9.6765$Fj6.604805@newsread1.prod.itd.earthlink.net>
Source record: 26648

Doesn't the 1050 Enhanced density also report to that status command with
bit 5 in $2EA?

BTW, I do not have an XF551, but certainly believed that Sparta could use it
in several density configurations.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Stefan Dorndorf" <s.dorndorf@gmx.de> wrote in message
> Hi!
>
> > Does anybody have any information on how you would go about detecting
> > sector size for a disk drive?
>
> In 6502 code you can do this:
>
> LDA #DRIVENO ; number of disk drive to check (1 to 9)
> STA $301
> LDA #'S ; S means STATUS check
> STA $302
> JSR $E453 ; Disk-Interface-OS-Routine (this will call SIO)
> BMI ERROR ; Error occured (e.g. Disk drive switched off)
> LDA $2EA
> AND #$20 ; check Bit 5 of $2EA for Double Density
> BNE DOUBLE ; double = 256 bytes/sector
> BEQ NOTDOUBLE ; not double = 128 bytes/sector
>
> Unfortunately, this doesn't work on the XF551. You will need some more
> complicated code to do correct density check on the XF551. Please post
> a message, if you're interested. (SpartaDos can't handle the XF551.)
> ---
> Stefan

5728. Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 05:26:08 UTC
From: The Collectaholic <mkusz@comcast.net>
Message-ID: <byydnUexjptt5SagXTWcpg@comcast.com>
Source record: 26649

Has anyone dealt with Thimo Graef (aka Lord-Chaos@t-online.de) of Germany?
He made a trade with me back in August and I still have not received my
software.
If you have had any dealings with him, please let me know. Thanks.

Mark

5729. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 07:09:30 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <YMScnbLIZMKLDCagXTWcow@comcast.com>
Source record: 26650

What, the "lord chaos" part wasn't enough to convince you to avoid him? :)

"The Collectaholic" <mkusz@comcast.net> wrote in message
news:byydnUexjptt5SagXTWcpg@comcast.com...
> Has anyone dealt with Thimo Graef (aka Lord-Chaos@t-online.de) of Germany?
> He made a trade with me back in August and I still have not received my
> software.
> If you have had any dealings with him, please let me know. Thanks.
>
> Mark
>
>

5730. IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 07:18:09 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apg3u0$k3t$1@reader13.wxs.nl>
Source record: 26651

Hi!

I have 2 iomega zipdrives (IDE) and they won't work with the MyIDE nor the SIO2IDE interface.

Both fail and I'm almost sure they are not broken.

Who knows what's incompatible with these devices?

Btw. I have SCSI zipdrives too, and they work fine with the BlackBox.

Marius

5731. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 10:48:43 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <fwPu9.77$0A6.566@news4.ulv.nextra.no>
Source record: 26652

I have and I had no problems whatsoever. Very friendly and I got my goods.

Not the typical Lou Spear, I am glad to say! I can recommend him, although I only dealt with him once.

"The Collectaholic" <mkusz@comcast.net> skrev i melding news:byydnUexjptt5SagXTWcpg@comcast.com...
> Has anyone dealt with Thimo Graef (aka Lord-Chaos@t-online.de) of Germany?
> He made a trade with me back in August and I still have not received my
> software.
> If you have had any dealings with him, please let me know. Thanks.
>
> Mark
>
>

5732. ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 11:18:03 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <2hinrus0jcum8c7uj98pc2e7m4no0envk9@4ax.com>
Source record: 26653

Howdy *.*!

Thanks to all atari guys on ABBUC JHV in Herten!! As always it was
really nice to meet other atari guys talking, discussing and playing
atari.

here in csa8 I wanna greet:

txg/mnx
marius d.
r.i.k./f2
mad butscher/f2
mr.bacardi
peter d. (the german fox *g)
freddy o.
michael g.
... (much more) ...

and all other members of abbuc!!!

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5733. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 11:18:08 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <vninru0rp434121fi0ftuoi93tfkjtnk80@4ax.com>
Source record: 26654

On 27 Oct 2002 03:29:51 -0000, Anonymous-Remailer@See.Comment.Header
(Ben Smith & Don Schmidt) wrote:

>Ben and I are just great big shit eating fagots that love to spam people!
>We will keep spamming people cuz we're just so gay and faggy that we wanna
>share it with the world!
>
And people moan that the adverts are spam...Jesus.
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5734. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 11:19:40 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <vrinru8qdncinc945hpkcn8ajjosl2gqbj@4ax.com>
Source record: 26655

On Sun, 27 Oct 2002 10:48:43 GMT, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>I have and I had no problems whatsoever. Very friendly and I got my goods.
>
>Not the typical Lou Spear, I am glad to say! I can recommend him, although I
>only dealt with him once.

I totally agree. this guy is very serious at all. just let him a note.
I'm sure it's just a simple misunderstanding.

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5735. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 11:33:08 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <U9Qu9.107$0A6.2887@news4.ulv.nextra.no>
Source record: 26656

> >I have and I had no problems whatsoever. Very friendly and I got my
goods.
> >
> >Not the typical Lou Spear, I am glad to say! I can recommend him,
although I
> >only dealt with him once.
>
> I totally agree. this guy is very serious at all. just let him a note.
> I'm sure it's just a simple misunderstanding.

Was that for me ? I have nothing negative to say about Thimo, if that's what you thought I said. Lou Spear is a trader I won't recommend to anyone, but Thimo is a very nice guy and I highly recommend him.

Maybe I misunderstood you now ???

Anyways, have a nice day!

5736. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 12:01:14 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dbbd5b0$0$63801$e4fe514c@dreader1.news.xs4all.nl>
Source record: 26657

Alright, it was this year very interesting, alot of new ideas, new people
and ofcourse alot of good friends.

Greetinx to all people who where on JHV 2002.

The next meeting/party you can join is http://eil.atari.org in April 2003 be
there, also 8-bit! I already heared that most active 8-bit people from The
Netherlands and Germany will come. Hopefully like last time also the
Swedisch, Polisch, English people and maybe some people from other places in
the world.

TXG/MNX

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:2hinrus0jcum8c7uj98pc2e7m4no0envk9@4ax.com...
> Howdy *.*!
>
> Thanks to all atari guys on ABBUC JHV in Herten!! As always it was
> really nice to meet other atari guys talking, discussing and playing
> atari.
>
> here in csa8 I wanna greet:
>
> txg/mnx
> marius d.
> r.i.k./f2
> mad butscher/f2
> mr.bacardi
> peter d. (the german fox *g)
> freddy o.
> michael g.
> ... (much more) ...
>
> and all other members of abbuc!!!
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5737. Re: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 13:32:17 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <urnsaejb3ht9ff@corp.supernews.com>
Source record: 26659

And the cowards just keep on sending via
Anonymous-Remailer@See.Comment.Header.

Could this be from P.G.? You know, Percy from the Green Mile.<G>
Or even from my good friend Jim, he has effeminate tendencies when he gets a
bit angry.

Ah.... children, children. I think its diaper change time.

To them I say, goodbye for today, from your humble superior.<G>

"Ben Smith & Don Schmidt" <Anonymous-Remailer@See.Comment.Header> wrote in
message news:MWE5T1LG37556.1873958333@Gilgamesh-frog.org...

5738. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 13:55:04 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <YeSu9.2351543$oa7.82714476@Flipper>
Source record: 26658

Yes, the JHV was great. I really enjoyed it.
Nice talking to you Thomas. Let's keep in touch ok?

Regards,
Freddy.

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:2hinrus0jcum8c7uj98pc2e7m4no0envk9@4ax.com...
> Howdy *.*!
>
> Thanks to all atari guys on ABBUC JHV in Herten!! As always it was
> really nice to meet other atari guys talking, discussing and playing
> atari.
>
> here in csa8 I wanna greet:
>
> txg/mnx
> marius d.
> r.i.k./f2
> mad butscher/f2
> mr.bacardi
> peter d. (the german fox *g)
> freddy o.
> michael g.
> ... (much more) ...
>
> and all other members of abbuc!!!
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5739. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 14:26:24 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <1rtnru84d410g6pvdecgj03eg7jc4ee0qn@4ax.com>
Source record: 26660

On Sun, 27 Oct 2002 13:55:04 GMT, "Freddy Offenga"
<taf.offenga@chello.nl> wrote:

>Yes, the JHV was great. I really enjoyed it.
>Nice talking to you Thomas. Let's keep in touch ok?

yeah - that's a must! at least in some days when my most loved atari
is about to die, when I'm planning to install a second pokey :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5740. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 14:27:07 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <attnru44bdk1ru0mvo8n86qksdoharjaok@4ax.com>
Source record: 26661

On Sun, 27 Oct 2002 11:33:08 GMT, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>Was that for me ? I have nothing negative to say about Thimo, if that's what
>you thought I said. Lou Spear is a trader I won't recommend to anyone, but
>Thimo is a very nice guy and I highly recommend him.
>
>Maybe I misunderstood you now ???

jupp. I was talking about Thimo :-)

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5741. Re: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 14:27:48 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <urntv3asnda9ec@corp.supernews.com>
Source record: 26662

The action taken regarding this message was, a copy was sent to
abuse@dizum.com located in Austin Texas. Now who do we know in that
vicinity? Lets check some messages to see who is writing from that area.
Could it be my good friend Jim? Maybe Percy from the Green Mile? or, is
there a new child on the block?

FYI: Here is my message to dizum.com:
==========
I am Don Schmidt and seek your help in identifying the individual who wrote
this message. I, nor Ben wrote this message. A trace on the message
indicates it came from your I.P. in Austin Texas.

Respectfully,

Don Schmidt
Vancouver, WA

"Ben Smith & Don Schmidt" <Anonymous-Remailer@See.Comment.Header> wrote in
message news:MWE5T1LG37556.1873958333@Gilgamesh-frog.org...

[the actual message was included]

==========

5742. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 15:39:14 UTC
From: "Mr.Bacardi" <mr.bacardi@freenet.de>
Message-ID: <3DBC08A2.9000100@freenet.de>
Source record: 26663

Hi !
On http://rawthings.anoweb.cz/8b/mrbacardi/jhv2k2/abbuc_jhv_pics.html
you find some pictures I made at the JHV....

Greetings,
- Mr.Bacardi -

Thomas Havemeister wrote:

>Howdy *.*!
>
>Thanks to all atari guys on ABBUC JHV in Herten!! As always it was
>really nice to meet other atari guys talking, discussing and playing
>atari.
>
>here in csa8 I wanna greet:
>
>txg/mnx
>marius d.
>r.i.k./f2
>mad butscher/f2
>mr.bacardi
>peter d. (the german fox *g)
>freddy o.
>michael g.
>.... (much more) ...
>
>and all other members of abbuc!!!
>
>bye sez
>\thomsen
>

5743. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 18:22:48 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <1mboruciebfbc5lubl52re71aeqeirrm0q@4ax.com>
Source record: 26664

On Sun, 27 Oct 2002 16:39:14 +0100, "Mr.Bacardi"
<mr.bacardi@freenet.de> wrote:

>Hi !
>On http://rawthings.anoweb.cz/8b/mrbacardi/jhv2k2/abbuc_jhv_pics.html
>you find some pictures I made at the JHV....

yeah!! Thanks to Mr.Bacardi for the great pics. Next time somebody
should photograph himself, so everybody can see him alive :-) ...

bye sez
\thomsen

--
Sturz des Zaren & Take those Atarian care!
Thomas Havemeister, Student of Commercial Information Technology
Technical University of Ilmenau

5744. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 18:24:14 UTC
From: Fox-1
Message-ID: <W0Wu9.5200$48.675184@zwoll1.home.nl>
Source record: 26665

"Stefan Dorndorf" wrote

> complicated code to do correct density check on the XF551. Please post
> a message, if you're interested. (SpartaDos can't handle the XF551.)

??? Sparta-Dos is about the only DOS I use, and never had problems using it on both standard XF551 as the ones that are modified
to drive a 80 track/720KB mechanic...

Speaking about DOS'... What's the current status of XDOS ? Is it still a commercial product, or is it allowed to place a copy on
the net to download?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5745. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 18:32:53 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aphbf1$12$1@reader14.wxs.nl>
Source record: 26666

Yes GREETINGS from me too!!!

It was nice!

Marius

"Thomas Havemeister" <twh1@gmx.de> schreef in bericht
news:2hinrus0jcum8c7uj98pc2e7m4no0envk9@4ax.com...
> Howdy *.*!
>
> Thanks to all atari guys on ABBUC JHV in Herten!! As always it was
> really nice to meet other atari guys talking, discussing and playing
> atari.
>
> here in csa8 I wanna greet:
>
> txg/mnx
> marius d.
> r.i.k./f2
> mad butscher/f2
> mr.bacardi
> peter d. (the german fox *g)
> freddy o.
> michael g.
> ... (much more) ...
>
> and all other members of abbuc!!!
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5746. 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 19:21:11 UTC
From: Phee <ptros@yahoo.com>
Message-ID: <WVWu9.12561$46.7494@fe01>
Source record: 26667

I'm in the process of getting my hands on a 130XE. What types of display will the XE accomodate? I used to have one with a monochrome monitor, think it was composite or something (can't recall as that was 15 years ago). What can I use as a display for this 130XE? Do they still build monitors that will work with this computer? I'm currently thinking I'll use a video capture card on my Windows PC and hook it up that way.

Any advice? Better ideas?

Thanks
Ptros

5747. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 19:59:15 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <BL6dnd2Ir-Pg2CGgXTWcpQ@comcast.com>
Source record: 26668

I own a 130XE and I use a composite video out. I had to make a breakout cable to go from a 5-pin (or is it 7-pin) DIN connector to a RCA audio and video plugs. I forget the pinout now but it may be possible to get s-video (y & c) signals from this connector as well.

Dominik

"Phee" <ptros@yahoo.com> wrote in message news:WVWu9.12561$46.7494@fe01...
> I'm in the process of getting my hands on a 130XE. What types of display
> will the XE accomodate? I used to have one with a monochrome monitor,
think
> it was composite or something (can't recall as that was 15 years ago).
What
> can I use as a display for this 130XE? Do they still build monitors that
> will work with this computer? I'm currently thinking I'll use a video
> capture card on my Windows PC and hook it up that way.
>
> Any advice? Better ideas?
>
> Thanks
> Ptros
>
>
>

5748. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 20:38:28 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <4sihpa.i0b.ln@news.musoftware.de>
Source record: 26691

The Collectaholic <mkusz@comcast.net> wrote:
> If you have had any dealings with him, please let me know. Thanks.

I've dealt with him twice (once in 1999 and another time this year) and had no problems. I would suggest contacting him by mail or phone.

Regards

Uz

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
9:37pm up 25 days, 7:55, 15 users, load average: 0.06, 0.08, 0.15

5749. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 20:55:36 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3dbc52fc.3209898@news>
Source record: 26669

"Phee" <ptros@yahoo.com>:
>I'm in the process of getting my hands on a 130XE. What types of display
>will the XE accomodate? I used to have one with a monochrome monitor, think
>it was composite or something (can't recall as that was 15 years ago). What
>can I use as a display for this 130XE? Do they still build monitors that
>will work with this computer? I'm currently thinking I'll use a video
>capture card on my Windows PC and hook it up that way.

You can hook up the 130XE several ways:

1. Via the RF modulator to a TV/game switchbox on your TV.

2. Via the monitor jack to a composite video capable monitor (your VCR or
capture card will take this.)

3. Via the monitor jack to a monitor that will accept seperate luma and
chroma video (most of the commodore monitors).

4. Fabricate or buy a S-video cable that hooks up to the luma-chroma
connections in the monitor jack. Most new TVs and other devices accept
S-video.

Using the luma/chroma interface would be the best. You can even look into
the SuperVideo modifications to get some extra quality from the video on
your 130XE, if you aren't shy about doing some desoldering/soldering. I
personally haven't done it on the 130XE, but on several other models.
Makes a noticable difference.

Shawn Jefferson (atariguy(at)telus(dot)net)

5750. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 22:01:39 UTC
From: Phee <ptros@yahoo.com>
Message-ID: <egZu9.12605$46.9463@fe01>
Source record: 26670

I found the pin outs for the 130XE and trying to find the pin layout for S-Video. I'm sure I'll find something on the internet to detail this. Once I get that down I'll solder the parts together and see how it works.

I currently have an Atari 400 that I connect to a TV using, I believe, a 75hz converter. This method of display on my Windows based PC is marginal at best. Any improvement over what I currently have with my 400 is my goal.

Looking at the specs for S-Video it should provide a substantial improvement over the display I experience with the Atari 400. I assume we both agree on that.

Is shielding or impedance in the cable I'm making to be considered? I've found that other long video cables I've used/made in the past have created some undesirable results.

Thanks
Phee

> You can hook up the 130XE several ways:
>
> 1. Via the RF modulator to a TV/game switchbox on your TV.
>
> 2. Via the monitor jack to a composite video capable monitor (your VCR or
> capture card will take this.)
>
> 3. Via the monitor jack to a monitor that will accept seperate luma and
> chroma video (most of the commodore monitors).
>
> 4. Fabricate or buy a S-video cable that hooks up to the luma-chroma
> connections in the monitor jack. Most new TVs and other devices accept
> S-video.
>
> Using the luma/chroma interface would be the best. You can even look into
> the SuperVideo modifications to get some extra quality from the video on
> your 130XE, if you aren't shy about doing some desoldering/soldering. I
> personally haven't done it on the 130XE, but on several other models.
> Makes a noticable difference.
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)

5751. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 22:12:15 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3dbc65a6.7988580@news>
Source record: 26671

"Phee" <ptros@yahoo.com>:
>I found the pin outs for the 130XE and trying to find the pin layout for
>S-Video. I'm sure I'll find something on the internet to detail this. Once I
>get that down I'll solder the parts together and see how it works.

Check out this site:
http://www.geocities.com/atarimods/

>Is shielding or impedance in the cable I'm making to be considered? I've
>found that other long video cables I've used/made in the past have created
>some undesirable results.

I haven't had any problems with mine, but I just spliced two RCA cables
with an S-video cable, so there may be some shielding in there already.
Normally I used my commodore monitors and seperate luma/chroma with my
Atari 8bits.

Shawn Jefferson (atariguy(at)telus(dot)net)

5752. Re: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-27 22:50:00 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DBC6DA5.8ACD6AC1@rogers.com>
Source record: 26672

Don Schmidt wrote:

> The action taken regarding this message was, a copy was sent to
> abuse@dizum.com located in Austin Texas. Now who do we know in that
> vicinity? Lets check some messages to see who is writing from that area.
> Could it be my good friend Jim? Maybe Percy from the Green Mile? or, is
> there a new child on the block?
>
> FYI: Here is my message to dizum.com:
> ====================================
> I am Don Schmidt and seek your help in identifying the individual who wrote
> this message. I, nor Ben wrote this message. A trace on the message
> indicates it came from your I.P. in Austin Texas.
>
> Respectfully,
>
> Don Schmidt
> Vancouver, WA
>
> "Ben Smith & Don Schmidt" <Anonymous-Remailer@See.Comment.Header> wrote in
> message news:MWE5T1LG37556.1873958333@Gilgamesh-frog.org...
>
> [the actual message was included]
>
> ====================================

Its not the first time that loaded diaper has been flinging its stuff via an anonymous remailer. It had to use that one after I and others had been attacked via the infamous "A. Melon" remailer. after that even they wouldnt have the wanker. Given the level of idiocy thats been posted both here and c.s.a.st I'm suspecting it might be an irate idiot from there instead of an 8bitter.

5753. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 00:16:25 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DBC82F0.9DC9823@alltel.net>
Source record: 26673
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

Hi 6809 is way better
a 6502 can never do much (have used many apple]['s and CoCo 3) I liked
OS 9, great system .
I ran 2 terminals on my coco 3 under os 9. OS 9 is much like unix . I
liked OS 9 and Xenix both are great systems. The 6502 too limited due to
limit of the stack pointer set at 100h.

just my biased ideas.

bill ..

mad ATARI user alternate wrote:

> I've used both. Both are good / flexible operating systems for their
> respective machines. Opinions? Has anyone used both ? Which do you
> prefer and why?
>
> (just doing a little research for rtdos)

5754. Free Atari Stuff (Sortof)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 01:30:35 UTC
From: Mike Berry <mike.berry@direcway.com>
Message-ID: <mr0v9.9393$NV.170892@news.direcpc.com>
Source record: 26674

I ran across a box full of old 8-bit Atari stuff in my closet the other day. There is an 850 interface, a ton of such software as Atari Macro Assembler, Microsoft Basic, Imperium Galactium, etc. with manuals and a bit of hardware such as a printer cable and joystick extension cords. I can't promise any of the diskettes are still readable but, I'd rather see it get a good home than toss it. So, if you live in the Norman, OK area and can come by and pick it or are willing to pay the shipping and maybe $10 for aggravation, it's yours. (If you want it shipped, I bet it'll cost a small fortune. It is in a 12"x12"x24" box and weighs about 20 lbs.)

5755. Re: Saving rare atari programs/disks

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 01:36:31 UTC
From: oes <oesii@deja.com>
Message-ID: <zw0v9.68238$r7.1317204@twister.tampabay.rr.com>
Source record: 26675

"Ricky" <rickyritardo@havanna.com> wrote in message
news:wWpu9.199740$8o3.5886860@twister.austin.rr.com...
> Sounds pretty tempting.
>
> But, it is shear folly to provide an anonymous user your REAL identity
with
> the intent to transfer pirated materials.
>

Well, that would be pretty interesting, a bitter programmer/publishing house
looking to snag a pirate in their net for a 1985 game on an obsolete system.
The sad part is that if the corporation was big enough they would have their
way with US laws and lock him up for years ;)

5756. Re: Manual scans

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 01:45:20 UTC
From: oes <oesii@deja.com>
Message-ID: <QE0v9.68461$r7.1318306@twister.tampabay.rr.com>
Source record: 26676

Aaron, have you contacted the webmasters at www.atariage.com ?

They have an extensive collection of manuals for all the Atari consoles and they are working on getting the 8-bit section up next. I don't know how far they have gotten but I would think there goals are the same as yours. And they could probably work out something with server space as well.

5757. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 03:21:42 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dbcae0f$1_1@nopics.sjc>
Source record: 26677

The Zip drives are almost certainly ATAPI devices, which require a 16 bit interface implementation. The same is true for CDROMs and some functions on an IDE hard drive. Devices that will work on an 8-bit IDE interface include all hard drives, CompactFlash cards and SyQuest removable-media hard drives.

Bob

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:apg3u0$k3t$1@reader13.wxs.nl...
> Hi!
>
> I have 2 iomega zipdrives (IDE) and they won't work with the MyIDE nor the
> SIO2IDE interface.
>
> Both fail and I'm almost sure they are not broken.
>
> Who knows what's incompatible with these devices?
>
> Btw. I have SCSI zipdrives too, and they work fine with the BlackBox.
>
> Marius
>
>
>

5758. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 03:27:11 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dbcaf59_1@nopics.sjc>
Source record: 26678

Use a good television with a s-video input. You can even find LCD monitors with s-video. You will have to make your own cable from a s-video jumper (I use 10 foot cables and cut them in half to make two cables) and a 5 pin DIN connector. You also need an audio tap at the DIN connector. Usually, the LUMA line needs a 100 ohm resistor to ground - the Atari puts out a little too much signal for some inputs.

Bob

"Phee" <ptros@yahoo.com> wrote in message news:WVWu9.12561$46.7494@fe01...
> I'm in the process of getting my hands on a 130XE. What types of display
> will the XE accomodate? I used to have one with a monochrome monitor,
think
> it was composite or something (can't recall as that was 15 years ago).
What
> can I use as a display for this 130XE? Do they still build monitors that
> will work with this computer? I'm currently thinking I'll use a video
> capture card on my Windows PC and hook it up that way.
>
> Any advice? Better ideas?
>
> Thanks
> Ptros
>
>
>

5759. Re: ADV: Bravo Sierra! Atari Sales, Support & Service!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 09:51:26 UTC
From: Bravo Sierra Computers <atari@pacifier.com>
Message-ID: <Pine.BSO.4.33.0210280148450.22621-100000@shell.pacifier.com>
Source record: 26679

How Childish,

It's like trying to deal with 6th Grade Bullies on the playground.

===Ben===

On 27 Oct 2002, Ben Smith & Don Schmidt wrote:

> Ben and I are just great big shit eating fagots that love to spam people!
> We will keep spamming people cuz we're just so gay and faggy that we wanna
> share it with the world!

Bravo Sierra Computers has moved to a new Internet Provider atari@aracnet.com Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on the web at http://www.aracnet.com/~atari or at Ben's SubDomain at http://www.atari.benjamin.net Catalogs Requested by and Received Through E-Mail at atari@aracnet.com or atari@benjamin.net and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5760. Re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 10:38:28 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apj435$j1p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26680

Howdy Kamil

> So I need to replace ROM and RAM and everything will be OK !!
> Thank You for your help!
> Kamil

Start with the RAMs. They are easier to get and cheaper. XEGS need atleast
64kB, 16kB will not do.

CU Mathy van Nisselroy

5761. Re: USB (software wanted, hardware developer willing)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 10:43:22 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apj4cbjcf1@nets3.rz.RWTH-Aachen.DE>
Source record: 26681

Howdy Ken

> hmmm, I would be real interested in seeing this usb/Atari device.
> something like this could be quite intrigueing. (? I hope that is
> right). I would like to speak to the implementer of this. Could you
> send me an email? thanks.

I'm not sure if I answered this one. Try http://www.atari.cuprum.com.pl/
click on SIO2IDE. Marek speaks english.

CU Mathy van Nisselroy

5762. More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 11:07:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apj5olklb1@nets3.rz.RWTH-Aachen.DE>
Source record: 26682

Howdy folks

Check out the pictures of the JHV of the ABBUC that was held (sp?) last Saturday (26th of October) in Herten Germany.
Go to http://www.abbuc.de then click on JHV. When I looked there were two links, Mr.Bacardi has already mentioned his in a previous message. The other photo's are by Erik Kiemel, but there were more people shooting digital pictures, so keep checking the ABBUC site.

BTW for those who were not there: "You missed something."

CU Mathy van Nisselroy

PS I'm the guy in picture IM000066.jpg (Mr.Bacardi's pictures) showing Fox-1 what time it is.

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5763. Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 11:56:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apj8km$n9j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26683

Howdy folks

Check out: http://groups.msn.com/ABBUC/ablagebox.msnw click on JHV 2002 then
click on a picture, from then on, click 'Weiter' for Next picture and
'Zurueck' for previous pictures.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5764. FA" SIO2PC / 1050-2-PC cables on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 12:01:56 UTC
From: j131@inetia.pl
Message-ID: <apj8vk$5ae$1@korweta.task.gda.pl>
Source record: 26684

Hi,
It seems like nearly everyone already got his SIO2PC cable by now.
Please note however that at the same price you may now have a 1050-2-PC cable
for a change. That way you wouldnt have to put your Atari by your PC. Your
1050 driven by your PC would do the copying job.
Check it out at:
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065148578

j131

5765. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 14:32:05 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dbd4a6c$0$1451$272ea4a1@news.execpc.com>
Source record: 26685
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

Uhm. OS 9 is for the Macintosh.

5766. Happy Discovey Cartridge on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 14:46:00 UTC
From: geraldf@sprynet.com
Message-ID: <3dbd4ae1.7411736@nntp.sprynet.com>
Source record: 26686

Hello to all Atarians,

I just listed a Happy Computers Atari ST Discovery Cartridges for sale on eBay, it's worked great for me... Auction includes the cart, cable, and utilities disk.... Also included (but not mentioned on ebay) is a custom disk I put together which loads the cart prg. into a ramdisk and allows you to edit/customize the archiving parameters... Many customized routines are included for specific ST prgs. that were not on the orig. disk.. You can ALSO archive atari 8-bit prgs. (if you have a 5.25 drive attached to your ST), AND PC and MAC floppies!!

see listing at:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065413719&rd=1

5767. Re: More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 15:00:50 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dbd5129$0$1459$272ea4a1@news.execpc.com>
Source record: 26687

Mathy, that's not a very good picture, I mean I can
see you showing Fox-1 your watch, but both of
you aren't facing the camera. Sorry, I mean I wanna
see facial hairs.
I have a picture of me at my website, not good but
you can see my face.
I'm not going to scan a picture I made of my setup.
I'm looking at it.
A 800XL with Omnimon. A 1 meg MIO, a Commodore
monitor, my grandson playing a Deluxe Invaders cart,
a US Dblr 1050, a Adaptec 4000A, two Seagate 20 meg
hard drives, a PC power supply for the Adaptec and
HDs. A table fan blowing on the HDs. A orange and
green squirt gun for squirting my dogs when they bark.
Some floppy disks, a bottle of 90% Isopropyl Alcohol,
some books on a shelf, a bottle of Windex for cleaning
my glasses, pen, small screwdriver.
Lots of junk on my junky workbench.
I figure a few words are worth a 1000 pictures.
Rambling Russg

5768. A few items for sale on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 15:59:54 UTC
From: noone@nowhere.com
Message-ID: <mgnqru8cl4pc99vv4gbrs5nc1908oc0e87@4ax.com>
Source record: 26688

I have a few items for sale on eBay:

Murder on the Zinderneuf
3 Scott Adams Adventure International games
Galactic Chase
Ballblazer
Cross Fire
Rescue on Fractalus
Centipede

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=gc02%40dslextreme.com&include=0&since=-1&sort=3&rows=25

5769. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 16:25:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apjobujbc1@reader12.wxs.nl>
Source record: 26689

That means it is NOT going to work? Or will they?

Marius

"Bob Woolley" <ataribob@directvinternet.com> schreef in bericht
news:3dbcae0f$1_1@nopics.sjc...
> The Zip drives are almost certainly ATAPI devices, which require a 16 bit
> interface implementation. The same is true for CDROMs and some functions
on
> an IDE hard drive. Devices that will work on an 8-bit IDE interface
include
> all hard drives, CompactFlash cards and SyQuest removable-media hard
drives.
>
> Bob
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:apg3u0$k3t$1@reader13.wxs.nl...
> > Hi!
> >
> > I have 2 iomega zipdrives (IDE) and they won't work with the MyIDE nor
the
> > SIO2IDE interface.
> >
> > Both fail and I'm almost sure they are not broken.
> >
> > Who knows what's incompatible with these devices?
> >
> > Btw. I have SCSI zipdrives too, and they work fine with the BlackBox.
> >
> > Marius
> >
> >
> >
>
>

5770. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 17:12:19 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210280912.3ab3c953@posting.google.com>
Source record: 26690
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

That's all I'm looking for, are biased opinions. :o)

Anyone else?

bill malcolm <wm65805@alltel.net> wrote in message news:<3DBC82F0.9DC9823@alltel.net>...
> Hi 6809 is way better
> a 6502 can never do much (have used many apple]['s and CoCo 3) I liked
> OS 9, great system .
> I ran 2 terminals on my coco 3 under os 9. OS 9 is much like unix . I
> liked OS 9 and Xenix both are great systems. The 6502 too limited due to
> limit of the stack pointer set at 100h.
>
> just my biased ideas.
>
> bill ..
>
>
> mad ATARI user alternate wrote:
>
> > I've used both. Both are good / flexible operating systems for their
> > respective machines. Opinions? Has anyone used both ? Which do you
> > prefer and why?
> >
> > (just doing a little research for rtdos)

5771. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 19:26:04 UTC
From: robpagano@hotmail.com
Message-ID: <vo3rrusoa296rsacqoo156odgj1lm3oujj@4ax.com>
Source record: 26692

http://www.os-9.com/oem_products/op-os9.cfm?MS=Microware%20Enhanced%20OS-9%20Solution

On Mon, 28 Oct 2002 09:32:05 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>Uhm. OS 9 is for the Macintosh.
>

5772. Re: Free Atari Stuff (Sortof)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 19:47:56 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Mvgv9.10372$Fj6.954698@newsread1.prod.itd.earthlink.net>
Source record: 26693

Hey, Mike;

I am about 6 miles west of you... will attempt to make arrangements.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mike Berry" <mike.berry@direcway.com> wrote in message
news:mr0v9.9393$NV.170892@news.direcpc.com...
> I ran across a box full of old 8-bit Atari stuff in my closet the other
day.
> There is an 850 interface, a ton of such software as Atari Macro
Assembler,
> Microsoft Basic, Imperium Galactium, etc. with manuals and a bit of
hardware
> such as a printer cable and joystick extension cords. I can't promise any
of
> the diskettes are still readable but, I'd rather see it get a good home
than
> toss it. So, if you live in the Norman, OK area and can come by and pick
it
> or are willing to pay the shipping and maybe $10 for aggravation, it's
> yours. (If you want it shipped, I bet it'll cost a small fortune. It is in
a
> 12"x12"x24" box and weighs about 20 lbs.)
>
>
>

5773. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:14:59 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dbe3960$0$84999$e4fe514c@dreader7.news.xs4all.nl>
Source record: 26260
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

Maybe when you use an 65c816 it can be done...

TXG/MNX
"bill malcolm" <wm65805@alltel.net> wrote in message
news:3DBC82F0.9DC9823@alltel.net...
> Hi 6809 is way better
> a 6502 can never do much (have used many apple]['s and CoCo 3) I liked
> OS 9, great system .
> I ran 2 terminals on my coco 3 under os 9. OS 9 is much like unix . I
> liked OS 9 and Xenix both are great systems. The 6502 too limited due to
> limit of the stack pointer set at 100h.
>
> just my biased ideas.
>
> bill ..
>
>
> mad ATARI user alternate wrote:
>
> > I've used both. Both are good / flexible operating systems for their
> > respective machines. Opinions? Has anyone used both ? Which do you
> > prefer and why?
> >
> > (just doing a little research for rtdos)
>

5774. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:31:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DBD9E88.8B6B55EE@students.uni-mainz.de>
Source record: 26694

Hello Marius,
I was at the ABBUC JHV. And I have seen you there (and your nice demo
scroller!). But we forgot to sit down and talk to each other...
greetings, andreas.

Marius Diepenhorst schrieb:
>
> Hey Andres!
>
> Are you at the JHV tomorrow?
> Like to meet you!
>
> Marius
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
> news:3DB5A029.44647869@students.uni-mainz.de...
> > Well,
> > if you don`t like the medium/enhanced format, the answer is simple:
> > don`t use it !! Anyway, Atari brought us the 1050 with enhanced density,
> > allthough we all would have liked it to be true double density
> > (180kbytes / 256 bytes per sector). But, this is a fact no-one can
> > change. the 1050s are there and they merely have medium/enhanced
> > density. The users (may) should have ignored that density and used
> > single density or (with an upgrade) double density instead. Fact is,
> > they did not! Especially here in Europe, many upgrades were made to
> > support a) true double density and b) ultra/warp/high/turbo/... speed.
> > Guess what, the programmers used the speeders (or supported them) but
> > they did not use double density. Quite a lot of programs were made in
> > medium/enhanced density - and a lot of these programs were bootdisks
> > (goodbye to harddisk usage - unless you are a cracker). Even most
> > filedisks (program files) were written in such a nice way, that they
> > will work alright with any density that uses 128bytes per sector, but
> > they will crash with other densities, that use 256 bytes per sector.
> > Well, thats why I gave my Atari harddisk away - I am not a
> > hacker/cracker, but I had and still have hundreds of programs, that are
> > single/enhanced bootdisks or files that do not work with double
> > density...
> >
> > By the way, only DOS 2.5 and some compatibles (Turbo-DOS, Bibo-DOS,
> > Super-DOS) use a second VTOC in medium/enhanced format. Most other
> > DOSses use other tricks (and thus more incompatibilities) to access more
> > than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
> > derivatives do not have a second VTOC (so their medium/enhanced format
> > is incompatible to DOS 2.5!). -Andreas.

> >
> >
> >
> > Marius Diepenhorst schrieb:
> > >
> > > Hmmm I couldn't get the right english word. Incompatible isn't the good
> word
> > > indeed. I was trying to say that is isn't a very STANDARD format. Ok it
> is
> > > standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs" /dutch
> off
> > > thing. Atari always wanted to be backward compatible (that is a nice
> > > philosophy ofcourse) but that is in my point of view the problem with
> the
> > > 1050. First they told this was a drive with REAL double density. It is
> > > defniately NOT double density. The 1050 uses more sectors, but does not
> put
> > > more bytes in one sector. In sparta XINIT it is called "1050 double
> density"
> > > I likte that name.
> > >
> > > I'm not sure, but I guess for the sectors between 719 and 1041 (=720 -
> 1040)
> > > it seems the enhanced (1050 format) uses an extra VTOC. And THAT is the
> > > stupidity of the format, and makes that it is very NON-standard.
> > >
> > > Ofcourse it is an Atari Standard, and because of that it is used very
> much,
> > > and is it nice to use, if you program for diskdrive. But we live now in
> the
> > > year 200x and have more devices to use with our atari 8bit, and if I
> look at
> > > the enhanced format with these devices next to it... i stil say: that
> > > Enhanced format is a very stupid format :-)
> > >
> > > (hehe you can see: I'm a spartados user :-))))))
> > >
> > > Marius
> > >
> > > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > > news:b8js9.2080609$oa7.71816904@Flipper...
> > > >
> > > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > > news:aoqu3acar1@reader10.wxs.nl...
> > > > > Spartados can't write the sectors above the 719 sectors of Dos 2.5
> > > > formatted
> > > > > (enhanced density) disks.
> > > > >
> > > > > Btw. That enhanced format is extremely incompatible at all.
> > > > >...

> > > >
> > > > Incompatible with what? IMO it's very wide spread and used by many
> > > > commercial programs. Also, if you don't have a drive expansion it's
> 130K
> > > > against 90K (Single). Enough reasons for me to use it. :)
> > > >
> > > > Freddy.
> > > >
> > > >

5775. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:36:28 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DBD9FCC.BF16B59C@students.uni-mainz.de>
Source record: 26695

Well,
what about the dark-blue book "Your Atari computer" by Poole, Mc Niff,
etc. ?!? Or its german version "Mein Atari Computer" ?!? Besides that,
there were many good books from Data Becker (a german company! selling
books in german language!) and Sybex (also german!). But I guess you
don`t know them or cannot read them because of the german language...
greetings, andreas.

Aaron Wheeler schrieb:
>
> I have to admit, the 'Atari XL Handbook' was my favorite book back in the
> day. Although I havent seen much mention of it, so not sure how popular it
> was.
>
> Holmes
>
> "> "Richard Heldmann" <sales@vulcantool.com> wrote in message
> > news:apbffq$l3b$1@bob.news.rcn.net...
> > What were some of the best books written for the Atari 8bit?
> >
> >

5776. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:39:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DBDA079.460CFD0B@students.uni-mainz.de>
Source record: 26696

Well,
not really bad dealings, but me and some friends of mine had quite some
time-consuming deals with him. it seems to be a standard (for Thimo)
that he always needs 6 months or longer to send the ordered stuff...
greetings, Andreas.

The Collectaholic schrieb:
>
> Has anyone dealt with Thimo Graef (aka Lord-Chaos@t-online.de) of Germany?
> He made a trade with me back in August and I still have not received my
> software.
> If you have had any dealings with him, please let me know. Thanks.
>
> Mark

5777. Re: ABBUC JHV Grtx!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:46:35 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DBDA22B.762DD23B@students.uni-mainz.de>
Source record: 26247

Ha,
great pictures - but a little dark, aren`t they ?!? Besides, I am the guy in the white sweatshirt on the left, Peter Dell (JAC) is the guy with the black t-shirt on the right...
greetings, Andreas.

P.S.: Nope, I am not a teen(ie), I`m already 30 years old !!! Greetings to Bob Woolley, who wished to be 30 years old again...

Thomas Havemeister schrieb:
>
> On Sun, 27 Oct 2002 16:39:14 +0100, "Mr.Bacardi"
> <mr.bacardi@freenet.de> wrote:
>
> >Hi !
> >On http://rawthings.anoweb.cz/8b/mrbacardi/jhv2k2/abbuc_jhv_pics.html
> >you find some pictures I made at the JHV....
>
> yeah!! Thanks to Mr.Bacardi for the great pics. Next time somebody
> should photograph himself, so everybody can see him alive :-) ...
>
> bye sez
> \thomsen
>
> --
> Sturz des Zaren & Take those Atarian care!
> Thomas Havemeister, Student of Commercial Information Technology
> Technical University of Ilmenau

5778. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:48:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DBDA2B8.1636F4A5@students.uni-mainz.de>
Source record: 26248

Well,
if you use the standard (unpatched) sparta DOS with an XF551 it will
print an error upon boot-up on the screen: "Error - no DOS!". This means
you have to press Reset and boot again with your XF drive. Then
everything works alright. there are several patches for SpartaDOS and
the XF551 drive available, unfortunately there are several sparta
programs which do not like these patches... greetings, Andreas.

Fox-1 schrieb:
>
> "Stefan Dorndorf" wrote
>
> > complicated code to do correct density check on the XF551. Please post
> > a message, if you're interested. (SpartaDos can't handle the XF551.)
>
> ??? Sparta-Dos is about the only DOS I use, and never had problems using it on both
standard XF551 as the ones that are modified
> to drive a 80 track/720KB mechanic...
>
> Speaking about DOS'... What's the current status of XDOS ? Is it still a commercial
product, or is it allowed to place a copy on
> the net to download?
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

5779. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 20:59:54 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0210281259.6d1a987a@posting.google.com>
Source record: 26249

> ??? Sparta-Dos is about the only DOS I use, and never had problems using it
> on both standard XF551 as the ones that are modified
> to drive a 80 track/720KB mechanic...

I've tested Sparta-DOS 3.2f from FTE (rev. date 25.02.94) and this
version has big problems with the XF551. If you boot it from a single
density disk in an unmodified XF551 and insert a double density disk
in this XF551 drive, Sparta can't read the directory ?!?

So it seems, Sparta can't detect double density, after it accessed a
single density disk. Other DOS versions like Turbo-DOS, Bibo-DOS or
XDOS don't have these problems. Maybe there's an utility to correct
this problem, but I haven't seen it yet.

And Sparta writes to $D5xx when booting. This is dangerous, since
there may be some cartridges, that have I/O at $D5xx installed (e.g.
the MyIDE interface).

> Speaking about DOS'... What's the current status of XDOS ? Is it still a
> commercial product, or is it allowed to place a copy on
> the net to download?

XDOS is not PD. I've detected some minor problems (of course no FMS
errors), so I plan to make a new revision and publish it in the ABBUC
magazine. But first I'll complete the software for the Flashbox
cartridge, since a flashrom-disk will simplify software development
:-)

Stefan

5780. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 21:16:35 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0210281316.141424a7@posting.google.com>
Source record: 26250

> Doesn't the 1050 Enhanced density also report to that status command with
> bit 5 in $2EA?

The 1050 sets Bit 7 in $2EA, if the disk is enhanced density. So you
get the following table for density checking:

Bit 7 Bit 5 Density
0 0 Single
1 0 Enhnaced (Medium)
0 1 Double

This works with most drives. Some drives need sector 1 to be read
before the status command delivers the correct density of the inserted
disk. But this doesn't work with the XF551. The best way to do a
density check on the XF551 is to read sector 4 via SIO with $303 set
to zero (this is to avoid checksum errors, if the sector length in
$308/9 isn't correct (128 or 256 ?)).

Stefan

5781. The last Rambit Turbload kit - your chance to bid

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 22:48:59 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1035845390.48910.0@demeter.uk.clara.net>
Source record: 26251

Hello All,

It has come to light recently, that I have available for sale the very last Rambit Turboload kit that is ever to be available again. Rambit no longer make these, and no other new kits are available. This is your chance to own the last of these unique hardware modifications for the 1010 and XC12 data recorders. Once fitted, it allows tapes to load 6 times faster once converted with the conversion software supplied. Installation is easy, but does require the use of a soldering iron.

In order to give everyone the chance of owning this, I am accepting bids by e-mail. Bids should be over US$30. Full information (with photos) can be found on the website at http://www.dgs.clara.net . There is a link to the page on the main page (under the ads). Please read the info on there before making a bid.

Dean Garraghty

5782. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 23:11:33 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DBDC53E.52A5795D@alltel.net>
Source record: 26252
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

OS 9 created for 6809 and 68000 in De Moines way back then
I bought it for my COCO (level 1 and 2) before I bought my Mac 128.
and my tandy 16 running Xenix.

Russ Gilbert wrote:

> Uhm. OS 9 is for the Macintosh.

5783. Re: Need black write-protect labels

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-28 23:13:18 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DBDC5A8.AD4962BB@alltel.net>
Source record: 26253

use black electrical tape ?

DunxUK wrote:

> Anyone in the UK with these. The nice people at 3M didn't think that people
> would ever need more than ten in each box. And there's me cutting notches on
> the wrong side and all....
>
> Alternatively any suggestions - they must be black tho.
>
> TIA, Dunx

5784. Re: Happy Discovey Cartridge on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 00:31:33 UTC
From: geraldf@sprynet.com
Message-ID: <3dbdd6d2.2951995@nntp.sprynet.com>
Source record: 26254

On Mon, 28 Oct 2002 14:46:00 GMT, geraldf@sprynet.com (gf) wrote:
Additional information:
The DC also works with Mega Sts
Full documentation is included on the original disk...

Atari 8-bit disks archived w/ the DC do not, of course, require the DC
to work (unlike the Happy 1050 upgrade!)...
A second floppy with additional customized backup control files is
also included,,,
Backup control files also allow archiving of (some) Amiga disks...

Mac roms can be plugged into the DC to turn your ST into a Mac clone
(monochrome monitor required)...

>Hello to all Atarians,
>
>I just listed a Happy Computers Atari ST Discovery Cartridges for sale
>on eBay, it's worked great for me... Auction includes the cart,
>cable, and utilities disk.... Also included (but not mentioned on
>ebay) is a custom disk I put together which loads the cart prg. into a
>ramdisk and allows you to edit/customize the archiving parameters...
>Many customized routines are included for specific ST prgs. that were
>not on the orig. disk.. You can ALSO archive atari 8-bit prgs. (if
>you have a 5.25 drive attached to your ST), AND PC and MAC floppies!!
>
>see listing at:
>
>http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2065413719&rd=1

5785. FA : ATARI 2600 PAL games & ATARI XE cart games

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 01:29:35 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0210281729.23db44a9@posting.google.com>
Source record: 26255

Hi,

if youï¿½re looking for NEW , shrinkwrapped ATARI XE games , please look
at

http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospie
le&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

We have hundreds of new,boxed ATARI 2600 or ATARI 800 XL/XE games good
prices.Donï¿½t pay much money for used crap if you can still have
factory-sealed NEW ATARI 2600 or 800 XL/XE games.

We have :

Rescue on Fractalus , Airball , Davidï¿½s Midnight Magic,Desert
Falcon,Crime Buster,Archon,Ballblazer,Millipede (big or small box) ,
Tennis (big box) , Star Raiders 2 , GATO ,
Hardball,Thunderfox,Crossbow,One on One,Lode Runner,Pole
Position,Final Legacy,Moon Patrol,Robotron 2084 ...

All these games are NTSC and PAL compatible although Lode
Runner/Davidï¿½s Midnight Magic have no color on PAL systems.

5786. Re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 02:35:25 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DBDF3FD.37C7F5B4@rogers.com>
Source record: 26256

Mathy van Nisselroy wrote:

> Howdy Kamil
>
> > So I need to replace ROM and RAM and everything will be OK !!
> > Thank You for your help!
> > Kamil
>
> Start with the RAMs. They are easier to get and cheaper. XEGS need atleast
> 64kB, 16kB will not do.
>
> CU Mathy van Nisselroy

Yeah that sounds right. The only 8bit I remember that used 4416's was the 600XL. That could be upgraded with 4464's which perhaps could be used in the XEGS. Could someone with an XEGS confirm this? I never owned one myself among my 8bits.

5787. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 02:37:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DBDF462.2D8AEE04@rogers.com>
Source record: 26257
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

Russ Gilbert wrote:

> Uhm. OS 9 is for the Macintosh.

Russ,

He's not talking about the Macintosh os. OS9 level 2 was developed by
microware for the 6809 processors (such as the trs80 colour computers etc)

5788. Catweasel

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 03:22:20 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <dlGdncQXmN9OYyCgXTWcqw@comcast.com>
Source record: 26258

The english isn't great (but better than my german) but it sounds like this is a pci board that will allow one to read Atari disks (and many other types) and connect two Atari joysticks (and other 9 pin types). Maybe someone else can take a look and give an evaluation...

http://www.jschoenfeld.de/products/cwmk3_e.htm

5789. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 03:52:35 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dbe06ca$1_6@nopics.sjc>
Source record: 26259

The Zip drives will not work on an 8-bit interface. I don't think the MyIDE
and SIO2IDE are 16 bit. If they are, you will need to set up the Zip drive
according to ATAPI protocol before you use it.

Bob

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:apjobujbc1@reader12.wxs.nl...
> That means it is NOT going to work? Or will they?
>
> Marius
>
> "Bob Woolley" <ataribob@directvinternet.com> schreef in bericht
> news:3dbcae0f$1_1@nopics.sjc...
> > The Zip drives are almost certainly ATAPI devices, which require a 16
bit
> > interface implementation. The same is true for CDROMs and some functions
> on
> > an IDE hard drive. Devices that will work on an 8-bit IDE interface
> include
> > all hard drives, CompactFlash cards and SyQuest removable-media hard
> drives.
> >
> > Bob
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:apg3u0$k3t$1@reader13.wxs.nl...
> > > Hi!
> > >
> > > I have 2 iomega zipdrives (IDE) and they won't work with the MyIDE nor
> the
> > > SIO2IDE interface.
> > >
> > > Both fail and I'm almost sure they are not broken.
> > >
> > > Who knows what's incompatible with these devices?
> > >
> > > Btw. I have SCSI zipdrives too, and they work fine with the BlackBox.
> > >
> > > Marius
> > >
> > >
> > >
> > >
> > >
> > >

>
>

5790. Re: Has anyone dealt with Thimo Graef???

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 10:18:39 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aplna2$164$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26261

Howdy folks

> not really bad dealings, but me and some friends of mine had quite some
> time-consuming deals with him. it seems to be a standard (for Thimo)
> that he always needs 6 months or longer to send the ordered stuff...

I guess he waits untill he can order huge quantities. It probably drops the
price and the postage.

CU Mathy van Nisselroy

5791. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 10:22:39 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aplnhg$1er$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26262

Howdy folks

> The Zip drives will not work on an 8-bit interface. I don't think the
MyIDE
> and SIO2IDE are 16 bit. If they are, you will need to set up the Zip drive
> according to ATAPI protocol before you use it.

Sijmen Schouten (developer of the MyIDE interface) told me his interface is
8 bit only.
Marek Mikolajewski (developer of the SIO2IDE interface) told me his can
handle 16 bits.

CU Mathy van Nisselroy

5792. Re: More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 10:35:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aplo8p$25b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26263

Howdy Russ

> Mathy, that's not a very good picture, I mean I can
> see you showing Fox-1 your watch, but both of
> you aren't facing the camera. Sorry, I mean I wanna
> see facial hairs.

Hey, give me your address and I'll send you some. :-)

> I have a picture of me at my website, not good but
> you can see my face.

I saw it. If I ever find a picture of myself that I really like, maybe I'll add that to my site.

I did a quick check. More pictures have been added to ABBUC site (go to http://www.abbuc.de click on JHV)
Choose Dieter Popps pictures. You'll land at 'Seite 2' change that to 'Seite 1' (or just click on a picture and go back 'zurueck'). You'll find a picture with 'MS' underneith it. Mirko Sobe is the guy in the front who seems to be not so happy (He was. He wrote an offline HTML browser.). The guy at the computer is Thorsten 'Mad Butscher' Butschke. I'm the guy that's bend over. (Thorsten wanted to show me his 'Bremmspunkt' game, but he had some problems getting his system to load it (his 5.25" drive didn't want to respond)).

CU Mathy van Nisselroy

PS there are more pictures of me. I just picked the first one I found.

5793. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 10:36:19 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aplob4$277$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26264

Howdy folks

> Check out: http://groups.msn.com/ABBUC/ablagebox.msnw click on JHV 2002
then
> click on a picture, from then on, click 'Weiter' for Next picture and
> 'Zurueck' for previous pictures.

These pictures (read: a link to them) have (has) been added to the ABBUC
site.

CU Mathy van Nisselroy

5794. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 11:26:07 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1035890715@rtfm.mit.edu>
Source record: 26265
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

5795. what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 11:56:38 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aplt1o$77a$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26266

Howdy folks

How about this one:

I usually take along some disk so that I can move stuff from the
internet/newsgroups/email to my Atari system at home.
Since a week or two, I was under the impression that 2 disk looked
suspiciously alike. I have NO clue what happen. But somehow, a PC has
managed to partly overwrite the directory of one disk onto the next. Isn't
this nice....

CU Mathy van Nisselroy (wanted dead or alive for the
killing of one B.Gates)

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5796. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 12:09:22 UTC
From: dunxuk@aol.com
Message-ID: <20021029070922.21593.00001561@mb-mu.aol.com>
Source record: 26267

>But somehow, a PC has
>managed to partly overwrite the directory of one disk onto the next. Isn't
>this nice....

Sounds like write-behind caching. Possibly the program that wrote to the disks
doesn't close the disk device properly, or maybe even a disk handler bug in
Windows (although that would be unheard of, wouldn't it...)

5797. Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 13:44:35 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <apm28p$2mrv$1@innferno.news.tiscali.de>
Source record: 26268

I bought it at the JHV (gtx2all) and I like it. Bad, it want not work with Turbo-BASIC aslong I have to load the drivers from disk. Now I rediscovered ATARI-BASIC, witch works best with it (like all 48k software).

Who has bought this interface?

What do you think about the handling?

Mirko

5798. download atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 15:24:20 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210290724.44875933@posting.google.com>
Source record: 26269

a while back some links were posted as to where one can download atari
software and i've searched google but can't find it. would anyone
mind posting links to places where I can download atari 8 software ?
I've tried CTH & XL Search, but I know there are others. :-\

5799. Re: More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 16:43:03 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dbebaa1$0$1455$272ea4a1@news.execpc.com>
Source record: 26270

(Mathy offers to mail me a picture of him.)
Thanks, Mathy, but I don't want you to go to that trouble.
When/if you get a picture on the internet, let me know.
My connection is really slow, so browsing the pictures
at ABBUC I probably won't do much.
I have a picture of Tom Hunt. I guess if Tom wanted
to put his picture on the internet, that's up to him.
It is just good to see some A8 characters, or I'm
nosy.
Regards,
Russ Gilbert

5800. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 16:55:45 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dbebd92$0$1447$272ea4a1@news.execpc.com>
Source record: 26271

Long ago, I wrote a utility to set the density on
my Ranas. There is a poke address, I think.
Then other programs I wrote would test the density
by issuing a read sector command. If it resulted in
an error (I think I set 128 bytes/sector for the SIO
read), then it would switch to 256 byte sectors.
I think error 138 results if you do a SIO sector read
specifying 128 bytes and it is a 256 byte sector.
A SIO read sector isn't that hard in BASIC. You set
up the device control block then do a SIOV call.
No, device control block is for CIOV calls. Dang
what is it? SIO does sector stuff, CIOV does file
stuff.
Russg

5801. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 17:17:30 UTC
From: Richard Anderson <richard_anderson@pacbell.net>
Message-ID: <Kozv9.638$8E3.60230808@newssvr21.news.prodigy.com>
Source record: 26272

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:aplt1o$77a$1@nets3.rz.RWTH-Aachen.DE...
> suspiciously alike. I have NO clue what happen. But somehow, a PC has
> managed to partly overwrite the directory of one disk onto the next. Isn't
> this nice....
>

I use to have this happen back in the old DOS (Pre-Win9x) days. Frequently, if you didn't do a ^C
after changing floppies, it would do this. I believe it would not realize you changed floppies and would
just work with the directory it had cached in memory. I haven't seen this behavior in a long time, but
I also do not use floppies that frequently anymore.

Richard Anderson

5802. Atari 1010 cassette player

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 17:38:52 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <apmh5f$2ufnl$1@ID-108965.news.dfncis.de>
Source record: 26273

Hello all...

I've found an Atari 1010 tape player for my 800XL... By I don't have the PSU for it, and I don't know which is its voltage. Does anyboy know it?

And another question: some time ago I was searching in Google and I saw a site that claimed to have .wav files of Atari 800 games (I suppose they were .cas games converted to .wav games). Does anybody know if this site already exists, and which is its URL?

Thanks in advance...

Regards

5803. Re: Honestly, OS9 Level II versus SpartaDOS X (CoCo vs. Atari)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 17:46:12 UTC
From: Neil <no-one@nowhere.nohow>
Message-ID: <EPzv9.55269$Sk6.5196618@news1.telusplanet.net>
Source record: 26274
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit

"Russ Gilbert" <russg@en.com> wrote in message
news:3dbd4a6c$0$1451$272ea4a1@news.execpc.com...
> Uhm. OS 9 is for the Macintosh.

--
The OS-9 that this newsgroup is about is Microware's OS-9 embedded
real-time operating system. It's an OS that has been around about
four years longer than the Mac (1980 was when it first came out for
the 6809 processor). You might want to search www.macfixit.com or
visit the forums at www.apple.com -- tons of great searchable answers
there.

Regards,

Neil

5804. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 17:48:22 UTC
From: "Ralphxpn@dslextreme.com" <ralphxpn@dslextreme.com>
Message-ID: <urtijkonk71p2f@corp.supernews.com>
Source record: 26275

Hi All,

I built mine. What I did was solder a wire wrap socket to a perf board and cut the legs just long enough to plug into the atari rom socket- then plug the rom on top of that, and solder the interface wires to that. so it literly plugs in internaly. only 3 signals are not present, nothing 3 wires wont take care of. I like it. sure some things dont run..but it makes for good storage. I get a big kick out of seeing the LED fliker..that reminds me, I also used a bi-colored LED for the power indicator to show disk activity yellow for power on and orange for disk activity. I want to try it out with the rom based driver..but no eprom burner..ohh well

Ralph

5805. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 18:12:05 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <VbAv9.1509$V15.168358@newsread2.prod.itd.earthlink.net>
Source record: 26276

Which drive is reporting the anomaly? I had to replace a PC drive which
displayed this behavior of not realizing a disk swap had occurred.

I have also encountered A8 floppies where the directory or VTOC was invalid;
you may need a good long session with DiskTool.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:aplt1o$77a$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> How about this one:
>
> I usually take along some disk so that I can move stuff from the
> internet/newsgroups/email to my Atari system at home.
> Since a week or two, I was under the impression that 2 disk looked
> suspiciously alike. I have NO clue what happen. But somehow, a PC has
> managed to partly overwrite the directory of one disk onto the next.
Isn't
> this nice....
>
> CU Mathy van Nisselroy (wanted dead or alive for
the
> killing of one B.Gates)
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

5806. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 20:52:11 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apmsbv$km2$1@reader12.wxs.nl>
Source record: 26277

I have three of these very nice interfaces. I think it is pretty smart, but the software Mr. Atari (sijmen) wrote for it needs big improvements... the interface is worth it. Sijmen is busy with that, but I am too.

I have already a working partition program that let you switch partitions and work with a partition table of 28 partitions (that will be 255 in future versions)

I have the MyIde with a 1,6 Gigabyte HD and I have several 16mb partitiions. One partition with Bewedos and one with MyDos. I saw Turbo Basic didn't work. But I guess the MyIDE is in fact only REAL interesting with a OS in ROM. There are really TOO MANY programs which are using RAM under the OS (that's where myide SOFT patch is loaded too)

My Opinion: MyIDE definately rulezzz the stars out of the atari 8bit. But we definately will need a Rom with the OS in it.

Stay tuned for my software. I'm working very hard on a Machine Code version of the partition loader, which won't need an external file anymore (so you can start that partition program from any location, because the partition list will be saved on cylinder 0 of the HD).

Newest option in my software is a format-routine, which let you format your Partition in MyDOS or Spartados format. Very handy IMO.

Greetz.
Marius

"Ralphxpn@dslextreme.com" <ralphxpn@dslextreme.com> schreef in bericht news:urtijkonk71p2f@corp.supernews.com...
> Hi All,
>
> I built mine. What I did was solder a wire wrap socket to a perf board and
> cut the legs just long enough to plug into the atari rom socket- then plug
> the rom on top of that, and solder the interface wires to that. so it
> literly plugs in internaly. only 3 signals are not present, nothing 3 wires
> wont take care of. I like it. sure some things dont run..but it makes for
> good storage. I get a big kick out of seeing the LED fliker..that reminds
> me, I also used a bi-colored LED for the power indicator to show disk
> activity yellow for power on and orange for disk activity. I want to try it
> out with the rom based driver..but no eprom burner..ohh well
>
> Ralph
>

>

5807. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 20:54:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apmsggkqd1@reader12.wxs.nl>
Source record: 26278

Yes, but that sio2ide won't run with Zip Disks because of some strange
format incompatibilty (believe me I tried it in 1000 ways)

Btw. An ATAPI/IDE zip drive won't boot without any OS modification on a PC
neither :-(so the IDE zip drives REALLY SUX.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
bericht news:aplnhg$1er$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> > The Zip drives will not work on an 8-bit interface. I don't think the
> MyIDE
> > and SIO2IDE are 16 bit. If they are, you will need to set up the Zip
drive
> > according to ATAPI protocol before you use it.
>
> Sijmen Schouten (developer of the MyIDE interface) told me his interface
is
> 8 bit only.
> Marek Mikolajewski (developer of the SIO2IDE interface) told me his can
> handle 16 bits.
>
> CU Mathy van Nisselroy
>
>
>

5808. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 20:56:12 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apmsjhktg1@reader12.wxs.nl>
Source record: 26279

Did you see the star effect in my scroller demo?

I rewrote the sterne.tur on the atr files you sent me and did I quit nice
job in my demo to compress the stars to only the scroller.

Marius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:3DBD9E88.8B6B55EE@students.uni-mainz.de...
> Hello Marius,
> I was at the ABBUC JHV. And I have seen you there (and your nice demo
> scroller!). But we forgot to sit down and talk to each other...
> greetings, andreas.
>
>
>
> Marius Diepenhorst schrieb:
> >
> > Hey Andres!
> >
> > Are you at the JHV tomorrow?
> > Like to meet you!
> >
> > Marius
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in
bericht
> > news:3DB5A029.44647869@students.uni-mainz.de...
> > > Well,
> > > if you don`t like the medium/enhanced format, the answer is simple:
> > > don`t use it !! Anyway, Atari brought us the 1050 with enhanced
density,
> > > allthough we all would have liked it to be true double density
> > > (180kbytes / 256 bytes per sector). But, this is a fact no-one can
> > > change. the 1050s are there and they merely have medium/enhanced
> > > density. The users (may) should have ignored that density and used
> > > single density or (with an upgrade) double density instead. Fact is,
> > > they did not! Especially here in Europe, many upgrades were made to
> > > support a) true double density and b) ultra/warp/high/turbo/... speed.
> > > Guess what, the programmers used the speeders (or supported them) but
> > > they did not use double density. Quite a lot of programs were made in
> > > medium/enhanced density - and a lot of these programs were bootdisks
> > > (goodbye to harddisk usage - unless you are a cracker). Even most
> > > filedisks (program files) were written in such a nice way, that they
> > > will work alright with any density that uses 128bytes per sector, but

> > > they will crash with other densities, that use 256 bytes per sector.
> > > Well, thats why I gave my Atari harddisk away - I am not a
> > > hacker/cracker, but I had and still have hundreds of programs, that
are
> > > single/enhanced bootdisks or files that do not work with double
> > > density...
> > >
> > > By the way, only DOS 2.5 and some compatibles (Turbo-DOS, Bibo-DOS,
> > > Super-DOS) use a second VTOC in medium/enhanced format. Most other
> > > DOSses use other tricks (and thus more incompatibilities) to access
more
> > > than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
> > > derivatives do not have a second VTOC (so their medium/enhanced format
> > > is incompatible to DOS 2.5!). -Andreas.
> > >
> > >
> > >
> > > Marius Diepenhorst schrieb:
> > > >
> > > > Hmmm I couldn't get the right english word. Incompatible isn't the
good
> > word
> > > > indeed. I was trying to say that is isn't a very STANDARD format. Ok
it
> > is
> > > > standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs"
/dutch
> > off
> > > > thing. Atari always wanted to be backward compatible (that is a nice
> > > > philosophy ofcourse) but that is in my point of view the problem
with
> > the
> > > > 1050. First they told this was a drive with REAL double density. It
is
> > > > defniately NOT double density. The 1050 uses more sectors, but does
not
> > put
> > > > more bytes in one sector. In sparta XINIT it is called "1050 double
> > density"
> > > > I likte that name.
> > > >
> > > > I'm not sure, but I guess for the sectors between 719 and 1041
(=720 -
> > 1040)
> > > > it seems the enhanced (1050 format) uses an extra VTOC. And THAT is
the
> > > > stupidity of the format, and makes that it is very NON-standard.
> > > >
> > > > Ofcourse it is an Atari Standard, and because of that it is used
very

> > much,
> > > > and is it nice to use, if you program for diskdrive. But we live now
in
> > the
> > > > year 200x and have more devices to use with our atari 8bit, and if I
> > look at
> > > > the enhanced format with these devices next to it... i stil say:
that
> > > > Enhanced format is a very stupid format :-)
> > > >
> > > > (hehe you can see: I'm a spartados user :-))))))
> > > >
> > > > Marius
> > > >
> > > > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > > > news:b8js9.2080609$oa7.71816904@Flipper...
> > > > >
> > > > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > > > news:aoqu3acar1@reader10.wxs.nl...
> > > > > > Spartados can't write the sectors above the 719 sectors of Dos
2.5
> > > > > formatted
> > > > > > (enhanced density) disks.
> > > > > >
> > > > > > Btw. That enhanced format is extremely incompatible at all.
> > > > > >...
> > > > >
> > > > > Incompatible with what? IMO it's very wide spread and used by many
> > > > > commercial programs. Also, if you don't have a drive expansion
it's
> > 130K
> > > > > against 90K (Single). Enough reasons for me to use it. :)
> > > > >
> > > > > Freddy.
> > > > >
> > > > >

5809. Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 21:22:09 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210291322.6ac4d92b@posting.google.com>
Source record: 26280

Does anyone know how option N. DEFINE DEVICE works in ATDOS 1.0 ?

5810. Re: 130XE Display

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 21:37:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dbeaada810e94@attbi.com>
Source record: 26281

>I'm in the process of getting my hands on a 130XE. What types of display
>will the XE accomodate? I used to have one with a monochrome monitor, think
>it was composite or something (can't recall as that was 15 years ago). What
>can I use as a display for this 130XE? Do they still build monitors that
>will work with this computer? I'm currently thinking I'll use a video
>capture card on my Windows PC and hook it up that way.
>
>Any advice? Better ideas?
>
>Thanks
>Ptros

Well if you get the monitor cable made by Commodore, you can hook
up the 130XE to one of two Commodore monitors. A guy in my Atari
group does that. Or you can also buy a video converter like I did
and hook up your 130XE to a SVGA monitor. You then run another
line into a speaker for sound. Works great for me.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

5811. Atari floppy dual drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 22:09:04 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DBF081E.C401BA42@alltel.net>
Source record: 26282

I have a Percom disk drive for my atari (uses that serial buss) model
is RFD44-S2
It has 2 dual sided floppy drives -- rare for the time when apple and
tandy were selling only single sided drives (dates on drives are 1982)
Does anyone have any information on it.

I works ok -- I tested it back in 1998 , bought it in 1996.

thanks.

5812. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 22:57:22 UTC
From: llpwhite@cs.com
Message-ID: <20021029175722.02410.00001377@mb-fv.news.cs.com>
Source record: 26283

> Yes, but that sio2ide won't run with Zip Disks because of some strange format incompatibilty (believe me I tried it in 1000 ways) <

Rats!
How about IDE CD-Roms -- have you tried that, also?
Larry

5813. shareware vs. freeware (pros and cons)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 23:05:30 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210291505.5dc14b63@posting.google.com>
Source record: 26284

http://groups.yahoo.com/group/rtdos

Does anyone really make any money (besides enough to buy a family meal at the local five and diner) off Atari shareware anymore or are we killing the Atari community here by not releasing some stuff as freeware (but not PD) ?

Would open source (maybe or maybe NOT GPL or some other license) help the Atari community ?

Those who no longer write software programs for the Atari, do we petition them to release their products to the Atari community as freeware so that they can still be enjoyed or used by the rest of the Atari users ? How ?

Do we write programs for the Atari because we love to program, we love Atari's, we still care about the Atari community as a whole, or to make a quick buck to take to the local McDonald's and buy a Happy Meal?

What happens to these progams after we die ? DO we release them to the Atari community or do we see the Atari community going the way of Atari Corp?

I, myself, have no problem with shareware. To me, it helps support the time and effort a lone programmer has taken in developing the program (versus the teams of programmers who slave for corporate software companies like Microsoft & Adobe). But I plan on releasing rtdos as freeware / open source in an effort to help the Atari community and because I love my Atari & love to program my Atari. However, that is my opinion. Everyone has differing views on shareware. No problem here.

I remember when I first got my 800XL & 1050 disk drive (1984). Boy was I in heaven. I was up for nearly 72 hours straight just playing with it, experimenting with it. Damn it was fun, wasn't it ? When you first took your Atari out of the box and plugged it in ? It's a sense of euphoria that you can't describe and that even can't be repeated with today's computers. Hence, another reason I am creating rtdos for the pc / intel platform. (although I would like to see it converted over to the Alpha RISC processors)

Since then, my collection has included nearly every eight bit totalling about 3 dozen complete atari systems (with drives and / or printer or printer interfaces per system) and TONS of original software as well as Atari Pong systems (pre-2600VCS) and just about every model of the Atari 2600 and including a few Atari 5200 & 7800

systems.

Unfortunately, I cannot hook up a single system as I do not have the room. Yet, another reason I'm working on rtdos. Now a days I am confined to running my Atari software on emulators (not my original collection but what I can download).

Lately, I resorted to purchasing an 80486 laptop (75MHz 8 Meg RAM 500 Meg HD) off ebay, installing MSDOS 6.22 (but stripping it down the the bare minimum) and the last free version of XFORMER for DOS. I use Atari800Win Plus on my Dell desktop at home. The laptop gives me a small sense of using a real Atari, sorta, but when you are addicted to your Atari you gotta do what ya gotta do, right ? :o)

I installed as much Atari stuff on the latop that I could fit. Now I spend less time on my desktop and most of my time on using my latop. :o)

Later I'll post a follow about using the latop as my Atari replacement if you are interested.

Back to the original story, would open source (maybe or maybe NOT GPL or some other license) help the Atari community ? Why should we tell others about our programming accomplishments if we are not willing to share them ? If we are not going to continue supporting a product (i.e., updates, upgrades, patches, new versions) shouldn't we release it as freeware (not necessarily PD) ?

What are the merits of keeping any eight bit software as shareware and not releasing it as freeware? Like I said, your opinions on shareware will vary and if it is your product it is your decision, but rtdos is and will always be freeware / open source.

I'm developing rtdos as freeware / open source, not just to benefit the Atari community (or even the other eight bit communities) but that so the Atari community as a whole can aid in its development and not limited to a few "elite" programmers as some Atari programs have been.

I can be an ass here and say that if you don't agree with my views on Shareware vs. Freeware then don't bother using rtdos and don't bother contacting me aboutit. But I won't. :o)

Because that is not what this community is about. Never has been.

How many Atari software authors quit writing programs for the Atari, not due to the pirates (have some have claimed) but to the child like actions of some? Are we gonna let those few destroy this community? I hope not. rtdos, I hope, will be a small, but much needed and effective solution. Hopefully, once rtdos is released, other solutions will follow.

How many Atari users gave up their classic systems due to lack of support from this community (rather than lack of support from the corporate culture) ? Are we killing the Atari community by holding

onto the shareware concept rather than the freeware concept (but not PD) ? Again, I hope rtdos will help play a major part in the solution.

Opinions ?

5814. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-29 23:08:11 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <apn39d$2vbm$1@innferno.news.tiscali.de>
Source record: 26285

I think, there will be many software updates in the next times. It seems, that Mr Atari wrote the software for himself to make the interface work. When the interface was working, he made a simple user interface for his great product (I think, that's the reason, why FDISK and SCANDISK are BASIC-programs).
When the new OSROM is ready, and Turbo-BASIC works, I would write a partition program in Turbo-BASIC or may be for BOSS-X.

Mirko

"Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag news:apmsbv$km2$1@reader12.wxs.nl...
> I have three of these very nice interfaces. I think it is pretty smart, but
> the software Mr. Atari (sijmen) wrote for it needs big improvements... the
> interface is worth it. Sijmen is busy with that, but I am too.
>
> I have already a working partition program that let you switch partitions
> and work with a partition table of 28 partitions (that will be 255 in future
> versions)
>
> I have the MyIde with a 1,6 Gigabyte HD and I have several 16mb partitiions.
> One partition with Bewedos and one with MyDos. I saw Turbo Basic didn't
> work. But I guess the MyIDE is in fact only REAL interesting with a OS in
> ROM. There are really TOO MANY programs which are using RAM under the OS
> (that's where myide SOFT patch is loaded too)
>
> My Opinion: MyIDE definately rulezzz the stars out of the atari 8bit. But we
> definately will need a Rom with the OS in it.
>
> Stay tuned for my software. I'm working very hard on a Machine Code version
> of the partition loader, which won't need an external file anymore (so you
> can start that partition program from any location, because the partition
> list will be saved on cylinder 0 of the HD).
>
> Newest option in my software is a format-routine, which let you format your
> Partition in MyDOS or Spartados format. Very handy IMO.
>
> Greetz.
> Marius

>
>
> "Ralphxpn@dslextreme.com" <ralphxpn@dslextreme.com> schreef in bericht
> news:urtijkonk71p2f@corp.supernews.com...
> > Hi All,
> >
> > I built mine. What I did was solder a wire wrap socket to a perf board
and
> > cut the legs just long enough to plug into the atari rom socket- then
plug
> > the rom on top of that, and solder the interface wires to that. so it
> > literly plugs in internaly. only 3 signals are not present, nothing 3
> wires
> > wont take care of. I like it. sure some things dont run..but it makes
for
> > good storage. I get a big kick out of seeing the LED fliker..that
reminds
> > me, I also used a bi-colored LED for the power indicator to show disk
> > activity yellow for power on and orange for disk activity. I want to try
> it
> > out with the rom based driver..but no eprom burner..ohh well
> >
> > Ralph
> >
> >
>
>

5815. Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 01:22:01 UTC
From: Roy G Biv <erasmus@the.color.register>
Message-ID: <Pine.GSO.4.44.0210292009040.2794-100000@shell1>
Source record: 26286

On 29 Oct 2002 at 13:22:09 -0800, "Mad Atari User" at rocketmail
dot com scribbled:
->Does anyone know how option N. DEFINE DEVICE works in ATDOS 1.0 ?

It doesn't. According to the book YOUR ATARI COMPUTER, by Lon
Poole, that option wasn't implemented.

By the way, you're not using 1.0, are you? Atari Dos 1.0 was an
early, primitive version. During the years when Atari 8-bit computers
were actually used, the standard was version 2.0 (and compatibles).

>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

5816. Re: Atari 1010 cassette player

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 07:43:11 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <j4Mv9.33615$iV1.5128@nwrddc02.gnilink.net>
Source record: 26287

As I recall it used 9VAC. The same P/S that the 400/800/810/1050/etc. used will work fine. I think it came with a smaller one similar in size to the one used for the 2600.

"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in message news:apmh5f$2ufnl$1@ID-108965.news.dfncis.de...
> Hello all...
>
> I've found an Atari 1010 tape player for my 800XL... By I don't have the PSU
> for it, and I don't know which is its voltage. Does anyboy know it?
>
> And another question: some time ago I was searching in Google and I saw a
> site that claimed to have .wav files of Atari 800 games (I suppose they were
> .cas games converted to .wav games). Does anybody know if this site already
> exists, and which is its URL?
>
> Thanks in advance...
>
>
> Regards
>
>

5817. Re: download atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 08:56:31 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DBF9EBF.F67131D7@mb1.tu-chemnitz.de>
Source record: 26288

> mind posting links to places where I can download atari 8 software ?
> I've tried CTH & XL Search, but I know there are others. :-\
depends on what you are looking for ...

http://www.atari8bit-software.de/index.htm (Homesoft) is an excellent
place for demos + games,
http://homepages.paradise.net.nz/atari/ has among other things a huge
collection of utils/applications.

sven (http://www.tu-chemnitz.de/~sgl/atari/) .

5818. Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 09:37:06 UTC
From: dunxuk@aol.com
Message-ID: <20021030043706.12518.00000072@mb-fo.aol.com>
Source record: 26289

I'm going to be doing a shoot of the Atari 'stuff' I've amassed. I'm looking for some cassette tapes. Not just any old tapes tho...

Does anyone remember in the '80s there was a sudden appearance of audio cassettes that contained little metal reels inside to make them look like miniature reel-to-reel tapes? I'll pay good money if anyone can send me some (I'm in the UK but I'll even cover international postage costs).

Ebay is a dead loss for these, I've searched for a while now.

Sorry for being so off topic here, but the Atari community is one of the most helpful groups in general!

TIA, Dunx

5819. Re: Atari 1010 cassette player

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 10:19:11 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <apobp2$3cem1$1@ID-108965.news.dfncis.de>
Source record: 26290

Thank you very much. I'll try this afternoon with a multivoltage power source...

Thanks again...

> As I recall it used 9VAC. The same P/S that the 400/800/810/1050/etc. used
> will work fine. I think it came with a smaller one similar in size to the
> one used for the 2600.

Regards

5820. Re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 11:15:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apof05$k3m$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26291

Howdy James

> Yeah that sounds right. The only 8bit I remember that used 4416's was the
> 600XL. That could be upgraded with 4464's which perhaps could be used in
the
> XEGS. Could someone with an XEGS confirm this? I never owned one myself
among
> my 8bits.

I own two of those. One was DOA the other now has a 1MB RAMdisk.

CU Mathy van Nisselroy

PS so yes, the XEGS needs 4464's (two of them)

5821. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 11:52:22 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apoh5omdq1@nets3.rz.RWTH-Aachen.DE>
Source record: 26292

Howdy Marius

> Yes, but that sio2ide won't run with Zip Disks because of some strange
> format incompatibilty (believe me I tried it in 1000 ways)

Hey, if you say so..... :-)

> Btw. An ATAPI/IDE zip drive won't boot without any OS modification on a PC
> neither :-(so the IDE zip drives REALLY SUX.

The clue might be in the ATAPI part.
BTW finding info on IOmega stuff aint easy. But I did stumble into
something funny. It seems that the parallel port version of the ZIPdrives
are really SCSI drives that have their SCSI commands and stuff converted so
that it will fit over the parallel port cable. This ofcourse explains why
there are/were ZIP drives that would autodetect if they were connected to
the parallel port or to a SCSI controller.

CU Mathy van Nisselroy

5822. Re: More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 11:55:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apohb5mhq1@nets3.rz.RWTH-Aachen.DE>
Source record: 26293

Howdy Russ

> (Mathy offers to mail me a picture of him.)

Hmmm, that's not what I meant. :-)

You wanted to see facial hair, so I offered to send you some (facial hair).
It was meant as a joke. :-))

CU Mathy van Nisselroy

5823. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 11:57:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apohg7mle1@nets3.rz.RWTH-Aachen.DE>
Source record: 26294

Howdy Ron, folks

Ron : "I had to replace my PC drive to correct that fail to notice disk swap problem. I am unsure which system Mathy is encountering the invalid directory. He may just need a good session with a disk repair utility on the A8."

My PC floppies 3 three different systems:

a) one out of 18 of the computers here in the computer pool at the U. It's running Windows 2000 IIRC, not sure about the processor, but the computers have been delivered just over a year ago.

b) my Dad's PC. It's running Windows 95 on a Pentium. I guess it's a Pentium one at 166MHz or something like that. (My Dad only needs/uses it as a fancy typewriter)

c) My XE system. Running a 1.78 MHz 6502C and MyDOS 4.55 (beta version) plus BBXFER 1.9.

IIRG I first smelled something funny when working on 'a)' (the time the computer needed to find or save something was longer then usual) . But I didn't really see the resemblence between the disks before I used it on 'b)'. So it wasn't just the stuff that was displayed on screen, the directory ON THE DISK got mangled.

CU Mathy van Nisselroy

5824. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 12:01:41 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apohn6$n1s$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26295

Howdy Ron, folks

> I have also encountered A8 floppies where the directory or VTOC was
invalid;
> you may need a good long session with DiskTool.

O yes, but fixing an A8 disk is easy. A lot of work, but easy. As long as
it's not a Sparta or BeweDOS disk.
Is DiskTool for the PC or A8?
I guess what we really need is a PC disk sector editor that runs on the A8.
And that can also copy from PC disk to PC disk.

CU Mathy van Nisselroy

5825. off mice and Tramiels

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 12:39:39 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apojud$pa0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26296

Howdy folks

I bought my third Atari mouse on the last JHV of the ABBUC.
And guess what. It was different from the first two.

I now own two ST mice and one Atari PC mouse. The mouse balls are the same
and the thingy keeping the ball from rolling over the floor are the same.
The rest is totally different. Even the top is different. Where one top
has a plastic nose here, an other might have none or one in a different
place. One ST mouse has a connector to connect cable on PCB together, the
other two haven't. But Best Electronics already mentions that there are
atleast 8 or 9 different ST mice. Maybe PC mice are just converted ST mice,
but something tells me they are not.

My question:
Can I convert an Atari PC mouse to an ST mouse. I know I'll have to replace
the cable. (for those who read Dutch, check out the last Pokey magazin that
came out (years ago))

BTW an ST mouse needs a resistor to make the 8 bit Atari recognise the right
mouse button. And to my surprise, on both ST mice I have it goes between
the red and white wire. (pin 7 and 9) The resistor should be between 4k7
and 18k (Ohm) and give you a value of 9 or lower when the right mousebutton
is pressed (PADDLE(0) or PADDLE(2)). This does not have an effect on the
'mouse button unpressed' value or on how the ST reacts to the mouse. (I
don't own an ST).

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5826. Re: IOMEGA ZIP drive and IDE interfaces

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 14:18:16 UTC
From: Marek_Mikolajewski@hoga.pl
Message-ID: <a2241a6e.0210300618.6bd3489e@posting.google.com>
Source record: 26347

This is very interesting form me, how the IOMEGA ZIP drive is
accessed?
With my SIO2IDE interface (ver 3.X & 4.X) two main classes of IDE
devices can be used:

- IDE ATA devices with 512B sectors, FAT16/FAT32 file system (HDD, CF
cards etc)
- IDE ATAPI devices with 2048B sectors, ISO9660 file system (CD-ROM
drives)

I am afraid that IOMEGA ZIP is a IDE ATAPI with 512B sectors.

It is very easy to add IOMEGA ZIP drive support but I don't have any
for testing. I can send to someone simple detection software that will
help me to find IOMEGA ZIP drive parameters.

If you want to help me please contact me directly.
Marek_Mikolajewski@hoga.pl

Marek M

5827. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 15:01:09 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210300701.4e5a0ae7@posting.google.com>
Source record: 26348

oh, i know. I've used MyDOS 4.53 since god knows when. I just like
to play around with DOS 1.0 But that question has been bugging me for
20 years now. :o)

Roy G Biv <erasmus@the.color.register> wrote in message
news:<Pine.GSO.4.44.0210292009040.2794-100000@shell1>...
> On 29 Oct 2002 at 13:22:09 -0800, "Mad Atari User" at rocketmail
> dot com scribbled:
> ->Does anyone know how option N. DEFINE DEVICE works in ATDOS 1.0 ?
>
> It doesn't. According to the book YOUR ATARI COMPUTER, by Lon
> Poole, that option wasn't implemented.
>
> By the way, you're not using 1.0, are you? Atari Dos 1.0 was an
> early, primitive version. During the years when Atari 8-bit computers
> were actually used, the standard was version 2.0 (and compatibles).
>
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *

5828. *POLL* Can shareware still play a viable role in this community?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 18:18:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210301018.22d4391d@posting.google.com>
Source record: 26349

I'm conducting a small (unscientific) poll for the rtdos operating system project to help me better understand this community and the classic systems I hope that rtdos can support. rtdos is and will alwaysbe itself freeware & open source. The two questions I've asked are:

1. Do you think this community as a whole would benefit if more "old" commercial or even shareware programs were released as freeware or into the PD?

2. If a shareware (or commercial) author has released his or her programs as freeware or into the public domain, would you still support the the author (i.e. send a monetary or gift donation) for the time and effort he or she has put into the programs?

YOu can post your comments here or on the following groups:

http://groups.yahoo.com/group/appleswapnshop/

http://groups.yahoo.com/group/atariswapnshop/

http://groups.yahoo.com/group/classicemulators/

http://groups.yahoo.com/group/commodoreswapnshop/

http://groups.yahoo.com/group/cpmswapnshop/

http://groups.yahoo.com/group/msxswapnshop/

http://groups.yahoo.com/group/timexsinclairswapnshop/

http://groups.yahoo.com/group/tiswapnshop/

http://groups.yahoo.com/group/trs80swapnshop/

(links MAY wrap)

I really would like to know what this community thinks and how we can convince authors who no longer support their programs to release them as freeware (or in the public domain) or how we can continue to support authors who still write programs for this community?

5829. Re: Floating Point Package

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 19:00:51 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <D%Vv9.42393$Mf5.2109344@Flipper>
Source record: 26350

I believe this thread was about Atari's handling of Floating Point.
No need to point to a generic FP routines. Or maybe you're an expert on FP?

Freddy.

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3db70ead$0$84996$e4fe514c@dreader7.news.xs4all.nl...
> Hi,
>
> For some good FP source look at www.6502.org
>
> TXG/MNX
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:Bfpt9.9701$071.867841@newsread1.prod.itd.earthlink.net...
> > It is the carry flag; it will be set on errors like divide by zero or
> exceed
> > 10^98 in a multiply; also set for a negative number or exceeding 65355
in
> > conversion attempt of FP to a 2 byte integer.
> >
> > You test with a BCS HANDLE_ERROR after the JSR FPI so you can print a
> > message or take appropriate action after an overflow.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > I once said re: FPI...
> >
> > > I don't remember how to detect and handle overflow when integer
exceeds
> 2
> > > bytes;
> >
> >
> >
>
>

5830. Re: *POLL* Can shareware still play a viable role in this community?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 19:08:56 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <c7Wv9.42598$Mf5.2120958@Flipper>
Source record: 26351

IMHO:

1. Yes, that would be a good idea. I did the same with Mega Magazine. It was sold for some years and then made freeware (distributed e.g. on the Pooldisk CD).

2. No, not for the same program. However, if there's a new version, e.g. an upgrade or new features, it would be a new piece of software and the author could ask a little amount for his/her efford. But then again, it would classify as shareware, so in that case the old software would become freeware and the new (updated) software shareware.

Freddy.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0210301018.22d4391d@posting.google.com...
> I'm conducting a small (unscientific) poll for the rtdos operating
> system project to help me better understand this community and the
> classic systems I hope that rtdos can support. rtdos is and will
> alwaysbe itself freeware & open source. The two questions I've asked
> are:
>
> 1. Do you think this community as a whole would benefit if more "old"
> commercial or even shareware programs were released as freeware or
> into the PD?
>
> 2. If a shareware (or commercial) author has released his or her
> programs as freeware or into the public domain, would you still
> support the the author (i.e. send a monetary or gift donation) for the
> time and effort he or she has put into the programs?
>
> YOu can post your comments here or on the following groups:
>
> http://groups.yahoo.com/group/appleswapnshop/
>
> http://groups.yahoo.com/group/atariswapnshop/
>
> http://groups.yahoo.com/group/classicemulators/
>
> http://groups.yahoo.com/group/commodoreswapnshop/
>
> http://groups.yahoo.com/group/cpmswapnshop/
>
> http://groups.yahoo.com/group/msxswapnshop/
>

> http://groups.yahoo.com/group/timexsinclairswapnshop/
>
> http://groups.yahoo.com/group/tiswapnshop/
>
> http://groups.yahoo.com/group/trs80swapnshop/
>
> (links MAY wrap)
>
> I really would like to know what this community thinks and how we can
> convince authors who no longer support their programs to release them
> as freeware (or in the public domain) or how we can continue to
> support authors who still write programs for this community?

5831. Re: Atari 1010 cassette player

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 19:46:16 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <cGWv9.3821$Ik6.363812@newsread1.prod.itd.earthlink.net>
Source record: 26352

It should be in the FAQ for this group, but I believe it is pretty much the standard Atari brick; 9 Volt AC and 15.3 VA. The 800/1050 brick is a little beefier at 31 VA and should work as well...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in message news:apmh5f$2ufnl$1@ID-108965.news.dfncis.de...
> Hello all...
>
> I've found an Atari 1010 tape player for my 800XL... By I don't have the PSU
> for it, and I don't know which is its voltage. Does anyboy know it?
>
> And another question: some time ago I was searching in Google and I saw a
> site that claimed to have .wav files of Atari 800 games (I suppose they were
> .cas games converted to .wav games). Does anybody know if this site already
> exists, and which is its URL?
>
> Thanks in advance...
>
>
> Regards
>
>
>

5832. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 20:00:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <KTWv9.3845$Ik6.364062@newsread1.prod.itd.earthlink.net>
Source record: 26353

You were correct the 1st time... SIO uses the DCB and CIO utilizes IOCBs.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
news:3dbebd92$0$1447$272ea4a1@news.execpc.com...
> Long ago, I wrote a utility to set the density on
> my Ranas. There is a poke address, I think.
> Then other programs I wrote would test the density
> by issuing a read sector command. If it resulted in
> an error (I think I set 128 bytes/sector for the SIO
> read), then it would switch to 256 byte sectors.
> I think error 138 results if you do a SIO sector read
> specifying 128 bytes and it is a 256 byte sector.
> A SIO read sector isn't that hard in BASIC. You set
> up the device control block then do a SIOV call.
> No, device control block is for CIOV calls. Dang
> what is it? SIO does sector stuff, CIOV does file
> stuff.
> Russg
>
>

5833. Re: what the PC did to my floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 20:08:43 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <f%Wv9.3857$lk6.365285@newsread1.prod.itd.earthlink.net>
Source record: 26354

DiskTool is A8 and was in Analog #8, I believe... I got it from the
Compendium.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:apohn6$n1s$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Ron, folks
>
> > I have also encountered A8 floppies where the directory or VTOC was
> invalid;
> > you may need a good long session with DiskTool.
>
> O yes, but fixing an A8 disk is easy. A lot of work, but easy. As long
as
> it's not a Sparta or BeweDOS disk.
> Is DiskTool for the PC or A8?
> I guess what we really need is a PC disk sector editor that runs on the
A8.
> And that can also copy from PC disk to PC disk.
>
> CU Mathy van Nisselroy
>
>
>
>

5834. Re: Atari floppy dual drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 20:14:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <05Xv9.3866$lk6.367525@newsread1.prod.itd.earthlink.net>
Source record: 26355

Hi Bill;

The 8-Bit Alchemist wrote a great article for Atari Classics in the early nineties. I have his info on my pages. Can't believe you were able to resist temptation for those 2 years...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"bill malcolm" <wm65805@alltel.net> wrote in message
> I have a Percom disk drive for my atari (uses that serial buss) model
> is RFD44-S2
> It has 2 dual sided floppy drives -- rare for the time when apple and
> tandy were selling only single sided drives (dates on drives are 1982)
> Does anyone have any information on it.
>
> It works ok -- I tested it back in 1998 , bought it in 1996.
>
> thanks.

5835. ADV: Atari 8-bit CD-ROMs of DGS, PPP, Rambit, Richard Gore Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 20:21:38 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1036009350.96275.0@dyke.uk.clara.net>
Source record: 26356

Hello All,

Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial software are still available to buy. For full info, and to buy via PayPal with a credit card, please visit http://www.dgs.clara.net

Dean Garraghty

5836. Need 800 Monitor Cable Diagram: 5 Pin Din -> 4 RCA

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 21:04:49 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0210301304.29670ed@posting.google.com>
Source record: 26357

tks

ron

5837. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 22:47:54 UTC
From: Fox-1
Message-ID: <appnj1$ev5$1@news1.tilbu1.nb.home.nl>
Source record: 26358

"DunxUK" wrote

> Does anyone remember in the '80s there was a sudden appearance of audio
> cassettes that contained little metal reels inside to make them look like
> miniature reel-to-reel tapes? I'll pay good money if anyone can send me some

You should've posted this one week earlier. I just thrown away about 25 of those cassette-tapes (TEAC)...

What makes them so special???

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5838. Re: Atari 1010 cassette player

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 22:53:35 UTC
From: Fox-1
Message-ID: <appntijec1@news1.tilbu1.nb.home.nl>
Source record: 26359

"johnny farragut" wrote

> I've found an Atari 1010 tape player for my 800XL... By I don't have the PSU
> for it, and I don't know which is its voltage. Does anyboy know it?

Originally it requires 9VAC, but also runs o.k. on 7.5VAC and 12VDC to 15VDC. A standard brick from an Atari 1050 drive will also
do, as it is 9VAC.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5839. Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 22:56:46 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <OsZv9.49242$Mf5.2433884@Flipper>
Source record: 26360

H&#65533; Fox-1,

I didn't answer your question about how to handle the 64 files per directory limit with the client/server project. So, is this a problem? I don't think so. This limit depends on the file system on the server. But you have a point that the client must know what this limit is.

I can be wrong, but I think the 64 files/dir. limit in e.g. SpartaDOS is because that file system simply has not more room for more entries. I mean, when reading a directory you simply read text lines from a device. For example, you could make a dummy device handler which generates 100 times "dummy file" text lines and you would see 100 times "dummy file" when doing a directory on that device in SpartaDOS. So, that would prove that there is no actual limit on the files/dir.

Freddy.

5840. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 23:00:45 UTC
From: Fox-1
Message-ID: <appob3nnk1@news1.tilbu1.nb.home.nl>
Source record: 26361

"Mirko Sobe" wrote

> I bought it at the JHV (gtx2all) and I like it. Bad, it want not work with
> Turbo-BASIC aslong I have to load the drivers from disk. Now I rediscovered
> ATARI-BASIC, witch works best with it (like all 48k software).

> Who has bought this interface?

> What do you think about the handling?

The "MyIDE" requires an O.S. loaded in RAM, which is located under the o.s. ROM. This is the reason TurboBASIC doesn't run, since
it also takes up that memory area. The reason I didn't buy one is that I'm a Sparta-DOS only user, and Sparta also uses that
memory-area, so will also not run with the "MyIDE" interface. (This is also the reason I can't run BOSS-XE on my system...)

From what I've heard and read about the interface it sounds if it is a good project for those who don't use one of the above
programs (and probably some others, like Basic-XE?), but can't say much more about it since I don't have one myself...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5841. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 23:21:42 UTC
From: Fox-1
Message-ID: <apppidht1@news1.tilbu1.nb.home.nl>
Source record: 26362

> > ??? Sparta-Dos is about the only DOS I use, and never had problems using it on both standard XF551 as the ones that are
modified
> > to drive a 80 track/720KB mechanic...

"Andreas Magenheimer" wrote

> if you use the standard (unpatched) sparta DOS with an XF551 it will
> print an error upon boot-up on the screen: "Error - no DOS!".

That's a true fact. Point for you :-)
Since I always boot from harddisk I virtually never run into this...

So, to be short, Sparta-DOS works o.k. on XF551, but booting from XF551 requires some unusual actions...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5842. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 23:27:41 UTC
From: Fox-1
Message-ID: <apppti$3cs$1@news1.tilbu1.nb.home.nl>
Source record: 26363

"Stefan Dorndorf" wrote

> I've tested Sparta-DOS 3.2f from FTE (rev. date 25.02.94) and this
> version has big problems with the XF551. If you boot it from a single
> density disk in an unmodified XF551 and insert a double density disk
> in this XF551 drive, Sparta can't read the directory ?!?

As I also told Andrea, you've a point here. I always boot from harddisk so wil never run into this situation.

> And Sparta writes to $D5xx when booting. This is dangerous, since
> there may be some cartridges, that have I/O at $D5xx installed (e.g.
> the MyIDE interface).

Sparta-Dos won't run on the "MyIDE" anyways since they both are using RAM under the o.s. I guess the writing to $D5xx is to detect
available hardware, like black-box, mio and mux...

> XDOS is not PD. I've detected some minor problems (of course no FMS
> errors), so I plan to make a new revision and publish it in the ABBUC
> magazine.

Will the ABBUC-version be a "members-only" one, or will it be PD?

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5843. Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-30 23:52:50 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <apprek$3u2rd$1@ID-108965.news.dfncis.de>
Source record: 26364

Thank you Paul, Ron and Fox for your replies. The tape players works fine, thanks!

Now I have another question.

This is the story, from the beginning: I'm mainly an Amstrad CPC user, as it was my first computer. In the CPC scene, every game or utility we had on tape or on disk is dumped in an archive that can be used with an emulator, mainly for preservation purposes. It's meant to be a comprehensive labour, and is done with every piece of software, even with crap games and amateur software; and I know that it's being done also in the Sinclair Spectrum scene, for example.

Now, the question: I've two tapes for the Atari. They were given free when you bought an Atari 800XL in Spain. These are a computer's course for beginners, and it's really nice, and hilarious!. As they are in spanish, I suppose they are quite rare, and I wonder if it would be appreciate in the Atari scene to convert them to .cas files (as it would be for the obsessive and maniac Amstrad and Speccy users ;-D).
If so, which program should I use?. I've downloaded wav2cas, but I don't know if it's the only program to do this, or there are more.
And I have another problem: the program I want to convert to .cas has a *spoken* speech which explains the basic commands of the computer as they appear in the screen. I think the speech is recorded in one of the channels of the tape, while the program is in the other channel, and it loads while you hear the speech. I don't know if it can be possible, and I think that it's very strange, as the tapes of all the 8-bit machines I have are mono. Are the Atari tapes stereo? if so, can be saved the speech along with the program, to use it with an emulator? I suppose I can't save the speech "inside" the .cas file, but as a .wav or .mp3 file... does anybody know if the speech and the .cas program can be synchronized for using them with an emulator?

Thanks in advance...

regards from spain

jaime, aka johnny farragut

5844. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 01:53:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <t20w9.4466$lk6.416108@newsread1.prod.itd.earthlink.net>
Source record: 26365

The Atari cassettes are definitely stereo so that voice can be on one track
and data in the Frequency Shift Keying format are on the other. I can't
answer many of the remaining questions.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> Thank you Paul, Ron and Fox for your replies. The tape players works fine,
> thanks!
>
> Now I have another question.
>
> This is the story, from the beginning: I'm mainly an Amstrad CPC user, as
it
> was my first computer. In the CPC scene, every game or utility we had on
> tape or on disk is dumped in an archive that can be used with an emulator,
> mainly for preservation purposes. It's meant to be a comprehensive labour,
> and is done with every piece of software, even with crap games and amateur
> software; and I know that it's being done also in the Sinclair Spectrum
> scene, for example.
>
> Now, the question: I've two tapes for the Atari. They were given free when
> you bought an Atari 800XL in Spain. These are a computer's course for
> beginners, and it's really nice, and hilarious!. As they are in spanish, I
> suppose they are quite rare, and I wonder if it would be appreciate in the
> Atari scene to convert them to .cas files (as it would be for the
obsessive
> and maniac Amstrad and Speccy users ;-D).
> If so, which program should I use?. I've downloaded wav2cas, but I don't
> know if it's the only program to do this, or there are more.
> And I have another problem: the program I want to convert to .cas has a
> *spoken* speech which explains the basic commands of the computer as they
> appear in the screen. I think the speech is recorded in one of the
channels
> of the tape, while the program is in the other channel, and it loads while
> you hear the speech. I don't know if it can be possible, and I think that
> it's very strange, as the tapes of all the 8-bit machines I have are mono.
> Are the Atari tapes stereo? if so, can be saved the speech along with the
> program, to use it with an emulator? I suppose I can't save the speech
> "inside" the .cas file, but as a .wav or .mp3 file... does anybody know if

> the speech and the .cas program can be synchronized for using them with an
> emulator?
>
> Thanks in advance...
>
> regards from spain
>
> jaime, aka johnny farragut
>
>

5845. Re: 4416 RAM chips in XEGS?!

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 03:01:49 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC09D30.7FD2485A@rogers.com>
Source record: 26366

Mathy van Nisselroy wrote:

> Howdy James
>
> > Yeah that sounds right. The only 8bit I remember that used 4416's was the
> > 600XL. That could be upgraded with 4464's which perhaps could be used in
> the
> > XEGS. Could someone with an XEGS confirm this? I never owned one myself
> among
> > my 8bits.
>
> I own two of those. One was DOA the other now has a 1MB RAMdisk.
>
> CU Mathy van Nisselroy
>
> PS so yes, the XEGS needs 4464's (two of them)

Ok, I just remembered the 600xl ram cause a friend helped me out with the info on doing an internal 64k upgrade for my dads 600xl about 6 or 8 years ago. It also used 4464's in place of the 4416's in there originally

5846. Re: shareware vs. freeware (pros and cons)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 03:11:05 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC09F56.459F87E6@rogers.com>
Source record: 26367

mad ATARI user alternate wrote:

> http://groups.yahoo.com/group/rtdos
>
> Does anyone really make any money (besides enough to buy a family meal
> at the local five and diner) off Atari shareware anymore or are we
> killing the Atari community here by not releasing some stuff as
> freeware (but not PD) ?
>
> Would open source (maybe or maybe NOT GPL or some other license) help
> the Atari community ?
>
> Those who no longer write software programs for the Atari, do we
> petition them to release their products to the Atari community as
> freeware so that they can still be enjoyed or used by the rest of the
> Atari users ? How ?
>
> Do we write programs for the Atari because we love to program, we love
> Atari's, we still care about the Atari community as a whole, or to
> make a quick buck to take to the local McDonald's and buy a Happy
> Meal?
> <some stuff snipped for shortness>

I think its a good idea to release stuff as free ware or donationware, in fact maybe we could help dig up some old commercial releases and their original authours could do the same thing.

> I remember when I first got my 800XL & 1050 disk drive (1984). Boy
> was I in heaven. I was up for nearly 72 hours straight just playing
> with it, experimenting with it. Damn it was fun, wasn't it ? When
> you first took your Atari out of the box and plugged it in ? It's a
> sense of euphoria that you can't describe and that even can't be
> repeated with today's computers. <some more stuff snipped>

I remember the first time I used an 8bit, a 600xl I'd rented for a week in high school march break. The first time I bought an 800xl a few years later and I had a similar experience. I've spent more than one night at the keyboard thinking "just another 10 minutes" to look out the window and see the sun coming up. It may seem odd to some but I was so excited the first time I bought my own computer I even rememember tiny details like the smell of the polystyrene foam in the box.

5847. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 03:13:52 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC0A002.982D34E5@rogers.com>
Source record: 26368

mad ATARI user alternate wrote:

> oh, i know. I've used MyDOS 4.53 since god knows when. I just like
> to play around with DOS 1.0 But that question has been bugging me for
> 20 years now. :o)

I too like fiddling aroudn with the less common version of dos. Usually I go with mydos 4.5 for most of my stuff
but tis still fun to try the others occasionally. I did have dos 1 for a while, it came with my drive which I'd
bought used in the late 80's. I still have the drive but have lost my only copy of dos 1. Could anyone email me a
dcm of it?

ttyl,
James

5848. Re: *POLL* Can shareware still play a viable role in this community?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 03:51:58 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <o751suk60ibtcngu3h6obdt2umbj6b4oo2@4ax.com>
Source record: 26369

On 30 Oct 2002 10:18:25 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>I'm conducting a small (unscientific) poll for the rtdos operating
>system project to help me better understand this community and the
>classic systems I hope that rtdos can support. rtdos is and will
>alwaysbe itself freeware & open source. The two questions I've asked
>are:
>
>1. Do you think this community as a whole would benefit if more "old"
>commercial or even shareware programs were released as freeware or
>into the PD?

Yes, the software would find excellent homes be it in real or image format. The end results is the same..Its enjoyed.

Also there would be a non argued reason to have Net archives like almost every other system. I fully understand that others own copyrights etc but in all fairness, how many actually use their ownership in a genuinely productive (for them) manner.

Most get sat on and the software rots away.
>
>2. If a shareware (or commercial) author has released his or her
>programs as freeware or into the public domain, would you still
>support the the author (i.e. send a monetary or gift donation) for the
>time and effort he or she has put into the programs?

Without sounding mercenary, I'd support the author via normal freeware / cardware ideals but money for many isn't a freely available option. This is software that's been sitting in copyright limbo for tens of years, say the author decided to release a new title THEN I'd be happy to pass my money towards them.

After all my years in Atari (both hobby and work) and on here I am still stunned there's opposition to archives and the like.
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5849. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 04:17:16 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC0AEDE.FBF09A2C@rogers.com>
Source record: 26370

DunxUK wrote:

> I'm going to be doing a shoot of the Atari 'stuff' I've amassed. I'm looking
> for some cassette tapes. Not just any old tapes tho...
>
> Does anyone remember in the '80s there was a sudden appearance of audio
> cassettes that contained little metal reels inside to make them look like
> miniature reel-to-reel tapes? I'll pay good money if anyone can send me some
> (I'm in the UK but I'll even cover international postage costs).
>
> Ebay is a dead loss for these, I've searched for a while now.
>
> Sorry for being so off topic here, but the Atari community is one of the most
> helpful groups in general!
>
> TIA, Dunx

Hi there,

My parents have a few of those, unfortunately they wont sell, they've got some
of their music (they're musicians) on them and wont get rid of them.

5850. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 08:49:20 UTC
From: dunxuk@aol.com
Message-ID: <20021031034920.24918.00000768@mb-dh.aol.com>
Source record: 26371

>You should've posted this one week earlier. I just thrown away about 25 of
>those cassette-tapes (TEAC)...

You really would have been better keeping that quiet! Go run after the bin man!

They are very good for photographic shoots, normal cassettes are dull by
comparison.

5851. Compy Shop Magazines + User Mags online (zipped ATR-files)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 10:11:17 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DC101C5.8622157E@mb1.tu-chemnitz.de>
Source record: 26372

Hello all,

transfered some German disk magazines from my old 5.25 Atari disks to the
PC:

Compy Shop Magazin 03/88 (German)
Compy Shop Magazin 05/88 (German)
Compy Shop Magazin 07/88 (German)
Compy Shop Magazin 09/88 (German)
Compy Shop Magazin 10/88 (German)
User Mag 06/90 (German, successor of Compy Shop Magazin)
User Mag 07/90 (German, successor of Compy Shop Magazin)

Download from http://www-user.tu-chemnitz.de/~sgl/atari/files/ , files are
named csm????.zip and um????.zip, info also added to XL-Search (during the
next days probably). Maybe I set up a web site about German disk mags. In
case anybody has more of those mags or knows a website please contact me
...

Sven.

5852. could somebody please change the address this code is loaded at?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 11:18:30 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apr3i8$l6v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26373

Howdy folks

I guess I'm starting to run into the ASPI manager again which is placed in memory at $8000-$8800. Could somebody please change the source code (it's written in ATMAS II code) so that it will look of the highest possible addresses and load itself there, then drop RAMTOP or whatever it is called???

The ASPI code is available at http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm There's an ATMAS and an ASCII version. Both look (almost) the same.

CU Mathy van Nisselroy

PS if you initials are L.B. please let somebody else this. We need you for that other project.
--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5853. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 11:37:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <apr4l7mad1@nets3.rz.RWTH-Aachen.DE>
Source record: 26374

Howdy Ron, folks

I tried to use your routine 950 ML$="hh...." yesterday. Just having it inthere caused an error (It caused an error when I used the routine, but when I put a REM for it and used the old code back in, I still had the problem). I guess that means the new code is running into the ASPI manager. I need a lot of space for sector data and are coming very close to $8000. So I've placed a message here (see below) in which I'm looking for people who are willing and able to move the ASPI manager for me.

CU Mathy van Nisselroy

PS can you imagine. There's no maximum to the lenght of a directory, no mention of it's length and a directory entry (either file or subdirectory) can be up to 31 characters long. If I reserve 31 bytes for each name I loose a lot of space. If I use the 'turn bit 7 on on last character' methode, like BASIC does for it's variables, strings and arrays, I have to use a routine to search through a string that might take up quite som time on a long directory. (I guess there's no way around the last methode. I can't afford to waist that much memory. It's a pitty INSTR$ needs a character and doesn't have the ability to search for let's say everything with bit 7 set. Hmm, there was a routine in Atari User magazine IIRC. But where???)

5854. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 12:32:10 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <P3Wdnb58blopv1ygXTWcqw@comcast.com>
Source record: 26375

This posting is bringing back the memories. I have a huge audio cassette collection, but unfortunately I can't find my ree-2-reel look alike cassettes. I used to have a few of them. The funny thing is that the tapes looked very professional but they worked like crap. There just is't enough room inside the cassette for those reels. They did look pretty cool anyways!

Dominik

"James Alexander" <james-m-alexander@rogers.com> wrote in message news:3DC0AEDE.FBF09A2C@rogers.com...
> DunxUK wrote:
>
> > I'm going to be doing a shoot of the Atari 'stuff' I've amassed. I'm looking
> > for some cassette tapes. Not just any old tapes tho...
> >
> > Does anyone remember in the '80s there was a sudden appearance of audio
> > cassettes that contained little metal reels inside to make them look like
> > miniature reel-to-reel tapes? I'll pay good money if anyone can send me some
> > (I'm in the UK but I'll even cover international postage costs).
> >
> > Ebay is a dead loss for these, I've searched for a while now.
> >
> > Sorry for being so off topic here, but the Atari community is one of the most
> > helpful groups in general!
> >
> > TIA, Dunx
>
> Hi there,
>
> My parents have a few of those, unfortunately they wont sell, they've got some
> of their music (they're musicians) on them and wont get rid of them.
>
>
>

5855. Re: Detecting sector size

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 14:00:27 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-doa-this>
Message-ID: <3DC1351E.376.csat8@pinkrose.dhis.org>
Source record: 26376

To: s.dorndorf@gmx.de (Stefan Dorndorf)
Re: Re: Detecting sector size
By: s.dorndorf@gmx.de (Stefan Dorndorf) to comp.sys.atari.8bit on Mon Oct 28 2002 12:59 pm

> So it seems, Sparta can't detect double density, after it accessed a
> single density disk. Other DOS versions like Turbo-DOS, Bibo-DOS or
> XDOS don't have these problems. Maybe there's an utility to correct
> this problem, but I haven't seen it yet.

Oh... the old "density shift/kick density/downshift" bug? This isn't a bug inn
SpartaDOS. This is a bug in the XF551 ROM. I have to manually upshift in
MyDOS as well. SOme picture viewers even include a "density kick" command.
So there are some newer DOSes that can detect a failed read and shift
densities on the fly to get around the ROM bug ? Cool!

--- Synchronet 3.10j-Linux NewsLink 1.35
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5856. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 14:14:45 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aprdqj$17n$1@reader12.wxs.nl>
Source record: 26377

Yes,

But with a built-in OS that space is free and MyIDE will be much more compatible. I'm thinking of making a gameDOS (just like MicroSpartaDOS from BEWE) to use with the MyIDE.

The nice part of this GameDOS I'm thinking of: it won't need another OS, so the compatiblity will be much better. The idea is simple: the gameDOS It has a load-only routine in it, which uses the MyIDE patch routines for that. The package will come with a transfer utility to transfer files from any spartados OR MyDOS disk to the special GAME partition. This will be very nice I guess; the gameDOS will have a VERY LOW memlo, and the space under OS will be free too.

Just ideas. But... I think it wil do.

Marius

"Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
news:appob3nnk1@news1.tilbu1.nb.home.nl...
>
> "Mirko Sobe" wrote
>
> > I bought it at the JHV (gtx2all) and I like it. Bad, it want not work
with
> > Turbo-BASIC aslong I have to load the drivers from disk. Now I
rediscovered
> > ATARI-BASIC, witch works best with it (like all 48k software).
>
> > Who has bought this interface?
>
> > What do you think about the handling?
>
>
> The "MyIDE" requires an O.S. loaded in RAM, which is located under the
o.s. ROM. This is the reason TurboBASIC doesn't run, since
> it also takes up that memory area. The reason I didn't buy one is that
I'm a Sparta-DOS only user, and Sparta also uses that
> memory-area, so will also not run with the "MyIDE" interface. (This is
also the reason I can't run BOSS-XE on my system...)
>
> From what I've heard and read about the interface it sounds if it is a
good project for those who don't use one of the above
> programs (and probably some others, like Basic-XE?), but can't say much
more about it since I don't have one myself...
>

>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>

5857. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 14:43:18 UTC
From: mo <momo@atariland.com>
Message-ID: <akbw9.238454$8o3.6977664@twister.austin.rr.com>
Source record: 26378

The tapes you're talking about, Radio Shack sold them under their TRS-80
name as computer cassettes. They were probably made by TEAC and sold under
the Radio Shack name. I have one that's only ten minutes, and yeah it sticks
a lot, I think you're right about not having enough room in the housing.
I've been wanting to archive my conversational french,spanish,german and
italian tape sets, but I haven't figured out a good way to do it yet. I'm
thinking about making CAS files of the program track and MP3 of the audio,
but that's definitely going to take forever.
Mo

"Dominik" <zdominik@netzero.nospam> wrote in message
news:P3Wdnb58bIopv1ygXTWcqw@comcast.com...
> This posting is bringing back the memories. I have a huge audio cassette
> collection, but unfortunately I can't find my ree-2-reel look alike
> cassettes. I used to have a few of them. The funny thing is that the tapes
> looked very professional but they worked like crap. There just is't enough
> room inside the cassette for those reels. They did look pretty cool
anyways!
>
> Dominik
>
> "James Alexander" <james-m-alexander@rogers.com> wrote in message
> news:3DC0AEDE.FBF09A2C@rogers.com...
> > DunxUK wrote:
> >
> > > I'm going to be doing a shoot of the Atari 'stuff' I've amassed. I'm
> looking
> > > for some cassette tapes. Not just any old tapes tho...
> > >
> > > Does anyone remember in the '80s there was a sudden appearance of
audio
> > > cassettes that contained little metal reels inside to make them look
> like
> > > miniature reel-to-reel tapes? I'll pay good money if anyone can send
me
> some
> > > (I'm in the UK but I'll even cover international postage costs).
> > >
> > > Ebay is a dead loss for these, I've searched for a while now.
> > >
> > > Sorry for being so off topic here, but the Atari community is one of
the
> most
> > > helpful groups in general!

> > >
> > > TIA, Dunx
> >
> > Hi there,
> >
> > My parents have a few of those, unfortunately they wont sell, they've
> got some
> > of their music (they're musicians) on them and wont get rid of them.
> >
> >
> >
>
>

5858. Re: Catweasel

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 14:46:40 UTC
From: mo <momo@atariland.com>
Message-ID: <knbw9.238485$8o3.6978051@twister.austin.rr.com>
Source record: 26379

The folks in the TRS-80 community swear by these, I don't have one yet myself. From what I understand, they are capable of writting single density- but the bundled software has no provision for doing such. Someone would probably have to write a utility for single density disks, that's what happened in the TRS-80 world.
Mo

"Paul Gifford" <giffy1@comcast.net> wrote in message news:dlGdncQXmN9OYyCgXTWcqw@comcast.com...
> The english isn't great (but better than my german) but it sounds like this
> is a pci board that will allow one to read Atari disks (and many other
> types) and connect two Atari joysticks (and other 9 pin types). Maybe
> someone else can take a look and give an evaluation...
>
> http://www.jschoenfeld.de/products/cwmk3_e.htm
>
>
>

5859. Re: could somebody please change the address this code is loaded at?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 14:52:41 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Zsbw9.67099$Mf5.3413294@Flipper>
Source record: 26380

Mathy,

As a programmer I've looked into the ASPI thing. It sounds very reasonable to have a standard device handler for harddisk interfaces (if I understand it correctly). The only problem I have with it is that there is no good documentation about it. And I can not say the source code is well documented. Maybe I missed something?

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:apr3i8$l6v$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I guess I'm starting to run into the ASPI manager again which is placed in
> memory at $8000-$8800. Could somebody please change the source code (it's
> written in ATMAS II code) so that it will look of the highest possible
> addresses and load itself there, then drop RAMTOP or whatever it is
> called???
>
> The ASPI code is available at
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm There's an
> ATMAS and an ASCII version. Both look (almost) the same.
>
> CU Mathy van Nisselroy
>
> PS if you initials are L.B. please let somebody else this. We need you
for
> that other project.
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

5860. Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 15:00:20 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-nnn-this>
Message-ID: <3DC13786.377.csat8@pinkrose.dhis.org>
Source record: 26381

To: "Mirko Sobe" <atarixle@12move.de>
Re: Let's talk about the MyIDE Interface...
By: "Mirko Sobe" <atarixle@12move.de> to comp.sys.atari.8bit on Tue Oct 29 2002 02:44 pm

> I bought it at the JHV (gtx2all) and I like it. Bad, it want not work with
> Turbo-BASIC aslong I have to load the drivers from disk. Now I rediscovered
> ATARI-BASIC, witch works best with it (like all 48k software).

You could try FrOst BASIC.... That was the BASIC that was the BASIC Frank
O. wrote before he wrote TURBO BASIC. FrOst B.A.S.I.C. doesn't use the RAM
space under the OS, as it was designed for the 800/400 series and not the XL/XE
series. While it doesn't do as much as TURBO BASIC, it is -- in its own right
-- a *VERY* nice BASIC, all by itself.
--- Synchronet 3.10j-Linux NewsLink 1.35
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5861. Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 15:00:20 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-1125-this>
Message-ID: <3DC1405E.379.csat8@pinkrose.dhis.org>
Source record: 26382

To: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.or
Re: Converting to .cas (was: Re: Atari 1010 cassette player)
By: "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> to comp.sys.atari.8bit
on Thu Oct 31 2002 12:52 am

> Are the Atari tapes stereo? if so, can be saved the speech along with the
> program, to use it with an emulator? I suppose I can't save the speech
> "inside" the .cas file, but as a .wav or .mp3 file... does anybody know if
> the speech and the .cas program can be synchronized for using them with an
> emulator?

I have some "official ATARI" cassettes that are recorded in stereo. WHile
the program is loading on the data channel, a narrator is giving audio
instructions while Techno-Disco-Musak plays in the background.
Many third party tapes didn't bother using the audio channel, probably
becuase it was too expensive to support high production values????
--- Synchronet 3.10j-Linux NewsLink 1.35
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5862. Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 15:00:20 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-nnn-this>
Message-ID: <3DC13BBA.378.csat8@pinkrose.dhis.org>
Source record: 26383

To: Roy G Biv <erasmus@the.color.register>
Re: Atari DOS 1.0 question
By: Roy G Biv <erasmus@the.color.register> to comp.sys.atari.8bit on Tue Oct 29 2002 08:22 pm

> By the way, you're not using 1.0, are you? Atari Dos 1.0 was an
> early, primitive version. During the years when Atari 8-bit computers
> were actually used, the standard was version 2.0 (and compatibles).

Wasn't the standard for DOS upped to DOS 2.5 ? I rarely remember using
2.0S all that much (I think DOS 2.5 was an "official", "good" DOS ??? ...as
opposed to 1.0 and 3.0.... Was there ever a 4.0 on the drawing board ?)
--- Synchronet 3.10j-Linux NewsLink 1.35
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5863. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 15:28:24 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210310728.70b7b68@posting.google.com>
Source record: 26384

Yea, I can do that. Is that your real email or has someone already
beaten me to the punch ?

James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3DC0A002.982D34E5@rogers.com>...
> mad ATARI user alternate wrote:
>
> > oh, i know. I've used MyDOS 4.53 since god knows when. I just like
> > to play around with DOS 1.0 But that question has been bugging me for
> > 20 years now. :o)
>
> I too like fiddling aroudn with the less common version of dos. Usually I go with mydos
4.5 for most of my stuff
> but tis still fun to try the others occasionally. I did have dos 1 for a while, it came
with my drive which I'd
> bought used in the late 80's. I still have the drive but have lost my only copy of dos 1.
Could anyone email me a
> dcm of it?
>
> ttyl,
> James

5864. Re: Atari floppy dual drive ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 18:03:35 UTC
From: bill malcolm <wm65805@alltel.net>
Message-ID: <3DC17196.42BC2427@alltel.net>
Source record: 26385

HI Ron
thanks for the reply . I figured I had time to check it out later, I was most interested in finishing some apple lisa projects and collect CP/M files.

bill ..

Ron Hamilton wrote:

> Hi Bill;
>
> The 8-Bit Alchemist wrote a great article for Atari Classics in the early
> nineties. I have his info on my pages. Can't believe you were able to resist
> temptation for those 2 years...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "bill malcolm" <wm65805@alltel.net> wrote in message
> > I have a Percom disk drive for my atari (uses that serial buss) model
> > is RFD44-S2
> > It has 2 dual sided floppy drives -- rare for the time when apple and
> > tandy were selling only single sided drives (dates on drives are 1982)
> > Does anyone have any information on it.
> >
> > It works ok -- I tested it back in 1998 , bought it in 1996.
> >
> > thanks.

5865. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 20:30:13 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210311230.6fd0e5df@posting.google.com>
Source record: 26386

Before DOS XE there really was a DOS 4.0 (QDOS) but antic bought the
copyright, I do believe, and published it under the Antic banner. (I
have both copies that say Copyright Atari & Copyright Antic in ATR
format)

"Winston Smith" <winston.smith@pinkrose.dhis.org.remove-nnn-this> wrote in message
news:<3DC13BBA.378.csat8@pinkrose.dhis.org>...
> To: Roy G Biv <erasmus@the.color.register>
> Re: Atari DOS 1.0 question
> By: Roy G Biv <erasmus@the.color.register> to comp.sys.atari.8bit on Tue Oct 29 2002
08:22 pm
>
> > By the way, you're not using 1.0, are you? Atari Dos 1.0 was an
> > early, primitive version. During the years when Atari 8-bit computers
> > were actually used, the standard was version 2.0 (and compatibles).
>
> Wasn't the standard for DOS upped to DOS 2.5 ? I rarely remember using
> 2.0S all that much (I think DOS 2.5 was an "official", "good" DOS ??? ...as
> opposed to 1.0 and 3.0.... Was there ever a 4.0 on the drawing board ?)
> --- Synchronet 3.10j-Linux NewsLink 1.35
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5866. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 20:42:47 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0210311242.a0dd32c@posting.google.com>
Source record: 26387

I don't believe that SpartaDOS has a real limit as opposed the the
ATDOS 2.x standard. I could be wrong.

MyDOS ?

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:<OsZv9.49242$Mf5.2433884@Flipper>...
> Hï¿½ Fox-1,
>
> I didn't answer your question about how to handle the 64 files per directory
> limit with the client/server project. So, is this a problem? I don't think
> so. This limit depends on the file system on the server. But you have a
> point that the client must know what this limit is.
>
> I can be wrong, but I think the 64 files/dir. limit in e.g. SpartaDOS is
> because that file system simply has not more room for more entries. I mean,
> when reading a directory you simply read text lines from a device. For
> example, you could make a dummy device handler which generates 100 times
> "dummy file" text lines and you would see 100 times "dummy file" when doing
> a directory on that device in SpartaDOS. So, that would prove that there is
> no actual limit on the files/dir.
>
> Freddy.

5867. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 20:50:15 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aps3uk$1319$1@innferno.news.tiscali.de>
Source record: 26388

I've tried FROST-BASIC, but I didn't work with MyIDE. RUNTIME.COM does also
not work...
But like I sad, I re-discovered ATARI-BASIC. Last few days, I downloaded
many old ATARI-BASIC programs from old magazines from this adress:
http://www.atari8bit-software.de
Here you can find many programs, witch are 100% compatible with MyIDE.

Mirko

www.atarixle.de

"Winston Smith" <winston.smith@pinkrose.dhis.org.remove-nnn-this> schrieb im
Newsbeitrag news:3DC13786.377.csat8@pinkrose.dhis.org...
> To: "Mirko Sobe" <atarixle@12move.de>
> Re: Let's talk about the MyIDE Interface...
> By: "Mirko Sobe" <atarixle@12move.de> to comp.sys.atari.8bit on Tue Oct
29 2002 02:44 pm
>
> > I bought it at the JHV (gtx2all) and I like it. Bad, it want not work
with
> > Turbo-BASIC aslong I have to load the drivers from disk. Now I
rediscovered
> > ATARI-BASIC, witch works best with it (like all 48k software).
>
> You could try FrOst BASIC.... That was the BASIC that was the BASIC
Frank
> O. wrote before he wrote TURBO BASIC. FrOst B.A.S.I.C. doesn't use the
RAM
> space under the OS, as it was designed for the 800/400 series and not the
XL/XE
> series. While it doesn't do as much as TURBO BASIC, it is -- in its own
right
> -- a *VERY* nice BASIC, all by itself.
> --- Synchronet 3.10j-Linux NewsLink 1.35
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176
telnet://pinkrose.dhis.org

5868. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 20:54:11 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aps45v$132q$1@innferno.news.tiscali.de>
Source record: 26389

Isn't it possible to rewrite MyDOS, so it can handel the Harddisk (like
Turbo-DOS handels Floppy-Speeders)?

Mirko

www.atarixle.de

"Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
news:aprdqj$17n$1@reader12.wxs.nl...
> Yes,
>
> But with a built-in OS that space is free and MyIDE will be much more
> compatible. I'm thinking of making a gameDOS (just like MicroSpartaDOS
from
> BEWE) to use with the MyIDE.
>
> The nice part of this GameDOS I'm thinking of: it won't need another OS,
so
> the compatiblity will be much better. The idea is simple: the gameDOS It
> has a load-only routine in it, which uses the MyIDE patch routines for
that.
> The package will come with a transfer utility to transfer files from any
> spartados OR MyDOS disk to the special GAME partition. This will be very
> nice I guess; the gameDOS will have a VERY LOW memlo, and the space under
OS
> will be free too.
>
> Just ideas. But... I think it wil do.
>
> Marius
>
> "Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
> news:appob3nnk1@news1.tilbu1.nb.home.nl...
> >
> > "Mirko Sobe" wrote
> >
> > > I bought it at the JHV (gtx2all) and I like it. Bad, it want not work
> with
> > > Turbo-BASIC aslong I have to load the drivers from disk. Now I
> rediscovered
> > > ATARI-BASIC, witch works best with it (like all 48k software).
> >
> > > Who has bought this interface?
> >
> > > What do you think about the handling?

> >
> >
> > The "MyIDE" requires an O.S. loaded in RAM, which is located under the
> o.s. ROM. This is the reason TurboBASIC doesn't run, since
> > it also takes up that memory area. The reason I didn't buy one is that
> I'm a Sparta-DOS only user, and Sparta also uses that
> > memory-area, so will also not run with the "MyIDE" interface. (This is
> also the reason I can't run BOSS-XE on my system...)
> >
> > From what I've heard and read about the interface it sounds if it is a
> good project for those who don't use one of the above
> > programs (and probably some others, like Basic-XE?), but can't say much
> more about it since I don't have one myself...
> >
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...
> >
> >
>
>

5869. reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 20:59:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aps5i2$9gt$1@reader14.wxs.nl>
Source record: 26390

Hi!

Two questions:

First:
Is there a simple assembler routine available for reading 256bytes out of a
common double density sector?

I can read 128bytes/sector with the resident disk handler, and I want to
know how to do it with double density (256bytes/sector)

(!) I don't want to open a specific file, only to read a common sector

Second:
HOW can I detect if a sector is double or single density?

Thanks
Marius

5870. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 21:39:07 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aps7rq$b8b$1@reader14.wxs.nl>
Source record: 26391

You mean WITHOUT having the software OS?

I have been thinking of that too. As you could read I'm working on a special gamedos first.

It must be possible to write a special DOS for the MyIDE interface (or edit an existing dos) But it will never be 100% compatible because some people wrote software with illegal vector jumping etc.

Btw. The drive routines are not really complicated BUT they take space. If you put these routines in a DOS the compatibility of this dosk will be less. So I prefer writing a new DOS specially for MyIDE.

Marius.

"Mirko Sobe" <atarixle@12move.de> schreef in bericht news:aps45v$132q$1@innferno.news.tiscali.de...
> Isn't it possible to rewrite MyDOS, so it can handel the Harddisk (like
> Turbo-DOS handels Floppy-Speeders)?
>
> Mirko
>
>
> www.atarixle.de
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> news:aprdqj$17n$1@reader12.wxs.nl...
> > Yes,
> >
> > But with a built-in OS that space is free and MyIDE will be much more
> > compatible. I'm thinking of making a gameDOS (just like MicroSpartaDOS
> from
> > BEWE) to use with the MyIDE.
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> > The nice part of this GameDOS I'm thinking of: it won't need another OS,
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> > the compatiblity will be much better. The idea is simple: the gameDOS
It
> > has a load-only routine in it, which uses the MyIDE patch routines for
> that.
> > The package will come with a transfer utility to transfer files from any
> > spartados OR MyDOS disk to the special GAME partition. This will be very
> > nice I guess; the gameDOS will have a VERY LOW memlo, and the space
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> > will be free too.
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> > >
> > >
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http://thunderdome.atari.org
> > >
> > > Remember what the Dormouse said...
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> >
> >
>

>

5871. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 21:52:57 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aps8lo$bq3$1@reader14.wxs.nl>
Source record: 26392

Btw. it is possible to acces the harddisk without the myide OS. You can read and write drive-info and with some tweaking you can read and write other sectors too. So it must be possible to do that.

The unidrv.obj is the routine, but this routine is stored in page 6. This routine will be the heart of my GAMEDOS for MyIDE, but I'll rewrite it and re-assemble it to another location.

If you read the documentation you'll see the locations $D100 (internal) / $D500 (external) and up are used for transfer data.

I have the idea that Sijmens interface could do much much MUCH more than he thinks. (Just like the atari people didn't believe their XL could show 256 and 4096 colours etc.)

Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht
news:aps45v$132q$1@innferno.news.tiscali.de...
> Isn't it possible to rewrite MyDOS, so it can handel the Harddisk (like
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> > > "Mirko Sobe" wrote
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> > > > I bought it at the JHV (gtx2all) and I like it. Bad, it want not
work
> > with
> > > > Turbo-BASIC aslong I have to load the drivers from disk. Now I
> > rediscovered
> > > > ATARI-BASIC, witch works best with it (like all 48k software).
> > >
> > > > Who has bought this interface?
> > >
> > > > What do you think about the handling?
> > >
> > >
> > > The "MyIDE" requires an O.S. loaded in RAM, which is located under the
> > o.s. ROM. This is the reason TurboBASIC doesn't run, since
> > > it also takes up that memory area. The reason I didn't buy one is
that
> > I'm a Sparta-DOS only user, and Sparta also uses that
> > > memory-area, so will also not run with the "MyIDE" interface. (This
is
> > also the reason I can't run BOSS-XE on my system...)
> > >
> > > From what I've heard and read about the interface it sounds if it is a
> > good project for those who don't use one of the above
> > > programs (and probably some others, like Basic-XE?), but can't say
much
> > more about it since I don't have one myself...
> > >
> > >
> > > --
> > >
> > > Grtx, Sysop Fox-1 / MNX
http://thunderdome.atari.org
> > >
> > > Remember what the Dormouse said...
> > >
> > >
> >

> >
>
>

5872. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 21:55:37 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aps8qrbsu1@reader14.wxs.nl>
Source record: 26393

Btw

scandisk.bas and fdisk.bas work both without the myide os.

So again: yes a DOS can be adapted/written, but I still think it will be
better to write a whole new dos. PErhaps an idea for REAL.DOS

Mrius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht
news:aps45v$132q$1@innferno.news.tiscali.de...
> Isn't it possible to rewrite MyDOS, so it can handel the Harddisk (like
> Turbo-DOS handels Floppy-Speeders)?
>
> Mirko
>
>
> www.atarixle.de
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> news:aprdqj$17n$1@reader12.wxs.nl...
> > Yes,
> >
> > But with a built-in OS that space is free and MyIDE will be much more
> > compatible. I'm thinking of making a gameDOS (just like MicroSpartaDOS
> from
> > BEWE) to use with the MyIDE.
> >
> > The nice part of this GameDOS I'm thinking of: it won't need another OS,
> so
> > the compatiblity will be much better. The idea is simple: the gameDOS
It
> > has a load-only routine in it, which uses the MyIDE patch routines for
> that.
> > The package will come with a transfer utility to transfer files from any
> > spartados OR MyDOS disk to the special GAME partition. This will be very
> > nice I guess; the gameDOS will have a VERY LOW memlo, and the space
under
> OS
> > will be free too.
> >
> > Just ideas. But... I think it wil do.
> >
> > Marius

> >
> > "Fox-1" <MailMe@fox-1@home.nl> schreef in bericht
> > news:appob3nnk1@news1.tilbu1.nb.home.nl...
> > >
> > > "Mirko Sobe" wrote
> > >
> > > > I bought it at the JHV (gtx2all) and I like it. Bad, it want not
work
> > with
> > > > Turbo-BASIC aslong I have to load the drivers from disk. Now I
> > rediscovered
> > > > ATARI-BASIC, witch works best with it (like all 48k software).
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> > > > Who has bought this interface?
> > >
> > > > What do you think about the handling?
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> > > The "MyIDE" requires an O.S. loaded in RAM, which is located under the
> > o.s. ROM. This is the reason TurboBASIC doesn't run, since
> > > it also takes up that memory area. The reason I didn't buy one is
that
> > I'm a Sparta-DOS only user, and Sparta also uses that
> > > memory-area, so will also not run with the "MyIDE" interface. (This
is
> > also the reason I can't run BOSS-XE on my system...)
> > >
> > > From what I've heard and read about the interface it sounds if it is a
> > good project for those who don't use one of the above
> > > programs (and probably some others, like Basic-XE?), but can't say
much
> > more about it since I don't have one myself...
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> > >
> > > --
> > >
> > > Grtx, Sysop Fox-1 / MNX
http://thunderdome.atari.org
> > >
> > > Remember what the Dormouse said...
> > >
> > >
> >
> >
>
>

5873. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:02:03 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <LDiw9.79183$Mf5.4092294@Flipper>
Source record: 26394

I could be wrong too, but I think both DOSs have no real limit as explained in my previous message.

Freddy.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0210311242.a0dd32c@posting.google.com...
> I don't believe that SpartaDOS has a real limit as opposed the the
> ATDOS 2.x standard. I could be wrong.
>
> MyDOS ?
>
>
> "Freddy Offenga" <taf.offenga@chello.nl> wrote in message news:<OsZv9.49242$Mf5.2433884@Flipper>...
> > H Fox-1,
> >
> > I didn't answer your question about how to handle the 64 files per directory
> > limit with the client/server project. So, is this a problem? I don't think
> > so. This limit depends on the file system on the server. But you have a
> > point that the client must know what this limit is.
> >
> > I can be wrong, but I think the 64 files/dir. limit in e.g. SpartaDOS is
> > because that file system simply has not more room for more entries. I mean,
> > when reading a directory you simply read text lines from a device. For
> > example, you could make a dummy device handler which generates 100 times
> > "dummy file" text lines and you would see 100 times "dummy file" when doing
> > a directory on that device in SpartaDOS. So, that would prove that there is
> > no actual limit on the files/dir.
> >
> > Freddy.

5874. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:25:00 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <apsd0m$153n$1@innferno.news.tiscali.de>
Source record: 26395

I prefer a DOS witch is compatible with MyDOS-file system :-)

Mirko

"Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
news:aps8qrbsu1@reader14.wxs.nl...
> Btw
>
> scandisk.bas and fdisk.bas work both without the myide os.
>
> So again: yes a DOS can be adapted/written, but I still think it will be
> better to write a whole new dos. PErhaps an idea for REAL.DOS
>
> Mrius
>

5875. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:37:54 UTC
From: Fox-1
Message-ID: <apsesjfai1@news1.tilbu1.nb.home.nl>
Source record: 26396

"Freddy Offenga" wrote

> I didn't answer your question about how to handle the 64 files per directory
> limit with the client/server project. So, is this a problem? I don't think
> so.

I think it is.

> This limit depends on the file system on the server. But you have a
> point that the client must know what this limit is.

> I can be wrong, but I think the 64 files/dir. limit in e.g. SpartaDOS is
> because that file system simply has not more room for more entries.

Sparta-Dos (2.3 /3.x versions) handles up to 127 files/dir. Sparta-Dos-X (the cartridge)
can handle more files/dir (1024?)

> when reading a directory you simply read text lines from a device. For
> example, you could make a dummy device handler which generates 100 times
> "dummy file" text lines and you would see 100 times "dummy file" when doing
> a directory on that device in SpartaDOS. So, that would prove that there is
> no actual limit on the files/dir.

I think listing a long dir isn't a real problem, but actually reading or writing may be.
Don't know how it works exactly...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5876. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:40:57 UTC
From: Fox-1
Message-ID: <apsf2b$i8a$1@news1.tilbu1.nb.home.nl>
Source record: 26197

"DunxUK"wrote

> >You should've posted this one week earlier. I just thrown away about 25 of
> >those cassette-tapes (TEAC)...

> You really would have been better keeping that quiet! Go run after the bin man!

Too late :-)
I'm moving to another house, and about everything that hasn't got a fuji printed on it somewhere goes to the bin :-)

> They are very good for photographic shoots, normal cassettes are dull by
> comparison.

Maybe I'll find some more since I'm not finished yet with packing all my stuff.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5877. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:43:15 UTC
From: Fox-1
Message-ID: <apsf6pjsi1@news1.tilbu1.nb.home.nl>
Source record: 26198

"James Alexander" wrote

> bought used in the late 80's. I still have the drive but have lost my only copy of dos 1. Could anyone email me a
> dcm of it?

http://www7.brinkster.com/atari/ataridl/dosdisk.htm#top

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5878. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-10-31 23:54:55 UTC
From: Fox-1
Message-ID: <apsfsg$q78$1@news1.tilbu1.nb.home.nl>
Source record: 26199

"johnny farragut" wrote

> This is the story, from the beginning: I'm mainly an Amstrad CPC user,

Go wash your mouth :-)

> beginners, and it's really nice, and hilarious!. As they are in spanish, I
> suppose they are quite rare,

I'm not sure, but I think those are also on the PoolDisk CD-Rom (the diskversion, not the cassette)

> If so, which program should I use?. I've downloaded wav2cas, but I don't
> know if it's the only program to do this, or there are more.

I think WAV2CAS is unique.

> it's very strange, as the tapes of all the 8-bit machines I have are mono.
> Are the Atari tapes stereo?

Yes, they are stereo.

> if so, can be saved the speech along with the
> program, to use it with an emulator?

No, afaik.

> I suppose I can't save the speech
> "inside" the .cas file, but as a .wav or .mp3 file...

One thing you can do is make an MP3 of the WAVe-file using "full-stereo" (or 2 channel) enabled, so NOT joint stereo. A bitrate of
112KBit/s should be enough (or better, use variable bitrate 64 -> 128 KBit/s). To load this MP3 into a real Atari you can use a
CD-adapter. It's a device that has the shape of an audio cassette-tape with a wire which was ment to plug into a portable
CD-player. That way you could listen to a CD in a car by using a standard cassetteplayer, but you can also play the MP3 thru your
PC soundcard and when this adapter is in your 1010 it thinks it's playing a tape, which is in fact just the audio-output of your
PC...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5879. Re: download atari software

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 00:38:34 UTC
From: rjespino@hotmail.com
Message-ID: <9ee50737.0210311638.25c0b2d6@posting.google.com>
Source record: 26200

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0210290724.44875933@posting.google.com>...
> a while back some links were posted as to where one can download atari
> software and i've searched google but can't find it. would anyone
> mind posting links to places where I can download atari 8 software ?
> I've tried CTH & XL Search, but I know there are others. :-\

I've got a few pieces of Atari 8-bit software for download on my
pages,
but I've also got a few hundred links to all things Atari 8-bit,
including download sites.

http://rjespino.atari.org
http://rjespino.webhop.org

--
-- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
-- http://rjespino.atari.org or http://rjespino.webhop.org --
------------- Join The Atari 8-bit Computer WebRing at: -------------
---------- http://www.geocities.com/rjespino/a8ring.html -----------

5880. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 02:52:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_%lw9.254$7n.27201@newsread1.prod.itd.earthlink.net>
Source record: 26202

First:
Reading DD is a snap; just call SIO directly at $E459 after configuring the DCB at $0300 for $0100 bytes to transfer. Be sure to set the Status byte for proper transfer direction. Using the Resident Disk Handler at $E453 sets the DCB for $128 bytes and can only do single and enhanced disks.

Second:
See the discussion on 'Detecting Sector Size' elsewhere in this Newsgroup for use of the Status command. If you are utilizing a drive other than standard 810 or 1050 you might read the configuration block from the drive with the 'N' command. This may not be conclusive if the drive has not been reading the disk. You can always read sector 1 (always 128 bytes) before checking the configuration block and hope the drive controller auto detects and sets itself; not all drives do...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:aps5i2$9gt$1@reader14.wxs.nl...
> Hi!
>
> Two questions:
>
> First:
> Is there a simple assembler routine available for reading 256bytes out of
a
> common double density sector?
>
> I can read 128bytes/sector with the resident disk handler, and I want to
> know how to do it with double density (256bytes/sector)
>
> (!) I don't want to open a specific file, only to read a common sector
>
> Second:
> HOW can I detect if a sector is double or single density?
>
>
> Thanks
> Marius

5881. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 03:44:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <rMmw9.317$7n.35434@newsread1.prod.itd.earthlink.net>
Source record: 26203

What was the error? Out of Memory? Are there any places we can conserve
bytes?

Simple matter (if we solve memory limitations and have a place to put it) to
search a string for inverse character delimiters. It might help know
structure of data such as fixed or variable length fields... Probably need
to pass it a starting offset so that it would not just keep finding the
first one like:
OFFSET=USR(ADR(FIND$),ADR(DIREC$),START)
You can then examine text before or after OFFSET and then put OFFSET into
START to get the next one after it. You can spot end of data when OFFSET
exceeds DIMed length of FIND$.

I don't understand relocating ASPI; if it autoloads in top memory and we are
bumping into it, then there is no free space left...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:apr4l7mad1@nets3.rz.RWTH-Aachen.DE...
> Howdy Ron, folks
>
> I tried to use your routine 950 ML$="hh...." yesterday. Just having it
> inthere caused an error (It caused an error when I used the routine, but
> when I put a REM for it and used the old code back in, I still had the
> problem). I guess that means the new code is running into the ASPI
manager.
> I need a lot of space for sector data and are coming very close to $8000.
> So I've placed a message here (see below) in which I'm looking for people
> who are willing and able to move the ASPI manager for me.
>
> CU Mathy van Nisselroy
>
> PS can you imagine. There's no maximum to the lenght of a directory, no
> mention of it's length and a directory entry (either file or subdirectory)
> can be up to 31 characters long. If I reserve 31 bytes for each name I
> loose a lot of space. If I use the 'turn bit 7 on on last character'
> methode, like BASIC does for it's variables, strings and arrays, I have to
> use a routine to search through a string that might take up quite som time
> on a long directory. (I guess there's no way around the last methode. I
> can't afford to waist that much memory. It's a pitty INSTR$ needs a

> character and doesn't have the ability to search for let's say everything
> with bit 7 set. Hmm, there was a routine in Atari User magazine IIRC.
But
> where???)

5882. Re: Best Books?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 03:51:27 UTC
From: lp <gfa@basic.net>
Message-ID: <B9E7646E.A311%gfa@basic.net>
Source record: 26204

Hi,

My favorites are:
COMPUTE!'s Mapping the Atari [Revised Edition]
COMPUTE!'s The Atari BASIC Source Book

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

5883. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 04:21:27 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC2015C.CF0EA384@rogers.com>
Source record: 26205

mad ATARI user alternate wrote:

> Yea, I can do that. Is that your real email or has someone already
> beaten me to the punch ?

Hiya

yeah thats me real email, the spammers junk already goes to /dev/null so no worries there.

5884. Web page Atari Alternative it update

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 04:59:22 UTC
From: Nubmnao <unifer@hotmail.com>
Message-ID: <3dc1df6f_1@nova.entelchile.net>
Source record: 26201
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

```
Pagina Atari Alternative version se actualizo
http://mipagina.123.cl/fercaster

Atari web page it update
http://mipagina.123.cl/fercaster
```

5885. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 06:17:23 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apt67nptg1@reader13.wxs.nl>
Source record: 26206

In that case you have to wait indeed for the EPROM from symen. Then you can work with MyDOS.

MyDOS is nice but I don't like (!!) the very large DUP.SYS and i definately HATE the location that dup is stored. You can't start any M/L program stored between let's say $3000 - $4500.

Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht news:apsd0m$153n$1@innferno.news.tiscali.de...
> I prefer a DOS witch is compatible with MyDOS-file system :-)
>
> Mirko
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> news:aps8qrbsu1@reader14.wxs.nl...
> > Btw
> >
> > scandisk.bas and fdisk.bas work both without the myide os.
> >
> > So again: yes a DOS can be adapted/written, but I still think it will be
> > better to write a whole new dos. PErhaps an idea for REAL.DOS
> >
> > Mrius
> >
>
>
>

5886. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 06:30:49 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apt70uqcj1@reader13.wxs.nl>
Source record: 26207

Hmmm I can't get this worked...

The next routine I wrote uses resident disk handler... and reads 128 bytes/sector, and writes that into buffer location $6000-$06080. That works ok.

```
BUFFER= $6000
SECTOR=130
LDA #$52 (lezen)
STA $0302 (command byte van het device control block van de resident disk handler)
LDA #$01
STA $0301 (Drive nummer)
lda #<BUFFER
sta $0304 (128bytes buffer adres lsb)
lda #>BUFFER
sta $0305 (128bytes buffer adres msb)
lda #<sector
sta $030a (lsb sector)
lda #>sector
sta $030b (msb sector)
JSR $E453
```

NOW I changed a few things, and now it doesn't read at all. I didn't get your point about the dstats. This is the routine now, but it doesn't work:

```
BUFFER= $6000
SECTOR=130
LDA #$52 (lezen)
STA $0302 (command byte van het device control block of the resident disk handler)
LDA #$01
STA $0301 (Drive ID)
lda #<BUFFER
sta $0304 (128bytes buffer adres lsb)
lda #>BUFFER
sta $0305 (128bytes buffer adres msb)
lda #<sector
sta $030a (lsb sector)
lda #>sector
sta $030b (msb sector)
lda #$00
sta $0308
lda #$01
sta $0309 ($0100 bytes to read)
```

JSR $e459
RTS

nothing is written at all in the buffer.

Perhaps you can edit the source to let this work.
Thanks
Marius

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
news:_%lw9.254$7n.27201@newsread1.prod.itd.earthlink.net...
> First:
> Reading DD is a snap; just call SIO directly at $E459 after configuring
the
> DCB at $0300 for $0100 bytes to transfer. Be sure to set the Status byte
for
> proper transfer direction. Using the Resident Disk Handler at $E453 sets
the
> DCB for $128 bytes and can only do single and enhanced disks.
>
> Second:
> See the discussion on 'Detecting Sector Size' elsewhere in this Newsgroup
> for use of the Status command. If you are utilizing a drive other than
> standard 810 or 1050 you might read the configuration block from the drive
> with the 'N' command. This may not be conclusive if the drive has not been
> reading the disk. You can always read sector 1 (always 128 bytes) before
> checking the configuration block and hope the drive controller auto
detects
> and sets itself; not all drives do...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:aps5i2$9gt$1@reader14.wxs.nl...
> > Hi!
> >
> > Two questions:
> >
> > First:
> > Is there a simple assembler routine available for reading 256bytes out
of
> a
> > common double density sector?
> >
> > I can read 128bytes/sector with the resident disk handler, and I want to
> > know how to do it with double density (256bytes/sector)
> >

> > (!) I don't want to open a specific file, only to read a common sector
> >
> > Second:
> > HOW can I detect if a sector is double or single density?
> >
> >
> > Thanks
> > Marius
>
>
>

5887. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 08:12:31 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DC2376F.4B124143@mb1.tu-chemnitz.de>
Source record: 26208

First just a question:
Why don't you use $E453 (DSKSIO) instead of $E459?
It sets some values for you and you don't have to care about then.
If you are using $E459:
I am missing in your code that you are setting up a timeout value for
$306, that could be the reason. And in $300 has to be set the device type
(IIRC #$31 for disk drive).
Ok, try it please:

> BUFFER= $6000
> SECTOR=130
LDA #$31 (device type disk)
STA $300
> LDA #$52 (lezen)
> STA $0302 (command byte van het device control block of the resident disk
> handler)
> LDA #$01
> STA $0301 (Drive ID)
> lda #<BUFFER
> sta $0304 (128bytes buffer adres lsb)
> lda #>BUFFER
> sta $0305 (128bytes buffer adres msb)
LDA #7 (timeout value)
STA $306
> lda #<sector
> sta $030a (lsb sector)
> lda #>sector
> sta $030b (msb sector)
> lda #$00
> sta $0308
> lda #$01
> sta $0309 ($0100 bytes to read)
> JSR $e459
BMI Error
> RTS
Error: check value of $307 which tells you the reason

Sven.
--
Technische Universitaet Chemnitz / Professur Werkzeugmaschinen
mailto:sven.gleich@mb1.tu-chemnitz.de (until 2oo4)
Fon: ++49 371 531 2238 Fax: ++49 371 531 3772

5888. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 09:28:34 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <apthi9$4ph8n$1@ID-108965.news.dfncis.de>
Source record: 26209

thank you all for your answers...

and for Fox-1:

> Go wash your mouth :-)

I recognize the Atari 800 is a nice machine... bit I still love those lego-like graphics of my Amstrad, with lots of loud colours... (even the keys of the keyboard are painted in different colours!) :-D

> > beginners, and it's really nice, and hilarious!. As they are in spanish, I
> > suppose they are quite rare,
> I'm not sure, but I think those are also on the PoolDisk CD-Rom (the diskversion, not the cassette)

I will look for it

> One thing you can do is make an MP3 of the WAVe-file using "full-stereo" (or 2 channel) enabled, so NOT joint stereo. A bitrate of
> 112KBit/s should be enough (or better, use variable bitrate 64 -> 128 KBit/s).

I was planning to do it, bit I didn't know the bitrate it would need to load the games; I didn't imagine a variable bitrate could be used, am I not loosing "needed" bits with this?

> To load this MP3 into a real Atari you can use a
> CD-adapter. It's a device that has the shape of an audio cassette-tape with a wire which was ment to plug into a portable
> CD-player. That way you could listen to a CD in a car by using a standard cassetteplayer, but you can also play the MP3 thru your
> PC soundcard and when this adapter is in your 1010 it thinks it's playing a tape, which is in fact just the audio-output of your
> PC...

...and that CD-adapter is what I use to load tapes on the Spectrum +2, the C64, the MSX and the CPC 464 :-D. You can see pictures of this at http://www.terra.es/personal9/e8140j/, "AMSTRAD CPC 464: FOTOS + INFO" section, where there is a CPC 464 loading Ghouls'n'Ghosts...

Regards...

jaime, aka johnny farragut

5889. Re: Best Books? (and mags?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 10:06:53 UTC
From: jerry_glenwright@hotmail.com
Message-ID: <2be33b6b.0211010206.8a24c97@posting.google.com>
Source record: 26210

Your Creative Atari is an excellent sourcebook for offbeat ideas --
hardware and software. Written by David and Sandy Small (who went on
to produce the Mac emulators for the ST world).

But my all-time favourite and one that I consult constantly is Mapping
the Atari by Ian Chadwick. Fantastic! Inspiring! The appendix
featuring patches to the OS (especially MatRat's ROM to RAM patch) is
why I wanted to start programming...

The Hofhacker books are good too... but weird (maybe it's the
translation?).

What about magazines? Antic or Analog? Or for those in the UK: Page 6
or Atari User?

I adored the US mags but they were expensive and, as a student, I
found it hard to justify the cost.

Jerry

5890. Bravo's Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 11:18:26 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211010312430.4639-100000@shell1.aracnet.com>
Source record: 26211
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or else at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can be attached to, Requested by and Received Through E-Mail at atari@aracnet.com, BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

5891. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 13:34:18 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <upvw9.104576$Mf5.4927467@Flipper>
Source record: 26212

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apsesjfai1@news1.tilbu1.nb.home.nl...
>
> "Freddy Offenga" wrote
>
> > I didn't answer your question about how to handle the 64 files per
directory
> > limit with the client/server project. So, is this a problem? I don't
think
> > so.
>
> I think it is.

I still don't think so. :)

> > This limit depends on the file system on the server. But you have a
> > point that the client must know what this limit is.
>
> > I can be wrong, but I think the 64 files/dir. limit in e.g. SpartaDOS is
> > because that file system simply has not more room for more entries.
>
> Sparta-Dos (2.3 /3.x versions) handles up to 127 files/dir. Sparta-Dos-X
(the cartridge) can handle more files/dir (1024?)

Ok, I thought it was 64, but that's the Atari DOS limit then.

> > when reading a directory you simply read text lines from a device. For
> > example, you could make a dummy device handler which generates 100 times
> > "dummy file" text lines and you would see 100 times "dummy file" when
doing
> > a directory on that device in SpartaDOS. So, that would prove that there
is
> > no actual limit on the files/dir.
>
> I think listing a long dir isn't a real problem, but actually reading or
writing may be. Don't know how it works exactly...

Reading a dir. is simply getting text lines with entries from the device
handler. It could be a problem for applications which hold the dir. in a
buffer, so that the buffer can not be large enough.

If you don't know how it works, why do you insist there is a problem?

Freddy.

5892. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 14:35:02 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <qiww9.106176$Mf5.5000744@Flipper>
Source record: 26213

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apsfsg$q78$1@news1.tilbu1.nb.home.nl...
...
> > it's very strange, as the tapes of all the 8-bit machines I have are
mono.
> > Are the Atari tapes stereo?
>
> Yes, they are stereo.

This is interesting. Do I remember correctly that it was possible to have
the program loading while music played? Is this because the program is
stored on the left track and the music on the right?

Such 'music + program' tapes can not be preserved with the CAS format. Would
it be possible to store those in a stereo WAV file?

Freddy.

5893. Re: Catweasel

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 14:59:23 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <apu4sa$g1e$1@thorium.cix.co.uk>
Source record: 26214

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:dlGdncQXmN9OYyCgXTWcqw@comcast.com...
> The english isn't great (but better than my german) but it sounds like
this
> is a pci board that will allow one to read Atari disks (and many other
> types) and connect two Atari joysticks (and other 9 pin types). Maybe
> someone else can take a look and give an evaluation...
>
> http://www.jschoenfeld.de/products/cwmk3_e.htm
>
>
>
Popular amongst Amiga users, Alows them to read Amiga format floppies on
their UAE/Amiga emulator software running on a windows/dos system.

may have simmilar uses for running atari emulators on such a box.

5894. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 16:34:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apuacp$i87$1@reader11.wxs.nl>
Source record: 26215

Because the DSKSIO is an internal disk handler. In fact this is a driver.
This driver only supports 128 bytes/sector.

Marius

"Sven Gleich" <sven.gleich@mb1.tu-chemnitz.de> schreef in bericht
news:3DC2376F.4B124143@mb1.tu-chemnitz.de...
> First just a question:
> Why don't you use $E453 (DSKSIO) instead of $E459?
> It sets some values for you and you don't have to care about then.
> If you are using $E459:
> I am missing in your code that you are setting up a timeout value for
> $306, that could be the reason. And in $300 has to be set the device type
> (IIRC #$31 for disk drive).
> Ok, try it please:
>
> > BUFFER= $6000
> > SECTOR=130
> LDA #$31 (device type disk)
> STA $300
> > LDA #$52 (lezen)
> > STA $0302 (command byte van het device control block of the resident
disk
> > handler)
> > LDA #$01
> > STA $0301 (Drive ID)
> > lda #<BUFFER
> > sta $0304 (128bytes buffer adres lsb)
> > lda #>BUFFER
> > sta $0305 (128bytes buffer adres msb)
> LDA #7 (timeout value)
> STA $306
> > lda #<sector
> > sta $030a (lsb sector)
> > lda #>sector
> > sta $030b (msb sector)
> > lda #$00
> > sta $0308
> > lda #$01
> > sta $0309 ($0100 bytes to read)
> > JSR $e459
> BMI Error
> > RTS
> Error: check value of $307 which tells you the reason
>

> Sven.
> --
> Technische Universitaet Chemnitz / Professur Werkzeugmaschinen
> mailto:sven.gleich@mb1.tu-chemnitz.de (until 2oo4)
> Fon: ++49 371 531 2238 Fax: ++49 371 531 3772

5895. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 16:35:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <apuaeh$i8j$1@reader11.wxs.nl>
Source record: 26216

```
Ohw I get that dskstats thing!

Thanks for your help.

if i do this:

LDA #$40
sta DSKSTAT

it works.

Marius

"Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
news:apt70u$qcj$1@reader13.wxs.nl...
> Hmmm I can't get this worked...
>
> The next routine I wrote uses resident disk handler... and reads 128
> bytes/sector, and writes that into buffer location $6000-$06080. That
works
> ok.
>
> BUFFER= $6000
> SECTOR=130
> LDA #$52 (lezen)
> STA $0302 (command byte van het device control block van de resident disk
> handler)
> LDA #$01
> STA $0301 (Drive nummer)
> lda #<BUFFER
> sta $0304 (128bytes buffer adres lsb)
> lda #>BUFFER
> sta $0305 (128bytes buffer adres msb)
> lda #<sector
> sta $030a (lsb sector)
> lda #>sector
> sta $030b (msb sector)
> JSR $E453
>
>
>
> NOW I changed a few things, and now it doesn't read at all. I didn't get
> your point about the dstats. This is the routine now, but it doesn't work:
>
> BUFFER= $6000
> SECTOR=130
```

> LDA #$52 (lezen)
> STA $0302 (command byte van het device control block of the resident disk
> handler)
> LDA #$01
> STA $0301 (Drive ID)
> lda #<BUFFER
> sta $0304 (128bytes buffer adres lsb)
> lda #>BUFFER
> sta $0305 (128bytes buffer adres msb)
> lda #<sector
> sta $030a (lsb sector)
> lda #>sector
> sta $030b (msb sector)
> lda #$00
> sta $0308
> lda #$01
> sta $0309 ($0100 bytes to read)
> JSR $e459
> RTS
>
> nothing is written at all in the buffer.
>
> Perhaps you can edit the source to let this work.
> Thanks
> Marius
>
>
> "Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
> news:_%lw9.254$7n.27201@newsread1.prod.itd.earthlink.net...
> > First:
> > Reading DD is a snap; just call SIO directly at $E459 after configuring
> the
> > DCB at $0300 for $0100 bytes to transfer. Be sure to set the Status byte
> for
> > proper transfer direction. Using the Resident Disk Handler at $E453 sets
> the
> > DCB for $128 bytes and can only do single and enhanced disks.
> >
> > Second:
> > See the discussion on 'Detecting Sector Size' elsewhere in this
Newsgroup
> > for use of the Status command. If you are utilizing a drive other than
> > standard 810 or 1050 you might read the configuration block from the
drive
> > with the 'N' command. This may not be conclusive if the drive has not
been
> > reading the disk. You can always read sector 1 (always 128 bytes) before
> > checking the configuration block and hope the drive controller auto
> detects
> > and sets itself; not all drives do...

> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > news:aps5i2$9gt$1@reader14.wxs.nl...
> > > Hi!
> > >
> > > Two questions:
> > >
> > > First:
> > > Is there a simple assembler routine available for reading 256bytes out
> of
> > a
> > > common double density sector?
> > >
> > > I can read 128bytes/sector with the resident disk handler, and I want
to
> > > know how to do it with double density (256bytes/sector)
> > >
> > > (!) I don't want to open a specific file, only to read a common sector
> > >
> > > Second:
> > > HOW can I detect if a sector is double or single density?
> > >
> > >
> > > Thanks
> > > Marius
> >
> >
> >
>
>

5896. Re: reading 256bytes sector

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 18:36:40 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0211011036.5770281d@posting.google.com>
Source record: 26217

```
You must use $E459 ($E453 doesn't support Double Density).
Make the following changes to your code:

> BUFFER= $6000
> SECTOR=130
> LDA #$52 (lesen)
> STA $0302 (command)
> handler)
lda #$31 (Device ID: eg. $31=disk drive, $60=cassette)
sta $0300
> LDA #$01
> STA $0301 (Drive number)
lda #$40
sta $303 (I/O direction $40=read, $80=write, $00=no data)
> lda #<BUFFER
> sta $0304 (128bytes buffer adres lsb)
> lda #>BUFFER
> sta $0305 (128bytes buffer adres msb)
lda #3 (set timeout to ca. 3 seconds)
sta $306
> lda #<sector
> sta $030a (lsb sector)
> lda #>sector
> sta $030b (msb sector)
> lda #$00
> sta $0308
> lda #$01
> sta $0309 ($0100 bytes to read)
> JSR $e459 (calling SIO)
> RTS
>
> nothing is written at all in the buffer.
Yes, you've forgotten to set $300, $303 and $306.
----
Stefan
```

5897. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 19:54:11 UTC
From: Fox-1
Message-ID: <apum55oqp1@news1.tilbu1.nb.home.nl>
Source record: 26218

"Freddy Offenga" wrote

> > Sparta-Dos (2.3 /3.x versions) handles up to 127 files/dir. Sparta-Dos-X
> (the cartridge) can handle more files/dir (1024?)

> Ok, I thought it was 64, but that's the Atari DOS limit then.

Yes, 64 is Atari-Dos (and compatibles) limit.

> > I think listing a long dir isn't a real problem, but actually reading or
> writing may be. Don't know how it works exactly...

> Reading a dir. is simply getting text lines with entries from the device
> handler. It could be a problem for applications which hold the dir. in a
> buffer, so that the buffer can not be large enough.

Yes, some apps can only hold 64 entries (like MegaPlayer, AtariWriter, Panther, etc) but
this is an application-incompatibility,
not a DOS one.

> If you don't know how it works, why do you insist there is a problem?

I do not insist there is a problem. I _think_ there is a problem with the limits.

I'm simple minded and just ask myself:

"Why Does DOS Has A FileLimit, and Why It's 127 Entries In Sparta 2.3/3.x, While It's Much
Higher In SpartaDos -X-, Where Both
Versions Are Format-Compatible?"

A good answer to this and I'll change my mind :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5898. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 20:02:37 UTC
From: Fox-1
Message-ID: <apuml1$s9v$1@news1.tilbu1.nb.home.nl>
Source record: 26219

"johnny farragut" wrote

> I recognize the Atari 800 is a nice machine... bit I still love those
> lego-like graphics of my Amstrad

I still like the chunky graphics of my Philips G7000 too :-)

> > One thing you can do is make an MP3 of the WAVe-file using "full-stereo"

> I was planning to do it, bit I didn't know the bitrate it would need to load
> the games; I didn't imagine a variable bitrate could be used, am I not
> loosing "needed" bits with this?

As long as the audio-volume is okay you won't loose anything. The critical part is the tape lead-in, but any bitrate above
96KBit/s will do.
VBR has the advantage you'll end up with a smaller file-size, but causes a slightly higher CPU-load when playing on PC.
Just remember to use "Full Stereo", not "Joint" stereo as the Left/Right channels may not be mixed! (which does happen when using
joint stereo)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5899. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 20:06:08 UTC
From: Fox-1
Message-ID: <apumrisuq1@news1.tilbu1.nb.home.nl>
Source record: 26220

"Freddy Offenga" wrote

> > > Are the Atari tapes stereo?

> > Yes, they are stereo.

> This is interesting. Do I remember correctly that it was possible to have
> the program loading while music played?

Yes. The games "Zeppelin" and "Kingdom" did have music when loading the tape.

> Is this because the program is
> stored on the left track and the music on the right?

Yes.

> Such 'music + program' tapes can not be preserved with the CAS format. Would
> it be possible to store those in a stereo WAV file?

Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into binary code.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5900. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 21:05:01 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <10Cw9.117524$Mf5.5446114@Flipper>
Source record: 26221

Thanks for the clear answers Fox-1! :-)

Are "Zeppelin" and "Kingdom" the only ones?

Any chance to download these WAVs somewhere?

Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apumrisuq1@news1.tilbu1.nb.home.nl...
>
> "Freddy Offenga" wrote
>
> > > > Are the Atari tapes stereo?
>
> > > Yes, they are stereo.
>
> > This is interesting. Do I remember correctly that it was possible to
have
> > the program loading while music played?
>
> Yes. The games "Zeppelin" and "Kingdom" did have music when loading the
tape.
>
> > Is this because the program is
> > stored on the left track and the music on the right?
>
> Yes.
>
>
> > Such 'music + program' tapes can not be preserved with the CAS format.
Would
> > it be possible to store those in a stereo WAV file?
>
> Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into binary
code.

5901. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 21:33:52 UTC
From: Fox-1
Message-ID: <apus03$65h$1@news1.tilbu1.nb.home.nl>
Source record: 26222

"Freddy Offenga" wrote

> Thanks for the clear answers Fox-1! :-)

Anytime :-)

> Are "Zeppelin" and "Kingdom" the only ones?

They are probably some more, but these are the only ones I have myself.

> Any chance to download these WAVs somewhere?

I I'm able to find back my old tapes I can make WAVe's or MP3's of them.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5902. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 21:44:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PACw9.1583$7n.157333@newsread1.prod.itd.earthlink.net>
Source record: 26223

Interesting pics there, especially one 1050 with at least 2 front switches
and what appears to be a digital display of some type...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:apj8km$n9j$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Check out: http://groups.msn.com/ABBUC/ablagebox.msnw click on JHV 2002
then
> click on a picture, from then on, click 'Weiter' for Next picture and
> 'Zurueck' for previous pictures.
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>
>

5903. DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 22:46:17 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211011446.49667e3@posting.google.com>
Source record: 26224

has anyone ever done it ? is it possible ?

5904. *POLL* Can shareware still play a viable role?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 22:47:48 UTC
From: Roy G Biv <erasmus@the.color.register>
Message-ID: <Pine.GSO.4.44.0211011655250.12728-100000@shell1>
Source record: 26225

On 30 Oct 2002 at 10:18:25 -0800, "Mad Atari User" at rocketmail
scribbled:
->>I'm conducting a small (unscientific) poll ... 1. Do you think
->>this community ... would benefit if more "old" commercial or even
->>shareware programs were released as freeware or into the PD?

Yes, because the opposite answer isn't viable. Releasing old
8-bit programming can't hurt. On the other hand, any attempt to
"hold" on to "rights" for old programming can't help.

The point is that there are so few people left and so little of
a "community" still surviving for the Atari 8-bit, that there's no
useful purpose served by taking a high-handed attitude toward "rights"
to old 8-bit programming. There's no market left, so those rights
aren't worth anything.

->>2. If a shareware (or commercial) author has released his or her
->>programs as freeware or into the public domain, would you still
->>support the the author (i.e. send a monetary or gift donation) for
->>the time and effort he or she has put into the programs?

That's a moot point because you won't find an address to send a
payment to, even if you wanted to. Remember, we're talking about OLD
8-bit software here. That means stuff put on the market 15 or 20
years ago, or in rare cases, maybe "only" 10 years ago.

Companies that were in business 15 or 20 years ago (in some cases
as far back as 1981 or 1980, which means up to 22 years ago!) are
long gone. And individuals who published or released programming on
any kind of basis have likely moved half a dozen times, changed
careers (not to mention platforms), and are likely to be almost
impossible to trace down. This is true not only for people involved
in the Atari 8-bit scene 15 to 20 years ago, but also for people
who put out shareware for other older platforms.

In reply to this same thread, on Thu, 31 Oct 2002 at 03:51:58
+0000, Paul Irvine of YOURFINGER dot internet scribbled:
->... say the author decided to release a new title THEN I'd be
->happy to pass my money towards them.

That's the only practical way. We're not going to see much new
output from people who published Atari 8-bit programs 15 or 20 years
ago.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<

>>> Censornati, Ohio - USA <<<
>>>--<<<
* ATARI -- Love it or leave it! *

(headers munged to foil spammers; real info in taglines)

5905. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 23:33:36 UTC
From: Fox-1
Message-ID: <apv30h$t1s$1@news1.tilbu1.nb.home.nl>
Source record: 26226

"mad ATARI user alternate" wrote

> has anyone ever done it ? is it possible ?

Only possible when your harddisk is small enough. DCM handles up to 9999 sectors, so a 16MB partition (65535 sectors) will not
work...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5906. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-01 23:55:49 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <9wEw9.121057$Mf5.5629996@Flipper>
Source record: 26227

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apum55oqp1@news1.tilbu1.nb.home.nl...
....
> > If you don't know how it works, why do you insist there is a problem?
>
> I do not insist there is a problem. I _think_ there is a problem with the
limits.
>
> I'm simple minded and just ask myself:
>
> "Why Does DOS Has A FileLimit, and Why It's 127 Entries In Sparta 2.3/3.x,
While It's Much Higher In SpartaDos -X-, Where Both
> Versions Are Format-Compatible?"
>
> A good answer to this and I'll change my mind :-)

Ok, that was not the question and I don't have an answer to this one. Maybe there are slight differences in the format, that SDX uses larger blocks to store directory entries, I don't know.

Back to the original question. :) You asked how I would solve the max-files/dir. limit of the current Atari DOS. That limit can exist because:

1) DOS keeps the whole directory in memory, so this is in fact a 'not enough memory' problem.

This is not the case. AFAIK DOS conforms to the CIO routines for directories. The entries are taken in memory line by line and e.g. output to the E: handler. If some application wants to get the whole dir., it must get it line by line (or the dirty way, reading sectors).

2) The directory entries must be stored somewhere (e.g. on a disk/HD), so the limit is caused by the size of the block where these entries are.

Eventually the entries must be stored somewhere on the server. If the file system on the server is mapped to the Atari, then that system dictates the limit (which is probably high enough anyway). So, this second point is also a non-issue.

What I said before, that the client (Atari) should know the f/d limit is probably a non-issue too. When a directory is full, the handler will give an error message to indicate this.

Freddy.

5907. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 00:08:28 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <0IEw9.121281$Mf5.5643909@Flipper>
Source record: 26228

Ron, that's a good one! :-)

Mathy, I don't know how big the blocks are you're loading, but if you're reading a directory and the memory is full, you should first process that part and then continue. E.g. you could read 20 entries into memory, let the user pick from that list or continue to the next 20 entries.

Can't you use an escape character (e.g. 0xFF) to find the end-of-string with INSTR$?

Freddy.

From Ron:
> I don't understand relocating ASPI; if it autoloads in top memory and we are
> bumping into it, then there is no free space left...

From Mathy:
> > PS can you imagine. There's no maximum to the lenght of a directory, no
> > mention of it's length and a directory entry (either file or subdirectory)
> > can be up to 31 characters long. If I reserve 31 bytes for each name I
> > loose a lot of space. If I use the 'turn bit 7 on on last character'
> > methode, like BASIC does for it's variables, strings and arrays, I have to
> > use a routine to search through a string that might take up quite som time
> > on a long directory. (I guess there's no way around the last methode. I
> > can't afford to waist that much memory. It's a pitty INSTR$ needs a
> > character and doesn't have the ability to search for let's say everything
> > with bit 7 set. Hmm, there was a routine in Atari User magazine IIRC.
> >But where???)

5908. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 00:14:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <yNEw9.121403$Mf5.5650076@Flipper>
Source record: 26229

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apus03$65h$1@news1.tilbu1.nb.home.nl...
...
> > Are "Zeppelin" and "Kingdom" the only ones?
>
> They are probably some more, but these are the only ones I have myself.
>
>
> > Any chance to download these WAVs somewhere?
>
> I I'm able to find back my old tapes I can make WAVe's or MP3's of them.

Cool! Can't wait to play those! :-)

Have you made any CAS files? I like to try this with some of my tapes.
Should I just connect a tape-deck to the line-in of my sound-card and sample
away? No tricks there?

Freddy.

5909. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 01:29:22 UTC
From: Fox-1
Message-ID: <apv9pq$73u$1@news2.tilbu1.nb.home.nl>
Source record: 26230

"Freddy Offenga" wrote

> Back to the original question. :) You asked how I would solve the
> max-files/dir. limit of the current Atari DOS. That limit can exist because:

> directories. The entries are taken in memory line by line and e.g. output to
> the E: handler.

That's a fact. Another fact is that Atari-DOS uses "file-numbers". Besides the filename, there is also a number in the VTOC for
each file. The max. number is probably 63 :-)

> 2) The directory entries must be stored somewhere (e.g. on a disk/HD), so
> the limit is caused by the size of the block where these entries are.

For Atari-DOS, yes. Sparta-Dos places this info more or less all around the disk when using subdirs. I have no idea if there is a
pre-defined size of each created directory, or if it's a variable size. If it's predefined, it's clear now why there is a max.
file-limit :-)

> What I said before, that the client (Atari) should know the f/d limit is
> probably a non-issue too. When a directory is full, the handler will give an
> error message to indicate this.

Yes. You can't place more files into a dir then a DOS allows to. Now I wonder what kind of error I'll get with Sparta-Dos 3.3
when reading a 1000 files directory created with Sparta-Dos-X...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5910. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 01:34:14 UTC
From: Fox-1
Message-ID: <apva2s$7v4$1@news2.tilbu1.nb.home.nl>
Source record: 26231

"Freddy Offenga" wrote

> > > Any chance to download these WAVs somewhere?

> > I I'm able to find back my old tapes I can make WAVe's or MP3's of them.

> Cool! Can't wait to play those! :-)

Don't hold your breath :-)

> Have you made any CAS files?

Only some for testing. It works.

> I like to try this with some of my tapes.
> Should I just connect a tape-deck to the line-in of my sound-card and sample
> away? No tricks there?

Yes. That's about it. Only trick is you can't convert "Turbo" cassettes this way, like those saved with TurboTape, Turbo2000,
RamBit, etc... (an example is the game "Humanoid" from "Mirage". I had a hard time to get it to disk :-)

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

When logic and proportion have fallen sloppy dead...

5911. Displaying 8-bit Atari on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 04:23:55 UTC
From: Phee <ptros@yahoo.com>
Message-ID: <zkIw9.15325$46.7901@fe01>
Source record: 26232

I'm looking for a way to display my 65xe on my Windows PC monitor using some kind of USB device. My PC has issues with any additional PCI cards due to sharing problems, hence why I'm exploring a USB solution. Perhaps a Dazzle 50? Not sure if the Dazzle 50 will display the Atari using Composite video in real-time or if it simply captures.

Any ideas?

Phil

5912. Re: Web page Atari Alternative it update

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 04:30:42 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DC35508.398883E9@rogers.com>
Source record: 26233
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Nubmnao wrote:

> Pagina Atari Alternative version se actualizo
> http://mipagina.123.cl/fercaster
>
> Atari web page it update
> http://mipagina.123.cl/fercaster

I'll hafta take another look at that tomorrow. what stuff did you add?

5913. NEW - 'Products by e-mail' service from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 13:16:39 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1036243052.58046.0@damia.uk.clara.net>
Source record: 26234

Hello All,

Today I launch a new way of buying commercial products from us. 'Products by e-mail' allows you to buy commercial Atari 8-bit products from us at minimal cost. Instead of a physical shipment, the products you choose will be e-mailed to you as a ZIP file containing both ATR and DCM versions of the disk, along with a manual in text format (or PDF if the file is small enough). You can order on-line using your credit card (using PayPal). This now allows you to order products at a much reduced cost, and to have them within 24 hours (usually less).

At present, only a few of our products are available on this service, but more are to be added soon.

Prices start at just US$2.

Please visit the website at http://www.dgs.clara.net and click the 'products by e-mail' button.

Dean Garraghty

5914. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 21:47:42 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <2KXw9.145677$Mf5.7113827@Flipper>
Source record: 26235

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:apv9pq$73u$1@news2.tilbu1.nb.home.nl...
>...
> > directories. The entries are taken in memory line by line and e.g.
output to
> > the E: handler.
>
> That's a fact. Another fact is that Atari-DOS uses "file-numbers".
Besides the filename, there is also a number in the VTOC for
> each file. The max. number is probably 63 :-)

Never heard of file numbers in the VTOC. Please explain how this works.

> > 2) The directory entries must be stored somewhere (e.g. on a disk/HD),
so
> > the limit is caused by the size of the block where these entries are.
>
> For Atari-DOS, yes. Sparta-Dos places this info more or less all around
the disk when using subdirs. I have no idea if there is a
> pre-defined size of each created directory, or if it's a variable size.
If it's predefined, it's clear now why there is a max.
> file-limit :-)

Ok, I give up....

> > What I said before, that the client (Atari) should know the f/d limit is
> > probably a non-issue too. When a directory is full, the handler will
give an
> > error message to indicate this.
>
> Yes. You can't place more files into a dir then a DOS allows to. Now I
wonder what kind of error I'll get with Sparta-Dos 3.3
> when reading a 1000 files directory created with Sparta-Dos-X...

I don't care. It's not important for me.

Freddy.

5915. Re: *POLL* Can shareware still play a viable role in this community?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 22:05:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Y_Xw9.3365$t4.378239@newsread2.prod.itd.earthlink.net>
Source record: 26236

1. Absolutely yes; any applications not currently being actively supported
should be relegated to PD or FW. Utilization of software should be
encouraged as it requires hardware or emulation and it will enlarge and
strengthen that platform community.

2. Depends on the app; most of the coders I know are hobbyists like myself
who expect no return for our efforts. I will donate to authors for software
that I like and use.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0210301018.22d4391d@posting.google.com...
> I'm conducting a small (unscientific) poll for the rtdos operating
> system project to help me better understand this community and the
> classic systems I hope that rtdos can support. rtdos is and will
> alwaysbe itself freeware & open source. The two questions I've asked
> are:
>
> 1. Do you think this community as a whole would benefit if more "old"
> commercial or even shareware programs were released as freeware or
> into the PD?
>
> 2. If a shareware (or commercial) author has released his or her
> programs as freeware or into the public domain, would you still
> support the the author (i.e. send a monetary or gift donation) for the
> time and effort he or she has put into the programs?
>
(snip)
>
> I really would like to know what this community thinks and how we can
> convince authors who no longer support their programs to release them
> as freeware (or in the public domain) or how we can continue to
> support authors who still write programs for this community?
>

5916. Re: *POLL* Can shareware still play a viable role in this community?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 22:38:27 UTC
From: Shangrila <shangrila@spamblocker.subdimension.com>
Message-ID: <DtYw9.658984$Ag2.25169012@news2.calgary.shaw.ca>
Source record: 26237

(1) It's a viable option. There is little or no money to be made (any longer) for commercial and shareware programs. Retro/Hobby disc-sets might be the exception to the rule but then you'd be charging only the necessary amount with perhaps a slight bit left-over to (hopefully) further benefit released software in the retro community. Would probably just make more sense to transfer old commercial software into PD/Freeware.

(2) New program, new copyrights, new "technology". Revised, recreated, and completely new software could certainly fall into a variety of paid-for-software categories. Due to the hardware itself being over a decade old, it might be difficult to market new software products to the retro/hobbyist crowd. Support for the author is also viable and could be done in many ways. There is a great amount of volunteer support in the open-source communities and gives wonderful provisions to everyone. I would see very limited support in terms of a strictly financial sense but a tremendous amount support from other avenues.

Great questions!

- Shangrila

>
> 1. Do you think this community as a whole would benefit if more "old"
> commercial or even shareware programs were released as freeware or
> into the PD?
>
> 2. If a shareware (or commercial) author has released his or her
> programs as freeware or into the public domain, would you still
> support the the author (i.e. send a monetary or gift donation) for the
> time and effort he or she has put into the programs?
>
> YOu can post your comments here or on the following groups:
>
> I really would like to know what this community thinks and how we can
> convince authors who no longer support their programs to release them
> as freeware (or in the public domain) or how we can continue to
> support authors who still write programs for this community?

5917. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-02 22:40:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <mvYw9.3422$t4.383443@newsread2.prod.itd.earthlink.net>
Source record: 26238

Oops; misconception of 2.0 disk structure. The VTOC sector is merely a bitmap of which data sectors are free and available for use plus a recap of their totals.

The only place the file numbers appear is in the final 3 link bytes of each data sector; they appear in the upper 6 bits of byte $7D for SD/ED or byte $FD for DD and they reference the position of the file's entry in the directory sectors. Entries 0 thru 7 are in the 1st directory sector 361 and entries 8 thru 15 are in the 2nd sector 362... and entries 56 thru 63 are in the last sector 368.

The lower 2 bits of byte $7D/$FD plus all of byte $7E/$FE evaluate to the sector number of the next data sector in the particular file (zero means EOF). DOS checks the file number of each sector in the chain as error control and responds with #164 File Number MisMatch when it fails.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Fox-1" <MailMe@fox-1@home.nl> wrote in message
>
> That's a fact. Another fact is that Atari-DOS uses "file-numbers".
Besides the filename, there is also a number in the VTOC for
> each file. The max. number is probably 63 :-)
>

5918. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 02:37:07 UTC
From: Fox-1
Message-ID: <aq225v$sm7$1@news1.tilbu1.nb.home.nl>
Source record: 26239

"Freddy Offenga" wrote

> Never heard of file numbers in the VTOC. Please explain how this works.

Don't know exactly how it works or why they are there. Only that they are there...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5919. Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 11:28:50 UTC
From: Wrath0110 <rlange19NOSPAM@attbi.com>
Message-ID: <0r1asu8sopufda6i85phd47bhqouh8ahe0@4ax.com>
Source record: 26240

Hi All! Wrath here. Like so many others I have a collection of old Atari softs, on carts, disk and disk image. I still have my hardware (1200XL, 800, 800XE, one (1) working Rana 1000 drive) so the carts are not a problem.

No, my problem is compatibility with the emulator. So few of my images work and of these, my most favorite games (Mule, Alternate Reality, Wizard's Crown, Ultima) cannot be made to work.

Well, that's with my limited abilities I guess.

Has anyone had any luck getting multi disk games (like Alternate Reality) to work with an emulator?

5920. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 12:54:00 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dc51ca0$0$46606$e4fe514c@news.xs4all.nl>
Source record: 26241

"Wrath0110" <rlange19NOSPAM@attbi.com> wrote in message
news:0r1asu8sopufda6i85phd47bhqouh8ahe0@4ax.com...
> Hi All! Wrath here. Like so many others I have a collection of old
> Atari softs, on carts, disk and disk image. I still have my hardware
> (1200XL, 800, 800XE, one (1) working Rana 1000 drive) so the carts are
> not a problem.
>
> No, my problem is compatibility with the emulator. So few of my images
> work and of these, my most favorite games (Mule, Alternate Reality,
> Wizard's Crown, Ultima) cannot be made to work.

Why run this programs on emulator when you have the real machine? When you download games on image format use APE or SIO2PC to boot them with your REAL ATARI no problems and more fun...

5921. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 13:34:38 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <OB9x9.166157$Mf5.8108754@Flipper>
Source record: 26242

```
See Ron's message. He has the facts. I'm not going to waste my time
anymore....

Freddy.

"Fox-1" <MailMe@fox-1@home.nl> wrote in message
news:aq225v$sm7$1@news1.tilbu1.nb.home.nl...
>
> "Freddy Offenga" wrote
>
> > Never heard of file numbers in the VTOC. Please explain how this works.
>
> Don't know exactly how it works or why they are there. Only that they are
there...
>
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...
>
>
```

5922. [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 15:00:24 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-zrt-this>
Message-ID: <3DC52977.443.csat8@pinkrose.dhis.org>
Source record: 26244

To: Wrath0110 <rlange19NOSPAM@attbi.com>
Re: Atari
By: Wrath0110 <rlange19NOSPAM@attbi.com> to comp.sys.atari.8bit on Sun Nov 03 2002 11:28 am

> Has anyone had any luck getting multi disk games (like Alternate
> Reality) to work with an emulator?
> --- Synchronet 3.10j-Linux NewsLink 1.35

I believe that the author, himself, came onto this NewsGroup and did it himself many years back. You may want to check out a DejaNews archive. The author explained his ingenious copy-protection system which had something to do with the Vertical Blank Interrupt losing synchronization or something. He then stated that he had a "corrected version" up on the net. I can't remember the address. You may want to check out the archives at the University of Michigan. That was one of the big ATARI archives back in the day....
--- Synchronet 3.10j-Linux NewsLink 1.35
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

5923. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 15:01:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aq3dmn$n6u$1@reader13.wxs.nl>
Source record: 26243

More fun? More fun?

SUPER FANTASTIC TURBO MORE FUN!

The real thing is definately super!

Btw. I see you did get home with that old car without too much gas :-)))))

"TXG" <txg@the-underground.myweb.nl> schreef in bericht
news:3dc51ca0$0$46606$e4fe514c@news.xs4all.nl...
>
> "Wrath0110" <rlange19NOSPAM@attbi.com> wrote in message
> news:0r1asu8sopufda6i85phd47bhqouh8ahe0@4ax.com...
> > Hi All! Wrath here. Like so many others I have a collection of old
> > Atari softs, on carts, disk and disk image. I still have my hardware
> > (1200XL, 800, 800XE, one (1) working Rana 1000 drive) so the carts are
> > not a problem.
> >
> > No, my problem is compatibility with the emulator. So few of my images
> > work and of these, my most favorite games (Mule, Alternate Reality,
> > Wizard's Crown, Ultima) cannot be made to work.
>
> Why run this programs on emulator when you have the real machine? When you
> download games on image format use APE or SIO2PC to boot them with your
REAL
> ATARI no problems and more fun...
>
>

5924. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 17:37:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <A9dx9.455$Mi3.56905@newsread2.prod.itd.earthlink.net>
Source record: 26246

"Winston Smith" <winston.smith@pinkrose.dhis.org.remove-zrt-this> wrote in message news:3DC52977.443.csat8@pinkrose.dhis.org...
> To: Wrath0110 <rlange19NOSPAM@attbi.com>
> Re: Atari
> By: Wrath0110 <rlange19NOSPAM@attbi.com> to comp.sys.atari.8bit on Sun Nov 03 2002 11:28 am
>
> > Has anyone had any luck getting multi disk games (like Alternate
> > Reality) to work with an emulator?
> > --- Synchronet 3.10j-Linux NewsLink 1.35
>
> I believe that the author, himself, came onto this NewsGroup and did it himself
> many years back.

Not exactly correct. Gary Gilbersten<sp?>, the composer, came by and said as far as he was concerned his songs could be distributed. I also phoned DataSoft when they were still in business and got permission to copy the map from the hint book as they were sold out and didn't plan on making another run.

Philip Price came by the newsgroup and said he has the rights to AR. He was planning an AR online game circa 1997 to compete with Ultima Online, EverQuest, etcetera. The game was supposed to come out circa 1998 so it doesn't look good.

5925. Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 18:17:54 UTC
From: Atari Grub <atarigrub@ntlworld.com>
Message-ID: <rLdx9.5819$BU5.76542@newsfep1-gui.server.ntli.net>
Source record: 26297

I don't know why this guy has been allowed to trade on Ebay again, but he's back! Hopefully they will keep an eye on his auctions, in case he uses multiple accounts to bid on his own auctions. Someone has left Negative feedback on Ebay for him luckily, I just wish other buyers knew of his shill bidding.

5926. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 19:19:00 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0211031119.1e1a2de4@posting.google.com>
Source record: 26298

Hi Freddy,

ATARI-DOS 2.5 reserves sectors 361 to 368 for the disk directory. In
SD the size of the directory is 128*8=1024 bytes. Every directory
entry has a length of 16 bytes, so you can store up to 1024/16=64
files on a disk, as Ron explained.

Under SpartaDOS, directories are simply ordinary files (but of course
managed by the DOS), so theoretically there is no size limit and the
directory can be stored everywhere on the disk.
SpartaDOS X and Bewe-DOS limit the size of a directory(-file) to 32KB.
Since every directory entry has a length of 23 byte, there will fit
32768/23=1424 files in a SpartaDOS directory (subtract 1 for the info
entry at the start of the directory).
(SpartaDOS 3.x can read only the first 126 entries of a directory.)

SpartaDOS has like ATARI-DOS a VTOC (sector bitmap of used sectors).
The sector links are stored in the file in extra sectors, called
sector maps.
See ABBUC-Sonder-Magazin 16 for details on the SpartaDOS disk
structure :-)

Stefan

5927. ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 19:49:52 UTC
From: Nubmnao <unifer@hotmail.com>
Message-ID: <3dc5532f$1_2@nova.entelchile.net>
Source record: 26245

Hello
I am fans of the atari, a question
how it using the program ibm360.com in the atari 8 bit (xl/xe)?

5928. Re: Fox-1 : 64 files per directory issue

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 20:14:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <wsfx9.176370$Mf5.8612690@Flipper>
Source record: 26299

Thanks Stefan. I'm aware of this info. :)

The block-size you mention is not important for me, since I'm not using the
Sparta file-system. I'm limited by the file-system on the 'server' (the PC).
In other words, I was interested in the API and not in the method of storage
itself. Ok, just wait for the project document. :)

Freddy.

P.S. That's the project _after_ ATP ! ;-)

"Stefan Dorndorf" <s.dorndorf@gmx.de> wrote in message
news:c0fae91c.0211031119.1e1a2de4@posting.google.com...
> Hi Freddy,
>
> ATARI-DOS 2.5 reserves sectors 361 to 368 for the disk directory. In
> SD the size of the directory is 128*8=1024 bytes. Every directory
> entry has a length of 16 bytes, so you can store up to 1024/16=64
> files on a disk, as Ron explained.
>
> Under SpartaDOS, directories are simply ordinary files (but of course
> managed by the DOS), so theoretically there is no size limit and the
> directory can be stored everywhere on the disk.
> SpartaDOS X and Bewe-DOS limit the size of a directory(-file) to 32KB.
> Since every directory entry has a length of 23 byte, there will fit
> 32768/23=1424 files in a SpartaDOS directory (subtract 1 for the info
> entry at the start of the directory).
> (SpartaDOS 3.x can read only the first 126 entries of a directory.)
>
> SpartaDOS has like ATARI-DOS a VTOC (sector bitmap of used sectors).
> The sector links are stored in the file in extra sectors, called
> sector maps.
> See ABBUC-Sonder-Magazin 16 for details on the SpartaDOS disk
> structure :-)
> ---
> Stefan

5929. FrOst BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 20:54:45 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021103155445.29473.00002247@mb-mg.aol.com>
Source record: 26300

I have seen a couple of notes about this BASIC recently. I have a version of BASIC that is listed as "Turbo Basic 1.4" that runs on the 400/800. It is 132 sectors long (on disk), and produces a FRE(0) of 22766 bytes (or almost 7K less room than Turbo Basic XL According to the docs, it pretty much duplicates all of the features of TB XL. Is this the FrOst BASIC?
Larry

5930. Discussion about new ATARI Floppy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 21:14:21 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211031314.3d0410f4@posting.google.com>
Source record: 26301

Hi there,

Guus Assmann is working on a new floppy hardware for the atari 8bit.
We have set up a discussion on
http://www.strotmann.de/twiki/bin/view/APG/ProjNewFloppy.

It should be an open system, and compatible to existing hardware and
software. So we need input from all experts and users. Hardware and
software will be discussed and released open on the web.

Carsten

5931. Druid

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 21:57:08 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dc59bb4@olaf.komtel.net>
Source record: 26302

Hello all!

I was just playing Druid but I don't seem to get into the game. How to change weapons? And, above all, what's the game's object?

Incidently, I played the C64 version yesterday and found the music quite nice. Guess what's lacking from the Atari version?)-:

5932. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-03 23:45:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Cyix9.1049$Mi3.108571@newsread2.prod.itd.earthlink.net>
Source record: 26303

I have to admit I do not understand the question as I am not familiar with
that title...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nubmnao" <unifer@hotmail.com> wrote in message
> Hello
> I am fans of the atari, a question
> how it using the program ibm360.com in the atari 8 bit (xl/xe)?
>

5933. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 06:56:02 UTC
From: sjcarden@bellsouth.net
Message-ID: <1936fce9.0211032256.193fbef3@posting.google.com>
Source record: 26304

Please send me an e-mail to
sjcarden@bellsouth.net

thanks Steve
sjcarden@bellsouth.net (Stephen J. Carden) wrote in message
news:<1936fce9.0210122337.75bf968d@posting.google.com>...
> I have a few that I am considering.
>
>
> Steve
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<f0Do9.15545$OB5.1556157@newsread2.prod.itd.earthlink.net>...
> > Be glad to host it if you have yet to locate a home for it.
> >
> > --
> > Ron

5934. Re: FrOst BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 08:33:14 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211040033.54f11caf@posting.google.com>
Source record: 26305

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20021103155445.29473.00002247@mb-mg.aol.com>...
> I have seen a couple of notes about this BASIC recently. I have a version of
> BASIC that is listed as "Turbo Basic 1.4" that runs on the 400/800. It is 132
> sectors long (on disk), and produces a FRE(0) of 22766 bytes (or almost 7K less
> room than Turbo Basic XL According to the docs, it pretty much duplicates all
> of the features of TB XL. Is this the FrOst BASIC?
> Larry
Hello Larry,

yes, this seems to be a version FrOst Basic. Turbo Basic XL loads
parts in the RAM behind the OS-ROMs. This is not possible on 400/800,
that's why there is 7k less memory.

I'm not sure if there are other diffs between this versions.

Carsten

5935. Question about ATMAS code

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 11:01:06 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5k1ikek1@nets3.rz.RWTH-Aachen.DE>
Source record: 26306

Howdy folks

Anybody know what * in front of a line of ATMAS source code means?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5936. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 12:01:57 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5njm$oa9$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26307

Howdy Ron

> What was the error? Out of Memory? Are there any places we can conserve
> bytes?

IIRC it was an error 5 or something like that. I've seem the same happen before with the audio player utility. I had to kick out the help screen to stay away from the ASPI manager. The error number itself means nothing in this case. IIRC the line it tells me the error is at, contains something like IF A$(1,5)="CD001" THEN ......

> Simple matter (if we solve memory limitations and have a place to put it)
to
> search a string for inverse character delimiters. It might help know
> structure of data such as fixed or variable length fields... Probably need
> to pass it a starting offset so that it would not just keep finding the
> first one like:
> OFFSET=USR(ADR(FIND$),ADR(DIREC$),START)
> You can then examine text before or after OFFSET and then put OFFSET into
> START to get the next one after it. You can spot end of data when OFFSET
> exceeds DIMed length of FIND$.
>
> I don't understand relocating ASPI; if it autoloads in top memory and we
are
> bumping into it, then there is no free space left...

The ASPI manager starts at $8000 and runs untill $8800 (it doesn't need all that space, but Matthias probably tells us so because he might need some extra space in the future). IIRC $8000 is not the top of available RAM.

CU Mathy van Nisselroy

5937. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 12:09:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5o1aoqg1@nets3.rz.RWTH-Aachen.DE>
Source record: 26308

Howdy Freddy

> Mathy, I don't know how big the blocks are you're loading, but if you're
> reading a directory and the memory is full, you should first process that
> part and then continue. E.g. you could read 20 entries into memory, let
the
> user pick from that list or continue to the next 20 entries.

Well, a CD ROM sector is usually 2048 bytes long. I'm not sure if directories are limited to one sector, but I guess not. So I need a big sting. I could reload the main directory everytime, but it would be best if I keep the pathtable (a list that is on each CD with all the directories that CD has. IIRC I've seen the number 127 appear in the parent directory entries) in memory at all times. That way it is easier to go back a directory. I've seen pathtables that have only two entries (the LEGO CD you get for free with two rolls of 'Prinsenrol' biscuits), and I've seen pathtables that would need several screens to show them all in an orderly fasion (sp?).

> Can't you use an escape character (e.g. 0xFF) to find the end-of-string
with
> INSTR$?

I could have thought of that..... (wait a minute while I try to kick myself)

CU Mathy van Nisselroy

5938. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 12:18:17 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5oiapda1@nets3.rz.RWTH-Aachen.DE>
Source record: 26309

Howdy Ron

> Interesting pics there, especially one 1050 with at least 2 front switches
> and what appears to be a digital display of some type...

Digital display???

BTW there is a foto somewhere that has an XE cart with some wires sticking out. Plus a small piece of plastic. I guess that small piece of plastic might be a compact flash card or something like it.

CU Mathy van Nisselroy

5939. Re: Question about ATMAS code

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 12:37:32 UTC
From: Matthias Reichl <usenet-20021104@hias.horus.com>
Message-ID: <slrnascqhr.18r.usenet-20021104@camel.hias.horus.com>
Source record: 26310

```
On Mon, 4 Nov 2002 12:01:06 +0100, Mathy van Nisselroy wrote:
> Howdy folks
>
> Anybody know what * in front of a line of ATMAS source code means?

This is a comment.

Comments are allowed at the beginning of a line, eg:

* ignore the following line
* LDA #42

and after a statement, eg:

LDA #3 * number of lives

so long,

Hias
```

5940. Re: could somebody please change the address this code is loaded at?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 12:50:40 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5qf2rla1@nets3.rz.RWTH-Aachen.DE>
Source record: 26311

Howdy Freddy

> As a programmer I've looked into the ASPI thing. It sounds very reasonable
> to have a standard device handler for harddisk interfaces (if I understand
> it correctly). The only problem I have with it is that there is no good
> documentation about it. And I can not say the source code is well
> documented. Maybe I missed something?

Now that you mention it....yes, there is not much documentation in/on the
code itself. Maybe you could contact Matthias at matthias.belitz@gmx.net
Maybe he responds faster when somebody else asks him some questions about
ASPI once in a while too.

BTW you understood correctly (that is, if I understood you correctly
:-))) ASPI is to SCSI and IDE what RS232 drivers are to RS232
interfases. With modems, you just loaded BobTerm no matter what interface
you had and loaded the RS232 drivers from disk or from the interface. ASPI
does/should do the same for harddisk interfaces.

CU Mathy van Nisselroy

5941. ST mouse converted to 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 13:01:31 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq5r3csbg1@nets3.rz.RWTH-Aachen.DE>
Source record: 26312

Howdy folks

I converted my second ST mouse so that the 8 bit Atari will now see if the right mouse button is pressed. (you can find how I did that in my previous message 'off mice and Tramiels' or by looking at my stuff.htm page on my site (see below).

So now I'm back playing BombDown by Roemer of Uno again. Damn, this game is addictive when played with a mouse. (it's like minesweeper on the PC)

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5942. Re: could somebody please change the address this code is loaded at?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 15:07:04 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <s2wx9.200107$Mf5.9828387@Flipper>
Source record: 26313

Ok, I understand. Please note the mismatch driver/handler. I'm sure you mean 'handler' when you say 'driver'. The handler is the API which makes it possible to have different drivers for a certain type of I/O. E.g. you can have different drivers for the R: device handler.

So, the ASPI handler can be implemented with a SCSI driver for the Black Box. Or there can be another ASPI handler with an IDE driver for MyIDE. :-)

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:aq5qf2rla1@nets3.rz.RWTH-Aachen.DE...
....
> BTW you understood correctly (that is, if I understood you correctly
> :-))) ASPI is to SCSI and IDE what RS232 drivers are to RS232
> interfases. With modems, you just loaded BobTerm no matter what interface
> you had and loaded the RS232 drivers from disk or from the interface.
ASPI
> does/should do the same for harddisk interfaces.

5943. *HUGE FAVOR* (need a blank disk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 15:21:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211040721.5f5a26e2@posting.google.com>
Source record: 26314

I just got a 1050-2-PC interface to connect my 1050 drive to my PC and
I was wondering if anyone wouldn't mind contributing a double sided
formatted disk; i.e. one side formatted SSSD (90K) with DOS 2.0S
(including bootable DOS.SYS & DUP.SYS files) and the other side
formatted SSED with DOS 2.5 (including bootable DOS.SYS & DUP.SYS)
with no other files. I'd like to see if I can incorporate SIO2PC
(1050-2-PC) functions into rtdos but I don't have a blank formatted
disk (with DOS.SYS & DUP.SYS) to test. :o)

5944. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 15:23:20 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <lhwx9.200728$Mf5.9852632@Flipper>
Source record: 26315

Mathy,

It seems to me that if you have a memory problem, you should not try to keep those pathtables in memory. You should ofcourse have a pointer to the current directory sector (pathtable?). And if a directory covers several screens, so be it, you can not do much about it.

For better performance you could save the path info the user asked for, so you don't have to load that when he/she is going there again (a cache buffer).

Freddy.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:aq5o1aoqg1@nets3.rz.RWTH-Aachen.DE...
> Howdy Freddy
>
> > Mathy, I don't know how big the blocks are you're loading, but if you're
> > reading a directory and the memory is full, you should first process
that
> > part and then continue. E.g. you could read 20 entries into memory, let
> the
> > user pick from that list or continue to the next 20 entries.
>
> Well, a CD ROM sector is usually 2048 bytes long. I'm not sure if
> directories are limited to one sector, but I guess not. So I need a big
> sting. I could reload the main directory everytime, but it would be best
if
> I keep the pathtable (a list that is on each CD with all the directories
> that CD has. IIRC I've seen the number 127 appear in the parent directory
> entries) in memory at all times. That way it is easier to go back a
> directory. I've seen pathtables that have only two entries (the LEGO CD
you
> get for free with two rolls of 'Prinsenrol' biscuits), and I've seen
> pathtables that would need several screens to show them all in an orderly
> fasion (sp?).
>
> > Can't you use an escape character (e.g. 0xFF) to find the end-of-string
> with
> > INSTR$?
>
> I could have thought of that..... (wait a minute while I try to kick
> myself)
>
> CU Mathy van Nisselroy

5945. Re: Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 16:06:59 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211040806.41a561d8@posting.google.com>
Source record: 26316

Not only that it gives the entire atari community a bad name. another
reason I created the Atari Swap N Shop.

"Atari Grub" <atarigrub@ntlworld.com> wrote in message
news:<rLdx9.5819$BU5.76542@newsfep1-gui.server.ntli.net>...
> I don't know why this guy has been allowed to trade on Ebay again, but he's
> back! Hopefully they will keep an eye on his auctions, in case he uses
> multiple accounts to bid on his own auctions. Someone has left Negative
> feedback on Ebay for him luckily, I just wish other buyers knew of his shill
> bidding.

5946. *PING* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 16:56:26 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211040856.73e2ee80@posting.google.com>
Source record: 26317

I wonder if you & I had the same thought at the same time. rtdos
stands for recycled technologies (retro tech) device operating system.
:o)

...and I see you have Retro Tech on your home page. ;-)

5947. Re: Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 16:59:42 UTC
From: dunxuk@aol.com
Message-ID: <20021104115942.25494.00000007@mb-ch.aol.com>
Source record: 26318

Didn't take him long to issue non-paying-bidder notices against everyone that complained; received today:

You were the high bidder on eBay item #1384728747, "Atari 130xe and 1050 disk drive with 50 disks." This email is to notify you that the seller of this item, bubboboo, has requested a credit for the final value fee ("FVF"), indicating that payment has not been received for this item.

As a result of this seller's FVF credit request (Non-Paying Bidder claim), you are receiving your first Non-Paying Bidder("NPB") Warning. If you receive a 3rd NPB Warning, your account will be suspended indefinitely.

The sod.

5948. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 17:23:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <92yx9.722$En4.81643@newsread2.prod.itd.earthlink.net>
Source record: 26319

Appears to be maybe a track indicator or similar readout of some drive
status; it's on one of the 1050s in the MultiPlay session.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Ron
>
> > Interesting pics there, especially one 1050 with at least 2 front
switches
> > and what appears to be a digital display of some type...
>
> Digital display???
>

5949. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 17:32:59 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6AF4B.10686E28@students.uni-mainz.de>
Source record: 26320

Hello Mirko,
I got the My-IDE interface for free (because I traded some other carts with Sijmen). About one year ago I had an XE computer with built-in My-IDe interface and it merely worked with 48k software, meaning no sparta-DOs, no Turbo-Basic XL, etc. But this (older) version also did not work with Bewe-DOS, so I had to use MyDOS. The old version was also limited to 8 drives/partitions and did not support image-loading then. Since I had 2 floppy drives connected to my Atari and a Ramdisk as drive 8, I could only use 5 partitions, which was not enough for me. Besides, some software did not work with 256 bytes per sector so I gave this computer with built-in My-IDE interface away to Jiri Bernasek. Think he has not used/tested it yet...

Nowadays I already have 3 My-IDE carts, one I traded with Nir Dary, the other two carts are still at home and untested yet. I merely added them to my cartridge collection... greetings, Andreas.

P.S.: Sijmen created the new Os called S.O.S. for both the internal (built-in) and external (cartridge) version and wrote some nice english manuals. Just visit his homepage to download them or read the printed papers...

Mirko Sobe schrieb:
>
> I bought it at the JHV (gtx2all) and I like it. Bad, it want not work with
> Turbo-BASIC aslong I have to load the drivers from disk. Now I rediscovered
> ATARI-BASIC, witch works best with it (like all 48k software).
>
> Who has bought this interface?
>
> What do you think about the handling?
>
> Mirko

5950. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 17:39:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6B0CF.FBE32A55@students.uni-mainz.de>
Source record: 26321

```
Hello Marius,
yes I saw it at the ABBUC JHV !! Nice effect !! Especially since I am
not a programmer...
Let me know, when you finish your My-IDE programs (or send me a copy of
them, so I can also send copies to Nir Dary who has a My-IDE cart...)
greetings, Andreas.

Marius Diepenhorst schrieb:
>
> Did you see the star effect in my scroller demo?
>
> I rewrote the sterne.tur on the atr files you sent me and did I quit nice
> job in my demo to compress the stars to only the scroller.
>
> Marius
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
> news:3DBD9E88.8B6B55EE@students.uni-mainz.de...
> > Hello Marius,
> > I was at the ABBUC JHV. And I have seen you there (and your nice demo
> > scroller!). But we forgot to sit down and talk to each other...
> > greetings, andreas.
> >
> >
> >
> > Marius Diepenhorst schrieb:
> > >
> > > Hey Andres!
> > >
> > > Are you at the JHV tomorrow?
> > > Like to meet you!
> > >
> > > Marius
> > >
> > > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in
> bericht
> > > news:3DB5A029.44647869@students.uni-mainz.de...
> > > > Well,
> > > > if you don`t like the medium/enhanced format, the answer is simple:
> > > > don`t use it !! Anyway, Atari brought us the 1050 with enhanced
> density,
> > > > allthough we all would have liked it to be true double density
> > > > (180kbytes / 256 bytes per sector). But, this is a fact no-one can
> > > > change. the 1050s are there and they merely have medium/enhanced
```

> > > > density. The users (may) should have ignored that density and used
> > > > single density or (with an upgrade) double density instead. Fact is,
> > > > they did not! Especially here in Europe, many upgrades were made to
> > > > support a) true double density and b) ultra/warp/high/turbo/... speed.
> > > > Guess what, the programmers used the speeders (or supported them) but
> > > > they did not use double density. Quite a lot of programs were made in
> > > > medium/enhanced density - and a lot of these programs were bootdisks
> > > > (goodbye to harddisk usage - unless you are a cracker). Even most
> > > > filedisks (program files) were written in such a nice way, that they
> > > > will work alright with any density that uses 128bytes per sector, but
> > > > they will crash with other densities, that use 256 bytes per sector.
> > > > Well, thats why I gave my Atari harddisk away - I am not a
> > > > hacker/cracker, but I had and still have hundreds of programs, that
> are
> > > > single/enhanced bootdisks or files that do not work with double
> > > > density...
> > > >
> > > > By the way, only DOS 2.5 and some compatibles (Turbo-DOS, Bibo-DOS,
> > > > Super-DOS) use a second VTOC in medium/enhanced format. Most other
> > > > DOSses use other tricks (and thus more incompatibilities) to access
> more
> > > > than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
> > > > derivatives do not have a second VTOC (so their medium/enhanced format
> > > > is incompatible to DOS 2.5!). -Andreas.
> > > >
> > > >
> > > >
> > > > Marius Diepenhorst schrieb:
> > > > >
> > > > > Hmmm I couldn't get the right english word. Incompatible isn't the
> good
> > > word
> > > > > indeed. I was trying to say that is isn't a very STANDARD format. Ok
> it
> > > is
> > > > > standard to the 1050. But the 1050 itself is a /dutch "Eigenwijs"
> /dutch
> > > off
> > > > > thing. Atari always wanted to be backward compatible (that is a nice
> > > > > philosophy ofcourse) but that is in my point of view the problem
> with
> > > the
> > > > > 1050. First they told this was a drive with REAL double density. It
> is
> > > > > defniately NOT double density. The 1050 uses more sectors, but does
> not
> > > put
> > > > > more bytes in one sector. In sparta XINIT it is called "1050 double
> > > density"
> > > > > I likte that name.

> > > > >
> > > > > I'm not sure, but I guess for the sectors between 719 and 1041
> (=720 -
> > > 1040)
> > > > > it seems the enhanced (1050 format) uses an extra VTOC. And THAT is
> the
> > > > > stupidity of the format, and makes that it is very NON-standard.
> > > > > >
> > > > > Ofcourse it is an Atari Standard, and because of that it is used
> very
> > > much,
> > > > > and is it nice to use, if you program for diskdrive. But we live now
> in
> > > the
> > > > > year 200x and have more devices to use with our atari 8bit, and if I
> > > look at
> > > > > the enhanced format with these devices next to it... i stil say:
> that
> > > > > Enhanced format is a very stupid format :-)
> > > > > >
> > > > > (hehe you can see: I'm a spartados user :-))))))
> > > > > >
> > > > > Marius
> > > > > >
> > > > > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > > > > news:b8js9.2080609$oa7.71816904@Flipper...
> > > > > > >
> > > > > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > > > > news:aoqu3acar1@reader10.wxs.nl...
> > > > > > > Spartados can't write the sectors above the 719 sectors of Dos
> 2.5
> > > > > > formatted
> > > > > > > (enhanced density) disks.
> > > > > > > >
> > > > > > > Btw. That enhanced format is extremely incompatible at all.
> > > > > > >...
> > > > > > >
> > > > > > Incompatible with what? IMO it's very wide spread and used by many
> > > > > > commercial programs. Also, if you don't have a drive expansion
> it's
> > > 130K
> > > > > > against 90K (Single). Enough reasons for me to use it. :)
> > > > > > >
> > > > > > Freddy.
> > > > > > >
> > > > > > >

5951. Re: shareware vs. freeware (pros and cons)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 17:53:13 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6B408.15F5F62C@students.uni-mainz.de>
Source record: 26322

Well,
I do own some shareware Atari programs, my friends too. So far I am sure that most Atarians here in Germany did not licence any shareware programs from foreign countries. Me, I tried several times to licence some (for example the many programs written by Jeff Potter!), but mostly this happened 2-3 years after they were released. Nope, I did not wait 2-3 years to licence them, I found or got these programs so late (remember that we did not have the internet some years back!). Well, whenever I tried to licence any Atari software -as said before: years later- the authors told me that there would be no longer the need to do so, because they had already given up! Meaning no more updates or Atari support was available then...

Thus, in my opinion, if someone releases some Atari software as shareware, he should be a really patient guy and a) wait/be patient some years for the users to licence it and b) support it for the same period of time (make/create updates, etc.). But I guess, freeware is more common in these days. You can download so much from the internet and nobody cares if this atari stuff is commercial or PD. And of course nobody would care if it is shareware or freeware (most Atarians would treat it the same way, I think!). But hey, for the hobbyist who does not want to make much money, why not release his stuff as shareware ?!? Any programmer should release his programs the way he wants...
-Andreas.

mad ATARI user alternate schrieb:
>
> http://groups.yahoo.com/group/rtdos
>
> Does anyone really make any money (besides enough to buy a family meal
> at the local five and diner) off Atari shareware anymore or are we
> killing the Atari community here by not releasing some stuff as
> freeware (but not PD) ?
>
> Would open source (maybe or maybe NOT GPL or some other license) help
> the Atari community ?
>
> Those who no longer write software programs for the Atari, do we
> petition them to release their products to the Atari community as
> freeware so that they can still be enjoyed or used by the rest of the
> Atari users ? How ?
>
> Do we write programs for the Atari because we love to program, we love
> Atari's, we still care about the Atari community as a whole, or to
> make a quick buck to take to the local McDonald's and buy a Happy

> Meal?
>
> What happens to these progams after we die ? DO we release them to the
> Atari community or do we see the Atari community going the way of
> Atari Corp?
>
> I, myself, have no problem with shareware. To me, it helps support
> the time and effort a lone programmer has taken in developing the
> program (versus the teams of programmers who slave for corporate
> software companies like Microsoft & Adobe). But I plan on releasing
> rtdos as freeware / open source in an effort to help the Atari
> community and because I love my Atari & love to program my Atari.
> However, that is my opinion. Everyone has differing views on
> shareware. No problem here.
>
> I remember when I first got my 800XL & 1050 disk drive (1984). Boy
> was I in heaven. I was up for nearly 72 hours straight just playing
> with it, experimenting with it. Damn it was fun, wasn't it ? When
> you first took your Atari out of the box and plugged it in ? It's a
> sense of euphoria that you can't describe and that even can't be
> repeated with today's computers. Hence, another reason I am creating
> rtdos for the pc / intel platform. (although I would like to see it
> converted over to the Alpha RISC processors)
>
> Since then, my collection has included nearly every eight bit
> totalling about 3 dozen complete atari systems (with drives and / or
> printer or printer interfaces per system) and TONS of original
> software as well as Atari Pong systems (pre-2600VCS) and just about
> every model of the Atari 2600 and including a few Atari 5200 & 7800
> systems.
>
> Unfortunately, I cannot hook up a single system as I do not have the
> room. Yet, another reason I'm working on rtdos. Now a days I am
> confined to running my Atari software on emulators (not my original
> collection but what I can download).
>
> Lately, I resorted to purchasing an 80486 laptop (75MHz 8 Meg RAM 500
> Meg HD) off ebay, installing MSDOS 6.22 (but stripping it down the the
> bare minimum) and the last free version of XFORMER for DOS. I use
> Atari800Win Plus on my Dell desktop at home. The laptop gives me a
> small sense of using a real Atari, sorta, but when you are addicted to
> your Atari you gotta do what ya gotta do, right ? :o)
>
> I installed as much Atari stuff on the latop that I could fit. Now I
> spend less time on my desktop and most of my time on using my latop.
> :o)
>
> Later I'll post a follow about using the latop as my Atari replacement
> if you are interested.
>

> Back to the original story, would open source (maybe or maybe NOT GPL
> or some other license) help the Atari community ? Why should we tell
> others about our programming accomplishments if we are not willing to
> share them ? If we are not going to continue supporting a product
> (i.e., updates, upgrades, patches, new versions) shouldn't we release
> it as freeware (not necessarily PD) ?
>
> What are the merits of keeping any eight bit software as shareware and
> not releasing it as freeware? Like I said, your opinions on shareware
> will vary and if it is your product it is your decision, but rtdos is
> and will always be freeware / open source.
>
> I'm developing rtdos as freeware / open source, not just to benefit
> the Atari community (or even the other eight bit communities) but that
> so the Atari community as a whole can aid in its development and not
> limited to a few "elite" programmers as some Atari programs have been.
>
> I can be an ass here and say that if you don't agree with my views on
> Shareware vs. Freeware then don't bother using rtdos and don't bother
> contacting me aboutit. But I won't. :o)
>
> Because that is not what this community is about. Never has been.
>
> How many Atari software authors quit writing programs for the Atari,
> not due to the pirates (have some have claimed) but to the child like
> actions of some? Are we gonna let those few destroy this community?
> I hope not. rtdos, I hope, will be a small, but much needed and
> effective solution. Hopefully, once rtdos is released, other
> solutions will follow.
>
> How many Atari users gave up their classic systems due to lack of
> support from this community (rather than lack of support from the
> corporate culture) ? Are we killing the Atari community by holding
> onto the shareware concept rather than the freeware concept (but not
> PD) ? Again, I hope rtdos will help play a major part in the
> solution.
>
> Opinions ?

5952. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 18:06:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6B713.4D1A898E@students.uni-mainz.de>
Source record: 26323

Well,
nothing except they are old and funny ;-). I guess I know what he means,
at the moment I am buying CD`s that look like old LP`s (i.e. as if they
were made of black Vinyl). For the kiddies that haven`t seen LP`s or
(more likely) reel-to-reel tapes this looks really strange. For us
oldies, it will remind us of the good old days (besides, my parents
still have a Phono by Kenwood and a reel-to-reel tape by Akai)...
-Andreas.

Fox-1 schrieb:
>
> "DunxUK" wrote
>
> > Does anyone remember in the '80s there was a sudden appearance of audio
> > cassettes that contained little metal reels inside to make them look like
> > miniature reel-to-reel tapes? I'll pay good money if anyone can send me some
>
> You should've posted this one week earlier. I just thrown away about 25 of those
cassette-tapes (TEAC)...
>
> What makes them so special???
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

5953. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 18:20:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6BA87.FF4D3BA6@students.uni-mainz.de>
Source record: 26324

Well,
play back the atari tapes on your hifi system and you see (or better
hear!) they are mono !
they have their data on the left channel, but: afaik they do not use the
full left channel, only half of it !! the other half can be used for
speech or music. here in germany a few firms like quelle, europa and
such used music on the other half of the left channel which sounds quite
strange on a hifi system. (thus, the right channel produces only noise
and the left channel produces sound and data noise...);

Besides, someone in Poland created a CD-ROM interface which can playback
digital data (in turbo-tape format!) to your Atari computer. this means
you have to record the data with your PC soundcard, burn it to CD and
then play/load it with your Atari and this interface (slower than
floppy, afaik turbo-tape format is limited to 9600 baud). One CD track
can handle 4 game tracks - and guess what they did, they used the
original Atari way, meaning only 1/4 is used for data (half of the left
channel is equal to 1/4 of both stereo channels!). greetings,
Andreas.

Ron Hamilton schrieb:
>
> The Atari cassettes are definitely stereo so that voice can be on one track
> and data in the Frequency Shift Keying format are on the other. I can't
> answer many of the remaining questions.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> > Thank you Paul, Ron and Fox for your replies. The tape players works fine,
> > thanks!
> >
> > Now I have another question.
> >
> > This is the story, from the beginning: I'm mainly an Amstrad CPC user, as
> it
> > was my first computer. In the CPC scene, every game or utility we had on
> > tape or on disk is dumped in an archive that can be used with an emulator,
> > mainly for preservation purposes. It's meant to be a comprehensive labour,
> > and is done with every piece of software, even with crap games and amateur

> > software; and I know that it's being done also in the Sinclair Spectrum
> > scene, for example.
> >
> > Now, the question: I've two tapes for the Atari. They were given free when
> > you bought an Atari 800XL in Spain. These are a computer's course for
> > beginners, and it's really nice, and hilarious!. As they are in spanish, I
> > suppose they are quite rare, and I wonder if it would be appreciate in the
> > Atari scene to convert them to .cas files (as it would be for the
> obsessive
> > and maniac Amstrad and Speccy users ;-D).
> > If so, which program should I use?. I've downloaded wav2cas, but I don't
> > know if it's the only program to do this, or there are more.
> > And I have another problem: the program I want to convert to .cas has a
> > *spoken* speech which explains the basic commands of the computer as they
> > appear in the screen. I think the speech is recorded in one of the
> channels
> > of the tape, while the program is in the other channel, and it loads while
> > you hear the speech. I don't know if it can be possible, and I think that
> > it's very strange, as the tapes of all the 8-bit machines I have are mono.
> > Are the Atari tapes stereo? if so, can be saved the speech along with the
> > program, to use it with an emulator? I suppose I can't save the speech
> > "inside" the .cas file, but as a .wav or .mp3 file... does anybody know if
> > the speech and the .cas program can be synchronized for using them with an
> > emulator?
> >
> > Thanks in advance...
> >
> > regards from spain
> >
> > jaime, aka johnny farragut
> >
> >

5954. Re: Compy Shop Magazines + User Mags online (zipped ATR-files)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 18:31:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6BCF2.B5016C4D@students.uni-mainz.de>
Source record: 26325

Well,
the Compy-shop magazines can all be found on a) the Pooldisk Too by Bo
and Ernest Schreurs, b) the HAPS-CD and c) the ABBUC PD library. They
were made PD when Compyshop ended the Atari support. Afaik the User-Mags
by Ulf Peterson are NOT PD !! Better remove them, since Ulf or a brother
of him is a lawyer (Rechtsanwalt) and already judged many atarians who
broke his copyrights. He also once tried to judge ABBUC (allthough he
had broken copyright rules and not ABBUC!) when someone at ABBUC said,
he is selling illegal copies of PC Xformer by Darek Mihocka. (Ulf was
selling them without the registration cards, still he tried to judge
ABBUC!)... So, be warned and better take care... -Andreas.

P.S.: Some User magazines are copy protected (especially those that
contain commercial software, where Ulf bought licences for!), this
should have been a good notice for you, that they are not PD !!
Otherwise: Which PD program has a copy protection ?!?

Sven Gleich schrieb:
>
> Hello all,
>
> transfered some German disk magazines from my old 5.25 Atari disks to the
> PC:
>
> Compy Shop Magazin 03/88 (German)
> Compy Shop Magazin 05/88 (German)
> Compy Shop Magazin 07/88 (German)
> Compy Shop Magazin 09/88 (German)
> Compy Shop Magazin 10/88 (German)
> User Mag 06/90 (German, successor of Compy Shop Magazin)
> User Mag 07/90 (German, successor of Compy Shop Magazin)
>
> Download from http://www-user.tu-chemnitz.de/~sgl/atari/files/ , files are
> named csm????.zip and um????.zip, info also added to XL-Search (during the
> next days probably). Maybe I set up a web site about German disk mags. In
> case anybody has more of those mags or knows a website please contact me
> ...
>
> Sven.

5955. NEW - 'Products by e-mail' service from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 18:57:09 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1036436284.30934.0@dyke.uk.clara.net>
Source record: 26326

Hello All,

Recently, I launched a new way of buying commercial products from us.
'Products by
e-mail' allows you to buy commercial Atari 8-bit products from us at minimal
cost. Instead of a physical shipment, the products you choose will be
e-mailed to you as a ZIP file containing both ATR and DCM versions of the
disk, along with a manual in text format (or PDF if the file is small
enough). You can order on-line using your credit card (using PayPal). This
now allows you to order products at a much reduced cost, and to have them
within 24 hours (usually less).

At present, only a few of our products are available on this service, but
more are to be added soon.

Prices start at just US$2.

Please visit the website at http://www.dgs.clara.net and click the 'products
by e-mail' button.

Dean Garraghty

5956. Ben Smith / Bravo Sierra Computers

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:00:57 UTC
From: aradia@aracnet.com
Message-ID: <aq6g5902jlf@enews3.newsguy.com>
Source record: 26330

I'm a Systems Administrator for Ben's ISP. I dealt with the original complaints, and asked Ben to add an ADV: tag and limit his posts to one a month. I did this with the stipulation that after one month, I would reassess the situation and determine if said decision would be permanent.

I have followed the threads in CSA8 for the past 1+ month, monitored the previous complainants, monitored the "unofficial" ads posted by third parties on Ben's behalf, and have subsequently weighed these observations against CSA8's history, general USENET tradition, and the current state of the 8bit Atari. Based on these observations, I am rescinding my previous decision. Ben's ads must continue being tagged with ADV:, but I am lifting my prior decision to limit his ads to once a month. He will be expected to self-limit his ads to no more than once a week, as was his prior mode of operation.

Anyone who chooses to email complaints regarding Ben's ads or my current decision should do so thoughtfully. Any rude, vulgar, or immature email directed to me will be promptly ignored. Any email from senders who have posted rude, vulgar, or immature messages to CSA8 will be ignored.

-- Sean Hanson
Systems Administrator
Aracnet Internet Services

```
#!/usr/bin/perl
$j=\$j;{$_=unpack(P24,pack(L,$j++));/Just Another Perl Hacker/?print:redo}
```

5957. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:06:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6C51A.5787BDCB@students.uni-mainz.de>
Source record: 26327

Hmm,
there seem to be several versions of Turbo Basic, that do not use RAM
under the OS ROM (Turbo Basic XL does!). One is known as Frost basic,
the other one as turbo Basic 400 (maybe the same as Frost Basic?) and a
third one as turbo Basic 3.2q (written for Sparta DOS by Tom Hunt). So,
try one of these if you need a TB that does not use RAM under ROM area.
Well, afaik there are no patches/updates for the TB Runtime or TB
Compiler available - both use RAM under OS ROM...
But I try to avoid these two programs if I can... -Andreas.

Mirko Sobe schrieb:
>
> I've tried FROST-BASIC, but I didn't work with MyIDE. RUNTIME.COM does also
> not work...
> But like I sad, I re-discovered ATARI-BASIC. Last few days, I downloaded
> many old ATARI-BASIC programs from old magazines from this adress:
> http://www.atari8bit-software.de
> Here you can find many programs, witch are 100% compatible with MyIDE.
>
> Mirko
>
> www.atarixle.de
>
> "Winston Smith" <winston.smith@pinkrose.dhis.org.remove-nnn-this> schrieb im
> Newsbeitrag news:3DC13786.377.csat8@pinkrose.dhis.org...
> > To: "Mirko Sobe" <atarixle@12move.de>
> > Re: Let's talk about the MyIDE Interface...
> > By: "Mirko Sobe" <atarixle@12move.de> to comp.sys.atari.8bit on Tue Oct
> 29 2002 02:44 pm
> >
> > > I bought it at the JHV (gtx2all) and I like it. Bad, it want not work
> with
> > > Turbo-BASIC aslong I have to load the drivers from disk. Now I
> rediscovered
> > > ATARI-BASIC, witch works best with it (like all 48k software).
> >
> > You could try FrOst BASIC.... That was the BASIC that was the BASIC
> Frank
> > O. wrote before he wrote TURBO BASIC. FrOst B.A.S.I.C. doesn't use the
> RAM
> > space under the OS, as it was designed for the 800/400 series and not the
> XL/XE
> > series. While it doesn't do as much as TURBO BASIC, it is -- in its own
> right

> > -- a *VERY* nice BASIC, all by itself.
> > --- Synchronet 3.10j-Linux NewsLink 1.35
> > * Planet Maca's Opus - Winsted, Ct - 860-738-7176
> telnet://pinkrose.dhis.org

5958. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:11:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6C658.A9F32908@students.uni-mainz.de>
Source record: 26328

So,
has your wife (?!?) a fuji printed on her body ?!? Or where is she now
???
;-) Andreas.

Fox-1 schrieb:
>
> "DunxUK"wrote
>
> > >You should've posted this one week earlier. I just thrown away about 25 of
> > >those cassette-tapes (TEAC)...
>
> > You really would have been better keeping that quiet! Go run after the bin man!
>
> Too late :-)
> I'm moving to another house, and about everything that hasn't got a fuji printed on it
somewhere goes to the bin :-)
>
> > They are very good for photographic shoots, normal cassettes are dull by
> > comparison.
>
> Maybe I'll find some more since I'm not finished yet with packing all my stuff.
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

5959. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:16:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6C797.1ACA95EF@students.uni-mainz.de>
Source record: 26329

Well,
there is a good Gamedos called "My-Picodos" by HiasSoft. My means My-DOS format, supporting MyDOS subdirs and large capacities (up to 16MB MyDOS format) !! This Gamedos also contains speeders for ultraspeed (Happy, Speedy, US Doubler, etc.) and XF drives. -Andreas.

Marius Diepenhorst schrieb:
>
> In that case you have to wait indeed for the EPROM from symen. Then you can
> work with MyDOS.
>
> MyDOS is nice but I don't like (!!) the very large DUP.SYS and i definately
> HATE the location that dup is stored. You can't start any M/L program stored
> between let's say $3000 - $4500.
>
> Marius
>
> "Mirko Sobe" <atarixle@12move.de> schreef in bericht
> news:apsd0m$153n$1@innferno.news.tiscali.de...
> > I prefer a DOS witch is compatible with MyDOS-file system :-)
> >
> > Mirko
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> > news:aps8qrbsu1@reader14.wxs.nl...
> > > Btw
> > >
> > > scandisk.bas and fdisk.bas work both without the myide os.
> > >
> > > So again: yes a DOS can be adapted/written, but I still think it will be
> > > better to write a whole new dos. PErhaps an idea for REAL.DOS
> > >
> > > Mrius
> > >
> >
> >
> >

5960. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:25:55 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6C9C3.BD944DB8@students.uni-mainz.de>
Source record: 26331

Nope,
there were many tapes by Quelle-soft and Europa (both german companies)
which used sound during data playback. But I insist: the tapes are mono
! If I playback a data-only tape on my hifi-system, the right channel is
noise only, whereas the left channel has the data-noise; now, if I
playback a tape with data and music on my hifi-system, the right channel
is still noise only (it is unused!), whereas the left channel contains
both data and sound !! -Andreas.

Freddy Offenga schrieb:
>
> Thanks for the clear answers Fox-1! :-)
>
> Are "Zeppelin" and "Kingdom" the only ones?
>
> Any chance to download these WAVs somewhere?
>
> Freddy.
>
> "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> news:apumrisuq1@news1.tilbu1.nb.home.nl...
> >
> > "Freddy Offenga" wrote
> >
> > > > > > Are the Atari tapes stereo?
> >
> > > > > Yes, they are stereo.
> >
> > > > This is interesting. Do I remember correctly that it was possible to
> have
> > > > the program loading while music played?
> >
> > Yes. The games "Zeppelin" and "Kingdom" did have music when loading the
> tape.
> >
> > > > Is this because the program is
> > > > stored on the left track and the music on the right?
> >
> > Yes.
> >
> >
> > > > Such 'music + program' tapes can not be preserved with the CAS format.
> Would
> > > > it be possible to store those in a stereo WAV file?

> >
> > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into binary
> code.

5961. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:29:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6CA87.4152323A@students.uni-mainz.de>
Source record: 26332

Well,
it is probably a speedy 1050 with track LED ! One switch is used as a
write protection switch (write-protection on or off), the other one to
chose the built-in ROM software: a) Bibo-DOs or b) High-Speed-Sector
Copy. The track LED could display the track in decimal or hex format,
which was very handy for hackers/crackers to find the place of certain
copy-protections...
-Andreas.

Ron Hamilton schrieb:
>
> Interesting pics there, especially one 1050 with at least 2 front switches
> and what appears to be a digital display of some type...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message news:apj8km$n9j$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > Check out: http://groups.msn.com/ABBUC/ablagebox.msnw click on JHV 2002
> then
> > click on a picture, from then on, click 'Weiter' for Next picture and
> > 'Zurueck' for previous pictures.
> >
> > CU Mathy van Nisselroy
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.
> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> > adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
> >

5962. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:36:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6CC4E.3A343B6E@students.uni-mainz.de>
Source record: 26333

Nope,
not -fully- possible. DCM format is limited to 9999 double density sectors (each with 256 bytes). Whereas a harddisk partition can have up to 65.535 double density sectors (each with 256 bytes). Thats why my XLE-CD contains the 16 MB partition of ATOS only in (zipped!) ATR and XFD format... (besides that the CD does not contain any DCM images anymore, because I was out of space and I prefered ATR and XFD images...) -Andreas.

P.S.: Most ATR/XFD/DCM converters for the PC (like ACVT or Imagic) are limited to 180kbytes when converting to DCM format; on the Atari you can DCM higher/bigger formats, but then its a little bit difficult to transfer these big DCM images to the PC...

mad ATARI user alternate schrieb:
>
> has anyone ever done it ? is it possible ?

5963. Re: *POLL* Can shareware still play a viable role?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:47:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6CEE8.823D38AD@students.uni-mainz.de>
Source record: 26334

Well,
what do you think why big firms like EA, Activision, Sierra and such
still do not make their old software available as Pd or freeware ?!?
Because there is a market - on the PC or the mobile phones or the PDA`s
!! On the PC they sell remakes of old titles that include the original
version, for the mobile phones they sell or licence the original 8bit
games !!! For example Infogrames sold or licenced many old Atari games
(like Centipede, Millipede, Robotron, Breakout, etc.) to the british
firm Orange (which produces & sells mobile phones) for some 5 million
dollars... -Andreas.

P.S.: I think that only small companies or authors who already got their
rights back will make their programs available as freeware or PD. Big
Firms like Sega, Nintendo, Sony, Hasbro (which still owns Parker,
Microprose, Firebird, Silverbird, Rainbird, etc.), Electronic Arts,
Activision, Sierra, etc. will probably never declare old programs as PD.
Why?!? Well, first there still is a market for these old games, second
this would maybe lead to an avalanche (i.e. Atari users want old
programs to be PD, then Commodore, then Sinclair, etc. - and after the
8bits, users of 16 bit machines want their programs to be PD, etc.
etc.);

Roy G Biv schrieb:
>
> On 30 Oct 2002 at 10:18:25 -0800, "Mad Atari User" at rocketmail
> scribbled:
> ->>I'm conducting a small (unscientific) poll ... 1. Do you think
> ->>this community ... would benefit if more "old" commercial or even
> ->>shareware programs were released as freeware or into the PD?
>
> Yes, because the opposite answer isn't viable. Releasing old
> 8-bit programming can't hurt. On the other hand, any attempt to
> "hold" on to "rights" for old programming can't help.
>
> The point is that there are so few people left and so little of
> a "community" still surviving for the Atari 8-bit, that there's no
> useful purpose served by taking a high-handed attitude toward "rights"
> to old 8-bit programming. There's no market left, so those rights
> aren't worth anything.
>
> ->>2. If a shareware (or commercial) author has released his or her
> ->>programs as freeware or into the public domain, would you still
> ->>support the the author (i.e. send a monetary or gift donation) for
> ->>the time and effort he or she has put into the programs?
>

> That's a moot point because you won't find an address to send a
> payment to, even if you wanted to. Remember, we're talking about OLD
> 8-bit software here. That means stuff put on the market 15 or 20
> years ago, or in rare cases, maybe "only" 10 years ago.
>
> Companies that were in business 15 or 20 years ago (in some cases
> as far back as 1981 or 1980, which means up to 22 years ago!) are
> long gone. And individuals who published or released programming on
> any kind of basis have likely moved half a dozen times, changed
> careers (not to mention platforms), and are likely to be almost
> impossible to trace down. This is true not only for people involved
> in the Atari 8-bit scene 15 to 20 years ago, but also for people
> who put out shareware for other older platforms.
>
> In reply to this same thread, on Thu, 31 Oct 2002 at 03:51:58
> +0000, Paul Irvine of YOURFINGER dot internet scribbled:
> ->... say the author decided to release a new title THEN I'd be
> ->happy to pass my money towards them.
>
> That's the only practical way. We're not going to see much new
> output from people who published Atari 8-bit programs 15 or 20 years
> ago.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
> (headers munged to foil spammers; real info in taglines)

5964. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 19:56:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D0E4.8B0D338F@students.uni-mainz.de>
Source record: 26335

Another question...
where is Datasoft today ?!? Did someone buy them ?!? did they end to
exist or what ?!?
what about their rights - did they go back to the authors or what ?!?
-Andreas.

P.S.: Another story I have heard is that P.Price got his rights on A.R.
back and made the game Pd or Freeware. Is it true ?!?

richard cortese schrieb:
>
> "Winston Smith" <winston.smith@pinkrose.dhis.org.remove-zrt-this> wrote in
> message news:3DC52977.443.csat8@pinkrose.dhis.org...
> > To: Wrath0110 <rlange19NOSPAM@attbi.com>
> > Re: Atari
> > By: Wrath0110 <rlange19NOSPAM@attbi.com> to comp.sys.atari.8bit on Sun
> Nov 03 2002 11:28 am
> >
> > > Has anyone had any luck getting multi disk games (like Alternate
> > > Reality) to work with an emulator?
> > > --- Synchronet 3.10j-Linux NewsLink 1.35
> >
> > I believe that the author, himself, came onto this NewsGroup and did it
> himself
> > many years back.
>
> Not exactly correct. Gary Gilbersten<sp?>, the composer, came by and said as
> far as he was concerned his songs could be distributed. I also phoned
> DataSoft when they were still in business and got permission to copy the map
> from the hint book as they were sold out and didn't plan on making another
> run.
>
> Philip Price came by the newsgroup and said he has the rights to AR. He was
> planning an AR online game circa 1997 to compete with Ultima Online,
> EverQuest, etcetera. The game was supposed to come out circa 1998 so it
> doesn't look good.

5965. Re: FrOst BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:00:40 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D1E8.B39F5868@students.uni-mainz.de>
Source record: 26336

Well,
I think it is. Besides can you e-mail me this version ?!? I have this
turbo basic version in a strange form: it is appended somehow to DOS.SYS
and this DOS is DOS 2.0 by Atari. so it only works from this "bootdisk"
- but I would like to have the single file too... -Andreas.

LarryWhite schrieb:
>
> I have seen a couple of notes about this BASIC recently. I have a version of
> BASIC that is listed as "Turbo Basic 1.4" that runs on the 400/800. It is 132
> sectors long (on disk), and produces a FRE(0) of 22766 bytes (or almost 7K less
> room than Turbo Basic XL According to the docs, it pretty much duplicates all
> of the features of TB XL. Is this the FrOst BASIC?
> Larry

5966. Re: Discussion about new ATARI Floppy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:02:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D255.DAEFA5C2@students.uni-mainz.de>
Source record: 26337

Well,
the project sounds interesting. On the other hand: 5,25" floppies are
already dead. I guess 3,5" floppies will be dead in a few years... So we
should search for other alternatives...
-andreas.

CarstenStrotmann schrieb:
>
> Hi there,
>
> Guus Assmann is working on a new floppy hardware for the atari 8bit.
> We have set up a discussion on
> http://www.strotmann.de/twiki/bin/view/APG/ProjNewFloppy.
>
> It should be an open system, and compatible to existing hardware and
> software. So we need input from all experts and users. Hardware and
> software will be discussed and released open on the web.
>
> Carsten

5967. Re: Druid

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:04:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D2B8.2E6DE388@students.uni-mainz.de>
Source record: 26338

Hmmm,
the manual maybe - or the original version + manual ?!? Ok, I don`t have
it handy here. But I will read it at home and tell you - maybe next
week... -Andreas.

"Frank Schröder-Höftmann" schrieb:
>
> Hello all!
>
> I was just playing Druid but I don't seem to get into the game. How to
> change weapons? And, above all, what's the game's object?
>
> Incidently, I played the C64 version yesterday and found the music quite
> nice. Guess what's lacking from the Atari version?)-:

5968. Re: Discussion about new ATARI Floppy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:05:31 UTC
From: dunxuk@aol.com
Message-ID: <20021104150531.17631.00000113@mb-fd.aol.com>
Source record: 26339

>Well,
>the project sounds interesting. On the other hand: 5,25" floppies are
>already dead. I guess 3,5" floppies will be dead in a few years... So we
>should search for other alternatives...

Then again Ataris are dead too... :o)

5969. Powerpad programs...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:09:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D3E8.FE56E562@students.uni-mainz.de>
Source record: 26340

Hello folks,
a friend of mine owns a Powerpad (not the ones made by AMC/Germany,
another one made by an US firm), but no software for it. So, what
programs are there for the Powerpad ?!?

The same thing happened to him with the Chalkboard. what programs are
available for the Chalkboard ?!?

greetings, andreas.

5970. programs that support stereo-sound...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:11:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6D45A.16CD1001@students.uni-mainz.de>
Source record: 26341

hello folks,
I guess there are already some Atarians that upgraded their Atari with a second Pokey/Gumby for stereo sound. So, what programs (demos, games, tools, apps.) are there that support this upgrade/stereo-sound ?!? i already have a list, but I do hope you can help me to make it larger... -andreas.

5971. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:47:19 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aq6l8b$18fp$1@innferno.news.tiscali.de>
Source record: 26342

Where can I find them? There are very usefull for big (MyDOS-) images using
SIO2PC with high-speed.

Mirko

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
Newsbeitrag news:3DC6C797.1ACA95EF@students.uni-mainz.de...
> Well,
> there is a good Gamedos called "My-Picodos" by HiasSoft. My means My-DOS
> format, supporting MyDOS subdirs and large capacities (up to 16MB MyDOS
> format) !! This Gamedos also contains speeders for ultraspeed (Happy,
> Speedy, US Doubler, etc.) and XF drives. -Andreas.

5972. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:56:08 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aq6mr2$28p$1@reader12.wxs.nl>
Source record: 26343

I'm afraid this gamedos won't work with MyIDE. I guess this gamedos uses
it's own SIOroutines? In that case forget it with MyIDE.

Marius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:3DC6C797.1ACA95EF@students.uni-mainz.de...
> Well,
> there is a good Gamedos called "My-Picodos" by HiasSoft. My means My-DOS
> format, supporting MyDOS subdirs and large capacities (up to 16MB MyDOS
> format) !! This Gamedos also contains speeders for ultraspeed (Happy,
> Speedy, US Doubler, etc.) and XF drives. -Andreas.
>
>
> Marius Diepenhorst schrieb:
> >
> > In that case you have to wait indeed for the EPROM from symen. Then you
can
> > work with MyDOS.
> >
> > MyDOS is nice but I don't like (!!) the very large DUP.SYS and i
definately
> > HATE the location that dup is stored. You can't start any M/L program
stored
> > between let's say $3000 - $4500.
> >
> > Marius
> >
> > "Mirko Sobe" <atarixle@12move.de> schreef in bericht
> > news:apsd0m$153n$1@innferno.news.tiscali.de...
> > > I prefer a DOS witch is compatible with MyDOS-file system :-)
> > >
> > > Mirko
> > >
> > > "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> > > news:aps8qrbsu1@reader14.wxs.nl...
> > > > Btw
> > > >
> > > > scandisk.bas and fdisk.bas work both without the myide os.
> > > >
> > > > So again: yes a DOS can be adapted/written, but I still think it
will be
> > > > better to write a whole new dos. PErhaps an idea for REAL.DOS
> > > >
> > > > Mrius

> > > >
> > >
> > >
> > >

5973. Re: BEWEDOS and other formats

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 20:58:19 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aq6mv6$2g3$1@reader12.wxs.nl>
Source record: 26344

```
Yes I will

My Basic version is finished, but I detected a naughty bug in it. I won't
update the basic version since I'm working on a ML version. That ML version
will be great, and If i had more time it was already finished. So stay tuned
for it...

Marius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:3DC6B0CF.FBE32A55@students.uni-mainz.de...
> Hello Marius,
> yes I saw it at the ABBUC JHV !! Nice effect !! Especially since I am
> not a programmer...
> Let me know, when you finish your My-IDE programs (or send me a copy of
> them, so I can also send copies to Nir Dary who has a My-IDE cart...)
> greetings, Andreas.
>
>
>
> Marius Diepenhorst schrieb:
> >
> > Did you see the star effect in my scroller demo?
> >
> > I rewrote the sterne.tur on the atr files you sent me and did I quit
nice
> > job in my demo to compress the stars to only the scroller.
> >
> > Marius
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in
bericht
> > news:3DBD9E88.8B6B55EE@students.uni-mainz.de...
> > > Hello Marius,
> > > I was at the ABBUC JHV. And I have seen you there (and your nice demo
> > > scroller!). But we forgot to sit down and talk to each other...
> > > greetings, andreas.
> > >
> > >
> > >
> > > Marius Diepenhorst schrieb:
> > > >
> > > > Hey Andres!
> > > >
> > > > Are you at the JHV tomorrow?
```

> > > > Like to meet you!
> > > >
> > > > Marius
> > > >
> > > > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in
> > bericht
> > > > news:3DB5A029.44647869@students.uni-mainz.de...
> > > > > Well,
> > > > > if you don`t like the medium/enhanced format, the answer is
simple:
> > > > > don`t use it !! Anyway, Atari brought us the 1050 with enhanced
> > density,
> > > > > allthough we all would have liked it to be true double density
> > > > > (180kbytes / 256 bytes per sector). But, this is a fact no-one can
> > > > > change. the 1050s are there and they merely have medium/enhanced
> > > > > density. The users (may) should have ignored that density and used
> > > > > single density or (with an upgrade) double density instead. Fact
is,
> > > > > they did not! Especially here in Europe, many upgrades were made
to
> > > > > support a) true double density and b) ultra/warp/high/turbo/...
speed.
> > > > > Guess what, the programmers used the speeders (or supported them)
but
> > > > > they did not use double density. Quite a lot of programs were made
in
> > > > > medium/enhanced density - and a lot of these programs were
bootdisks
> > > > > (goodbye to harddisk usage - unless you are a cracker). Even most
> > > > > filedisks (program files) were written in such a nice way, that
they
> > > > > will work alright with any density that uses 128bytes per sector,
but
> > > > > they will crash with other densities, that use 256 bytes per
sector.
> > > > > Well, thats why I gave my Atari harddisk away - I am not a
> > > > > hacker/cracker, but I had and still have hundreds of programs,
that
> > are
> > > > > single/enhanced bootdisks or files that do not work with double
> > > > > density...
> > > > >
> > > > > By the way, only DOS 2.5 and some compatibles (Turbo-DOS,
Bibo-DOS,
> > > > > Super-DOS) use a second VTOC in medium/enhanced format. Most other
> > > > > DOSses use other tricks (and thus more incompatibilities) to
access
> > more
> > > > > than 719 sectors. MyDOS, Top-DOS, DOS II+D and many other DOS 2.x
> > > > > derivatives do not have a second VTOC (so their medium/enhanced

format
> > > > > is incompatible to DOS 2.5!). -Andreas.
> > > > >
> > > > >
> > > > >
> > > > > Marius Diepenhorst schrieb:
> > > > > >
> > > > > > Hmmm I couldn't get the right english word. Incompatible isn't
the
> > good
> > > > word
> > > > > > indeed. I was trying to say that is isn't a very STANDARD
format. Ok
> > it
> > > > is
> > > > > > standard to the 1050. But the 1050 itself is a /dutch
"Eigenwijs"
> > /dutch
> > > > off
> > > > > > thing. Atari always wanted to be backward compatible (that is a
nice
> > > > > > philosophy ofcourse) but that is in my point of view the problem
> > with
> > > > the
> > > > > > 1050. First they told this was a drive with REAL double density.
It
> > is
> > > > > > defniately NOT double density. The 1050 uses more sectors, but
does
> > not
> > > > put
> > > > > > more bytes in one sector. In sparta XINIT it is called "1050
double
> > > > density"
> > > > > > I likte that name.
> > > > > >
> > > > > > I'm not sure, but I guess for the sectors between 719 and 1041
> > (=720 -
> > > > 1040)
> > > > > > it seems the enhanced (1050 format) uses an extra VTOC. And THAT
is
> > the
> > > > > > stupidity of the format, and makes that it is very NON-standard.
> > > > > >
> > > > > > Ofcourse it is an Atari Standard, and because of that it is used
> > very
> > > > much,
> > > > > > and is it nice to use, if you program for diskdrive. But we live
now
> > in

> > > > the
> > > > > > year 200x and have more devices to use with our atari 8bit, and
if I
> > > > look at
> > > > > > the enhanced format with these devices next to it... i stil say:
> > that
> > > > > > Enhanced format is a very stupid format :-)
> > > > > >
> > > > > > (hehe you can see: I'm a spartados user :-))))))
> > > > > >
> > > > > > Marius
> > > > > >
> > > > > > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > > > > > news:b8js9.2080609$oa7.71816904@Flipper...
> > > > > > >
> > > > > > > "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> > > > > > > news:aoqu3acar1@reader10.wxs.nl...
> > > > > > > > Spartados can't write the sectors above the 719 sectors of
Dos
> > 2.5
> > > > > > > formatted
> > > > > > > > > (enhanced density) disks.
> > > > > > > >
> > > > > > > > Btw. That enhanced format is extremely incompatible at all.
> > > > > > > >...
> > > > > > >
> > > > > > > Incompatible with what? IMO it's very wide spread and used by
many
> > > > > > > commercial programs. Also, if you don't have a drive expansion
> > it's
> > > > > 130K
> > > > > > > against 90K (Single). Enough reasons for me to use it. :)
> > > > > > >
> > > > > > > Freddy.
> > > > > > >
> > > > > > >

5974. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 21:05:54 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6E132.EBA9EB93@students.uni-mainz.de>
Source record: 26345

YES,
it is a track indicator of a speedy 1050 with track LED !! -Andreas.

Ron Hamilton schrieb:
>
> Appears to be maybe a track indicator or similar readout of some drive
> status; it's on one of the 1050s in the MultiPlay session.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message
> > Howdy Ron
> >
> > > Interesting pics there, especially one 1050 with at least 2 front
> switches
> > > and what appears to be a digital display of some type...
> >
> > Digital display???
> >

5975. Re: Discussion about new ATARI Floppy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 21:10:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6E257.2B184EA0@students.uni-mainz.de>
Source record: 26346

Well,
not true !! Maybe Atari users are dead in a few years. Atari (computers,
consoles, etc.) will never die... -Andreas.

DunxUK schrieb:
>
> >Well,
> >the project sounds interesting. On the other hand: 5,25" floppies are
> >already dead. I guess 3,5" floppies will be dead in a few years... So we
> >should search for other alternatives...
>
> Then again Ataris are dead too... :o)

5976. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 21:11:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC6E28A.91EEA28A@students.uni-mainz.de>
Source record: 26397

Well,
as always write me an e-mail to get an ATR version of my MyDOS
disk... -Andreas.

Mirko Sobe schrieb:
>
> Where can I find them? There are very usefull for big (MyDOS-) images using
> SIO2PC with high-speed.
>
> Mirko
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schrieb im
> Newsbeitrag news:3DC6C797.1ACA95EF@students.uni-mainz.de...
> > Well,
> > there is a good Gamedos called "My-Picodos" by HiasSoft. My means My-DOS
> > format, supporting MyDOS subdirs and large capacities (up to 16MB MyDOS
> > format) !! This Gamedos also contains speeders for ultraspeed (Happy,
> > Speedy, US Doubler, etc.) and XF drives. -Andreas.

5977. Re: Discussion about new ATARI Floppy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 22:23:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dc6f3b1$0$46611$e4fe514c@news.xs4all.nl>
Source record: 26398

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DC6E257.2B184EA0@students.uni-mainz.de...
> Well,
> not true !! Maybe Atari users are dead in a few years. Atari (computers,
> consoles, etc.) will never die... -Andreas.

Hmm I was planning to live longer then just a few years!

TXG/MNX

(Written by a die hard Atarian)

5978. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 22:27:31 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dc6f48e$0$46598$e4fe514c@news.xs4all.nl>
Source record: 26399

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:aq3dmn$n6u$1@reader13.wxs.nl...
> More fun? More fun?
>
> SUPER FANTASTIC TURBO MORE FUN!
>
> The real thing is definately super!
>
> Btw. I see you did get home with that old car without too much gas :-)))))

Yeah you should know that the MNX crew will have the power to travel everywhere.... even when we run out of gas we will return safely so we can think about the next party to come to.....

Maybe next time we can rent a plane to travel, we have done already some nice things like just buying a car to travel to Czech Republic and when we were back we sold it.... we have traveled with several different cars and vans so... the next step could be a limo, a plane and maybe in a couple of years a space ship... :-))

5979. Re: Compy Shop Magazines + User Mags online (zipped ATR-files)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 22:46:18 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <_MCx9.210798$Mf5.10381537@Flipper>
Source record: 26400

Hm, this sounds really unbelievable!

I remember some guy (his pseudo was "Lord Of Darkness") cracking and distributing software from the Computer store he worked for. I don't think this guy should 'judge' other people.

Send that lawyer to me and I kick his ***. ;-)

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3DC6BCF2.B5016C4D@students.uni-mainz.de...
> Well,
> the Compy-shop magazines can all be found on a) the Pooldisk Too by Bo
> and Ernest Schreurs, b) the HAPS-CD and c) the ABBUC PD library. They
> were made PD when Compyshop ended the Atari support. Afaik the User-Mags
> by Ulf Peterson are NOT PD !! Better remove them, since Ulf or a brother
> of him is a lawyer (Rechtsanwalt) and already judged many atarians who
> broke his copyrights. He also once tried to judge ABBUC (allthough he
> had broken copyright rules and not ABBUC!) when someone at ABBUC said,
> he is selling illegal copies of PC Xformer by Darek Mihocka. (Ulf was
> selling them without the registration cards, still he tried to judge
> ABBUC!)... So, be warned and better take care... -Andreas.
>
>
> P.S.: Some User magazines are copy protected (especially those that
> contain commercial software, where Ulf bought licences for!), this
> should have been a good notice for you, that they are not PD !!
> Otherwise: Which PD program has a copy protection ?!?
>
>
>
> Sven Gleich schrieb:
> >
> > Hello all,
> >
> > transfered some German disk magazines from my old 5.25 Atari disks to
the
> > PC:
> >
> > Compy Shop Magazin 03/88 (German)
> > Compy Shop Magazin 05/88 (German)
> > Compy Shop Magazin 07/88 (German)
> > Compy Shop Magazin 09/88 (German)
> > Compy Shop Magazin 10/88 (German)

> > User Mag 06/90 (German, successor of Compy Shop Magazin)
> > User Mag 07/90 (German, successor of Compy Shop Magazin)
> >
> > Download from http://www-user.tu-chemnitz.de/~sgl/atari/files/ , files
are
> > named csm????.zip and um????.zip, info also added to XL-Search (during
the
> > next days probably). Maybe I set up a web site about German disk mags.
In
> > case anybody has more of those mags or knows a website please contact me
> > ...
> >
> > Sven.

5980. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 23:12:57 UTC
From: Fox-1
Message-ID: <aq6utrnnk1@news2.tilbu1.nb.home.nl>
Source record: 26401

> > I'm moving to another house, and about everything that hasn't got a fuji printed on it somewhere goes to the bin :-)

"Andreas Magenheimer" wrote

> So,
> has your wife (?!?) a fuji printed on her body ?!? Or where is she now
> ???

She didn't have one, so guess where she is now :-))

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

5981. Looking for Greg Menke

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 23:48:05 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <VGDx9.212487$Mf5.10447158@Flipper>
Source record: 26402

Anyone has his email address? Please contact me.

taf.offenga@nospam.nl (replace nospam with chello)

Freddy.

5982. Re: Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-04 23:57:18 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <f22esusrlb2sj40vs0guako91nhfh7cjgq@4ax.com>
Source record: 26403

On 04 Nov 2002 16:59:42 GMT, dunxuk@aol.com (DunxUK) wrote:

>Didn't take him long to issue non-paying-bidder notices against everyone that
>complained; received today:

>As a result of this seller's FVF credit request (Non-Paying Bidder claim), you
>are receiving your first Non-Paying Bidder("NPB") Warning. If you receive a 3rd
>NPB Warning, your account will be suspended indefinitely.

>The sod.

Can't you appeal on this considering the very definite circumstances..

Isn't it amazing how some prat like that can try it on and still get
the ability to fire a shot at the almost cheated party..

Simply amazing..
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

5983. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 00:09:12 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <I_Dx9.1182$En4.132774@newsread2.prod.itd.earthlink.net>
Source record: 26404

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DC6D0E4.8B0D338F@students.uni-mainz.de...
> Another question...
> where is Datasoft today ?!? Did someone buy them ?!? did they end to
> exist or what ?!?

Double check me because I may have the history wrong: I think DataSoft went broke and was bought out by Intellicreations or something like that. At least one of the programmers employed by DataSoft did drop by, Dan Pinal the lead programmer on AR Dungeon maybe, to say hi and wanted a bootleg copy. He was happy about AR Dungeon being available. That does carry some weight in that he was the lead programmer and can almost be called the last man standing out of DataSoft.

> what about their rights - did they go back to the authors or what ?!?

That was Philip Price's ~position as the originator of the game. He made several points about things like the failure of DataSoft to deliver on the contract. I can't remember the list, stuff like royalty payments and sequels I think.

Looking at http://www.copylaw.com/permission.html#us
For permission to quote from a >book<, you must contact the publisher's rights department. If the publisher has gone out of business, or the book is out of print, you'll need to trace the author by doing a copyright search or contacting one of the authors' organizations listed below.

At any rate he was not willing to declare AR PD at that time. Not that he may not declare 8 bit versions freeware or something, just that he had plans for AR online to be developed and a deal with Monolith: This pretty much meant he was contractually bound to protect his copyright. The Monolith thing went south but I am pretty sure he has not changed his position.

Online games are pretty big now, well over $100 million a year business. Kind of a shame he didn't get his going.

5984. Re: *PING* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 01:00:52 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <8LEx9.1190$fn6.148801@newsread1.prod.itd.earthlink.net>
Source record: 26405

Certainly possible; unclear about the timing - goes back several years after OKC Springlake Vocational Technical School was renamed MetroTech.

RetroTech was my attempt at a clever play on the words as TACE once met in one of the other VoTech centers and utilized 20 year old computers. We were mostly *still* using them, although several of us recycled A8 items donated by those leaving the Atari fold. I just took possession of a box from Mike Berry with some original disks along with docs and miscellaneous books.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> I wonder if you & I had the same thought at the same time. rtdos
> stands for recycled technologies (retro tech) device operating system.
> :o)
>
> ...and I see you have Retro Tech on your home page. ;-)

5985. Re: *HUGE FAVOR* (need a blank disk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 01:00:58 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <eLEx9.1193$fn6.148801@newsread1.prod.itd.earthlink.net>
Source record: 26406

Surely whoever is close-by will make one and get it to you; where are you
located?

I know SIO2PC lets your A8 see the PC as a virtual disk drive, and I
understand that 1050-2-PC lets the PC access the real A8 drive... Does it
not allow you to format and transfer data from ATRs, etc?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> I just got a 1050-2-PC interface to connect my 1050 drive to my PC and
> I was wondering if anyone wouldn't mind contributing a double sided
> formatted disk; i.e. one side formatted SSSD (90K) with DOS 2.0S
> (including bootable DOS.SYS & DUP.SYS files) and the other side
> formatted SSED with DOS 2.5 (including bootable DOS.SYS & DUP.SYS)
> with no other files. I'd like to see if I can incorporate SIO2PC
> (1050-2-PC) functions into rtdos but I don't have a blank formatted
> disk (with DOS.SYS & DUP.SYS) to test. :o)
>

5986. Re: More pictures of big Atari 8 bit meeting in Germany (JHV of the ABBUC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 04:36:54 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dc74ae3$0$1458$272ea4a1@news.execpc.com>
Source record: 26407

Ok, facial hair. Either way, a photo or hairs, Uhhh..
they don't make into bits for the internet.
I guess all that facial hair goes down the sink.
They're very short hairs, but I'm getting funny about
this discussion.

5987. Re: *HUGE FAVOR* (need a blank disk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 05:56:39 UTC
From: mo <momo@atariland.com>
Message-ID: <r4Jx9.278056$Fw2.8160701@twister.austin.rr.com>
Source record: 26408

Yeah, you should be able to make your own with the attached drive. Use APE
and write the virtual dos out onto the real floppy. If you need DOS ATR's
let me know.
Mo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:eLEx9.1193$fn6.148801@newsread1.prod.itd.earthlink.net...
> Surely whoever is close-by will make one and get it to you; where are you
> located?
>
> I know SIO2PC lets your A8 see the PC as a virtual disk drive, and I
> understand that 1050-2-PC lets the PC access the real A8 drive... Does it
> not allow you to format and transfer data from ATRs, etc?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > I just got a 1050-2-PC interface to connect my 1050 drive to my PC and
> > I was wondering if anyone wouldn't mind contributing a double sided
> > formatted disk; i.e. one side formatted SSSD (90K) with DOS 2.0S
> > (including bootable DOS.SYS & DUP.SYS files) and the other side
> > formatted SSED with DOS 2.5 (including bootable DOS.SYS & DUP.SYS)
> > with no other files. I'd like to see if I can incorporate SIO2PC
> > (1050-2-PC) functions into rtdos but I don't have a blank formatted
> > disk (with DOS.SYS & DUP.SYS) to test. :o)
> >
>
>

5988. Re: *PING* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 05:58:28 UTC
From: mo <momo@atariland.com>
Message-ID: <86Jx9.278066$Fw2.8161267@twister.austin.rr.com>
Source record: 26409

And I hope you'll be making ATR's and scans to share with the rest of the
class right? 8-)
Mo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:8LEx9.1190$fn6.148801@newsread1.prod.itd.earthlink.net...

. I just took possession of a box from Mike
> Berry with some original disks along with docs and miscellaneous books.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

5989. Re: Cassette question (wildly off topic)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 06:01:51 UTC
From: mo <momo@atariland.com>
Message-ID: <j9Jx9.278081$Fw2.8162024@twister.austin.rr.com>
Source record: 26410

That's nothing, my dad still has his old Victrola (yes, you wind it up).
Along with his collection of polka's on 78RPM disks!
Isn't progress great?
Mo

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DC6B713.4D1A898E@students.uni-mainz.de...
> Well,
> nothing except they are old and funny ;-). I guess I know what he means,
> at the moment I am buying CD`s that look like old LP`s (i.e. as if they
> were made of black Vinyl). For the kiddies that haven`t seen LP`s or
> (more likely) reel-to-reel tapes this looks really strange. For us
> oldies, it will remind us of the good old days (besides, my parents
> still have a Phono by Kenwood and a reel-to-reel tape by Akai)...
> -Andreas.
>
>
>
> Fox-1 schrieb:
> >
> > "DunxUK" wrote
> >
> > > Does anyone remember in the '80s there was a sudden appearance of
audio
> > > cassettes that contained little metal reels inside to make them look
like
> > > miniature reel-to-reel tapes? I'll pay good money if anyone can send
me some
> >
> > You should've posted this one week earlier. I just thrown away about 25
of those cassette-tapes (TEAC)...
> >
> > What makes them so special???
> >
> > --
> >
> > Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
> >
> > Remember what the Dormouse said...

5990. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 06:05:48 UTC
From: mo <momo@atariland.com>
Message-ID: <0dJx9.278099$Fw2.8163029@twister.austin.rr.com>
Source record: 26411

They would have to be mono 'cause I've recorded atari tapes on an old
realistic tape recorder off the soundcard on my PC. I've not had one fail to
load yet.
Mo

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DC6C9C3.BD944DB8@students.uni-mainz.de...
> Nope,
> there were many tapes by Quelle-soft and Europa (both german companies)
> which used sound during data playback. But I insist: the tapes are mono
> ! If I playback a data-only tape on my hifi-system, the right channel is
> noise only, whereas the left channel has the data-noise; now, if I
> playback a tape with data and music on my hifi-system, the right channel
> is still noise only (it is unused!), whereas the left channel contains
> both data and sound !! -Andreas.
>
>
>
> Freddy Offenga schrieb:
> >
> > Thanks for the clear answers Fox-1! :-)
> >
> > Are "Zeppelin" and "Kingdom" the only ones?
> >
> > Any chance to download these WAVs somewhere?
> >
> > Freddy.
> >
> > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > news:apumrisuq1@news1.tilbu1.nb.home.nl...
> > >
> > > "Freddy Offenga" wrote
> > >
> > > > > > > > > Are the Atari tapes stereo?
> > >
> > > > > > > > Yes, they are stereo.
> > >
> > > > > > This is interesting. Do I remember correctly that it was possible to
> > have
> > > > > > the program loading while music played?
> > >
> > > > > Yes. The games "Zeppelin" and "Kingdom" did have music when loading
the
> > tape.

> > >
> > > > Is this because the program is
> > > > stored on the left track and the music on the right?
> > >
> > > Yes.
> > >
> > >
> > > > Such 'music + program' tapes can not be preserved with the CAS
format.
> > Would
> > > > it be possible to store those in a stereo WAV file?
> > >
> > > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into binary
> > code.

5991. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 06:08:19 UTC
From: mo <momo@atariland.com>
Message-ID: <nfJx9.278112$Fw2.8163416@twister.austin.rr.com>
Source record: 26412

I think you need to give your language translator program a tune-up. That last post (aside from the attachment) made no sense at all!
Mo

"Nubmnao" <unifer@hotmail.com> wrote in message news:3dc6a010$1_2@nova.entelchile.net...
> Hello
> Do they know how to use this atari program that passes over pc->atari 8 bit?
> and that it calls himself Ibm360, don't I understand like this program of 8
> bit works
>
> bye.
>
>
>
>
>

5992. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 08:13:31 UTC
From: Matthias Reichl <usenet-20021105@hias.horus.com>
Message-ID: <slrnaseuuu.9o6.usenet-20021105@camel.hias.horus.com>
Source record: 26413

On Mon, 4 Nov 2002 21:47:19 +0100, Mirko Sobe wrote:
> Where can I find them? There are very usefull for big (MyDOS-) images using
> SIO2PC with high-speed.

You can download it from my homepage:

http://www.horus.com/~hias/atari/

so long,

Hias

5993. Re: Let's talk about the MyIDE Interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 08:13:32 UTC
From: Matthias Reichl <usenet-20021105@hias.horus.com>
Message-ID: <slrnasevfb.9o6.usenet-20021105@camel.hias.horus.com>
Source record: 26414

On Mon, 4 Nov 2002 21:56:08 +0100, Marius Diepenhorst wrote:
> I'm afraid this gamedos won't work with MyIDE. I guess this gamedos uses
> it's own SIOroutines? In that case forget it with MyIDE.

Well, I guess it will work, because by default it uses the standard
SIO routine ($E459) of the Atari :-)

I was just too lazy to implement my own high-speed routine (and I
didn't have the source-code to one when I wrote MyPicoDos), and
just used the SIO commands $68 (get SIO length) and $69 (get SIO
routine) to load the SIO routine provided by the disk drive.
This works quite well with a Speedy 1050 and the HDI.
(I don't know which other drives / speeders support this command,
too).

So just try it, I don't have a MyIDE interface to test it by
myself. You can get it from:

http://www.horus.com/~hias/atari/

so long,

Hias

5994. My Mouse squishes

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 12:10:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq8cgjodq1@nets3.rz.RWTH-Aachen.DE>
Source record: 26415

Howdy folks

I bought my second ST Mouse of my XE system on the last JHV of the ABBUC.
Since it had a funny colour, I put it in water with some sodiumcarbonat to
clean for a couple of days.

Guess what, the grease that lubricated the small wheels that touch the mouse
ball didn't like that.

Does anybody know what to use for grease.
The wheels and I guess the spindels are made of brass as far as I can see.
Will acid free vaseline (soft enough it seems for baby bottoms) do?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

5995. Re: My Mouse squishes

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 12:15:29 UTC
From: dunxuk@aol.com
Message-ID: <20021105071529.25604.00000023@mb-ch.aol.com>
Source record: 26416

>Does anybody know what to use for grease.
>The wheels and I guess the spindels are made of brass as far as I can see.
>Will acid free vaseline (soft enough it seems for baby bottoms) do?

White silicon lube should be ideal, but if I remember rightly the roller axles are only push-fitted into plastic stays so as a general rule of thumb always lubricate plastic with neat washing-up liquid.

5996. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 12:17:19 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq8cshoqm1@nets3.rz.RWTH-Aachen.DE>
Source record: 26417

Howdy Andreas

> it is probably a speedy 1050 with track LED ! One switch is used as a
> write protection switch (write-protection on or off), the other one to
> chose the built-in ROM software: a) Bibo-DOs or b) High-Speed-Sector
> Copy. The track LED could display the track in decimal or hex format,
> which was very handy for hackers/crackers to find the place of certain
> copy-protections...

Must have been an old version of Speedy, cause the more recent ones don't
have that feature as far as I know.

CU Mathy van Nisselroy

PS I've seen Happy's with track displays. They were illegal copies and used
a red double digit 7 segment display where the power switch used to be. The
power on LED was replaced by a toggle switch. Unfortunately, the guy who
still has one, hasn't been able to reproduce them.

5997. Re: could somebody please change the address this code is loaded at?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 12:29:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq8dj4pkc1@nets3.rz.RWTH-Aachen.DE>
Source record: 26418

Howdy Freddy

> So, the ASPI handler can be implemented with a SCSI driver for the Black
> Box. Or there can be another ASPI handler with an IDE driver for MyIDE.
:-)

I'll try to remember that in the future. Maybe it's harder for me to keep
them apart cause I'm not an assembler programmed.

CU Mathy van Nisselroy

5998. Re: My Mouse squishes

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 12:40:52 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aq8e8mqfa1@nets3.rz.RWTH-Aachen.DE>
Source record: 26419

Howdy DunxUK

> >Does anybody know what to use for grease.
> >The wheels and I guess the spindels are made of brass as far as I can
see.
> >Will acid free vaseline (soft enough it seems for baby bottoms) do?
>
> White silicon lube should be ideal, but if I remember rightly the roller
axles
> are only push-fitted into plastic stays so as a general rule of thumb
always
> lubricate plastic with neat washing-up liquid.

I'll recheck, but remember Atari mda at least 8 or 9 different ST mice. PC mice might even show a could of other variations. I have 2 ST mice and 1 PC mouse, all are different. Except for the ball and the thingy that keeps the ball from rolling over the floor. Parts interchangability is zero, nada , zilch.

With 'Washing up liquid' you mean the pure stuff, or added to water?

Our lawnmower sqreaches from time to time. Better not use to much. People start looking funny when the lawnmowers wheels are starting to foam.... :-))

CU Mathy van Nisselroy

5999. Re: Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 13:02:00 UTC
From: Atari Grub <atarigrub@ntlworld.com>
Message-ID: <djPx9.2009$UB1.26638@newsfep1-gui.server.ntli.net>
Source record: 26420

DunxUK, just place NEGATIVE Feedback for him. The more Negative feedback under his name, the more people will believe he's not be trusted. The best we can do is warn as many people as possible this way. I wouldn't be suprised if he has a few other accounts, and starts selling under another name soon, before he begins shill bidding again.

6000. Re: My Mouse squishes

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 15:04:53 UTC
From: dunxuk@aol.com
Message-ID: <20021105100453.11245.00004070@mb-fi.aol.com>
Source record: 26421

>With 'Washing up liquid' you mean the pure stuff, or added to water?

Pure stuff. Try not to use it on things that get wet eg. lawnmower wheels,
toilet cisterns (spectacular results) etc.

6001. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 15:45:49 UTC
From: Nubmnao <unifer@hotmail.com>
Message-ID: <3dc7adac$1_1@nova.entelchile.net>
Source record: 26427

another time
Hello
they know the program of 8 bit that passes of pc --> 8bit, but with disk format in 360 from the pc, and that the 8 bit drive can be read. This it is denominated imb360. I don't understand like it works; God willing somebody helps me and know
bye.

6002. Re: *POLL* Can shareware still play a viable role?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 17:22:50 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211050922.72e67f0b@posting.google.com>
Source record: 26422

But it can go and has gone both ways. Look at the smaller companies
that no longer exist?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DC6CEE8.823D38AD@students.uni-mainz.de>...
> Well,
> what do you think why big firms like EA, Activision, Sierra and such
> still do not make their old software available as Pd or freeware ?!?
> Because there is a market - on the PC or the mobile phones or the PDA`s
> !! On the PC they sell remakes of old titles that include the original
> version, for the mobile phones they sell or licence the original 8bit
> games !!! For example Infogrames sold or licenced many old Atari games
> (like Centipede, Millipede, Robotron, Breakout, etc.) to the british
> firm Orange (which produces & sells mobile phones) for some 5 million
> dollars... -Andreas.
>
> P.S.: I think that only small companies or authors who already got their
> rights back will make their programs available as freeware or PD. Big
> Firms like Sega, Nintendo, Sony, Hasbro (which still owns Parker,
> Microprose, Firebird, Silverbird, Rainbird, etc.), Electronic Arts,
> Activision, Sierra, etc. will probably never declare old programs as PD.
> Why?!? Well, first there still is a market for these old games, second
> this would maybe lead to an avalanche (i.e. Atari users want old
> programs to be PD, then Commodore, then Sinclair, etc. - and after the
> 8bits, users of 16 bit machines want their programs to be PD, etc.
> etc.);
>
>
>
>
> Roy G Biv schrieb:
> >
> > On 30 Oct 2002 at 10:18:25 -0800, "Mad Atari User" at rocketmail
> > scribbled:
> > ->>I'm conducting a small (unscientific) poll ... 1. Do you think
> > ->>this community ... would benefit if more "old" commercial or even
> > ->>shareware programs were released as freeware or into the PD?
> >
> > Yes, because the opposite answer isn't viable. Releasing old
> > 8-bit programming can't hurt. On the other hand, any attempt to
> > "hold" on to "rights" for old programming can't help.
> >
> > The point is that there are so few people left and so little of
> > a "community" still surviving for the Atari 8-bit, that there's no

> > useful purpose served by taking a high-handed attitude toward "rights"
> > to old 8-bit programming. There's no market left, so those rights
> > aren't worth anything.
> >
> > ->>2. If a shareware (or commercial) author has released his or her
> > ->>programs as freeware or into the public domain, would you still
> > ->>support the the author (i.e. send a monetary or gift donation) for
> > ->>the time and effort he or she has put into the programs?
> >
> > That's a moot point because you won't find an address to send a
> > payment to, even if you wanted to. Remember, we're talking about OLD
> > 8-bit software here. That means stuff put on the market 15 or 20
> > years ago, or in rare cases, maybe "only" 10 years ago.
> >
> > Companies that were in business 15 or 20 years ago (in some cases
> > as far back as 1981 or 1980, which means up to 22 years ago!) are
> > long gone. And individuals who published or released programming on
> > any kind of basis have likely moved half a dozen times, changed
> > careers (not to mention platforms), and are likely to be almost
> > impossible to trace down. This is true not only for people involved
> > in the Atari 8-bit scene 15 to 20 years ago, but also for people
> > who put out shareware for other older platforms.
> >
> > In reply to this same thread, on Thu, 31 Oct 2002 at 03:51:58
> > +0000, Paul Irvine of YOURFINGER dot internet scribbled:
> > ->... say the author decided to release a new title THEN I'd be
> > ->happy to pass my money towards them.
> >
> > That's the only practical way. We're not going to see much new
> > output from people who published Atari 8-bit programs 15 or 20 years
> > ago.
> > --
> > >>>---<<<
> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>---<<<
> > * ATARI -- Love it or leave it! *
> >
> > (headers munged to foil spammers; real info in taglines)

6003. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 17:24:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211050924.6315f306@posting.google.com>
Source record: 26423

So, has anyone ever ATR'ed or XFD'ed an entire hard disk (16 MEGs) ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DC6CC4E.3A343B6E@students.uni-mainz.de>...
> Nope,
> not -fully- possible. DCM format is limited to 9999 double density
> sectors (each with 256 bytes). Whereas a harddisk partition can have up
> to 65.535 double density sectors (each with 256 bytes). Thats why my
> XLE-CD contains the 16 MB partition of ATOS only in (zipped!) ATR and
> XFD format... (besides that the CD does not contain any DCM images
> anymore, because I was out of space and I prefered ATR and XFD
> images...) -Andreas.
>
> P.S.: Most ATR/XFD/DCM converters for the PC (like ACVT or Imagic) are
> limited to 180kbytes when converting to DCM format; on the Atari you can
> DCM higher/bigger formats, but then its a little bit difficult to
> transfer these big DCM images to the PC...
>
>
>
> mad ATARI user alternate schrieb:
> >
> > has anyone ever done it ? is it possible ?

6004. Re: *HUGE FAVOR* (need a blank disk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 18:23:49 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211051023.73de3bf0@posting.google.com>
Source record: 26424

I'd like to incorporate "SIO-2-PC" & "1050-2-PC" functions & features
in rtdos but unforuntately I didn't have an atari formatted disk to
try this on. Someone, however, has come through. Thanks.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<eLEx9.1193$fn6.148801@newsread1.prod.itd.earthlink.net>...
> Surely whoever is close-by will make one and get it to you; where are you
> located?
>
> I know SIO2PC lets your A8 see the PC as a virtual disk drive, and I
> understand that 1050-2-PC lets the PC access the real A8 drive... Does it
> not allow you to format and transfer data from ATRs, etc?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > I just got a 1050-2-PC interface to connect my 1050 drive to my PC and
> > I was wondering if anyone wouldn't mind contributing a double sided
> > formatted disk; i.e. one side formatted SSSD (90K) with DOS 2.0S
> > (including bootable DOS.SYS & DUP.SYS files) and the other side
> > formatted SSED with DOS 2.5 (including bootable DOS.SYS & DUP.SYS)
> > with no other files. I'd like to see if I can incorporate SIO2PC
> > (1050-2-PC) functions into rtdos but I don't have a blank formatted
> > disk (with DOS.SYS & DUP.SYS) to test. :o)
> >

6005. Re: *PING* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 18:30:45 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211051030.4ecee209@posting.google.com>
Source record: 26425

I had an idea for rtdos going back at least 12 years or more (when I
first realized that A8 support started dwindling among the big
players, such as sega, activision, EA, etc.), but the name rtdos
itself is only recent by a few years. Actually it started out as
recycled technologies (i'm sure that's taken too somehow somewhere)
because of my interest in "OLD" systems but later shortened it to
retro tech. I actually thought about changing it to CTDOS for Classic
Technologies Device Operating System, but changing everything from
rtdos to ctdos would've been a pain (especially my numerous number of
email accounts).

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<8LEx9.1190$fn6.148801@newsread1.prod.itd.earthlink.net>...
> Certainly possible; unclear about the timing - goes back several years after
> OKC Springlake Vocational Technical School was renamed MetroTech.
>
> RetroTech was my attempt at a clever play on the words as TACE once met in
> one of the other VoTech centers and utilized 20 year old computers. We were
> mostly *still* using them, although several of us recycled A8 items donated
> by those leaving the Atari fold. I just took possession of a box from Mike
> Berry with some original disks along with docs and miscellaneous books.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > I wonder if you & I had the same thought at the same time. rtdos
> > stands for recycled technologies (retro tech) device operating system.
> > :o)
> >
> > ...and I see you have Retro Tech on your home page. ;-)

6006. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 19:05:03 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <zDUx9.244750$Mf5.11697332@Flipper>
Source record: 26426

Thanks Andreas, mo.

I guess only Fox-1's Atari tapes are stereo.

So, is it possible to preserve both data and music from these mono two-track (?) tapes?

Freddy.

"mo" <momo@atariland.com> wrote in message news:0dJx9.278099$Fw2.8163029@twister.austin.rr.com...
> They would have to be mono 'cause I've recorded atari tapes on an old
> realistic tape recorder off the soundcard on my PC. I've not had one fail to
> load yet.
> Mo
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DC6C9C3.BD944DB8@students.uni-mainz.de...
> > Nope,
> > there were many tapes by Quelle-soft and Europa (both german companies)
> > which used sound during data playback. But I insist: the tapes are mono
> > ! If I playback a data-only tape on my hifi-system, the right channel is
> > noise only, whereas the left channel has the data-noise; now, if I
> > playback a tape with data and music on my hifi-system, the right channel
> > is still noise only (it is unused!), whereas the left channel contains
> > both data and sound !! -Andreas.
> >
> >
> >
> > Freddy Offenga schrieb:
> > >
> > > Thanks for the clear answers Fox-1! :-)
> > >
> > > Are "Zeppelin" and "Kingdom" the only ones?
> > >
> > > Any chance to download these WAVs somewhere?
> > >
> > > Freddy.
> > >
> > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > news:apumrisuq1@news1.tilbu1.nb.home.nl...
> > > >
> > > > "Freddy Offenga" wrote
> > > >

> > > > > > > Are the Atari tapes stereo?
> > > >
> > > > > > Yes, they are stereo.
> > > >
> > > > > This is interesting. Do I remember correctly that it was possible
to
> > > have
> > > > > the program loading while music played?
> > > >
> > > > Yes. The games "Zeppelin" and "Kingdom" did have music when loading
> the
> > > tape.
> > > >
> > > > > Is this because the program is
> > > > > stored on the left track and the music on the right?
> > > >
> > > > Yes.
> > > >
> > > >
> > > > > Such 'music + program' tapes can not be preserved with the CAS
> format.
> > > Would
> > > > > it be possible to store those in a stereo WAV file?
> > > >
> > > > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into
binary
> > > code.
>
>

6007. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 22:16:16 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <QqXx9.2522$En4.305265@newsread2.prod.itd.earthlink.net>
Source record: 26428

"Nubmnao" <unifer@hotmail.com> wrote in message
news:3dc733ad$1_1@nova.entelchile.net...
> Hello
> Do they know how to use this atari program that passes over pc->atari 8
bit?
> and that it calls himself Ibm360, don't I understand like this program of
8
> bit works

I am not sure.

Here is what I know. Even standard IBM format 512 byte/sector disks can be read by a 1050 drive. The problem is a stock 1050 will only return the first 128 bytes of the sector and a modified drive will only return 256 bytes.

There are several ways of dealing with that. One is to just go ahead and use the IBM 512 byte sectors and only put data in the first 128/256 bytes. This required a separate program on the Atari to reconstruct the file. The other solution people took was to format the IBM floppies to 256 byte sectors and they can be read only by modified drives.

I would try just giving the program a command line file and see if it tries to write it out to a floppy, i.e. IBM360 MYFILE.TXT

6008. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 22:41:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nOXx9.2483$fn6.317659@newsread1.prod.itd.earthlink.net>
Source record: 26429

I do not know that (ibm360.com) one, but here is another that I have used:
http://www.horus.com/~hias/atari/
Look for what he calls Atraidsk or maybe WriteAtr; they can write double
density (256 byte/sector) disks on the PC floppy drive which the Atari can
read. The .Zip includes instructions and the program is menu driven. Make
sure to format the disk on the PC with the program so timing hole is proper.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nubmnao" <unifer@hotmail.com> wrote in message
> another time
> Hello
> they know the program of 8 bit that passes of pc --> 8bit, but with disk
> format in 360 from the pc, and that the 8 bit drive can be read. This it
is
> denominated imb360. I don't understand like it works; God willing somebody
> helps me and know
> bye.

6009. Re: *PING* Ron Hamilton

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-05 23:03:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <T6Yx9.2519$fn6.320555@newsread1.prod.itd.earthlink.net>
Source record: 26430

Seem to be copy protected stuff like MULE, Archon and Hard Hat Mack...
R-Time8, MS Basic and Basic XE manuals plus a couple of generic 100 Basic
programs.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mo" <momo@atariland.com> wrote in message
> And I hope you'll be making ATR's and scans to share with the rest of the
> class right? 8-)
> Mo
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
>
> I just took possession of a box from Mike
> > Berry with some original disks along with docs and miscellaneous books.
> > --
> > Ron
>

6010. Re: *HUGE FAVOR* (need a blank disk)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 00:23:33 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211051623.3a63f387@posting.google.com>
Source record: 26431

I don't have APE. I'm trying to integrate SIO-2-PC / 1050-2-PC into rtdos. ;o)

"mo" <momo@atariland.com> wrote in message
news:<r4Jx9.278056$Fw2.8160701@twister.austin.rr.com>...
> Yeah, you should be able to make your own with the attached drive. Use APE
> and write the virtual dos out onto the real floppy. If you need DOS ATR's
> let me know.
> Mo
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:eLEx9.1193$fn6.148801@newsread1.prod.itd.earthlink.net...
> > Surely whoever is close-by will make one and get it to you; where are you
> > located?
> >
> > I know SIO2PC lets your A8 see the PC as a virtual disk drive, and I
> > understand that 1050-2-PC lets the PC access the real A8 drive... Does it
> > not allow you to format and transfer data from ATRs, etc?
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > > I just got a 1050-2-PC interface to connect my 1050 drive to my PC and
> > > I was wondering if anyone wouldn't mind contributing a double sided
> > > formatted disk; i.e. one side formatted SSSD (90K) with DOS 2.0S
> > > (including bootable DOS.SYS & DUP.SYS files) and the other side
> > > formatted SSED with DOS 2.5 (including bootable DOS.SYS & DUP.SYS)
> > > with no other files. I'd like to see if I can incorporate SIO2PC
> > > (1050-2-PC) functions into rtdos but I don't have a blank formatted
> > > disk (with DOS.SYS & DUP.SYS) to test. :o)
> > >
> >
> >

6011. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 00:36:45 UTC
From: Fox-1
Message-ID: <aq9o71$4qu$1@news2.tilbu1.nb.home.nl>
Source record: 26432

"mad ATARI user alternate" wrote

> So, has anyone ever ATR'ed or XFD'ed an entire hard disk (16 MEGs) ?

Yes. My BBS partitions (on SCSI harddisk with Blackbox) are close to 16MB (65500 sectors) and I back them up using A.P.E. 1.18D
running on an old 486SX connected to my local network. The actual ATR-file resides on another PC in the network.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6012. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 00:46:33 UTC
From: Fox-1
Message-ID: <aq9oph$8e8$1@news2.tilbu1.nb.home.nl>
Source record: 26433

"mo" wrote

> They would have to be mono 'cause I've recorded atari tapes on an old
> realistic tape recorder off the soundcard on my PC. I've not had one fail to
> load yet.

Mono does also work. For the Atari it doesn't matter if the data is only on the left (right?) channel or on both channels. It uses
only one of them. Just check it out yourself. CSAVE a small BASIC-program to tape and play it on your stereo audio-tapedeck.
You'll notice it has only saved using one channel (forgot it's the left or the right one).

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6013. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 06:23:16 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqace8omq1@reader13.wxs.nl>
Source record: 26434

No... mine are stereo too.

I didn't read this whole thread, but I can remember I had in the past a very nice game "Atari (European) Countries and Capitals" or somtehing like that. It was a educational tape. When you loaded it there was MUSIC. That music was stored on the tape on a tape track, and the data on the other.

Btw. This game had a very stupid bug. It thought "THE HAGUE" was the capital of The Netherlands ;-)

btw2. It doesn't matter if the music is on the other track or on the SAME track. Once I tried to copy an ATARI tape with music and data by using a simple mic. After I copied that thing the data and music was on one track, and it still worked. Don't ask me why... i could imaging if the music was on the same freq. as the data beeps i shouldn't work....

Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
news:zDUx9.244750$Mf5.11697332@Flipper...
> Thanks Andreas, mo.
>
> I guess only Fox-1's Atari tapes are stereo.
>
> So, is it possible to preserve both data and music from these mono
two-track
> (?) tapes?
>
> Freddy.
>
> "mo" <momo@atariland.com> wrote in message
> news:0dJx9.278099$Fw2.8163029@twister.austin.rr.com...
> > They would have to be mono 'cause I've recorded atari tapes on an old
> > realistic tape recorder off the soundcard on my PC. I've not had one
fail
> to
> > load yet.
> > Mo
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3DC6C9C3.BD944DB8@students.uni-mainz.de...
> > > Nope,
> > > there were many tapes by Quelle-soft and Europa (both german
companies)
> > > which used sound during data playback. But I insist: the tapes are
mono

> > > ! If I playback a data-only tape on my hifi-system, the right channel
is
> > > noise only, whereas the left channel has the data-noise; now, if I
> > > playback a tape with data and music on my hifi-system, the right
channel
> > > is still noise only (it is unused!), whereas the left channel contains
> > > both data and sound !! -Andreas.
> > >
> > >
> > >
> > > Freddy Offenga schrieb:
> > > >
> > > > Thanks for the clear answers Fox-1! :-)
> > > >
> > > > Are "Zeppelin" and "Kingdom" the only ones?
> > > >
> > > > Any chance to download these WAVs somewhere?
> > > >
> > > > Freddy.
> > > >
> > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > news:apumrisuq1@news1.tilbu1.nb.home.nl...
> > > > >
> > > > > "Freddy Offenga" wrote
> > > > >
> > > > > > > > > Are the Atari tapes stereo?
> > > > >
> > > > > > > > Yes, they are stereo.
> > > > >
> > > > > > > This is interesting. Do I remember correctly that it was
possible
> to
> > > > > have
> > > > > > > the program loading while music played?
> > > > >
> > > > > Yes. The games "Zeppelin" and "Kingdom" did have music when
loading
> > the
> > > > > tape.
> > > > >
> > > > > > > Is this because the program is
> > > > > > > stored on the left track and the music on the right?
> > > > >
> > > > > Yes.
> > > > >
> > > > >
> > > > > > > Such 'music + program' tapes can not be preserved with the CAS
> > format.
> > > > > Would
> > > > > > > it be possible to store those in a stereo WAV file?

> > > > >
> > > > > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into
> binary
> > > > code.
> >
> >
>
>

6014. Re: Web page Atari Alternative it update

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 06:44:23 UTC
From: Numbnao <unifer@hotmail.com>
Message-ID: <3dc88046$1_1@nova.entelchile.net>
Source record: 26440
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

> I'll hafta take another look at that tomorrow. what stuff did you add?

i add more games fot 8 bit, you see nuevo=new
ok
bye.

6015. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 06:49:48 UTC
From: Numbnao <unifer@hotmail.com>
Message-ID: <3dc8818b$1_1@nova.entelchile.net>
Source record: 26441

> I am not sure.
>
> Here is what I know. Even standard IBM format 512 byte/sector disks can be
> read by a 1050 drive. The problem is a stock 1050 will only return the
first
> 128 bytes of the sector and a modified drive will only return 256 bytes.
>
> There are several ways of dealing with that. One is to just go ahead and
use
> the IBM 512 byte sectors and only put data in the first 128/256 bytes.
This
> required a separate program on the Atari to reconstruct the file. The
other
> solution people took was to format the IBM floppies to 256 byte sectors
and
> they can be read only by modified drives.
>
> I would try just giving the program a command line file and see if it
tries
> to write it out to a floppy, i.e. IBM360 MYFILE.TXT

ok
do you have the myfile.txt?

6016. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 08:51:55 UTC
From: dunxuk@aol.com
Message-ID: <20021106035155.28904.00000133@mb-ba.aol.com>
Source record: 26435

In order for it to work make sure you format the disk on the PC first!

6017. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 09:54:05 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1036576409@rtfm.mit.edu>
Source record: 26436
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

6018. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 11:27:46 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqaubj$f9u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26437

Howdy Andreas, folks

> DCM format is limited to 9999 double density
> sectors (each with 256 bytes). Whereas a harddisk partition can have up
> to 65.535 double density sectors (each with 256 bytes).

The source code to DiskComm 3.2 is available at the CSS site at
http://www.nleaudio.com/css under Source code for the BlackBox. Maybe
somebody can see if this can be changed.

CU Mathy van Nisselroy

6019. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 14:17:22 UTC
From: dunxuk@aol.com
Message-ID: <20021106091722.25479.00000061@mb-ch.aol.com>
Source record: 26438

>I would try just giving the program a command line file and see if it tries
>to write it out to a floppy, i.e. IBM360 MYFILE.TXT

If I remember, IBM360 is supposed to be run on the Atari. I believe you need a US doubler / Happy etc. drive modification and the disks must be single sided and formatted on the IBM.

6020. Re: ibm360

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:15:45 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC93221.74908A2B@students.uni-mainz.de>
Source record: 26446

Well,
I guess I found this (or a similar) program on an A8 disk, that
containded lots of converter programs. However the program IBM360.EXE
was not an Atari program. It was a program for the IBM-PC and could be
run under DOS. Hopefully this info helps... -Andreas.

mo schrieb:
>
> I think you need to give your language translator program a tune-up. That
> last post (aside from the attachment) made no sense at all!
> Mo
>
> "Nubmnao" <unifer@hotmail.com> wrote in message
> news:3dc6a010$1_2@nova.entelchile.net...
> > Hello
> > Do they know how to use this atari program that passes over pc->atari 8
> bit?
> > and that it calls himself Ibm360, don't I understand like this program of
> 8
> > bit works
> >
> > bye.
> >
> >
> >
> >
> >

6021. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:17:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <eoay9.276339$Mf5.12930858@Flipper>
Source record: 26439

Johnny,

Preserving the audio and data is exactly what I like to do too. This must be possible somehow, because the Atari gets the audio from the 'audio' pin on the SIO bus and the data from 'data in'. So I guess sampling to WAV and WAV2CAS won't work in these cases.

In the A8 faq subject 'program recorders' I read "Track configuration: 4 track, 2 channel (digital data and audio track)". So, what does this mean??

Maybe the CAS format should be updated so that it can hold the digital data (current CAS) plus the audio (WAV?). Ernest, what do you think? :)

Freddy.

"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> Thank you Paul, Ron and Fox for your replies. The tape players works fine,
> thanks!
>
> Now I have another question.
>
> This is the story, from the beginning: I'm mainly an Amstrad CPC user, as it
> was my first computer. In the CPC scene, every game or utility we had on
> tape or on disk is dumped in an archive that can be used with an emulator,
> mainly for preservation purposes. It's meant to be a comprehensive labour,
> and is done with every piece of software, even with crap games and amateur
> software; and I know that it's being done also in the Sinclair Spectrum
> scene, for example.
>
> Now, the question: I've two tapes for the Atari. They were given free when
> you bought an Atari 800XL in Spain. These are a computer's course for
> beginners, and it's really nice, and hilarious!. As they are in spanish, I
> suppose they are quite rare, and I wonder if it would be appreciate in the
> Atari scene to convert them to .cas files (as it would be for the obsessive
> and maniac Amstrad and Speccy users ;-D).
> If so, which program should I use?. I've downloaded wav2cas, but I don't
> know if it's the only program to do this, or there are more.
> And I have another problem: the program I want to convert to .cas has a
> *spoken* speech which explains the basic commands of the computer as they
> appear in the screen. I think the speech is recorded in one of the channels
> of the tape, while the program is in the other channel, and it loads while
> you hear the speech. I don't know if it can be possible, and I think that

> it's very strange, as the tapes of all the 8-bit machines I have are mono.
> Are the Atari tapes stereo? if so, can be saved the speech along with the
> program, to use it with an emulator? I suppose I can't save the speech
> "inside" the .cas file, but as a .wav or .mp3 file... does anybody know if
> the speech and the .cas program can be synchronized for using them with an
> emulator?
>
> Thanks in advance...
>
> regards from spain
>
> jaime, aka johnny farragut
>
>

6022. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:18:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC932B0.2957B05A@students.uni-mainz.de>
Source record: 26097

Yes,
the older versions of the Speedy enhancement were twice as big (at least
the PCB`s) as the newer ones. thats why the newer ones were called
"Mini-Speedy". -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Andreas
>
> > it is probably a speedy 1050 with track LED ! One switch is used as a
> > write protection switch (write-protection on or off), the other one to
> > chose the built-in ROM software: a) Bibo-DOs or b) High-Speed-Sector
> > Copy. The track LED could display the track in decimal or hex format,
> > which was very handy for hackers/crackers to find the place of certain
> > copy-protections...
>
> Must have been an old version of Speedy, cause the more recent ones don't
> have that feature as far as I know.
>
> CU Mathy van Nisselroy
>
> PS I've seen Happy's with track displays. They were illegal copies and used
> a red double digit 7 segment display where the power switch used to be. The
> power on LED was replaced by a toggle switch. Unfortunately, the guy who
> still has one, hasn't been able to reproduce them.

6023. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:20:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DC93340.DC61702@students.uni-mainz.de>
Source record: 26098

Yes!
Tom hunt has done this with his ATOS program! I have a copy of it in ATR
and XFD format...
(ok, to save some space these images are zipped!) -Andreas.

mad ATARI user alternate schrieb:
>
> So, has anyone ever ATR'ed or XFD'ed an entire hard disk (16 MEGs) ?
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DC6CC4E.3A343B6E@students.uni-mainz.de>...
> > Nope,
> > not -fully- possible. DCM format is limited to 9999 double density
> > sectors (each with 256 bytes). Whereas a harddisk partition can have up
> > to 65.535 double density sectors (each with 256 bytes). Thats why my
> > XLE-CD contains the 16 MB partition of ATOS only in (zipped!) ATR and
> > XFD format... (besides that the CD does not contain any DCM images
> > anymore, because I was out of space and I prefered ATR and XFD
> > images...) -Andreas.
> >
> > P.S.: Most ATR/XFD/DCM converters for the PC (like ACVT or Imagic) are
> > limited to 180kbytes when converting to DCM format; on the Atari you can
> > DCM higher/bigger formats, but then its a little bit difficult to
> > transfer these big DCM images to the PC...
> >
> >
> >
> > mad ATARI user alternate schrieb:
> > >
> > > has anyone ever done it ? is it possible ?

6024. Re: Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:42:19 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dc8e2a822f0ca0@attbi.com>
Source record: 26442

>Hi All! Wrath here. Like so many others I have a collection of old
>Atari softs, on carts, disk and disk image. I still have my hardware
>(1200XL, 800, 800XE, one (1) working Rana 1000 drive) so the carts are
>not a problem.
>
>No, my problem is compatibility with the emulator. So few of my images
>work and of these, my most favorite games (Mule, Alternate Reality,
>Wizard's Crown, Ultima) cannot be made to work.
>
>Well, that's with my limited abilities I guess.
>
>Has anyone had any luck getting multi disk games (like Alternate
>Reality) to work with an emulator?

I have gotten some to work with 800XLDJ which emulates an Atari
disk drive. I use my Hades as my Atari 8-bit drive and have it
connected my to 130XE using a SIO2ST(PC) cable.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6025. Elektraglide on .ATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 15:47:50 UTC
From: dunxuk@aol.com
Message-ID: <20021106104750.25479.00000064@mb-ch.aol.com>
Source record: 26443

Can anyone point me to an ATR or DCM image of Elektraglide that has no copy protection on it (i.e. it will run when transferred onto a 5.25" floppy).

The file on Aaron's site searches for a bad sector on the disk when you reach the fork in the road at the end of the second sector and stops.

TIA,

Dunx

6026. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 16:34:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <wwby9.224$NI6.23300@newsread2.prod.itd.earthlink.net>
Source record: 26444

"Numbnao" <unifer@hotmail.com> wrote in message
news:3dc8818b$1_1@nova.entelchile.net...
<snip>
>
> ok
> do you have the myfile.txt?

No, I just meant any file like ASTEROID.COM or BASIC.EXE for a test.

Sounds like DunxUK remembers the program. Maybe he can jar someone's memory.

6027. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 18:40:20 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211061040.2a73a347@posting.google.com>
Source record: 26445

i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
not sure. haven't really tried it but once or twice on Antic disks.
Anyone else ?

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<I_Dx9.1182$En4.132774@newsread2.prod.itd.earthlink.net>...
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DC6D0E4.8B0D338F@students.uni-mainz.de...
> > Another question...
> > where is Datasoft today ?!? Did someone buy them ?!? did they end to
> > exist or what ?!?
>
> Double check me because I may have the history wrong: I think DataSoft went
> broke and was bought out by Intellicreations or something like that. At
> least one of the programmers employed by DataSoft did drop by, Dan Pinal the
> lead programmer on AR Dungeon maybe, to say hi and wanted a bootleg copy. He
> was happy about AR Dungeon being available. That does carry some weight in
> that he was the lead programmer and can almost be called the last man
> standing out of DataSoft.
>
> > what about their rights - did they go back to the authors or what ?!?
>
> That was Philip Price's ~position as the originator of the game. He made
> several points about things like the failure of DataSoft to deliver on the
> contract. I can't remember the list, stuff like royalty payments and sequels
> I think.
>
> Looking at http://www.copylaw.com/permission.html#us
> For permission to quote from a >book<, you must contact the publisher's
> rights department. If the publisher has gone out of business, or the book is
> out of print, you'll need to trace the author by doing a copyright search or
> contacting one of the authors' organizations listed below.
>
> At any rate he was not willing to declare AR PD at that time. Not that he
> may not declare 8 bit versions freeware or something, just that he had plans
> for AR online to be developed and a deal with Monolith: This pretty much
> meant he was contractually bound to protect his copyright. The Monolith
> thing went south but I am pretty sure he has not changed his position.
>
> Online games are pretty big now, well over $100 million a year business.
> Kind of a shame he didn't get his going.

6028. ADV: Atari 8-bit CDs/Products by e-mail service

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 19:15:51 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1036610322.71388.0@damia.uk.clara.net>
Source record: 26099

Hello All,

Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial software are still available to buy. For full info, and to buy via PayPal with a credit card, please visit http://www.dgs.clara.net

Recently, I launched a new way of buying commercial products from us. 'Products by e-mail' allows you to buy commercial Atari 8-bit products from us at minimal cost. Instead of a physical shipment, the products you choose will be e-mailed to you as a ZIP file containing both ATR and DCM versions of the disk, along with a manual in text format (or PDF if the file is small enough). You can order on-line using your credit card (using PayPal). This now allows you to order products at a much reduced cost, and to have them within 24 hours (usually less).

At present, only a few of our products are available on this service, but more are to be added soon.

Prices start at just US$2.

Please visit the website at http://www.dgs.clara.net and click the 'products by e-mail' button.

Dean Garraghty

6029. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 19:54:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ksey9.473$NI6.44457@newsread2.prod.itd.earthlink.net>
Source record: 26100

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211061040.2a73a347@posting.google.com...
> i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
> not sure. haven't really tried it but once or twice on Antic disks.
> Anyone else ?

The version of Xformer transformer I tried does not get past the
intro/create character screen with The City. I don't know how The Dungeon
works on it. I never tried Atari800WIN after I had trouble getting sound: It
seems to be the more advanced of the two.

I haven't played it lately. When I used to play it I was using SIO2PC with a
real Atari. I would boot the copy protected disk from a real drive and use
the .ATR for the game disks/swapping. Later I moved to using a cracked
version w/o a real drive.

6030. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 19:59:23 UTC
From: johnny farragut <J.GONZALEZnomejodasconelspam@colpolsoc.org>
Message-ID: <aqbsdl$8iogp$1@ID-108965.news.dfncis.de>
Source record: 26101

Hi Freddy, and you all

My experience with preserving tapes from various 8-bit systems tells me that the most "exact" tools are the ones for the Sinclair Spectrum tapes. Neither the wav2cas for the MSX, the voc2tzx for Amstrad, nor wavprg/TAP utilities for C64 work as good as Taper/Maketzx; these allow you to make a TZX for each block of the tape programs, and show if each block is correct or not. Eventhough they are near perfect tools, they can't convert the tapes which have music after the header block -and there're some games like this (i.e., the spanish versions of "Tank" and "Regata"). It's supposed that the problem for the Spectrum tapes is that the program expects the audio blocks, which works as a kind of protection, so you have to hack the game if you want it to work -and, at the end, it's not an *exact* image of the tape, but a hacked one.
With this story I mean to say that converting the tapes that mix audio and data in a file that preserves it and can be even used with an emulator is difficult if the file is not a wav. (My english is not very good, I don't know if what I want to say is clear).
So what I'm going to do is to sample my Atari tapes as wavs, at least until anybody creates a tool to make an exact copy of these. I'll be tunned... ;-D

Thank you all for the info...

Regards

jaime, aka johnny farragut

"Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje news:eoay9.276339$Mf5.12930858@Flipper...
> Johnny,
>
> Preserving the audio and data is exactly what I like to do too. This must
> be possible somehow, because the Atari gets the audio from the 'audio' pin
> on the SIO bus and the data from 'data in'. So I guess sampling to WAV and
> WAV2CAS won't work in these cases.
>
> In the A8 faq subject 'program recorders' I read "Track configuration: 4
> track, 2 channel (digital data and audio track)". So, what does this
mean??
>
> Maybe the CAS format should be updated so that it can hold the digital
data
> (current CAS) plus the audio (WAV?). Ernest, what do you think? :)
>
> Freddy.

>
> "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> > Thank you Paul, Ron and Fox for your replies. The tape players works
fine,
> > thanks!
> >
> > Now I have another question.
> >
> > This is the story, from the beginning: I'm mainly an Amstrad CPC user,
as
> it
> > was my first computer. In the CPC scene, every game or utility we had on
> > tape or on disk is dumped in an archive that can be used with an
emulator,
> > mainly for preservation purposes. It's meant to be a comprehensive
labour,
> > and is done with every piece of software, even with crap games and
amateur
> > software; and I know that it's being done also in the Sinclair Spectrum
> > scene, for example.
> >
> > Now, the question: I've two tapes for the Atari. They were given free
when
> > you bought an Atari 800XL in Spain. These are a computer's course for
> > beginners, and it's really nice, and hilarious!. As they are in spanish,
I
> > suppose they are quite rare, and I wonder if it would be appreciate in
the
> > Atari scene to convert them to .cas files (as it would be for the
> obsessive
> > and maniac Amstrad and Speccy users ;-D).
> > If so, which program should I use?. I've downloaded wav2cas, but I don't
> > know if it's the only program to do this, or there are more.
> > And I have another problem: the program I want to convert to .cas has a
> > *spoken* speech which explains the basic commands of the computer as
they
> > appear in the screen. I think the speech is recorded in one of the
> channels
> > of the tape, while the program is in the other channel, and it loads
while
> > you hear the speech. I don't know if it can be possible, and I think
that
> > it's very strange, as the tapes of all the 8-bit machines I have are
mono.
> > Are the Atari tapes stereo? if so, can be saved the speech along with
the
> > program, to use it with an emulator? I suppose I can't save the speech
> > "inside" the .cas file, but as a .wav or .mp3 file... does anybody know

if
> > the speech and the .cas program can be synchronized for using them with
an
> > emulator?
> >
> > Thanks in advance...
> >
> > regards from spain
> >
> > jaime, aka johnny farragut
> >
> >
>
>

6031. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 21:13:24 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <UBfy9.285583$Mf5.13378542@Flipper>
Source record: 26102

I expect it would require _two_ WAVs to preserve those tapes (audio + data).

For 'data only' tapes the WAV2CAS from Ernest Schreurs is useful. A CAS file
is much smaller and holds the same information as the WAV (I've been told).
The WAV can be deleted after the translation.

Freddy.

"johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
message news:aqbsdl$8iogp$1@ID-108965.news.dfncis.de...
>
> Hi Freddy, and you all
>
> My experience with preserving tapes from various 8-bit systems tells me
that
> the most "exact" tools are the ones for the Sinclair Spectrum tapes.
Neither
> the wav2cas for the MSX, the voc2tzx for Amstrad, nor wavprg/TAP utilities
> for C64 work as good as Taper/Maketzx; these allow you to make a TZX for
> each block of the tape programs, and show if each block is correct or not.
> Eventhough they are near perfect tools, they can't convert the tapes which
> have music after the header block -and there're some games like this
(i.e.,
> the spanish versions of "Tank" and "Regata"). It's supposed that the
problem
> for the Spectrum tapes is that the program expects the audio blocks, which
> works as a kind of protection, so you have to hack the game if you want it
> to work -and, at the end, it's not an *exact* image of the tape, but a
> hacked one.
> With this story I mean to say that converting the tapes that mix audio and
> data in a file that preserves it and can be even used with an emulator is
> difficult if the file is not a wav. (My english is not very good, I don't
> know if what I want to say is clear).
> So what I'm going to do is to sample my Atari tapes as wavs, at least
until
> anybody creates a tool to make an exact copy of these. I'll be tunned...
;-D
>
> Thank you all for the info...
>
> Regards
>
> jaime, aka johnny farragut
>

> "Freddy Offenga" <taf.offenga@chello.nl> escribi&#65533; en el mensaje
> news:eoay9.276339$Mf5.12930858@Flipper...
> > Johnny,
> >
> > Preserving the audio and data is exactly what I like to do too. This
must
> > be possible somehow, because the Atari gets the audio from the 'audio'
pin
> > on the SIO bus and the data from 'data in'. So I guess sampling to WAV
and
> > WAV2CAS won't work in these cases.
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> > In the A8 faq subject 'program recorders' I read "Track configuration: 4
> > track, 2 channel (digital data and audio track)". So, what does this
> mean??
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> > Maybe the CAS format should be updated so that it can hold the digital
> data
> > (current CAS) plus the audio (WAV?). Ernest, what do you think? :)
> >
> > Freddy.
> >
> > "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> > message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> > > Thank you Paul, Ron and Fox for your replies. The tape players works
> fine,
> > > thanks!
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> > > Now I have another question.
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> > > This is the story, from the beginning: I'm mainly an Amstrad CPC user,
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> > it
> > > was my first computer. In the CPC scene, every game or utility we had
on
> > > tape or on disk is dumped in an archive that can be used with an
> emulator,
> > > mainly for preservation purposes. It's meant to be a comprehensive
> labour,
> > > and is done with every piece of software, even with crap games and
> amateur
> > > software; and I know that it's being done also in the Sinclair
Spectrum
> > > scene, for example.
> > >
> > > Now, the question: I've two tapes for the Atari. They were given free
> when
> > > you bought an Atari 800XL in Spain. These are a computer's course for
> > > beginners, and it's really nice, and hilarious!. As they are in

spanish,
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> > > suppose they are quite rare, and I wonder if it would be appreciate in
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> > > Atari scene to convert them to .cas files (as it would be for the
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> > > and maniac Amstrad and Speccy users ;-D).
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don't
> > > know if it's the only program to do this, or there are more.
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> > > *spoken* speech which explains the basic commands of the computer as
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> > channels
> > > of the tape, while the program is in the other channel, and it loads
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> > > you hear the speech. I don't know if it can be possible, and I think
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> > > it's very strange, as the tapes of all the 8-bit machines I have are
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> > > Are the Atari tapes stereo? if so, can be saved the speech along with
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> > > program, to use it with an emulator? I suppose I can't save the speech
> > > "inside" the .cas file, but as a .wav or .mp3 file... does anybody
know
> if
> > > the speech and the .cas program can be synchronized for using them
with
> an
> > > emulator?
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> > > Thanks in advance...
> > >
> > > regards from spain
> > >
> > > jaime, aka johnny farragut
> > >
> > >
> >
> >
>
>

6032. Re: Found more pictures of ABBUC meeting

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 21:15:46 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211061315.43879f2c@posting.google.com>
Source record: 26103

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:<aq8cshoqm1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Andreas
[...]
> copy-protections...
>
> Must have been an old version of Speedy, cause the more recent ones don't
> have that feature as far as I know.
>
> CU Mathy van Nisselroy

Hi,

in the 1980ties there were two versions of speedy (from compy shop),
one whith and one without digital track display. The one without could
be upgraded with a display.

I think around 1986 came the so called "Mini-Speedy". The Mini-Speedy
is smaller without the hooks for the track display. Since then, almost
all speedys have been Mini-Speedys without the display.

Carsten

BTW, thank you (Mathy) for the text to the JHV pics

6033. SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 22:27:23 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021106172723.05942.00000108@mb-bd.aol.com>
Source record: 26104

Has anyone else seen these on eBay? From the pictures, it looks like a very nice implementation, including a jumper to select the RI or DSR lines. I had never seen an SIO2PC PCB before. My "creations" work well, but I've got to admit that aesthetically they look pretty lame compared to these. Of course, once the box lid is closed, mine looks fine. :-) What are the quantities required and costs of small-run PCB's?
Larry

6034. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 23:28:48 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <nc9jsu04b723b3fqspeb6atvae8jo9dnou@4ax.com>
Source record: 26105

On Wed, 06 Nov 2002 15:17:30 GMT, "Freddy Offenga"
<taf.offenga@chello.nl> wrote:

>Maybe the CAS format should be updated so that it can hold the digital data
>(current CAS) plus the audio (WAV?). Ernest, what do you think? :)

Since you asked, I will post what I think. I was going to do that
anyway, but I was first doing some research.

First off, let me set some facts straight:

On Mon, 04 Nov 2002 20:25:55 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Nope,
>there were many tapes by Quelle-soft and Europa (both german companies)
>which used sound during data playback. But I insist: the tapes are mono
>! If I playback a data-only tape on my hifi-system, the right channel is
>noise only, whereas the left channel has the data-noise; now, if I
>playback a tape with data and music on my hifi-system, the right channel
>is still noise only (it is unused!), whereas the left channel contains
>both data and sound !! -Andreas.

The fact that some audio equipment plays back some tapes mono does not
mean that the specifications are all of a sudden changed. If
Quelle-soft ignored the rules, that does not make the Atari tape units
mono. I could not find the service documentation for the 410, but the
book De Re-Atari was published by APX, thus by Atari. Appendix C
clearly states "Tapes are recorded in 1/4 track stereo format".
http://www.atariarchives.org/dere/chaptC.php

Your story about half left track does not make any sense. Maybe the
fact that they mention 1/4 track made you think about half tracks. To
a mono player, a stereo track could be interpreted als two halves that
are processed as one. Since the tape can be turned around, there are
two sides, so each stereo track occupies about 1/4 of the tape. Since
most Atari tapes only contain data, the data track on one side of the
cassette occupies 1/4 of the tape. But there is no such thing as a
half stereo track. A stereo tape head has two gaps and coils for
detecting magnetic signals, each one reading one track.

And to set another thing straight, I was not clear in my wav2cas
documentation, but as the book De Re-Atari clearly shows with a nice
picture, the data portion is indeed in the right hand channel, not the
left hand channel. Playing back a tape that also has an audio channel
on some audio equipment does seem to mix the data with the audio.
Maybe because the headphone set mixes the tracks, or because the audio

player has bad channel separation, or because it needs head alignment. Maybe the cables are just connected wrong. Again, this does not prove anything, the specs are clear and true. My audio player works fine and confirms the Atari specifications. Quelle-soft tapes probably conform to these rules too.

Now that the facts are straight, on to my opnion. The .cas format is designed such that it can be expanded. One could design some new record type, like "wave". My specifications clearly state that unsupported (and new) record formats should be gracefully ignored by skipping that unsupported data. So if we can all agree on some new addition, and the authors of the emulators are willing to add support for it, there should be no problem doing this. Well, only the problem of how to solve this. I listened to my tapes for "conversational Spanish/Italian/French/German" and they all contain audio tracks. You could sample them, and include the sections of speech as wave records. But that would still not work. The digital track has markers that are used for synchronizing with the audio track. They are not data but the marker tone can be detected by looking at the SIO pin directly. Since it is a continuous tone, it cannot be expressed as bytes, but it could be used to measure the length of the audio portion. Or it could be made another record type, "mark" for marker signal or something like that. On the other hand, some tapes simply have audio without it being timed by the program. The Atari Speed Reading cassettes have an audio introduction that tells the user something while the program loads. Some games play music while loading.

All this would be possible, but would a lot of people really like to have this? Is it worth the time and effort? There are a lot of training CD's for the PC nowadays, so these old tapes are not needed for training anymore. Of course it would be nice to preserve these tapes properly, but it would take quite some time. Letting a marker control the SIO register in an emulator might not be easy. I think the people that wrote the emulators would have the biggest vote in this. Maybe we should just simply save the audio as real .wav files and then the emulator could simply play back the file. We could add a reference to the filename in the .cas format. There are lots of options.

Keep those 400/800's buzzing.
Ernest.

6035. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 23:50:45 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211061550.3432c9e4@posting.google.com>
Source record: 26106

which version of xformer have you tried ?

i'm at work right now, so i might be able to try one or both tonight
when i get home. i'll keep the group posted.

what about 1050-2-PC ?

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<ksey9.473$NI6.44457@newsread2.prod.itd.earthlink.net>...
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211061040.2a73a347@posting.google.com...
> > i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
> > not sure. haven't really tried it but once or twice on Antic disks.
> > Anyone else ?
>
> The version of Xformer transformer I tried does not get past the
> intro/create character screen with The City. I don't know how The Dungeon
> works on it. I never tried Atari800WIN after I had trouble getting sound: It
> seems to be the more advanced of the two.
>
> I haven't played it lately. When I used to play it I was using SIO2PC with a
> real Atari. I would boot the copy protected disk from a real drive and use
> the .ATR for the game disks/swapping. Later I moved to using a cracked
> version w/o a real drive.

6036. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-06 23:51:53 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211061551.18417f6f@posting.google.com>
Source record: 26107

on your website ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3DC93340.DC61702@students.uni-mainz.de>...
> Yes!
> Tom hunt has done this with his ATOS program! I have a copy of it in ATR
> and XFD format...
> (ok, to save some space these images are zipped!) -Andreas.
>
>
>
> mad ATARI user alternate schrieb:
> >
> > So, has anyone ever ATR'ed or XFD'ed an entire hard disk (16 MEGs) ?
> >
> > Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3DC6CC4E.3A343B6E@students.uni-mainz.de>...
> > > Nope,
> > > not -fully- possible. DCM format is limited to 9999 double density
> > > sectors (each with 256 bytes). Whereas a harddisk partition can have up
> > > to 65.535 double density sectors (each with 256 bytes). Thats why my
> > > XLE-CD contains the 16 MB partition of ATOS only in (zipped!) ATR and
> > > XFD format... (besides that the CD does not contain any DCM images
> > > anymore, because I was out of space and I prefered ATR and XFD
> > > images...) -Andreas.
> > >
> > > P.S.: Most ATR/XFD/DCM converters for the PC (like ACVT or Imagic) are
> > > limited to 180kbytes when converting to DCM format; on the Atari you can
> > > DCM higher/bigger formats, but then its a little bit difficult to
> > > transfer these big DCM images to the PC...
> > >
> > >
> > >
> > > mad ATARI user alternate schrieb:
> > > >
> > > > has anyone ever done it ? is it possible ?

6037. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 00:33:56 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <Uxiy9.949$Bk2.87293@newsread1.prod.itd.earthlink.net>
Source record: 26108
Body handling: HTML body converted to readable text

"mad ATARI user alternate" wrote in message
news:a9758358.0211061550.3432c9e4@posting.google.com...
> which version of xformer have you tried ?
>
> i'm at work right now, so i might be able to try one or both tonight
> when i get home. i'll keep the group posted.

I don't currently have a copy of Xformer. Last one I had I seem to recall running it on 486SX if that gives you some idea of how long ago and the probable version.

The Atari800WIN was much later but it was before I got into 3D PC games so I wasn't familiar or up to date on DirectX. It is probably the best choice now and would have been if I had been more up to date.
>
> what about 1050-2-PC ?

As far as I know none of the emulators support it or
ProSys cables. I think the Xformer printer to 1050 cable worked with Xformer but was kind of limited. It relied on timing loops so changing the processor speed would ruin you.

Just my opinion; if the emulator programmers have any juice left they probably should get a version running with one of these cables and their own copy protection back up scheme.

I tried w/o success to get Derek interested. The bright side is Steve Tucker was interested enough to do the ProSys and the concept proved feasible. Lot's of things with copy protection are so
timing sensitive that an emulator may have trouble with them.

6038. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 01:16:39 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <X9jy9.292038$Mf5.13628838@Flipper>
Source record: 26110

Hi Ernest!

Thanks to clear up the facts here. Nice to hear your expert opinion. :)

"Ernest R. Schreurs" <ernest@wxs.nl> wrote in message
news:nc9jsu04b723b3fqspeb6atvae8jo9dnou@4ax.com...
> On Wed, 06 Nov 2002 15:17:30 GMT, "Freddy Offenga"
> <taf.offenga@chello.nl> wrote:
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> >Maybe the CAS format should be updated so that it can hold the digital
data
> >(current CAS) plus the audio (WAV?). Ernest, what do you think? :)
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> Since you asked, I will post what I think. I was going to do that
> anyway, but I was first doing some research.
>
> First off, let me set some facts straight:
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> On Mon, 04 Nov 2002 20:25:55 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
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> >Nope,
> >there were many tapes by Quelle-soft and Europa (both german companies)
> >which used sound during data playback. But I insist: the tapes are mono
> >! If I playback a data-only tape on my hifi-system, the right channel is
> >noise only, whereas the left channel has the data-noise; now, if I
> >playback a tape with data and music on my hifi-system, the right channel
> >is still noise only (it is unused!), whereas the left channel contains
> >both data and sound !! -Andreas.
>
> The fact that some audio equipment plays back some tapes mono does not
> mean that the specifications are all of a sudden changed. If
> Quelle-soft ignored the rules, that does not make the Atari tape units
> mono. I could not find the service documentation for the 410, but the
> book De Re-Atari was published by APX, thus by Atari. Appendix C
> clearly states "Tapes are recorded in 1/4 track stereo format".
> http://www.atariarchives.org/dere/chaptC.php
>
> Your story about half left track does not make any sense. Maybe the
> fact that they mention 1/4 track made you think about half tracks. To
> a mono player, a stereo track could be interpreted als two halves that
> are processed as one. Since the tape can be turned around, there are
> two sides, so each stereo track occupies about 1/4 of the tape. Since
> most Atari tapes only contain data, the data track on one side of the
> cassette occupies 1/4 of the tape. But there is no such thing as a

> half stereo track. A stereo tape head has two gaps and coils for
> detecting magnetic signals, each one reading one track.

Ok, so the "4 track, 2 channel" actually means: side A has two channels to record on (left and right) and side B has also 2 channels to record on (again, left and right). Personally I find this very confusing. I would just say; you can record stereo on both sides of the tape. :)

> And to set another thing straight, I was not clear in my wav2cas
> documentation, but as the book De Re-Atari clearly shows with a nice
> picture, the data portion is indeed in the right hand channel, not the
> left hand channel. Playing back a tape that also has an audio channel
> on some audio equipment does seem to mix the data with the audio.
> Maybe because the headphone set mixes the tracks, or because the audio
> player has bad channel separation, or because it needs head alignment.
> Maybe the cables are just connected wrong. Again, this does not prove
> anything, the specs are clear and true. My audio player works fine and
> confirms the Atari specifications. Quelle-soft tapes probably conform
> to these rules too.

Great! So, we _can_ record both channels and preserve the whole in a stereo WAV?

> Now that the facts are straight, on to my opnion. The .cas format is
> designed such that it can be expanded. One could design some new
> record type, like "wave". My specifications clearly state that
> unsupported (and new) record formats should be gracefully ignored by
> skipping that unsupported data. So if we can all agree on some new
> addition, and the authors of the emulators are willing to add support
> for it, there should be no problem doing this. Well, only the problem
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> But that would still not work. The digital track has markers that are
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> could be used to measure the length of the audio portion. Or it could
> be made another record type, "mark" for marker signal or something
> like that. On the other hand, some tapes simply have audio without it
> being timed by the program. The Atari Speed Reading cassettes have an
> audio introduction that tells the user something while the program
> loads. Some games play music while loading.

Interesting.

> All this would be possible, but would a lot of people really like to
> have this? Is it worth the time and effort? There are a lot of
> training CD's for the PC nowadays, so these old tapes are not needed
> for training anymore. Of course it would be nice to preserve these
> tapes properly, but it would take quite some time. Letting a marker
> control the SIO register in an emulator might not be easy. I think the

> people that wrote the emulators would have the biggest vote in this.
> Maybe we should just simply save the audio as real .wav files and then
> the emulator could simply play back the file. We could add a
> reference to the filename in the .cas format. There are lots of
> options.

If a stereo WAV preserves everything, I'm happy with it. I'm sure somebody will add emulator support for some kind of special format, but in the meantime we have to preserve those tapes!! :-)

> Keep those 400/800's buzzing.
> Ernest.

Sorry, I'm using an XEGS. ;-)

Freddy.

6039. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 01:30:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <Wmjy9.292420$Mf5.13639018@Flipper>
Source record: 26109
Body handling: HTML body converted to readable text

Matthias, Stefan and myself are working on a new disk image format to store
copy protected disks.
We plan to have support for this format in the tools Matthias works on
(sio2pc, 1050-2-pc). Since the format is documented and the tools will be
open source, others should be able to add support for it.

Freddy.

"richard cortese" wrote in message
news:Uxiy9.949$Bk2.87293@newsread1.prod.itd.earthlink.net...
....
> > what about 1050-2-PC ?
>
> As far as I know none of the emulators support it or
> ProSys cables. I think the Xformer printer to 1050 cable worked with
Xformer
> but was kind of limited. It relied on timing loops so changing the
processor
> speed would ruin you.
>
> Just my opinion; if the emulator programmers have any juice left they
> probably should get a version running with one of these cables and their
own
> copy protection back up scheme.
>
> I tried w/o success to get Derek interested. The bright side is Steve
Tucker
> was interested enough to do the ProSys and the concept of a 1050> proved feasible. Lot's
of things with copy protection are so
> timing sensitive that an emulator may have trouble with them.

6040. Re: SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 02:13:39 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <usjj2jtcjjc957@corp.supernews.com>
Source record: 26112

Yes, I have seen these and have even bid on one of them.. Never thought the bidding would go as high as it did. Unbelievable. I still like using mine I won bidding on Ebay by the guy in Poland. As for the small-run of PCB's, I have no idea for quantities and cost.
RoyE

"LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20021106172723.05942.00000108@mb-bd.aol.com...
> Has anyone else seen these on eBay? From the pictures, it looks like a very
> nice implementation, including a jumper to select the RI or DSR lines. I had
> never seen an SIO2PC PCB before. My "creations" work well, but I've got to
> admit that aesthetically they look pretty lame compared to these. Of course,
> once the box lid is closed, mine looks fine. :-) What are the quantities
> required and costs of small-run PCB's?
> Larry

6041. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 02:15:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <N0ky9.1029$NI6.98508@newsread2.prod.itd.earthlink.net>
Source record: 26111

Happy Ver 6 or 7 did include a .COM file utility for the Atari which could
read/write an IBM SSDD 180K MS Dos disk using a Happy modified 1050 and
transfer data files; it did not function on the U.S. Doubled models...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"DunxUK" <dunxuk@aol.com> wrote in message
> >I would try just giving the program a command line file and see if it
tries
> >to write it out to a floppy, i.e. IBM360 MYFILE.TXT
>
> If I remember, IBM360 is supposed to be run on the Atari. I believe you
need a
> US doubler / Happy etc. drive modification and the disks must be single
sided
> and formatted on the IBM.
>
>
>

6042. Disk format question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 03:41:14 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3dcae1bb.47338835@news>
Source record: 26113

Do all 256 sector disk formats have 128 bytes only in the first three
sectors?

What about large partitions, 16 MB for instance?

Thanks,
Shawn

Shawn Jefferson (atariguy(at)telus(dot)net)

6043. Flash ram carts?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 04:31:26 UTC
From: Earhlink News Server <oneoldbob@yahoo.com>
Message-ID: <y0my9.1418$Bk2.130787@newsread1.prod.itd.earthlink.net>
Source record: 26114

I'm thinking that it's time for some smart person to develop a cartridge that has slots for flash ram cards. Whether "memory stick" or whatever, I'm thinking that just about every Atari 8-bit application and game could fit on just a few 512 meggers.

Any ideas?

6044. Re: ibm360.xex

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 08:28:59 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211070028.7bf772db@posting.google.com>
Source record: 26115

dunxuk@aol.com (DunxUK) wrote in message
news:<20021106091722.25479.00000061@mb-ch.aol.com>...
> >I would try just giving the program a command line file and see if it tries
> >to write it out to a floppy, i.e. IBM360 MYFILE.TXT
>
> If I remember, IBM360 is supposed to be run on the Atari. I believe you need a
> US doubler / Happy etc. drive modification and the disks must be single sided
> and formatted on the IBM.

After some confusion, I must agree. I thought he was talking about PCXfer
which has this text posted here.

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&th=e404baefb3b65aff&rnum=1

That program is here along with that text included

http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/pcxfer.arc

But a search for ibm 360 turns up a holmes's link to this
Toms MSDos 2 Atari-Ibm360
http://209.4.22.21/atari/atr/apps/Toms%20MSDos%202%20Atari-Ibm360.zip

I don't even know if any of those links will work, %20 stands for a space,
and always watch for word wrap. I do know that the floppy will HAVE to be
formatted on the PC in order for the PC to read it with any success at all.

format b: /1/4

Used to do it for me back in the Happy Utility transfer days. But as soon
as I saw Ataridsk, I've never looked back, hands down the best way short
of a SIO2PC cable.

Hiassoft home page Ataridsk - WriteATR
http://www.horus.com/~hias/atari

6045. Re: Disk format question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 09:10:54 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211070110.5a9dbdd4@posting.google.com>
Source record: 26116

atariguy@DELETETHIS.telusDOTnet (Shawn Jefferson) wrote in message
news:<3dcae1bb.47338835@news>...
> Do all 256 sector disk formats have 128 bytes only in the first three
> sectors?
I don't think any PC formats are like that, but I don't know for sure.
On the Atari, they are _supposed_ to but how can one really tell?
I suspect that the 1050 does some 'emulation' too - see below.
Again, I don't know for sure.

>
> What about large partitions, 16 MB for instance?
Nope, you can start a partition on the Black Box at any sector you want,
and that would then be a 512 byte sector which the Black Box emulates to
a 128 byte sector and the next two sectors as well. An Atari sector
editor will say 128 bytes, but a PC one will say 512. Then on higher
sectors the Black Box emulates two 256 byte sectors from one 'real'
512 byte one. So there is a difference between a 'real' sector, and
what the BB will say is a sector.

The Floppy controller in the 1050 is certainly capable of slapping down
what ever size sector you can program it to. But the rub is, does it
really do three 128 byte sectors on a standard DD format as in MyDOS?
That _is_ the standard, but you can't boot a DD disk in a standard 1050
anyway, so why go out of your way to hold to the standard? I'm not
sure if there is an easy way to find out either way.

>
> Thanks,
> Shawn
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)

6046. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 16:19:04 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211070819.1c97f4b5@posting.google.com>
Source record: 26117
Body handling: HTML body converted to readable text

Interesting. Keep us posted, or do you have a website up yet ?

"Freddy Offenga" wrote in message news:...
> Matthias, Stefan and myself are working on a new disk image format to store
> copy protected disks.
> We plan to have support for this format in the tools Matthias works on
> (sio2pc, 1050-2-pc). Since the format is documented and the tools will be
> open source, others should be able to add support for it.
>
> Freddy.
>
> "richard cortese" wrote in message
> news:Uxiy9.949$Bk2.87293@newsread1.prod.itd.earthlink.net...
> ....
> > > what about 1050-2-PC ?
> >
> > As far as I know none of the emulators support it or
> > ProSys cables. I think the Xformer printer to 1050 cable worked with
> Xformer
> > but was kind of limited. It relied on timing loops so changing the
> processor
> > speed would ruin you.
> >
> > Just my opinion; if the emulator programmers have any juice left they
> > probably should get a version running with one of these cables and their
> own
> > copy protection back up scheme.
> >
> > I tried w/o success to get Derek interested. The bright side is Steve
> Tucker
> > was interested enough to do the ProSys and the concept > of a 1050> proved feasible.
Lot's of things with copy protection are so
> > timing sensitive that an emulator may have trouble with them.

6047. Re: SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 16:23:30 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <6swy9.300$G02.22813@newsread2.prod.itd.earthlink.net>
Source record: 26118

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021106172723.05942.00000108@mb-bd.aol.com...
> Has anyone else seen these on eBay? From the pictures, it looks like a
very
> nice implementation, including a jumper to select the RI or DSR lines. I
had
> never seen an SIO2PC PCB before. My "creations" work well, but I've got
to
> admit that aesthetically they look pretty lame compared to these. Of
course,
> once the box lid is closed, mine looks fine. :-) What are the quantities
> required and costs of small-run PCB's?

It has been a while since I last looked. There were a fair number of places
that do small run PC board, some even supply you with their proprietary
software for laying the board out.

Most of the boards work out to a minimum charge of ~$50-$100 for 1-3 boards.
Just as I stopped soldering there were some former Iron Curtain countries
that were doing prototyping and had a very good reputation for quality and
turn around. I think there was one located in Romania that had a fixed
charge of >$100 for something about 1 sqft. IIRC, they actually recomended
you put 24 2"X3" boards designs on that size to reduce your costs per board.

http://www.cadsoftusa.com/Boardhouses/

Seems to have a good list.

6048. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:12:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCABB30.E9A8FDEE@students.uni-mainz.de>
Source record: 26122

Well,
on an Audio-CD (like my hifi-CD-Recorder) it is possible ! And if you
then use the polish CD-ROM interface, you can load that CD into your
Atari computer. But I do not know how to do it in any image-form (as an
ATR, XFD, DCM, ... image) - I think it is not possible... maybe MP3 or
SAP or WAV can do it, but images ?!? Maybe someone can enhance the CAS
format for this purpose. -Andreas.

Freddy Offenga schrieb:
>
> Thanks Andreas, mo.
>
> I guess only Fox-1's Atari tapes are stereo.
>
> So, is it possible to preserve both data and music from these mono two-track
> (?) tapes?
>
> Freddy.
>
> "mo" <momo@atariland.com> wrote in message
> news:0dJx9.278099$Fw2.8163029@twister.austin.rr.com...
> > They would have to be mono 'cause I've recorded atari tapes on an old
> > realistic tape recorder off the soundcard on my PC. I've not had one fail
> to
> > load yet.
> > Mo
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > news:3DC6C9C3.BD944DB8@students.uni-mainz.de...
> > > Nope,
> > > there were many tapes by Quelle-soft and Europa (both german companies)
> > > which used sound during data playback. But I insist: the tapes are mono
> > > ! If I playback a data-only tape on my hifi-system, the right channel is
> > > noise only, whereas the left channel has the data-noise; now, if I
> > > playback a tape with data and music on my hifi-system, the right channel
> > > is still noise only (it is unused!), whereas the left channel contains
> > > both data and sound !! -Andreas.
> > >
> > >
> > >
> > > Freddy Offenga schrieb:
> > > >
> > > > Thanks for the clear answers Fox-1! :-)
> > > >

> > > > Are "Zeppelin" and "Kingdom" the only ones?
> > > >
> > > > Any chance to download these WAVs somewhere?
> > > >
> > > > Freddy.
> > > >
> > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > news:apumrisuq1@news1.tilbu1.nb.home.nl...
> > > > >
> > > > > "Freddy Offenga" wrote
> > > > >
> > > > > > > > Are the Atari tapes stereo?
> > > > >
> > > > > > > Yes, they are stereo.
> > > > >
> > > > > > This is interesting. Do I remember correctly that it was possible
> to
> > > > have
> > > > > > the program loading while music played?
> > > > >
> > > > > Yes. The games "Zeppelin" and "Kingdom" did have music when loading
> > the
> > > > tape.
> > > > >
> > > > > > Is this because the program is
> > > > > > stored on the left track and the music on the right?
> > > > >
> > > > > Yes.
> > > > >
> > > > >
> > > > > > Such 'music + program' tapes can not be preserved with the CAS
> > format.
> > > > Would
> > > > > > it be possible to store those in a stereo WAV file?
> > > > >
> > > > > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into
> binary
> > > > code.
> > >
> > >

6049. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:19:03 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCABCA7.11C83BAB@students.uni-mainz.de>
Source record: 26123

Well,
the tape recorder is stereo and 4 track, but it uses only mono (1 track
or 1/4 of the two stereo channels) to store the data... Besides, when
the Tape program was multi-stage, the music always stopped/was
interrupted when the "big" beep for the next part sounded through the
(tv) speaker. As soon as the next part began to load, the music
continued... -Andreas.

Marius Diepenhorst schrieb:
>
> No... mine are stereo too.
>
> I didn't read this whole thread, but I can remember I had in the past a very
> nice game "Atari (European) Countries and Capitals" or somtehing like that.
> It was a educational tape. When you loaded it there was MUSIC. That music
> was stored on the tape on a tape track, and the data on the other.
>
> Btw. This game had a very stupid bug. It thought "THE HAGUE" was the capital
> of The Netherlands ;-)
>
> btw2. It doesn't matter if the music is on the other track or on the SAME
> track. Once I tried to copy an ATARI tape with music and data by using a
> simple mic. After I copied that thing the data and music was on one track,
> and it still worked. Don't ask me why... i could imaging if the music was on
> the same freq. as the data beeps i shouldn't work....
>
> Marius
>
> "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> news:zDUx9.244750$Mf5.11697332@Flipper...
> > Thanks Andreas, mo.
> >
> > I guess only Fox-1's Atari tapes are stereo.
> >
> > So, is it possible to preserve both data and music from these mono
> two-track
> > (?) tapes?
> >
> > Freddy.
> >
> > "mo" <momo@atariland.com> wrote in message
> > news:0dJx9.278099$Fw2.8163029@twister.austin.rr.com...
> > > They would have to be mono 'cause I've recorded atari tapes on an old
> > > realistic tape recorder off the soundcard on my PC. I've not had one

> fail
> > to
> > > load yet.
> > > Mo
> > >
> > > "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> > > news:3DC6C9C3.BD944DB8@students.uni-mainz.de...
> > > > Nope,
> > > > there were many tapes by Quelle-soft and Europa (both german
> companies)
> > > > which used sound during data playback. But I insist: the tapes are
> mono
> > > > ! If I playback a data-only tape on my hifi-system, the right channel
> is
> > > > noise only, whereas the left channel has the data-noise; now, if I
> > > > playback a tape with data and music on my hifi-system, the right
> channel
> > > > is still noise only (it is unused!), whereas the left channel contains
> > > > both data and sound !! -Andreas.
> > > >
> > > >
> > > >
> > > > Freddy Offenga schrieb:
> > > > >
> > > > > Thanks for the clear answers Fox-1! :-)
> > > > >
> > > > > Are "Zeppelin" and "Kingdom" the only ones?
> > > > >
> > > > > Any chance to download these WAVs somewhere?
> > > > >
> > > > > Freddy.
> > > > >
> > > > > "Fox-1" <MailMe@fox-1@home.nl> wrote in message
> > > > > news:apumrisuq1@news1.tilbu1.nb.home.nl...
> > > > > >
> > > > > > "Freddy Offenga" wrote
> > > > > >
> > > > > > > > > > Are the Atari tapes stereo?
> > > > > >
> > > > > > > > > > Yes, they are stereo.
> > > > > >
> > > > > > > > > > This is interesting. Do I remember correctly that it was
> possible
> > > to
> > > > > > > > > have
> > > > > > > > > > the program loading while music played?
> > > > > >
> > > > > > > > > > Yes. The games "Zeppelin" and "Kingdom" did have music when
> loading
> > > the

> > > > > tape.
> > > > > >
> > > > > > > Is this because the program is
> > > > > > > stored on the left track and the music on the right?
> > > > > > >
> > > > > > > Yes.
> > > > > > >
> > > > > > >
> > > > > > > > Such 'music + program' tapes can not be preserved with the CAS
> > > format.
> > > > > > Would
> > > > > > > > it be possible to store those in a stereo WAV file?
> > > > > > >
> > > > > > > Yes. But not CAS, as CAS2WAV will convert the Atari-beeps into
> > binary
> > > > > > code.
> > >
> > >
> >
> >

6050. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:31:22 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCABF8A.DA690A40@students.uni-mainz.de>
Source record: 26124

Well,
the little Atari completely ignores the music on any tape - so it cannot be used as a copy protection here. And as I said before: On the tapes I had (Quelle+europa) both data +music were on one channel, which means the data uses only half of this one channel and the music uses the other half. Thus one WAV file (or MP3 or maybe SAP or something else) would be enough - for the human ear this sounds quite strange (you hear data beeps and music as long as the program did not use Poke 65,0), but the atari can use this, because the data is digital, whereas the music is only analog and completely ignored by the A8. Do the following: hold down Start+Option on your Atari and wait until the selftest appears - now you can press play on the tape recorder and listen to a music-tape. (There are other and better tricks of course - you can use a small program which starts the motor of the tape recorder to playback any music you like and then still load programs from disk; the GUI Diamond GOS has a utility for this case!) -Andreas.

Freddy Offenga schrieb:
>
> I expect it would require _two_ WAVs to preserve those tapes (audio + data).
>
> For 'data only' tapes the WAV2CAS from Ernest Schreurs is useful. A CAS file
> is much smaller and holds the same information as the WAV (I've been told).
> The WAV can be deleted after the translation.
>
> Freddy.
>
> "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> message news:aqbsdl$8iogp$1@ID-108965.news.dfncis.de...
> >
> > Hi Freddy, and you all
> >
> > My experience with preserving tapes from various 8-bit systems tells me
> that
> > the most "exact" tools are the ones for the Sinclair Spectrum tapes.
> Neither
> > the wav2cas for the MSX, the voc2tzx for Amstrad, nor wavprg/TAP utilities
> > for C64 work as good as Taper/Maketzx; these allow you to make a TZX for
> > each block of the tape programs, and show if each block is correct or not.
> > Eventhough they are near perfect tools, they can't convert the tapes which
> > have music after the header block -and there're some games like this
> (i.e.,
> > the spanish versions of "Tank" and "Regata"). It's supposed that the
> problem

> > for the Spectrum tapes is that the program expects the audio blocks, which
> > works as a kind of protection, so you have to hack the game if you want it
> > to work -and, at the end, it's not an *exact* image of the tape, but a
> > hacked one.
> > With this story I mean to say that converting the tapes that mix audio and
> > data in a file that preserves it and can be even used with an emulator is
> > difficult if the file is not a wav. (My english is not very good, I don't
> > know if what I want to say is clear).
> > So what I'm going to do is to sample my Atari tapes as wavs, at least
> until
> > anybody creates a tool to make an exact copy of these. I'll be tunned...
> ;-D
> >
> > Thank you all for the info...
> >
> > Regards
> >
> > jaime, aka johnny farragut
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> escribió en el mensaje
> > news:eoay9.276339$Mf5.12930858@Flipper...
> > > Johnny,
> > >
> > > Preserving the audio and data is exactly what I like to do too. This
> must
> > > be possible somehow, because the Atari gets the audio from the 'audio'
> pin
> > > on the SIO bus and the data from 'data in'. So I guess sampling to WAV
> and
> > > WAV2CAS won't work in these cases.
> > >
> > > In the A8 faq subject 'program recorders' I read "Track configuration: 4
> > > track, 2 channel (digital data and audio track)". So, what does this
> > mean??
> > >
> > > Maybe the CAS format should be updated so that it can hold the digital
> > data
> > > (current CAS) plus the audio (WAV?). Ernest, what do you think? :)
> > >
> > > Freddy.
> > >
> > > "johnny farragut" <J.GONZALEZnomejodasconelspam@colpolsoc.org> wrote in
> > > message news:apprek$3u2rd$1@ID-108965.news.dfncis.de...
> > > > Thank you Paul, Ron and Fox for your replies. The tape players works
> > fine,
> > > > thanks!
> > > >
> > > > Now I have another question.
> > > >
> > > > This is the story, from the beginning: I'm mainly an Amstrad CPC user,

> > as
> > > it
> > > > was my first computer. In the CPC scene, every game or utility we had
> on
> > > > tape or on disk is dumped in an archive that can be used with an
> > emulator,
> > > > mainly for preservation purposes. It's meant to be a comprehensive
> > labour,
> > > > and is done with every piece of software, even with crap games and
> > amateur
> > > > software; and I know that it's being done also in the Sinclair
> Spectrum
> > > > scene, for example.
> > > >
> > > > Now, the question: I've two tapes for the Atari. They were given free
> > when
> > > > you bought an Atari 800XL in Spain. These are a computer's course for
> > > > beginners, and it's really nice, and hilarious!. As they are in
> spanish,
> > I
> > > > suppose they are quite rare, and I wonder if it would be appreciate in
> > the
> > > > Atari scene to convert them to .cas files (as it would be for the
> > > obsessive
> > > > and maniac Amstrad and Speccy users ;-D).
> > > > If so, which program should I use?. I've downloaded wav2cas, but I
> don't
> > > > know if it's the only program to do this, or there are more.
> > > > And I have another problem: the program I want to convert to .cas has
> a
> > > > *spoken* speech which explains the basic commands of the computer as
> > they
> > > > appear in the screen. I think the speech is recorded in one of the
> > > channels
> > > > of the tape, while the program is in the other channel, and it loads
> > while
> > > > you hear the speech. I don't know if it can be possible, and I think
> > that
> > > > it's very strange, as the tapes of all the 8-bit machines I have are
> > mono.
> > > > Are the Atari tapes stereo? if so, can be saved the speech along with
> > the
> > > > program, to use it with an emulator? I suppose I can't save the speech
> > > > "inside" the .cas file, but as a .wav or .mp3 file... does anybody
> know
> > if
> > > > the speech and the .cas program can be synchronized for using them
> with
> > an
> > > > emulator?

> > > >
> > > > Thanks in advance...
> > > >
> > > > regards from spain
> > > >
> > > > jaime, aka johnny farragut
> > > >
> > > >
> > >
> > >
> >
> >

6051. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:40:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCAC1A7.15181E4E@students.uni-mainz.de>
Source record: 26125

Well,
of course the specification of the tape recorder is stereo - but it does
not use stereo - it uses mono. Lets imagine you have a stereo
hifi-system, you can record music on two channels, thats stereo (or in
some unusual cases mono on two channels), but if you record music only
on one channel, then its mono, allthough your hifi system is stereo...
Sorry for the confusion. -Andreas.

"Ernest R. Schreurs" schrieb:
>
> On Wed, 06 Nov 2002 15:17:30 GMT, "Freddy Offenga"
> <taf.offenga@chello.nl> wrote:
>
> >Maybe the CAS format should be updated so that it can hold the digital data
> >(current CAS) plus the audio (WAV?). Ernest, what do you think? :)
>
> Since you asked, I will post what I think. I was going to do that
> anyway, but I was first doing some research.
>
> First off, let me set some facts straight:
>
> On Mon, 04 Nov 2002 20:25:55 +0100, Andreas Magenheimer
> <magea000@students.uni-mainz.de> wrote:
>
> >Nope,
> >there were many tapes by Quelle-soft and Europa (both german companies)
> >which used sound during data playback. But I insist: the tapes are mono
> >! If I playback a data-only tape on my hifi-system, the right channel is
> >noise only, whereas the left channel has the data-noise; now, if I
> >playback a tape with data and music on my hifi-system, the right channel
> >is still noise only (it is unused!), whereas the left channel contains
> >both data and sound !! -Andreas.
>
> The fact that some audio equipment plays back some tapes mono does not
> mean that the specifications are all of a sudden changed. If
> Quelle-soft ignored the rules, that does not make the Atari tape units
> mono. I could not find the service documentation for the 410, but the
> book De Re-Atari was published by APX, thus by Atari. Appendix C
> clearly states "Tapes are recorded in 1/4 track stereo format".
> http://www.atariarchives.org/dere/chaptC.php
>
> Your story about half left track does not make any sense. Maybe the
> fact that they mention 1/4 track made you think about half tracks. To
> a mono player, a stereo track could be interpreted als two halves that

> are processed as one. Since the tape can be turned around, there are
> two sides, so each stereo track occupies about 1/4 of the tape. Since
> most Atari tapes only contain data, the data track on one side of the
> cassette occupies 1/4 of the tape. But there is no such thing as a
> half stereo track. A stereo tape head has two gaps and coils for
> detecting magnetic signals, each one reading one track.
>

Yep, this is exactly what I mean !!! You can describe it much better
than me !!
(sorry for my faulty and confusing descriptions!) -Andreas.

> And to set another thing straight, I was not clear in my wav2cas
> documentation, but as the book De Re-Atari clearly shows with a nice
> picture, the data portion is indeed in the right hand channel, not the
> left hand channel. Playing back a tape that also has an audio channel
> on some audio equipment does seem to mix the data with the audio.
> Maybe because the headphone set mixes the tracks, or because the audio
> player has bad channel separation, or because it needs head alignment.
> Maybe the cables are just connected wrong. Again, this does not prove
> anything, the specs are clear and true. My audio player works fine and
> confirms the Atari specifications. Quelle-soft tapes probably conform
> to these rules too.
>
> Now that the facts are straight, on to my opnion. The .cas format is
> designed such that it can be expanded. One could design some new
> record type, like "wave". My specifications clearly state that
> unsupported (and new) record formats should be gracefully ignored by
> skipping that unsupported data. So if we can all agree on some new
> addition, and the authors of the emulators are willing to add support
> for it, there should be no problem doing this. Well, only the problem
> of how to solve this. I listened to my tapes for "conversational
> Spanish/Italian/French/German" and they all contain audio tracks. You
> could sample them, and include the sections of speech as wave records.
> But that would still not work. The digital track has markers that are
> used for synchronizing with the audio track. They are not data but the
> marker tone can be detected by looking at the SIO pin directly.
> Since it is a continuous tone, it cannot be expressed as bytes, but it
> could be used to measure the length of the audio portion. Or it could
> be made another record type, "mark" for marker signal or something
> like that. On the other hand, some tapes simply have audio without it
> being timed by the program. The Atari Speed Reading cassettes have an
> audio introduction that tells the user something while the program
> loads. Some games play music while loading.
>
> All this would be possible, but would a lot of people really like to
> have this? Is it worth the time and effort? There are a lot of
> training CD's for the PC nowadays, so these old tapes are not needed
> for training anymore. Of course it would be nice to preserve these
> tapes properly, but it would take quite some time. Letting a marker
> control the SIO register in an emulator might not be easy. I think the

> people that wrote the emulators would have the biggest vote in this.
> Maybe we should just simply save the audio as real .wav files and then
> the emulator could simply play back the file. We could add a
> reference to the filename in the .cas format. There are lots of
> options.
>
> Keep those 400/800's buzzing.
> Ernest.

6052. Re: DCM an entire hard disk ? convert to XFD or ATR format ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:41:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCAC1F5.7CF15323@students.uni-mainz.de>
Source record: 26126

Nope,
on Tom Hunt`s website. (I don`t have a website). Er, please ask somebody
for the URL of Tom Hunts website... -Andreas.

mad ATARI user alternate schrieb:
>
> on your website ?
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DC93340.DC61702@students.uni-mainz.de>...
> > Yes!
> > Tom hunt has done this with his ATOS program! I have a copy of it in ATR
> > and XFD format...
> > (ok, to save some space these images are zipped!) -Andreas.
> >
> >
> >
> > mad ATARI user alternate schrieb:
> > >
> > > So, has anyone ever ATR'ed or XFD'ed an entire hard disk (16 MEGs) ?
> > >
> > > Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DC6CC4E.3A343B6E@students.uni-mainz.de>...
> > > > Nope,
> > > > not -fully- possible. DCM format is limited to 9999 double density
> > > > sectors (each with 256 bytes). Whereas a harddisk partition can have up
> > > > to 65.535 double density sectors (each with 256 bytes). Thats why my
> > > > XLE-CD contains the 16 MB partition of ATOS only in (zipped!) ATR and
> > > > XFD format... (besides that the CD does not contain any DCM images
> > > > anymore, because I was out of space and I prefered ATR and XFD
> > > > images...) -Andreas.
> > > >
> > > > P.S.: Most ATR/XFD/DCM converters for the PC (like ACVT or Imagic) are
> > > > limited to 180kbytes when converting to DCM format; on the Atari you can
> > > > DCM higher/bigger formats, but then its a little bit difficult to
> > > > transfer these big DCM images to the PC...
> > > >
> > > >
> > > >
> > > > mad ATARI user alternate schrieb:
> > > > >
> > > > > has anyone ever done it ? is it possible ?

6053. Re: Disk format question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 19:47:41 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DCAC35D.3DD33C70@students.uni-mainz.de>
Source record: 26127

Well,
this can get a little confusing too. If we look at the disk or the diskdrive (harddiskdrive) then they have 256 bytes in every sector, because the whole disk or the whole harddisk partition can only be formatted in one format (128 or 256 bytes for the whole disk/harddisk part.). If we look at the Atari getting data from that drive, then it is only 128 bytes, because the Atari OS is limited to 128 bytes for the bootsectors. This means, that the drive physically has 256 bytes, but it only sends 128 bytes (of the bootsectors) to the Atari. If it would send full 256 bytes, the Atari would respond with a boot error (this happens with XFormer and thats why none of the Xformer disks in DD are bootable on the Atari)... -Andreas.

Shawn Jefferson schrieb:
>
> Do all 256 sector disk formats have 128 bytes only in the first three
> sectors?
>
> What about large partitions, 16 MB for instance?
>
> Thanks,
> Shawn
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)

6054. Re: SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 21:00:26 UTC
From: Petra Fonck <petra@fonck.nl>
Message-ID: <aqek6g$da4$1@reader1.tiscali.nl>
Source record: 26119

Well you don't need a PCB to make a small SIO2PC circuit, just look at the 18x18mm circuit I made for use inside my 600XL, with loads of room to spare ;-)
http://www.fonck.nl/atari/#sio2pc600xl

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht news:20021106172723.05942.00000108@mb-bd.aol.com...
> Has anyone else seen these on eBay? From the pictures, it looks like a very
> nice implementation, including a jumper to select the RI or DSR lines. I had
> never seen an SIO2PC PCB before. My "creations" work well, but I've got to
> admit that aesthetically they look pretty lame compared to these. Of course,
> once the box lid is closed, mine looks fine. :-) What are the quantities
> required and costs of small-run PCB's?
> Larry

6055. Re: SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 21:19:07 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0211071319.11559598@posting.google.com>
Source record: 26120

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20021106172723.05942.00000108@mb-bd.aol.com>...
> Has anyone else seen these on eBay? From the pictures, it looks like a very
> nice implementation, including a jumper to select the RI or DSR lines. I had
> never seen an SIO2PC PCB before. My "creations" work well, but I've got to
> admit that aesthetically they look pretty lame compared to these. Of course,
> once the box lid is closed, mine looks fine. :-) What are the quantities
> required and costs of small-run PCB's?
> Larry

Larry, I did a "Buy Now" on eBay on that "Atari 400/800/XL SIO2PC
cable circuit board!" I have built several of Nick Kennedy's SIO2PC
devices, of which none of them look as streamline as this 1.5"x1.5"
PCB. It works great with either Nick's software or Steve Tucker's
APE. I thought the same thing about having these boards reproduced,
but I do not know if that would be an infringement on a copyright or
not. If somebody knows let me in on it. The component layout for the
most part is in line with SIO2PC, other than the addition of a green
LED, which lights up on correct connections and the RI/DSR jumper
(which is nice). Its a nice mod, just do a "Buy Now" on eBay when you
see it next. Its something to see up close.

Mike

6056. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-07 21:50:37 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211071339210.2901-100000@shell1.aracnet.com>
Source record: 26121
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org, atari@aracnet.com or atari@benjamin.net. If you can't reach me at benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or else at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can be attached to, Requested by and Received Through E-Mail at atari@aracnet.com, BenSells@atari.org or atari@benjamin.net and Please Specify whether you want Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6057. 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 03:09:47 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqf9ts$294$1@bob.news.rcn.net>
Source record: 26128

How can you plug in a Spartados X or Spartados RTime 8 cartridge?

6058. If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 03:25:44 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <Y8Gy9.3843$O71.2409@rwcrnsc53>
Source record: 26129

If the year was 1983, which home computer would you be considering?

Please visit my website to cast your vote.

http://www.vintagehomecomputers.com/

Krystian

PS. Vintagehomecomputers.com is my private collection of home computers and video consoles of the eighties and the nineties.

6059. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 09:57:40 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3DCB8A94.F6132E4A@mediakingx.com>
Source record: 26130

Krystian Sergiejew wrote:

> If the year was 1983, which home computer would you be considering?

Although I am a loyal Atari 8bitter, I checked the box for the Mattel Aquarius because I would certainly "consider" it. The Aquarius was an interesting machine and who knows what would have evolved from it, should it have been successful.

6060. Re: Flash ram carts?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 10:33:24 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqg3tnpr1@nets3.rz.RWTH-Aachen.DE>
Source record: 26131

Howdy Earhlink

> I'm thinking that it's time for some smart person to develop a cartridge
> that has slots for flash ram cards. Whether "memory stick" or whatever,
I'm
> thinking that just about every Atari 8-bit application and game could fit
on
> just a few 512 meggers.

I've heard some interesting news on the JHV of the ABBUC (Yearly members meeting of the Atari Bit Byter User Club) in Germany two weeks ago. Some of these cards also work in IDE mode, so that's no problem. And somebody was considering looking into some kind of card (don't remember the name, it was a square looking memory thingie), but there were personal reasons why this could take some time.

CU Mathy van Nisselroy

6061. Needed WinZIP for Windows95

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 11:06:04 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqg5r2$2he$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26132

Howdy folks

Does anybody know of a version of WinZip that will run under Windows 95?
UnZIP by Tom Hunt (of the 8 bit Atari) is a wee bit slow on bigger files
(like demo's that need extended memory). It is nice though for smaller
files.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6062. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 11:07:29 UTC
From: Bishop <dwebster@attbi.com>
Message-ID: <mm6nsugedm41h2raciqepoj95jdqlmmf2o@4ax.com>
Source record: 26133

On Fri, 08 Nov 2002 03:25:44 GMT, "Krystian Sergiejew"
<kriss@alphavibes.com> wrote:

>If the year was 1983, which home computer would you be considering?
>
>Please visit my website to cast your vote.
>
>http://www.vintagehomecomputers.com/
>
>Krystian
>

I would have to pick the only system capable of playing Star
Raiders...

6063. Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 12:00:27 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211080400.2bc8f245@posting.google.com>
Source record: 26134

Hello,

I'm looking for a complete list of all DOS XIO (CIO special) commands,
in order to build up a reference for DOS developers to prevent that
each new DOS comes with an incompatible set of XIO commands.

I found an inclomplete list at some places in the net, you'll find the
information I collected so far in
http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd

But I need your help to cover all DOS Versions (at least all that are
in use today), especially

* MyDOS
* Turbo-DOS
* Bibo-Dos
* Bewe-DOS
* other DOS Versions in use

Please post here if you have information for me or enter the
information directly into the mentioned page
http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd

Thank you,

have a good weekend!

Carsten

6064. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 12:36:46 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqgb50$8mm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26135

Howdy Carsten

> I'm looking for a complete list of all DOS XIO (CIO special) commands,

> But I need your help to cover ....MyDOS

I'll check out the MyDOS docs this weekend.
Do you just need:
XIO xx = do something (in 3 or 4 words)
Or do you want possible aux1 and aux 2 values too?

CU Mathy van Nisselroy

PS this message is posted to email and send to you directly via email.

6065. Re: Needed WinZIP for Windows95

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 14:05:29 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <usnh58cp7qh415@corp.supernews.com>
Source record: 26136

I believe all versions of WinZip made for Windows will run with Windows 95
even the newest version, 8.1.

Don
Vancouver, USA

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:aqg5r2$2he$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Does anybody know of a version of WinZip that will run under Windows 95?
> UnZIP by Tom Hunt (of the 8 bit Atari) is a wee bit slow on bigger files
> (like demo's that need extended memory). It is nice though for smaller
> files.
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

6066. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 15:15:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211080715.64aa09dd@posting.google.com>
Source record: 26137

i remember reading this on some BBS's a LONG time ago (in a galaxy far far away) where you'd have to either cut some of the plastic off the cart or the 1200xl. someone correct me because i know i'm partly wrong on this. :o)

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:<aqf9ts$294$1@bob.news.rcn.net>...
> How can you plug in a Spartados X or Spartados RTime 8 cartridge?

6067. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 15:44:59 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <%ZQy9.39529$sP2.13494@sccrnsc02>
Source record: 26138

With 4Kb of RAM, not many people were considering it :) I am also an Atarian, and voted for it, but now that I think about it from the perspective, I'd rather have C64.

> Although I am a loyal Atari 8bitter, I checked the box for the Mattel Aquarius
> because I would certainly "consider" it. The Aquarius was an interesting
> machine and who knows what would have evolved from it, should it have been
> successful.

6068. Re: Disk format question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 16:01:31 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <vdRy9.1226$tW4.147043@newsread1.prod.itd.earthlink.net>
Source record: 26139

I can't say what is in the physical sectors, but any disk that is capable of booting on the A8 must behave like it has 128 bytes in those 1st three. I suspect that some form of emulation occurs to that effect in the disk controller or elsewhere in the drive system.

The computer initialization process includes a check of the cartridge slot for authority to poll for drives and an attempt to boot the disk using the resident disk handler. This RDH is hardcoded in the ROM OS and always tries to read a 128 byte sector one from drive one using SIO; it then looks in the sector one contents for a quantity of 128 byte sectors to load and at which address to place them. The code in those sectors is executed after loading is complete. Apparently the A8 double density developer determined that three sectors was the proper and most efficient number of 128 byte sectors to configure SIO to continue the boot process with 256 byte sectors.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Shawn Jefferson" <atariguy@DELETETHIS.telusDOTnet> wrote in message
> Do all 256 sector disk formats have 128 bytes only in the first three
> sectors?
>
> What about large partitions, 16 MB for instance?
>
> Thanks,
> Shawn
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)
>

6069. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 16:16:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <orRy9.1247$tW4.148733@newsread1.prod.itd.earthlink.net>
Source record: 26140

I never had a 1200XL, but yes, those users normally trimmed some of the case
from the cart allowing them to fit...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> i remember reading this on some BBS's a LONG time ago (in a galaxy far
> far away) where you'd have to either cut some of the plastic off the
> cart or the 1200xl. someone correct me because i know i'm partly
> wrong on this. :o)
>
>
>
>
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<aqf9ts$294$1@bob.news.rcn.net>...
> > How can you plug in a Spartados X or Spartados RTime 8 cartridge?
>

6070. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 16:21:42 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <qwRy9.1252$tW4.148648@newsread1.prod.itd.earthlink.net>
Source record: 26141

I was actually there in 1983 and bought an Atari 400 in April followed later
in the year by an 800 and then a 1050 for Christmas.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:Y8Gy9.3843$O71.2409@rwcrnsc53...
> If the year was 1983, which home computer would you be considering?
>
> Please visit my website to cast your vote.
>
> http://www.vintagehomecomputers.com/
>
> Krystian
>
> PS. Vintagehomecomputers.com is my private collection of home computers
and
> video consoles of the eighties and the nineties.
>
>
>
>

6071. Re: Beware Ebay Buyers! Bubboboo is back!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 16:22:39 UTC
From: Atari Grub <atarigrub@ntlworld.com>
Message-ID: <txRy9.1073$FJ2.103068@newsfep2-win.server.ntli.net>
Source record: 26053

breathofryu is his new Ebay account he uses to bid against himself!

6072. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 17:29:33 UTC
From: bill@newbreedsoftware.com
Message-ID: <1wSy9.47027$lk.1161429@typhoon.sonic.net>
Source record: 26142

Bishop <dwebster@attbi.com> wrote:
>
> I would have to pick the only system capable of playing Star
> Raiders...

I just found the Atari OS, BASIC and DOS to be the friendliest of the
8-bit systems I've spent any amount of time on (C=64, Apple II, Atari XL).

;)

-bill!

6073. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 19:17:58 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <aqh2l6$t4n$1@thorium.cix.co.uk>
Source record: 26143

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:qwRy9.1252$tW4.148648@newsread1.prod.itd.earthlink.net...
> I was actually there in 1983 and bought an Atari 400 in April followed
later
> in the year by an 800 and then a 1050 for Christmas.
>
> --
> Ron
>

Me to that year.

The Atari was some 300-500 at the time. Sensible money was on the BBC micro like they had at school (300 again) but i had less than 200 to spend. It was at the time a toss up between an Oric 48k or a Spectrum 48k (the commodore 64 hadn't really yet arrived in the shops round here).

The Aquarius seemed out of place when it arrived, kinda like 2 years too late. It was competetive with Acorn Atoms, Vic 20's and the ZX-81's of 1981-82. But by 83, RAM was the selling point, next came games, and price pretty much dictated what one you bought. if you had about 150, it was a speccy, The C=64 was about 230, If you had 300+ a BBC or an Atari, but because BBC's were in all schools, The Atari came about 4th down on the list if it was your parents money!

Still wanted an Atari though, because of star raiders.

6074. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 20:00:47 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <aqh56k$67o$1@news.chatlink.com>
Source record: 26144

I just work on an RTime 8 cart to get it seated real well. It takes a while, but its not too hard... just be gentle yet firm. At that point your problems are over. You can plug anything in on top of the R-Time 8.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:aqf9ts$294$1@bob.news.rcn.net...
> How can you plug in a Spartados X or Spartados RTime 8 cartridge?
>
>
>

6075. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 20:26:30 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <W5Vy9.357478$Mf5.16383694@Flipper>
Source record: 26145

Sorry guys, I've still not read a clear answer here. E.g. what is a channel and what is a track? I guess a channel is just the left or right from the stereo signal and a track is the space on the tape where you can record a (two channel?) signal.

Then the 4-tracks. Two tracks on each side. So, you could record data on the right channel of one track and music on the right channel of the second track?

I'm not an expert, but I don't think the audio tapes hold both digital and analog signals. When music and data is on the same channel (and the same track) and you would sample this into a WAV, you would need some DSP technique to separate the data from the music (if such thing is possible).

In other words, I'm not convinced that one-signal WAV files are good for music + data preservation.

Freddy.

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message news:3DCABF8A.DA690A40@students.uni-mainz.de...
Well,
the little Atari completely ignores the music on any tape - so it cannot be used as a copy protection here. And as I said before: On the tapes I had (Quelle+europa) both data +music were on one channel, which means the data uses only half of this one channel and the music uses the other half. Thus one WAV file (or MP3 or maybe SAP or something else) would be enough - for the human ear this sounds quite strange (you hear data beeps and music as long as the program did not use Poke 65,0), but the atari can use this, because the data is digital, whereas the music is only analog and completely ignored by the A8. Do the following: hold down Start+Option on your Atari and wait until the selftest appears - now you can press play on the tape recorder and listen to a music-tape. (There are other and better tricks of course - you can use a small program which starts the motor of the tape recorder to playback any music you like and then still load programs from disk; the GUI Diamond GOS has a utility for this case!) -Andreas.

6076. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 23:03:32 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqhfs5$4a3$1@bob.news.rcn.net>
Source record: 26146

Isn't there some kind of cartridge extender available?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:orRy9.1247$tW4.148733@newsread1.prod.itd.earthlink.net...
> I never had a 1200XL, but yes, those users normally trimmed some of the
case
> from the cart allowing them to fit...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > i remember reading this on some BBS's a LONG time ago (in a galaxy far
> > far away) where you'd have to either cut some of the plastic off the
> > cart or the 1200xl. someone correct me because i know i'm partly
> > wrong on this. :o)
> >
> >
> >
> >
> > "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:<aqf9ts$294$1@bob.news.rcn.net>...
> > > How can you plug in a Spartados X or Spartados RTime 8 cartridge?
> >
>
>

6077. Re: Flash ram carts?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-08 23:38:46 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dcc4bc8$1_4@nopics.sjc>
Source record: 26047

The problem with something like this is the driver required to run such a device. You have to have code in some location to "talk" to the card and do data transfer. The hardware is simple as is the code itself - where it sits is not so simple.

Bob

"Earhlink News Server" <oneoldbob@yahoo.com> wrote in message news:y0my9.1418$Bk2.130787@newsread1.prod.itd.earthlink.net...
> I'm thinking that it's time for some smart person to develop a cartridge
> that has slots for flash ram cards. Whether "memory stick" or whatever, I'm
> thinking that just about every Atari 8-bit application and game could fit on
> just a few 512 meggers.
>
> Any ideas?
>
>

6078. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 00:01:21 UTC
From: s.dorndorf@gmx.de
Message-ID: <c0fae91c.0211081601.36faa1fb@posting.google.com>
Source record: 26048

Hi Carsten,

long time ago, I had examined all important DOS versions, here are the
results:
(I ignored SpartaDOS and BiboDOS, because these DOS versions use the
RAM under the OS and therefore don't work with TurboBasic, a very big
disadvantage!)
Empty positions mean "same as ATARI-DOS 2.5"

XIO ATARI-DOS 2.5 MyDOS BeweDOS TurboDOS XDOS
---
32 Rename file
33 Delete file Del file/dir
34 --- Make Dir Clear disk Get dens.
35 Lock file
36 Unlock file
37 Point position
38 Note position
39 --- Load file Get length Exec. cmd
40 --- Load file Load file Load file
41 --- Change Dir
42 --- Make Dir Make Dir
43 --- Delete Dir
44 --- Change Dir
47 --- Get Diskinfo
251 --- Format QD
252 --- Format QD Format DD
253 Format SD --- --- Format DD Format SD
254 Format MD(SD) Format --- Format MD Format MD
255 --- Format SD Clear disk

XIO 254 under DOS 2.5 tries to format MD and if the drive doesn't
support MD, it formats in SD, other DOS-Versions try only to format
MD.
XIO 254 under MyDos works as following:
If AUX1, Bit 7 is set, the disk is only cleared (empty directory
written to disk). If AUX1 Bit 6-0 and AUX 2 are zero, the formatted
disk will have the current density setting of the drive, if not,
AUX1&AUX2 define the number of available sectors.
BeweDOS has no format commands in the FMS. The note and point commands
deliver a relative file position rather than an absolute sector/byte
position as the other DOS versions do.
You can use XIO 33 to delete (empty) MYDOS-directories. MyDOS allows
to ignore INIT- and RUN-addresses (in XIO39/40) by setting an
appropriate AUX1-value (4=do Run & Init, 5=Run only, 6=Init only,

7=ignore Run and Init).
In XDOS this is possible via XIO 39, e.g. XIO 39,#1,0,0,"D1:LOA file"
XDOS allows the execution of every DUP command (DIR, LOA, SAV,
COP,...) via XIO 39 and the density of a disk can be checked via XIO
34.

I haven't included the lower XIO command codes (4,6,8,9,12), if you
need more details, please post an additional message.

Stefan

6079. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 00:42:41 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <5SYy9.365804$Mf5.16687346@Flipper>
Source record: 26049

Carsten,

I've got the SpartaDOS XIO commands for you. Please email me.
taf.offenga@nospam.nl (replace nospam with chello)

Freddy.

"CarstenStrotmann" <cas_news@strotmann.de> wrote in message
news:bfb6c428.0211080400.2bc8f245@posting.google.com...
> Hello,
>
> I'm looking for a complete list of all DOS XIO (CIO special) commands,
> in order to build up a reference for DOS developers to prevent that
> each new DOS comes with an incompatible set of XIO commands.
>
> I found an inclomplete list at some places in the net, you'll find the
> information I collected so far in
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> But I need your help to cover all DOS Versions (at least all that are
> in use today), especially
>
> * MyDOS
> * Turbo-DOS
> * Bibo-Dos
> * Bewe-DOS
> * other DOS Versions in use
>
> Please post here if you have information for me or enter the
> information directly into the mentioned page
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> Thank you,
>
> have a good weekend!
>
> Carsten

6080. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 02:07:04 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211081807.75b3b707@posting.google.com>
Source record: 26050

cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211080400.2bc8f245@posting.google.com>...
> Hello,
>
> I'm looking for a complete list of all DOS XIO (CIO special) commands,
> in order to build up a reference for DOS developers to prevent that
> each new DOS comes with an incompatible set of XIO commands.
>
> I found an inclomplete list at some places in the net, you'll find the
> information I collected so far in
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> But I need your help to cover all DOS Versions (at least all that are
> in use today), especially
>
> * MyDOS
> * Turbo-DOS
> * Bibo-Dos
> * Bewe-DOS
> * other DOS Versions in use
>
> Please post here if you have information for me or enter the
> information directly into the mentioned page
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> Thank you,
>
> have a good weekend!
>
> Carsten

This one covers it all that I know of - thanks Jindrosh - truly awesome
stuff

http://cat.asw.cz/~kubecj/asio.htm

And then for SpartaDOS, deep in the SpartaDOS Construction Set is some on
SIO, probably already covered by the above link though.

http://my.en.com/~russg/

6081. Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 02:29:17 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqhrtu$6rb$1@bob.news.rcn.net>
Source record: 26051

I've installed a 256k Rambo XL in a 1200 XL, and the banks listed by a ram test program are:
$83 --- $8B $8F
$A3 $A7 $AB $AF
$C3 $C7 $CB $CF
$E3 $E7 $8E $8E

The internal selftest ram check does not detect an error.
After RD.com formats a 192k ramdisk, I've only been able to copy roughly 165k to the ramdisk, before I get a disk full error. What could be wrong?
Rick

6082. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 03:13:29 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqhugq$f6u$1@bob.news.rcn.net>
Source record: 26052

Thanks, works for me!

"Dan Vernon" <newsgroups@retrobits.net> wrote in message
news:aqh56k$67o$1@news.chatlink.com...
> I just work on an RTime 8 cart to get it seated real well. It takes a
> while, but its not too hard... just be gentle yet firm. At that point
your
> problems are over. You can plug anything in on top of the R-Time 8.
>
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:aqf9ts$294$1@bob.news.rcn.net...
> > How can you plug in a Spartados X or Spartados RTime 8 cartridge?
> >
> >
> >
>
>
>
>

6083. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 04:33:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021108233341.25115.00003077@mb-fr.aol.com>
Source record: 26054

> I just found the Atari OS, BASIC and DOS to be the friendliest of the
8-bit systems I've spent any amount of time on (C=64, Apple II, Atari XL). <

Yes! I have all 3 of these, and you are absolutely right. Don't forget the
Atari Screen Editor -- best of the three, although the C64 is a close second.
It's too bad that Atari didn't look far enough forward to include an 80 column
mode in Antic. It will also be interesting to see how the Commodore One
develops (1983 meets 2003?)
Larry
Larry

6084. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 07:08:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqic79$io2$1@reader10.wxs.nl>
Source record: 26055

In that year I was 7 years old. One year later My mom was the winner of a contest "Make your own Christmas card" and won an atari 800XL. That was BRANDNEW in the Netherlands, and the only thing coming with this computer was Ms.Pacman cartridge hehe.

When I got a 1010 program recorder I was really happy. Only in 1990 (!!!) I bought my first 1050... now the atari hardware-stack is higher than the house here :-)

Marius

btw. the C=64 was more promoted in the Netherlands, so I was the only child in primary school with the atari 800xl, but that didn't matter to me. In high school there were more atarians. I think the nice part of the C=64 is the sound chip. Really cool sound. But for the rest I still prefer my atari 8bit.

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
news:qwRy9.1252$tW4.148648@newsread1.prod.itd.earthlink.net...
> I was actually there in 1983 and bought an Atari 400 in April followed
later
> in the year by an 800 and then a 1050 for Christmas.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
> news:Y8Gy9.3843$O71.2409@rwcrnsc53...
> > If the year was 1983, which home computer would you be considering?
> >
> > Please visit my website to cast your vote.
> >
> > http://www.vintagehomecomputers.com/
> >
> > Krystian
> >
> > PS. Vintagehomecomputers.com is my private collection of home computers
> and
> > video consoles of the eighties and the nineties.
> >
> >
> >

> >
>
>

6085. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 07:10:57 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqicbbioq1@reader10.wxs.nl>
Source record: 26056

Btw. I had an Apple 2c too. It was (is) an incredible powerfull machine ...
and it is definately a good one for serious programms like Apple Works and
Apple Paint. I loved it, but the atari won :)

Marius

6086. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 07:54:03 UTC
From: mo <momo@atariland.com>
Message-ID: <va3z9.310418$Fw2.8951427@twister.austin.rr.com>
Source record: 26057

Well I've always loved my Atari 800 - but I chose the C64 because I actually did consider it in 1983. The television and magazine ads made its color look alot richer than the ataris. Little did I know the tricks they were using when finishing those pictures. I now have all of the above computers (except aquarius) and I dare say even today it's hard to say which one is better.
Mo

"Bishop" <dwebster@attbi.com> wrote in message
news:mm6nsugedm41h2raciqepoj95jdqlmmf2o@4ax.com...
> On Fri, 08 Nov 2002 03:25:44 GMT, "Krystian Sergiejew"
> <kriss@alphavibes.com> wrote:
>
> >If the year was 1983, which home computer would you be considering?
> >
> >Please visit my website to cast your vote.
> >
> >http://www.vintagehomecomputers.com/
> >
> >Krystian
> >
>
> I would have to pick the only system capable of playing Star
> Raiders...

6087. RAMDTEST.BIN

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 12:33:58 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqivbmsbn1@bob.news.rcn.net>
Source record: 26058

I'm looking for the 'ramdtest.bin' program mentioned in the the Atari 8-bit Computers faq. It is mentioned in Section 3.8 by Andreas Magenheimer. Can someone point me to it? Or better yet email me a copy?
Thanks,
Rick

6088. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 13:06:07 UTC
From: Matthias Reichl <usenet-20021109@hias.horus.com>
Message-ID: <slrnasq252.189.usenet-20021109@camel.hias.horus.com>
Source record: 26059

On Fri, 08 Nov 2002 20:26:30 GMT, Freddy Offenga wrote:
> Sorry guys, I've still not read a clear answer here. E.g. what is a channel
> and what is a track? I guess a channel is just the left or right from the
> stereo signal and a track is the space on the tape where you can record a
> (two channel?) signal.
>
> Then the 4-tracks. Two tracks on each side. So, you could record data on the
> right channel of one track and music on the right channel of the second
> track?

Actually, it is very simple:

A standard compact cassette holds 4 tracks. Two tracks are used for each
side, and - for music - one track is used for the left channel, and
the other track for the right channel.

In case of the Atari 1010, the left right channel holds the digital
data, and the left channel holds the audio signal.

The digital data is stored using two different frequencies,
3995Hz for "0" and 5327Hz for "1".

If you play back a tape with both digital data and audio on your
stereo equipment, you should hear the digital "briii-brii-..."
in your right loudspeaker, and the audio in your left loudspeaker.
If it is kind of mixed or so, either the tape was recorded with
a misaligned tape-head, or the head of your stereo cassette
player is misaligned.

So, what's happening when you play back a tape on the 1010?

The 1010 has a stereo tape head (so it can separately handle
digital data and audio at the same time). The audio channel is
simply sent to the audio pin of the SIO connector, without any
further processing (ok, except amplification and other stuff every
normal cassette player would also do).

The "digital" data is routed through an electronic circuit that can
detect the two frequencies (3995 and 5327Hz), of course with some
tolerance so it can cope with slightly varying tape speeds.
Depending on which frequency it detected, either a "1" or a "0"
bit is output to the SIO data-in pin. All further processing (like
assembling the bits into bytes, detecting start/stop bits etc. is
done by the POKEY in the Atari).

What happens if you record something to a tape in the 1010?

The Atari (i.e.: the POKEY) just transmits "0" and "1" bits to the SIO-data-out pin, and then the 1010 either generates a 3995Hz or a 5327Hz tone and records it on both channels (IIRC) of the tape.

So, to sum it up: Assuming that you don't have a misaligned tape and/or stereo cassette player, it should be possible to just connect your stereo cassette player to a stereo soundcard and store the tape as a stereo WAV file.

BTW: A good description of the Atari cassette formats can be found in "De Re Atari", appendix C, eg available online at

http://www.atariarchives.org/dere/chaptC.php

so long,

Hias

6089. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 13:30:10 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dccb95a108d273@attbi.com>
Source record: 26060

>If the year was 1983, which home computer would you be considering?
>
>Please visit my website to cast your vote.
>
>http://www.vintagehomecomputers.com/
>
>Krystian
>
>PS. Vintagehomecomputers.com is my private collection of home computers and
>video consoles of the eighties and the nineties.

I would buy the Atari 800.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6090. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 13:30:11 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dccb95a108d274@attbi.com>
Source record: 26061

>i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
>not sure. haven't really tried it but once or twice on Antic disks.
>Anyone else ?
>

I have changed disks successfully using 800XLDJ which is an Atari
8-bit disk drive emulator.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6091. Re: Help needed in (Turbo) BASIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 15:32:22 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aU9z9.2935$Aq5.308975@newsread2.prod.itd.earthlink.net>
Source record: 26062

#5 should be string length error, so probably not really what is
happening...

If ASPI loads at $8000, then it does not sound like it is auto-locating
itself into highest memory available... do you remember how the memory map
for Turbo configures? Where is Memtop with ASPI and your program loaded?
What does FRE(0) tell you?

Have you looked at the ASPI code? Does it extend completely to $8800? Do we
know if it reserves any RAM as working space? We might .ORG our code at
$8800, BLOAD it into RAM and call it with OFFSET =
USR(34816,ADR(DIREC$),START)

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Ron
>
> > What was the error? Out of Memory? Any places we can conserve bytes?
>
> IIRC it was an error 5 or something like that. I've seem the same happen
> before with the audio player utility. I had to kick out the help screen
to
> stay away from the ASPI manager. The error number itself means nothing in
> this case. IIRC the line it tells me the error is at, contains something
> like IF A$(1,5)="CD001" THEN ......
>
> > Simple matter (if we solve memory limitations and have a place to put
it)
> to
> > search a string for inverse character delimiters. It might help know
> > structure of data such as fixed or variable length fields... Probably
need
> > to pass it a starting offset so that it would not just keep finding the
> > first one like:
> > OFFSET=USR(ADR(FIND$),ADR(DIREC$),START)
> > You can then examine text before or after OFFSET and then put OFFSET
into
> > START to get the next one after it. You can spot end of data when OFFSET
> > exceeds DIMed length of FIND$.

> >
> > I don't understand relocating ASPI; if it autoloads in top memory and we
> are
> > bumping into it, then there is no free space left...
>
> The ASPI manager starts at $8000 and runs untill $8800 (it doesn't need
all
> that space, but Matthias probably tells us so because he might need some
> extra space in the future). IIRC $8000 is not the top of available RAM.
>
> CU Mathy van Nisselroy

6092. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 16:16:50 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0211090816.69049107@posting.google.com>
Source record: 26063

Hi Carsten,

here the commands I found in the OS/A+ manual:

ICCOM Type of command
3 open
4 read
5 get text record
7 get binary record
8 write
9 put text record
11 put binary record
12 close
13 dynamic status
32 rename
33 erase
35 protect
36 unprotect
37 point
38 note

Regards
Frank

cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211080400.2bc8f245@posting.google.com>...
> Hello,
>
> I'm looking for a complete list of all DOS XIO (CIO special) commands,
> in order to build up a reference for DOS developers to prevent that
> each new DOS comes with an incompatible set of XIO commands.
>
> I found an inclomplete list at some places in the net, you'll find the
> information I collected so far in
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> But I need your help to cover all DOS Versions (at least all that are
> in use today), especially
>
> * MyDOS
> * Turbo-DOS
> * Bibo-Dos
> * Bewe-DOS
> * other DOS Versions in use
>

> Please post here if you have information for me or enter the
> information directly into the mentioned page
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> Thank you,
>
> have a good weekend!
>
> Carsten

6093. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 16:18:50 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Kzaz9.2995$Aq5.321225@newsread2.prod.itd.earthlink.net>
Source record: 26064

Jindrosh *has* put together a great reference there, but that is SIO. The
XIO commands actually correspond to the CIO routines which are a higher
level and merely use SIO to accomplish the necessary functions.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
> cas_news@strotmann.de (CarstenStrotmann) wrote in message
> > Hello,
> >
> > I'm looking for a complete list of all DOS XIO (CIO special) commands,
> > in order to build up a reference for DOS developers to prevent that
> > each new DOS comes with an incompatible set of XIO commands.
> >
> > I found an inclomplete list at some places in the net, you'll find the
> > information I collected so far in
> > http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
> >
> > But I need your help to cover all DOS Versions (at least all that are
> > in use today), especially
> >
> > * MyDOS
> > * Turbo-DOS
> > * Bibo-Dos
> > * Bewe-DOS
> > * other DOS Versions in use
> >
> > Please post here if you have information for me or enter the
> > information directly into the mentioned page
> > http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
> >
> > Thank you,
> >
> > have a good weekend!
> >
> > Carsten
>
> This one covers it all that I know of - thanks Jindrosh - truly awesome
> stuff
>
> http://cat.asw.cz/~kubecj/asio.htm

>
> And then for SpartaDOS, deep in the SpartaDOS Construction Set is some on
> SIO, probably already covered by the above link though.
>
> http://my.en.com/~russg/
>

6094. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 17:17:31 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dcd432c$0$1451$272ea4a1@news.execpc.com>
Source record: 26065

In 1983 I had a HP 41CV, my first computer.
Christmas 1983, I got money from my parents to buy
a computer. I got 3 Coleco Adams, all three were
DOA. My son said 'Get an Atari'. So, $300 for
an 800xl, $300 for a 1027, $80 for a 1010, $80
for Atariwriter, and $325 a few months later for
a Rana 1000 and I was into Atari 8-bits.
I couldn't remember when I got the first Atari.
I did remember my first program entry was 'Crash
Dive' by Brian Moriarty from issue 18, April 1984
ANALOG. I couldn't figure how a bunch of DATA
statements could be a program (ml programs in
ANALOG you entered with DATA statements
and then wrote to tape or disk the ml program.)
Soon I had a MPP 1000e 300 baud modem and
a BBS (Mat Pritchard's AMIS MPP.)
My first DOS was SmartDOS, by the RANA people.
I used that DOS for dbl density many years until
SpartaDOS 3.2d.
Uhm. I ramble. But I can say what I would do in
1983, because that's what I did.
Russg

6095. DOS Question - LOADIND

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 17:31:26 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0211090931.3afc1102@posting.google.com>
Source record: 26066

How do I load a program such as PASCAL. The program boots up in my emulation program to DOS 2.0, but for the likes of me I cannot remmember how to execute the program to run. Forgive my question if it appears ignorant. Thanks

6096. atari 800 repair manual?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 18:30:25 UTC
From: Ingo Rose <i.rose@t-online.de>
Message-ID: <d7kjqa.o2h.ln@router.brain-staff.de>
Source record: 26067

where can i find an atari 800 repair manual.

problem: switching on the 800. seams sometimes like it boots prom.

look like:

ata
or atari computer
or atari com

seams like it should only be a little problem.

regards,
ingo rose

6097. Pages from Current Notes received

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-09 22:47:19 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-894480.16471909112002@news.supernews.com>
Source record: 26068

I thought I'd publicly thanks Rick Detlefsen for scanning and emailing me all the pages from Current Notes magazine that I had asked for here on the newsgroup not long ago.

Thanks again Rick D.!!
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

6098. Atari 8-bit MULE over internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 02:06:47 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <pYiz9.8069$oN4.3792@news.bellsouth.net>
Source record: 26069

You guys know it's possible to play sega genesis and mame arcade games on the internet with the kaillera client? It would be so nice to have the Atari 800 Win Plus 3.0 working with kaillera for some MULE multiplay.

6099. Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 02:30:18 UTC
From: piclistguy@yahoo.com
Message-ID: <97d41df6.0211091830.33f90fa4@posting.google.com>
Source record: 26070
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

I received an Atari 130XE as a gift in 1986. It was my first computer.
It has a nostalgic value to me. I miss all of those games on my
collection of floppy disks. I would like to see again some of the many
programs I created in basic. However, it is now 2002 and I haven't
touched the 130XE in over 10 years and its at my parents home
thousands of miles away. At this point, all I can hope for is to
salvage some of the data on my floppies. I don't worry at all about
the hardware, since if my 130XE doesnt work anymore, I could try to
have it repaired or buy an old one from ebay.
But my data is something that can't be replaced.
Is their any way I can recover the data on my old floppies?
I don't want to setup my old computer to salvage the data. I am
concerned that the 130XE disk drive could potentially damage the
disks, since the drive itself is quite old. Ideally I would like to
find a way to use a PC with a 5-1/4" disk drive that can read an atari
diskette and write the exact bit pattern to a brand new 5-1/4" disk.
Even better if there is some utility that can perform some type of
error correction on corrupt sectors. Or perhaps there is some service
center that specialized in what I need done.
Please explain what I options I have to recover my old data.
Thanks

6100. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 04:00:29 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dcdda9d_6@nopics.sjc>
Source record: 26071

Isn't $87 missing? Looks like 240K, not 256K....

Bob

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:aqhrtu$6rb$1@bob.news.rcn.net...
> I've installed a 256k Rambo XL in a 1200 XL, and the banks listed by a ram
> test program are:
> $83 --- $8B $8F
> $A3 $A7 $AB $AF
> $C3 $C7 $CB $CF
> $E3 $E7 $8E $8E
>
> The internal selftest ram check does not detect an error.
> After RD.com formats a 192k ramdisk, I've only been able to copy roughly
> 165k to the ramdisk, before I get a disk full error. What could be wrong?
> Rick
>
>

6101. full text of Hi-Res Magazine is online

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 06:35:21 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-01C4CD.22354709112002@news.west.cox.net>
Source record: 26072
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The full text of Hi-Res Magazine is now online at the Classic Computer
Magazine Archive.

http://www.atarimagazines.com

Hi-Res was a short-lived magazine, published from 1983 to 1984,
dedicated to the Atari 8-Bit and Commodore 64 computers. The archive
includes the full text of (all?) four issues. (The publisher recalls
that six issues were published, but no one we consulted has seen issues
beyond number four. If anyone can verify the existence of issues 5 and
6, please let me know.)

Highlights include:

Atari, Inc.: The Early Years, An Unauthorized History
http://www.atarimagazines.com/hi-res/v1n1/atarihistory.php

Video Game Guru - Activision's David Crane
http://www.atarimagazines.com/hi-res/v1n2/davidcrane.php

Preview of the Commodore 264 Computer
http://www.atarimagazines.com/hi-res/v1n4/the264.php

Club Med & Atari
http://www.atarimagazines.com/hi-res/v1n3/clubmedatari.php

34 Atari and C64 Software Reviews
http://www.atarimagazines.com/hi-res/index/showreviews.php

Enjoy!
Kevin Savetz
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

6102. Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 07:25:47 UTC
From: Atari-Chart <SPAMMENOTatari-chart@shaw.ca>
Message-ID: <p72ssus0i32n6tlbqi1h30dsivhkltalqi@4ax.com>
Source record: 26073

Just doing my semi-monthly rounds of the Atari sites when the sight at Holmes hit me like a slap in the face.

http://homepages.paradise.net.nz/atari/

"Piracy: This Game is Over"

I'm having a hard time imagining any of the copyright holders of these twenty year old games being so rabid as to shut down a site like Holmes.

Does anyone know the story?
Does "Holmes" follow this group? If so, perhaps we could find out what went on.

In any case, it was a great resource for people who were looking to re-live some old memories and didn't want to get heavily involved in the binary newsgroups.

I'll miss ya, buddy.

6103. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 07:27:48 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dce0abc$0$141$e4fe514c@dreader5.news.xs4all.nl>
Source record: 26074

Does anyone has holmes e-mail address?

"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
news:p72ssus0i32n6tlbqi1h30dsivhkltalqi@4ax.com...
> Just doing my semi-monthly rounds of the Atari sites when the sight at
> Holmes hit me like a slap in the face.
>
> http://homepages.paradise.net.nz/atari/
>
> "Piracy: This Game is Over"
>
> I'm having a hard time imagining any of the copyright holders of these
> twenty year old games being so rabid as to shut down a site like
> Holmes.
>
> Does anyone know the story?
> Does "Holmes" follow this group? If so, perhaps we could find out
> what went on.
>
> In any case, it was a great resource for people who were looking to
> re-live some old memories and didn't want to get heavily involved in
> the binary newsgroups.
>
> I'll miss ya, buddy.
>
>

6104. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 08:50:16 UTC
From: mo <momo@atariland.com>
Message-ID: <c5pz9.313148$Fw2.9142828@twister.austin.rr.com>
Source record: 26075

I find this a little suspect. If you notice the copyright date of 1981 and
the Time Warner logo. Atari's owned by Hasbro/Infrogrammes.
???
Mo

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3dce0abc$0$141$e4fe514c@dreader5.news.xs4all.nl...
> Does anyone has holmes e-mail address?
>
> "Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
> news:p72ssus0i32n6tlbqi1h30dsivhkltalqi@4ax.com...
> > Just doing my semi-monthly rounds of the Atari sites when the sight at
> > Holmes hit me like a slap in the face.
> >
> > http://homepages.paradise.net.nz/atari/
> >
> > "Piracy: This Game is Over"
> >
> > I'm having a hard time imagining any of the copyright holders of these
> > twenty year old games being so rabid as to shut down a site like
> > Holmes.
> >
> > Does anyone know the story?
> > Does "Holmes" follow this group? If so, perhaps we could find out
> > what went on.
> >
> > In any case, it was a great resource for people who were looking to
> > re-live some old memories and didn't want to get heavily involved in
> > the binary newsgroups.
> >
> > I'll miss ya, buddy.
> >
> >
>
>

6105. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 08:54:17 UTC
From: mo <momo@atariland.com>
Message-ID: <Z8pz9.313149$Fw2.9143725@twister.austin.rr.com>
Source record: 26076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

If you want, I have a decent drive setup which is attached to my PC via an SIO2PC cable. I can copy your disks into ATR files for use in an emulator, or just dump them to TXT files for you to look at on your PC. All I'd charge is the actual disk media itself to recycle for my own use. The drive I use has very little millage on it so I don't think there would be any problems there, although your disks are 10+ years old and may or may not be readable (I'm sure they are though). Let me know,
Mo
momo@atariland.com

"Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
news:97d41df6.0211091830.33f90fa4@posting.google.com...
> I received an Atari 130XE as a gift in 1986

6106. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 11:00:09 UTC
From: bill@newbreedsoftware.com
Message-ID: <Z_qz9.47503$lk.1175339@typhoon.sonic.net>
Source record: 26077

mo <momo@atariland.com> wrote:
> I find this a little suspect. If you notice the copyright date of 1981 and
> the Time Warner logo. Atari's owned by Hasbro/Infrogrammes.

Atari is owned by Infogrames. Hasbro sold their "Hasbro Interactive"
group to them a while back.

-bill!

6107. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 12:54:10 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aqlktj$1al$1@bob.news.rcn.net>
Source record: 26078

> Isn't $87 missing? Looks like 240K, not 256K....
>

I noticed it was missing too. But what could cause that?

6108. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 13:34:14 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DCE6056.FA80087A@asw.cz>
Source record: 26079

Matthias Reichl wrote:
> What happens if you record something to a tape in the 1010?
>
> The Atari (i.e.: the POKEY) just transmits "0" and "1" bits to the
> SIO-data-out pin, and then the 1010 either generates a 3995Hz or
> a 5327Hz tone and records it on both channels (IIRC) of the tape.

This is not what I know about that ;-)

1) Atari doesn't send the data in format 0/1 but audio. FSK is only
DECODER.
2) Write head has only one track connected.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

6109. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 15:22:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dce7a13$0$46605$e4fe514c@news.xs4all.nl>
Source record: 26080

Hi,

When you can get his e-mail address I will contact him and when possible put
up an FTP server to download all his stuff...

TXG/MNX
"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
news:p72ssus0i32n6tlbqi1h30dsivhkltalqi@4ax.com...
> Just doing my semi-monthly rounds of the Atari sites when the sight at
> Holmes hit me like a slap in the face.
>
> http://homepages.paradise.net.nz/atari/
>
> "Piracy: This Game is Over"
>
> I'm having a hard time imagining any of the copyright holders of these
> twenty year old games being so rabid as to shut down a site like
> Holmes.
>
> Does anyone know the story?
> Does "Holmes" follow this group? If so, perhaps we could find out
> what went on.
>
> In any case, it was a great resource for people who were looking to
> re-live some old memories and didn't want to get heavily involved in
> the binary newsgroups.
>
> I'll miss ya, buddy.
>
>

6110. Re: Converting to .cas (was: Re: Atari 1010 cassette player)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 15:50:32 UTC
From: Matthias Reichl <usenet-20021110@hias.horus.com>
Message-ID: <slrnast05i.1fv.usenet-20021110@camel.hias.horus.com>
Source record: 26081

On Sun, 10 Nov 2002 14:34:14 +0100, Jindrich Kubec wrote:
> Matthias Reichl wrote:
>> What happens if you record something to a tape in the 1010?
>>
>> The Atari (i.e.: the POKEY) just transmits "0" and "1" bits to the
>> SIO-data-out pin, and then the 1010 either generates a 3995Hz or
>> a 5327Hz tone and records it on both channels (IIRC) of the tape.
>
> This is not what I know about that ;-)

I have to admit your memory seems to be working better than mine :-)

> 1) Atari doesn't send the data in format 0/1 but audio. FSK is only
> DECODER.

ACK. You are definitely right.

> 2) Write head has only one track connected.

OK, I'll trust you :-) It's been some 10 or 15 years since I last
used my 1010 (and since I looked into the schematic which I seem
to have lost by now...), so it's very likely that I mixed something up.

Thanks for the correction!

so long,

Hias

6111. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 15:53:52 UTC
From: dunxuk@aol.com
Message-ID: <20021110105352.25285.00004538@mb-me.aol.com>
Source record: 26082

```
>
>Does anyone has holmes e-mail address?

holmesatari@hotmail.com
```

6112. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 17:26:56 UTC
From: Video61@webtv.net
Message-ID: <24719-3DCE96E0-209@storefull-2117.public.lawson.webtv.net>
Source record: 26084

there are owners of these programs who visit this newsgroup regularly
to see what is up on there old favorite machines.
they still own the copyrights to there programs, and some of them have
gone the corporate route and have to answer to shareholders.
many here will not believe this, but i have been in contact with many.
some do not care, others must act on piracy they have no choice.
i know that the programs are 20 years old, but to a programmer who is
still active, who's product might be owned by a corporation they have a
legitimate gripe and are forced to act.
the only thing that i can say is to search the net for these programs,
many have been released in some shape or form for the public, and maybe
someone can pain stakingly put together a site with just this type of
programs.
holms site was a valuable museum for atari8's simply because this stuff
is disappearing very fast.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6113. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 17:30:58 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <UMSdnW-ZYoA1ClOgXTWcrg@comcast.com>
Source record: 26083

It seems downloads are still available. If you click on "games" then a
letter you get a list of games. Eastern front II still worked at least.

"Atari-Chart" <SPAMMENOTatari-chart@shaw.ca> wrote in message
news:p72ssus0i32n6tlbqi1h30dsivhkltalqi@4ax.com...
> Just doing my semi-monthly rounds of the Atari sites when the sight at
> Holmes hit me like a slap in the face.
>
> http://homepages.paradise.net.nz/atari/
>
> "Piracy: This Game is Over"
>
> I'm having a hard time imagining any of the copyright holders of these
> twenty year old games being so rabid as to shut down a site like
> Holmes.
>
> Does anyone know the story?
> Does "Holmes" follow this group? If so, perhaps we could find out
> what went on.
>
> In any case, it was a great resource for people who were looking to
> re-live some old memories and didn't want to get heavily involved in
> the binary newsgroups.
>
> I'll miss ya, buddy.
>
>

6114. Supercart images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 20:00:58 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <2fetsuku5d2gl4sd7fbl2pbht9ikdet3cv@4ax.com>
Source record: 26085

I've been disapointed with the Atari PC emulators til' last night when I tripped over Atari800Win version 3.0. WOW. Sounds work perfectly! Today, knowing it wouldn't work, I specified SpartadosX 4.22 as a cart image for the emulator and LOW and BEHOLD. SDX rom images work as well! So I tried it with Pocket Atari on my Ipaq and it worked there TOO!!!

WOw is all I can say. WOW.

Now to the point of this message. I can't find any BasicXL and Basic XE rom images. I own several of each cart but don't have the means of dumping thier contents. Besides, all the carts are flaky as heck. I must have gotten a bad batch of roms that fuzzed out early.

Does anyone know where to get rom images for:

BasicXL
BasicXE
ACTION!
Mac/65

Thanks in advance,

Jeffrey S. Worley (Technoid Mutant of Cheez Daddy's House of Funk BBS)

Technoid@30below.com

6115. Re: Looking at REAL.DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 20:07:59 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <j5prsukud538qt8tjud6a19tk6g8om2u4a@4ax.com>
Source record: 26086

Tom Hunt Created a Spartados modification which had memlo WAY below
ordinary. All commands were external and it had a true 'Path'
environment variable ala SpartadosX and MSDos. Might want to get in
on it. It worked well. I still have my copy but he enjoined me never
to distribute it. Amazingly it has been night on a decade now and I
haven't.

He called it SRP dos. It is sparta with all commands as extrinsic.

Regards,

Jeff

(Technoid Mutant)

On Fri, 18 Oct 2002 12:32:17 GMT, "Alan Sharkis"
<asharkis@optonline.net> wrote:

>Hello Ken, Tom,
>
>I don't have my Atari hardware any more, and I do all my 8-bitting in
>emulation. But I have to second the motion. That's the best idea I've
>heard in a long time.
>
>Take care.
>
>Alan
>
><kenames@pacbell.net> wrote in message
>news:f5O4dXX6MbiT-pn2-ZvloUYOhXLnJ@localhost...
>> halleluya!!
>>
>> at last someone agrees with me. I have been saying this for years now
>> since this whole shebang got started. do you have a starting point?
>>
>> Ken
>>
>> On Tue, 15 Oct 2002 13:58:43, NoOne@FakeEmail.invalid (Tom Hunt)
>> wrote:
>>
>> >
>> > I've just been thinking (oh-oh). It would be real nice for it to have
>> > an external command.com . That way it could be installed with a DOS
>> > style command processor, Unix (bash, csh, ksh, borne) shell style
>command
>> > processor, or even replaced with an Atari-DOS/MyDOS style DUP menu

>(yuk).
>> > Doing this would pull in the widest range of users.
>> >
>> > Make it so that:
>> >
>> > 1 The MEMLO is automatically set to the <end> of where command.com
>> > loads.
>> > 2 MEMLO could optionally be set to the <beginning> command.com load
>> > address. This would work great for some things, but not interrupt
>driven
>> > code because when command.com reloads it could get messy. So, have it
>> > default to set MEMLO to the end of the command.com code with an option
>to
>> > let the user set the MEMLO to the start of command.com. This way when
>> > command.com is exited the user can use that memory.
>> >
>> > Have both an overlay and partial overlay vector so that command.com can
>> > be called from within an application and afterwords the app would
>resume.
>> > Snapshotting could also be employed for the same effect, but a reserved
>> > block of memory for passing parameters would need to be reserved. ASCII
>> > text (batch commands) would take more room to pass, as compared to a
>> > command frame buffer. The CFB would be a tokenized representation of
>the
>> > parameters passed to command.com in the 2nd snapshot. A return
>parameter
>> > memory block would need to be reserved as well.
>> >
>> > Command.com and other CMDs could also be stored in the extended ram
>> > banks and run directly from there instead of downloading them in to main
>> > memory as necessary. To mix & match the loading of these CMDs in to the
>> > extended ram banks a memory management system would need to be worked
>> > out, and the CMDs would have to abide by it (no ZP ram usage, only
>> > localized ram usage, etc.).
>> >
>> > Also, have an option for a "safe mode" boot. If a user totally hoses
>up
>> > their configuration they can still boot in to safe mode and fix it.
>> > Perhaps this safe mode could be detected on one or more of the console
>> > keys being pressed?
>> >
>> > Just Some Thoughts,
>> > Tom
>>
>>
>> --
>>
>

6116. Re: programs that support stereo-sound...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 20:30:05 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <5dgtsu4kl6b5ffd6vf3b4cgnd2afh7jbq4@4ax.com>
Source record: 26087

Heck, I'd like your list. I can't think of a single specific title
that works in stereo though I know there are demos out there that do.

Regards,

Jeff

On Mon, 04 Nov 2002 21:11:06 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>hello folks,
>I guess there are already some Atarians that upgraded their Atari with a
>second Pokey/Gumby for stereo sound. So, what programs (demos, games,
>tools, apps.) are there that support this upgrade/stereo-sound ?!? i
>already have a list, but I do hope you can help me to make it
>larger... -andreas.

6117. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 21:02:32 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DCEC968.791AB324@mb1.tu-chemnitz.de>
Source record: 26088

> "Piracy: This Game is Over"
Probably (and hopefully) this concerns only the SEGA content of his page
...

Sven.

6118. Re: Supercart images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 21:10:35 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DCECB4B.59F7A6A7@mb1.tu-chemnitz.de>
Source record: 26089

> Does anyone know where to get rom images for:
>
> BasicXL
> BasicXE
http://www.atariprotos.com/personal/john/roms.html does have some binarys
for the Eprom. Maybe there is a way to use/convert them?

Sven.

6119. Re: DOS Question - LOADIND

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 22:07:20 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <sMAz9.4635$tW4.586221@newsread1.prod.itd.earthlink.net>
Source record: 26090

I have not toyed with that language, but it is probably a binary load and go
.exe file; press "A", Return, Return to see what is on the disk. Hopefully
the file names may provide clues from titles and/or extenders. Could expect
to see some form of Editor or similar you can execute with "L", Return,
"NAME.COM", Return. You may even see a .txt or .doc file which you can copy
to the screen and toggle the display with Ctrl-1; use "C", Return,
"FILE.EXT, E:", Return.

When you find the executable, you can rename it to AUTORUN.SYS on a backup
duplicate disk so it will auto start during system boot.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mike" <mkham151@adelphia.net> wrote in message
news:dc48b4d2.0211090931.3afc1102@posting.google.com...
> How do I load a program such as PASCAL. The program boots up in my
> emulation program to DOS 2.0, but for the likes of me I cannot
> remmember how to execute the program to run. Forgive my question if
> it appears ignorant. Thanks
>

6120. Re: atari 800 repair manual?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 22:14:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PSAz9.4649$tW4.585183@newsread1.prod.itd.earthlink.net>
Source record: 26091
Body handling: HTML body converted to readable text

Not certain what you are reporting there... with no cart, the 800 should
boot to Memo Pad.

If it is giving an erratic display, you might clean contacts and reseat all
chips and daughter boards. You may also have a bad memory chip in the screen
RAM area.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ingo Rose" wrote in message
news:d7kjqa.o2h.ln@router.brain-staff.de...
> where can i find an atari 800 repair manual.
>
> problem: switching on the 800. seams sometimes like it boots prom.
>
> look like:
>
> ata
> or atari computer
> or atari com
>
> seams like it should only be a little problem.
>
> regards,
> ingo rose
>

6121. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 23:01:10 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <WyBz9.4720$tW4.594002@newsread1.prod.itd.earthlink.net>
Source record: 26092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Only a really old PC with archaic disk controller would be able to read the
single density FM coded Atari 5.25 floppies. Even the 1050 non-standard MFM
enhanced density does not seem compatible with PC floppy controllers.

Building an SIO2PC cable involves using your XE and drive for the transfers
as does use of a null modem cable. BTW the A8 drives use a crc type checksum
when reading the sectors.

When you remove your hardware from the picture, you only leave 3rd party
hardware. I am unaware of any commercial providers of transfer service; just
a few afficionados like Mo and myself who have done it for other former
Atarians.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
news:97d41df6.0211091830.33f90fa4@posting.google.com...
> I received an Atari 130XE as a gift in 1986. It was my first computer.
> It has a nostalgic value to me. I miss all of those games on my
> collection of floppy disks. I would like to see again some of the many
> programs I created in basic. However, it is now 2002 and I haven't
> touched the 130XE in over 10 years and its at my parents home
> thousands of miles away. At this point, all I can hope for is to
> salvage some of the data on my floppies. I don't worry at all about
> the hardware, since if my 130XE doesnt work anymore, I could try to
> have it repaired or buy an old one from ebay.
> But my data is something that can't be replaced.
> Is their any way I can recover the data on my old floppies?
> I don't want to setup my old computer to salvage the data. I am
> concerned that the 130XE disk drive could potentially damage the
> disks, since the drive itself is quite old. Ideally I would like to
> find a way to use a PC with a 5-1/4" disk drive that can read an atari
> diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> Even better if there is some utility that can perform some type of
> error correction on corrupt sectors. Or perhaps there is some service
> center that specialized in what I need done.
> Please explain what I options I have to recover my old data.
> Thanks
>

6122. Re: Supercart images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 23:36:50 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <LFCz9.8930$IE2.3779@news.bellsouth.net>
Source record: 26093

Email me and I'll send them to you. Basic XL, XE and Mac65. I think I also have Action! too. They all work with this great emulator.

"Technoid Mutant" <None@nowhere.com> wrote in message news:2fetsuku5d2gl4sd7fbl2pbht9ikdet3cv@4ax.com...
> I've been disapointed with the Atari PC emulators til' last night when
> I tripped over Atari800Win version 3.0. WOW. Sounds work perfectly!
> Today, knowing it wouldn't work, I specified SpartadosX 4.22 as a cart
> image for the emulator and LOW and BEHOLD. SDX rom images work as
> well! So I tried it with Pocket Atari on my Ipaq and it worked there
> TOO!!!
>
> WOw is all I can say. WOW.
>
> Now to the point of this message. I can't find any BasicXL and Basic
> XE rom images. I own several of each cart but don't have the means of
> dumping thier contents. Besides, all the carts are flaky as heck. I
> must have gotten a bad batch of roms that fuzzed out early.
>
> Does anyone know where to get rom images for:
>
> BasicXL
> BasicXE
> ACTION!
> Mac/65
>
> Thanks in advance,
>
> Jeffrey S. Worley (Technoid Mutant of Cheez Daddy's House of Funk BBS)
>
> Technoid@30below.com
>

6123. Re: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-10 23:43:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <NFCz9.8931$IE2.3636@news.bellsouth.net>
Source record: 26094

Well I would like to get EOS, Elite and Caveman Ughlymipcs for your asking prices.

Email me if interested.

"Bill" <bpo-4sale@insightbb.com> wrote in message news:XiKx9.101076$wG.390043@rwcrnsc51.ops.asp.att.net...
> I have created the following web to show my wares. I'd rather sell it
> outright than put it on ebay. Make an offer!
>
> http://dataranger.home.insightbb.com/c64_128/Page_1.html
>
>

6124. Re: 8BIT>Bremspunkt 1.0 racing game released

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 00:36:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <FYCz9.47599$lk.1182672@typhoon.sonic.net>
Source record: 26095

Noticed this on comp.sys.atari.announce :)

http://rz-home.de/~foundationtwo/f2/bremsp.htm

Kevin Savetz <savetz@northcoast.com> wrote:
> Foundation Two has released "Bremspunkt",a top down racing game in the
> tradition of "Super Sprint" for the ATARI XL/XE . The unconventional
> feature of the game is the ability to play with 4 players. Therefore the
> requirement is the Multijoy 8 Interface.
>
> The game allready won the title: "Best of Show - Game" at the ABBUC JHV
> 2002
>
> More info: http://foundationtwo.atari.org
> [This news item courtesy of Atari.org - http://www.atari.org]
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
> & Atariarchives.org - http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce - Atari computer news

-bill!

6125. Re: Atari 130XE, would like to recover whatever I can from my old floppies

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 01:14:50 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DCF04AD.B8F4134B@rogers.com>
Source record: 26096
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Sanjay Punjab wrote:

> I received an Atari 130XE as a gift in 1986. It was my first computer.
> It has a nostalgic value to me. I miss all of those games on my
> collection of floppy disks. I would like to see again some of the many
> programs I created in basic. However, it is now 2002 and I haven't
> touched the 130XE in over 10 years and its at my parents home
> thousands of miles away. At this point, all I can hope for is to
> salvage some of the data on my floppies. I don't worry at all about
> the hardware, since if my 130XE doesnt work anymore, I could try to
> have it repaired or buy an old one from ebay.
> But my data is something that can't be replaced.
> Is their any way I can recover the data on my old floppies?
> I don't want to setup my old computer to salvage the data. I am
> concerned that the 130XE disk drive could potentially damage the
> disks, since the drive itself is quite old. Ideally I would like to
> find a way to use a PC with a 5-1/4" disk drive that can read an atari
> diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> Even better if there is some utility that can perform some type of
> error correction on corrupt sectors. Or perhaps there is some service
> center that specialized in what I need done.
> Please explain what I options I have to recover my old data.
> Thanks

Hi Sanjay,

If you do pick up a used 130XE and drive, you could probably test it out one some blanks or duplicates of stuff. Or you could also pick up a drive from one of the remaining mail order dealers, theres a few around. That way you could get yourself a drive that works reliably to recover your old stuff. Believe it or not I got a couple well used 1050's and 810's that I've managed to kept in good order. Wasnt too hard either.

I can see what you mean bout not bothering with the one you left in your parents house. If its in another country the shipping would be expensive and it would probably be a different video standard and perhaps require different power supplies as well.

6126. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 01:39:52 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3DCF0A68.BB0F21DE@mediakingx.com>
Source record: 25997

Atari-Chart wrote:

> Just doing my semi-monthly rounds of the Atari sites when the sight at
> Holmes hit me like a slap in the face.
>
> http://homepages.paradise.net.nz/atari/
>
> "Piracy: This Game is Over"
>
> I'm having a hard time imagining any of the copyright holders of these
> twenty year old games being so rabid as to shut down a site like
> Holmes.

Me too. Holme is anything but a pirate. His work breathes life into these creations that would otherwise disappear forever. I understand there may be some corporate entity or perhaps even an author who might be against it, but Holme gives these people the opportunity to speak up and say "take my property down."

It makes me so mad when a hardworking archivist like Holme is criticized. He is not stealing this software; he is *saving* it!

6127. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:43:22 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <7BFz9.2$zg.471@news02.tsnz.net>
Source record: 25998

> > http://homepages.paradise.net.nz/atari/
> >
> > "Piracy: This Game is Over"
> >
> > I'm having a hard time imagining any of the copyright holders of these
> > twenty year old games being so rabid as to shut down a site like
> > Holmes.
>
> Me too. Holme is anything but a pirate. His work breathes life into these
> creations that would otherwise disappear forever. I understand there may
> be some corporate entity or perhaps even an author who might be against
> it, but Holme gives these people the opportunity to speak up and say "take
> my property down."

Sorry guys, It appears I've caused a bit more of a stir than I though I would with the 'ancient' Atari advert I put online for 24 hours. I've been scanning anything to do with Atari in my old collection of BYTE mags, and I'd never seen that advert before. And for some reason, really liked it! :-)

It also fitted in with my plans... I know I've talked about closing the site down before, but this time I'm for real. Come 31st Dec, the Atari games part of my website will finally close after a good 5 years. So if you are after anything, now's a good time to get it. :-) I am thinking about running one last competition so that the winner(s) can get a copy of my entire collection on cdrom(or how ever many it is now!), but so far I am lacking an idea for this competition.

I've had a few offers in the past, to take over my website for me, but in all cases, the people have found, that like me, time is very scarce, thus nothing ever got off the ground. So I dont want any offers for that.

Anyway, there's still great Atari Game Resources out there, like Homesoft, and Vietnam Atari websites to name but two. And they both update much more frequently than I ever did.

I'll be still around to 'dump' various games or personal disks for those who cant or dont want to do so themselves. Just ask.

I will be taking some time to try to thank many of the contributors of the site soon.

Cheers

Holmes
www.atariworld.com

6128. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:45:50 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <sDFz9.3$zg.607@news02.tsnz.net>
Source record: 25999

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:UMSdnW-ZYoA1ClOgXTWcrg@comcast.com...
> It seems downloads are still available. If you click on "games" then a
> letter you get a list of games. Eastern front II still worked at least.

Yep, everything is still available for download until 31st Dec, at which
time I'll be replacing the website with something different.
Please grab what you can, while you can. :-) There are a few broken links,
or wrong games linked there.

Thanks to everyone who has emailed games in over the years, and for all
other contributors to my site.

Holmes

6129. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:49:37 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <%GFz9.4$zg.420@news02.tsnz.net>
Source record: 26000

> many here will not believe this, but i have been in contact with many.
> some do not care, others must act on piracy they have no choice.

I've also had many programmers contact me over the years, many of whom, liked the fact that their games were still being played. Only one programmer asked me to remove his games. Of course I respected this and they were removed. (although he never gave me a specific list of games, so I may have missed one or two.)

> holms site was a valuable museum for atari8's simply because this stuff
> is disappearing very fast.

Thanks Lance, although my site will be gone soon, there are many others around, who are doing a better job than I ever did. I hope everyone will support them, as much as you all supported me.

Holmes
www.atariworld.com till 31st Dec.

6130. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:52:30 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <HJFz9.5$zg.508@news02.tsnz.net>
Source record: 26001

> When you can get his e-mail address I will contact him and when possible
put
> up an FTP server to download all his stuff...
>
> TXG/MNX

That would be a great idea, if someone can set up a FTP site, and is sure it will be permanant, I am happy to transfer the entire archive to it. Then everyone will still have access to it all. I must stress though, it must be a permanant 'online' 24/7 ftp site. And it must be fast.

That would be great.

Holmes
www.atariworld.com till 31st Dec

6131. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:53:10 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <jKFz9.7$zg.772@news02.tsnz.net>
Source record: 26002

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:Z_qz9.47503$Ik.1175339@typhoon.sonic.net...
> mo <momo@atariland.com> wrote:
> > I find this a little suspect. If you notice the copyright date of 1981
and
> > the Time Warner logo. Atari's owned by Hasbro/Infrogrammes.
>
> Atari is owned by Infogrames. Hasbro sold their "Hasbro Interactive"
> group to them a while back.

Yep, that advert came from a BYTE magazine back in 81. See my other msg
explaining it.

Holmes

6132. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 03:53:32 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <5tednYRZ0NQPtFKgXTWcqA@comcast.com>
Source record: 26003

How much data do you transfer on a monthly basis? What are your out of pocket expenses for running the site?

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message news:7BFz9.2$zg.471@news02.tsnz.net...
> > > http://homepages.paradise.net.nz/atari/
> > >
> > > "Piracy: This Game is Over"
> > >
> > > I'm having a hard time imagining any of the copyright holders of these
> > > twenty year old games being so rabid as to shut down a site like
> > > Holmes.
> >
> > Me too. Holme is anything but a pirate. His work breathes life into these
> > creations that would otherwise disappear forever. I understand there may
> > be some corporate entity or perhaps even an author who might be against
> > it, but Holme gives these people the opportunity to speak up and say "take
> > my property down."
>
> Sorry guys, It appears I've caused a bit more of a stir than I though I
> would with the 'ancient' Atari advert I put online for 24 hours. I've been
> scanning anything to do with Atari in my old collection of BYTE mags, and
> I'd never seen that advert before. And for some reason, really liked it!
> :-)
>
> It also fitted in with my plans... I know I've talked about closing the
> site down before, but this time I'm for real. Come 31st Dec, the Atari
> games part of my website will finally close after a good 5 years. So if you
> are after anything, now's a good time to get it. :-) I am thinking about
> running one last competition so that the winner(s) can get a copy of my
> entire collection on cdrom(or how ever many it is now!), but so far I am
> lacking an idea for this competition.
>
> I've had a few offers in the past, to take over my website for me, but in
> all cases, the people have found, that like me, time is very scarce, thus
> nothing ever got off the ground. So I dont want any offers for that.
>
> Anyway, there's still great Atari Game Resources out there, like Homesoft,
> and Vietnam Atari websites to name but two. And they both update much more

> frequently than I ever did.
>
> I'll be still around to 'dump' various games or personal disks for those
who
> cant or dont want to do so themselves. Just ask.
>
> I will be taking some time to try to thank many of the contributors of the
> site soon.
>
> Cheers
>
> Holmes
> www.atariworld.com
>
>

6133. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 05:00:47 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211102100.3483d1fc@posting.google.com>
Source record: 26004

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<aqlktj$1al$1@bob.news.rcn.net>...
> > Isn't $87 missing? Looks like 240K, not 256K....
> >
>
> I noticed it was missing too. But what could cause that?

You also seem to have two 8E banks listed, a pair of wires
both needing to be swapped? Try some different testing
programs, you might get different results.

6134. Re: Looking for/Working on a complete DOS XIO command refernce

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 05:11:08 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211102111.4ec94109@posting.google.com>
Source record: 26005

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<Kzaz9.2995$Aq5.321225@newsread2.prod.itd.earthlink.net>...
> Jindrosh *has* put together a great reference there, but that is SIO. The
> XIO commands actually correspond to the CIO routines which are a higher
> level and merely use SIO to accomplish the necessary functions.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

Yeah, I thought about that part of it _after_ I posted too. But most
XIO commands out of the ordinary are going to be the 'special' type
which are handled by SIO, so some of what's there can still be used.

I didn't realise that the different DOSes had such different handling
of the various XIO functions, always nice to learn something new.

6135. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 09:01:11 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <1aitsusta0hkmbc1ugl8rakc7d21v94hdr@4ax.com>
Source record: 26006

Dan is right. Just jam the darn thing in. The fit is tight, but it
will seat.

Regards,

jeff

On Fri, 8 Nov 2002 22:13:29 -0500, "Richard Heldmann"
<rheldmann@rcn.com> wrote:

>Thanks, works for me!
>
>"Dan Vernon" <newsgroups@retrobits.net> wrote in message
>news:aqh56k$67o$1@news.chatlink.com...
>> I just work on an RTime 8 cart to get it seated real well. It takes a
>> while, but its not too hard... just be gentle yet firm. At that point
>your
>> problems are over. You can plug anything in on top of the R-Time 8.
>>
>> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
>> news:aqf9ts$294$1@bob.news.rcn.net...
>> > How can you plug in a Spartados X or Spartados RTime 8 cartridge?
>> >
>> >
>> >
>>
>>
>>
>>
>>
>

6136. Re: Disk format question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 09:01:11 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <nhgtsu87k7i326c3rq7ge55d1b9srge4et@4ax.com>
Source record: 26007

You are right. Those first three sectors MUST be in single density.
Percom is the company that developed the standard for double-density
disks on the Atari 8-bit. The Atari's boot code uses the cassette
buffer which is only 128 bytes. In order to boot a double-density
disk, you have to have some 128 byte sectors which contain the core
code that allows the boot to continue once double-density sectors are
encountered. This code is loaded, takes control of the boot process
and instructs the drive to 'go double density' by manipulating the
drive's control block. I keyed in a program from some magazine I
called 'DriveZap', but I compiled the basic code so now I can't look
at it. If you want it though, looking at how the program

The control block contains the following info:

#tracks
#sectors@track
Density
#sides
Steprate
Select
Acia
Misc

For example, my present hard disk in my emulator reads:

40 tracks of 819 sectors each
Each sector has 256byts and the density is 8 with 2 sides
The steprate setting is 1
other settings are Select=1, ACIA=192, and Misc=17477

I've forgotten what the Acia and misc are, but IIRC, the step rate
setting is in milliseconds. Standard steprates for floppy disk drives
are 3 and 6ms?

Regards,

Jeff

On Fri, 08 Nov 2002 16:01:31 GMT, "Ron Hamilton"
<oldatarian@atariland.com> wrote:

>I can't say what is in the physical sectors, but any disk that is capable of
>booting on the A8 must behave like it has 128 bytes in those 1st three. I
>suspect that some form of emulation occurs to that effect in the disk
>controller or elsewhere in the drive system.
>
>The computer initialization process includes a check of the cartridge slot

>for authority to poll for drives and an attempt to boot the disk using the
>resident disk handler. This RDH is hardcoded in the ROM OS and always tries
>to read a 128 byte sector one from drive one using SIO; it then looks in the
>sector one contents for a quantity of 128 byte sectors to load and at which
>address to place them. The code in those sectors is executed after loading
>is complete. Apparently the A8 double density developer determined that
>three sectors was the proper and most efficient number of 128 byte sectors
>to configure SIO to continue the boot process with 256 byte sectors.

6137. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 09:34:53 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <GKKz9.28$Li.7488@news02.tsnz.net>
Source record: 26008

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:5tednYRZ0NQPtFKgXTWcqA@comcast.com...
> How much data do you transfer on a monthly basis? What are your out of
> pocket expenses for running the site?

Money isnt an issue, bandwidth or web hosting wise. I did it for fun. Now the fun has passed, it's more like a job, and thus it's time to call it quits. This time, I'm not going to turn around and change this. 31st Dec, and It'll be taken off my web host. (Thanks to James P. for hosting all the current filesand providing the URL www.atariworld.com, maybe James would like to continue using his server, and using his old URL for accessing the files? I'll email him soon about this.)

Bandwidth has never been an issue either. As I've always had generous donations of free webspace for all the files, except the actual web pages.

I'll be looking at providing a small space of Atari files on my webpage, for newly dumped or HTF files.

Holmes

6138. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 09:59:46 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <mcLz9.35030$U93.2592842@news2.telusplanet.net>
Source record: 26009

Well, that really bites. How about a co-op for keeping the site going?

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:5tednYRZ0NQPtFKgXTWcqA@comcast.com...
> How much data do you transfer on a monthly basis? What are your out of
> pocket expenses for running the site?
>
>
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:7BFz9.2$zg.471@news02.tsnz.net...
> > > > > http://homepages.paradise.net.nz/atari/
> > > > >
> > > > > "Piracy: This Game is Over"
> > > > >
> > > > > I'm having a hard time imagining any of the copyright holders of
these
> > > > > twenty year old games being so rabid as to shut down a site like
> > > > > Holmes.
> > > >
> > > > Me too. Holme is anything but a pirate. His work breathes life into
> these
> > > > creations that would otherwise disappear forever. I understand there
may
> > > > be some corporate entity or perhaps even an author who might be
against
> > > > it, but Holme gives these people the opportunity to speak up and say
> "take
> > > > my property down."
> > >
> > > Sorry guys, It appears I've caused a bit more of a stir than I though I
> > > would with the 'ancient' Atari advert I put online for 24 hours. I've
> been
> > > scanning anything to do with Atari in my old collection of BYTE mags,
and
> > > I'd never seen that advert before. And for some reason, really liked
it!
> > > :-)
> > >
> > > It also fitted in with my plans... I know I've talked about closing
the
> > > site down before, but this time I'm for real. Come 31st Dec, the Atari
> > > games part of my website will finally close after a good 5 years. So if
> you
> > > are after anything, now's a good time to get it. :-) I am thinking

about
> > running one last competition so that the winner(s) can get a copy of my
> > entire collection on cdrom(or how ever many it is now!), but so far I am
> > lacking an idea for this competition.
> >
> > I've had a few offers in the past, to take over my website for me, but
in
> > all cases, the people have found, that like me, time is very scarce,
thus
> > nothing ever got off the ground. So I dont want any offers for that.
> >
> > Anyway, there's still great Atari Game Resources out there, like
Homesoft,
> > and Vietnam Atari websites to name but two. And they both update much
> more
> > frequently than I ever did.
> >
> > I'll be still around to 'dump' various games or personal disks for those
> who
> > cant or dont want to do so themselves. Just ask.
> >
> > I will be taking some time to try to thank many of the contributors of
the
> > site soon.
> >
> > Cheers
> >
> > Holmes
> > www.atariworld.com
> >
> >
>
>

6139. just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 13:05:26 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqo9un$rd5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26010

Howdy folks

I heard some of you DO follow the ongoing saga of the Cd Data reader development.

OK, for those interested:

I changed DATA last weekend so that the PathTable is saved in a string. Well, just the names of the directories that are in the pathtable. I need the names, starting sector and parent directory to be able to jump back a directory.

Up till now, only the names are stored. Since this now works I can continue with the starting sector and the parent directory. Storing the parent directory entries doesn't seem to be to hard, as only 2 bytes (IIRC, it might be only one) are used, but starting sectors are stored in FOUR bytes (actually 8, one CD's all sector numbers are stored low to high as well as high to low.). As soon as I know how big a number I can store in a string/string array (TB has those), I'll decide how I'm gonna store these. I'll test this myself.

I'm using the Atari EOL character (ATASCII code 155) to separate the entries in the pathtable string. I tested it with INSTR and TurboBASIC doesn't seem to have any problems finding them. I choose 155 because I needed something that probably doesn't appear in a filename (ISO 9660 was developed with M$, Apple and Unix in mind. What characters can be used where is clearly defined in ISO 9660. But many extensions have been made to ISO 9660. ISO 9660 declares how a data CD should look like by the way.) and has the added benefit that each directory entry starts on a new name without the need for an extra routine.

That's it for now. I'll update the version on my homepage as soon as I got a version that's ready to be used. For now you'll have to do with the old version.

CU Mathy van Nisselroy

PS I probably made an error translation Matthias' error trapping routine in his audio player utility. His utility does recognise a CD even if the software is started before a CD is loaded, mine don't. I have permission to use his code, Matthias only wrote an audio CD player utility and only to show what ASPI can do.
PPS I also have to figure out, why I'm using both DBUFR and DBUFR2. I probably had a reason, but I can't remember it.

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6140. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 16:24:45 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211110824.1d44cc4e@posting.google.com>
Source record: 26011

I can understand a website is a lot of work:

http://groups.yahoo.com/group/atariswapnshop

http://groups.yahoo.com/group/classicemulators

http://groups.yahoo.com/group/rtdos

http://geocities.com/rtdos

plus about 18 more yahoo groups and a few other websites dedicated to
classic systems, such as the atari.

All related to my rtdos operating system project (feel free to join
any or all of them). You have the biggest collection of Atari eight
software I've seen (outside of Tom Hunt's). Honestly, I've tried to
use a webpage grabber to grab as much as I can off of your site for
archival purposes and for the rtdos operating system project (testing
purposes) as well as to back up my own personal collection of Atari
related stuff. No luck. The program keeps timing out or scrambles
the archives. Is there anyway I can convince you to email me the
collection or send it to me on a CD ? No, I am not doing this to
build a collection of Atari software on a CD and sell it or even put
it back up on the web, but for archival purposes and for the rtdos
operating system project (yes, even to back up my own personal
collection).

Can we work something out ? For more info on rtdos, see the links
above.

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<GKKz9.28$Li.7488@news02.tsnz.net>...
> "Paul Gifford" <giffy1@comcast.net> wrote in message
> news:5tednYRZ0NQPtFKgXTWcqA@comcast.com...
> > How much data do you transfer on a monthly basis? What are your out of
> > pocket expenses for running the site?
>
> Money isnt an issue, bandwidth or web hosting wise. I did it for fun. Now
> the fun has passed, it's more like a job, and thus it's time to call it
> quits. This time, I'm not going to turn around and change this. 31st Dec,
> and It'll be taken off my web host. (Thanks to James P. for hosting all the
> current filesand providing the URL www.atariworld.com, maybe James would
> like to continue using his server, and using his old URL for accessing the
> files? I'll email him soon about this.)
>
> Bandwidth has never been an issue either. As I've always had generous
> donations of free webspace for all the files, except the actual web pages.

>
> I'll be looking at providing a small space of Atari files on my webpage, for
> newly dumped or HTF files.
>
> Holmes

6141. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 17:06:29 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211110906.41cca082@posting.google.com>
Source record: 26012

I should've read further in the group. :o)

anyways, what you want to do with my previous post / email is fine.
hopefully someone can put the stuff up on ftp. have you considered
asking Tom Hunt to put the files in spudster.org ? Maybe we should
get a petition / email campaign going to see if Tom Hunt would be
willing to do this ? :-\

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<HJFz9.5$zg.508@news02.tsnz.net>...
> > When you can get his e-mail address I will contact him and when possible
> put
> > up an FTP server to download all his stuff...
> >
> > TXG/MNX
>
> That would be a great idea, if someone can set up a FTP site, and is sure it
> will be permanant, I am happy to transfer the entire archive to it. Then
> everyone will still have access to it all. I must stress though, it must be
> a permanant 'online' 24/7 ftp site. And it must be fast.
>
> That would be great.
>
> Holmes
> www.atariworld.com till 31st Dec

6142. Re: Atari 8-bit MULE over internet?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 17:07:45 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211110907.392dc6b5@posting.google.com>
Source record: 26013

yea, that would be cool. in fact, i posted a link to a website on my
atari yahoo groups about a site dedicated to all versions (even
clones) of M.U.L.E.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<pYiz9.8069$oN4.3792@news.bellsouth.net>...
> You guys know it's possible to play sega genesis and mame arcade games on
> the internet with the kaillera client? It would be so nice to have the Atari
> 800 Win Plus 3.0 working with kaillera for some MULE multiplay.

6143. connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 17:09:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211110909.1c030056@posting.google.com>
Source record: 26014

SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to connect my Atari eight HD (MFM) to my PC so that I can transfer all of my stuff from my Atari to my PC ?

6144. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 17:13:00 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211110913.659f878b@posting.google.com>
Source record: 26015

Do you mean here:

http://wwwstud.ira.uka.de/~s_tomczy/dj800.html

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3dccb95a108d274@attbi.com>...
> >i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
> >not sure. haven't really tried it but once or twice on Antic disks.
> >Anyone else ?
> >
>
> I have changed disks successfully using 800XLDJ which is an Atari
> 8-bit disk drive emulator.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6145. 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 17:28:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dcfe918$0$48291$e4fe514c@dreader3.news.xs4all.nl>
Source record: 26016

Hi,

Who wrote the 800XL Deejay V2.41 program and is it still supported?

TXG/MNX

6146. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 19:45:17 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqp19o$l3d$1@reader12.wxs.nl>
Source record: 26017

You cannot simply hook up an ATARI formatted HD to a PC, because of the format of the HD.

You should use APE or sio2pc to transfer your atari files to your pc.

Marius

"mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht news:a9758358.0211110909.1c030056@posting.google.com...
> SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
> connect my Atari eight HD (MFM) to my PC so that I can transfer all of
> my stuff from my Atari to my PC ?

6147. Auctioning a load of Page 6 mags on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 19:50:09 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037044268.95857.0@dyke.uk.clara.net>
Source record: 26018

Hello All,

I'm auctioning off 28 Page 6/New Atari User mags on eBay. The link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2071030964

Dean Garraghty

6148. Re: Auctioning a load of Page 6 mags on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 20:07:31 UTC
From: "www.page6.org" <info@NOSPAMTHANXpage6.org>
Message-ID: <M6Uz9.5384$dz2.560256@stones>
Source record: 26019

Cheap at half the price! :)

>>>> www.page6.org <<<<

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1037044268.95857.0@dyke.uk.clara.net...
> Hello All,
>
> I'm auctioning off 28 Page 6/New Atari User mags on eBay. The link is:
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2071030964
>
> Dean Garraghty
>
>

6149. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 20:47:24 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <aqp4sh$6t5$1@bob.news.rcn.net>
Source record: 26020

Yes, you're right. But that's probably a typo. I'm fairly sure.

$83 --- $8B $8F
$A3 $A7 $AB $AF
$C3 $C7 $CB $CF
$E3 $E7 $EB $EF

I will check with some other programs, tonight. I wonder if it could be a
bad DRAM?
Thanks
Rick

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0211102100.3483d1fc@posting.google.com...
> "Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<aqlktj$1al$1@bob.news.rcn.net>...
> > > Isn't $87 missing? Looks like 240K, not 256K....
> > >
> >
> > I noticed it was missing too. But what could cause that?
>
> You also seem to have two 8E banks listed, a pair of wires
> both needing to be swapped? Try some different testing
> programs, you might get different results.

6150. Re: Flash ram carts?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 20:48:11 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD0178B.39D34DC4@students.uni-mainz.de>
Source record: 26031

Well,
thats why Stefan Dorndorf keeps it on hold. He has to develop a new OS
(with this driver!) first. In the meanwhile Stefan wants to finish his
512kilobyte Flash-Rom cartridge...
-Andreas.

Bob Woolley schrieb:
>
> The problem with something like this is the driver required to run such a
> device. You have to have code in some location to "talk" to the card and do
> data transfer. The hardware is simple as is the code itself - where it sits
> is not so simple.
>
> Bob
>
> "Earhlink News Server" <oneoldbob@yahoo.com> wrote in message
> news:y0my9.1418$Bk2.130787@newsread1.prod.itd.earthlink.net...
> > I'm thinking that it's time for some smart person to develop a cartridge
> > that has slots for flash ram cards. Whether "memory stick" or whatever,
> I'm
> > thinking that just about every Atari 8-bit application and game could fit
> on
> > just a few 512 meggers.
> >
> > Any ideas?
> >
> >

6151. Re: RAMDTEST.BIN

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 20:54:56 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD01920.DAFE3AC6@students.uni-mainz.de>
Source record: 26032

Hello Richard,
simply write me an e-mail and I will send you a copy of it. note that
most ramdisk checkers have their problems with Rambo and other 256k/192k
enhancements (where 64k is used as main RAM and 192k as ramdisk)...
-Andreas.

Richard Heldmann schrieb:
>
> I'm looking for the 'ramdtest.bin' program mentioned in the the Atari 8-bit
> Computers faq. It is mentioned in Section 3.8 by Andreas Magenheimer. Can
> someone point me to it? Or better yet email me a copy?
> Thanks,
> Rick

6152. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 21:04:45 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <pRUz9.82$Li.22611@news02.tsnz.net>
Source record: 26021

> Can we work something out ? For more info on rtdos, see the links
> above.

I've been asked by several people to put up everything in a few zip files, and I'm seriously considering do this. If I do do it. They'll be online around the end of this month, this will make grabbing all the files very easy.

Holmes

6153. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 21:07:10 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <fo60tuo011763mkvctou28usfpf52hr5ck@4ax.com>
Source record: 26022

See, there are three our four issues to do with this:

The hard disks' interface is ST506/412 (often erroneously called "MFM"). The drive does not have it's own controller as a scsi or ide drive does.
So, you need a controller. Most often made by Xebec, Adaptec, Omti, Konan, You get the picture. It has to be the EXACT make and modle controller you used on the 8-bit because the low level formats differed from one make controller to another.

Then you need a scsi host adapter for the PC. and to hook your 8bit hdd setup to it.

You still won't be able to read the disk however because it is in an Atari-specific high-level format.

The other guy is right. Build yourself an SIO2PC and use the APE (Atari Peripheral Emulator software) to create some virtual atari disks and dump your drives to them. It's what I did.

Regards,

Jeff

On 11 Nov 2002 09:09:25 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
>connect my Atari eight HD (MFM) to my PC so that I can transfer all of
>my stuff from my Atari to my PC ?

6154. Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 21:32:01 UTC
From: Technoid Mutant <None@nowhere.com>
Message-ID: <9880tuosm2cujjnkudd0t3243qkercbe26@4ax.com>
Source record: 26023

In 96 or so I ran into a freeware game called "DualDuel". It was a Head-to-Head ML? clone of Batlezone but required TWO atari computers and the construction of a simple joystick port to joystick port communications cable.

Then the two people could shoot at each other instead of the computer.

Has anyone else seen this game? Does anyone HAVE this game?

Regards,

Jeff

6155. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 22:07:56 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <aqp9jq$2ghg$1@ns.felk.cvut.cz>
Source record: 26024

TXG wrote:

> Who wrote the 800XL Deejay V2.41 program and is it still supported?

it is written by Kolja Koischwitz and Christian Kruger. They written the freedom fileselector too. I am afraid that development of both apps was stoped.

Unfortunatelly the 800XL DeeJay doesnt work corectly with Falcon because it can use only RS232 port which has not connector but is present "inside" the Falcon And you must modify your Falcon if you want to use it. Second disadvantage is that this program use only DI disk images. But on the other hand I don't know better XL/XE disk drive emulator for Atari ST/TT/F.

Btw I have version 2.50 from 11. Dec 1994

Jan
---
http://jaysoft.atari.org

6156. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 22:44:25 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd03316$0$46615$e4fe514c@news.xs4all.nl>
Source record: 26025

How hard would it be to make a APE clone that run's on the ST(E),Falcon030
and TT030?

This would be great....

Maybe something open source...

TXG/MNX
"Jan Krupka" <krupkaj@ol.ngbox.cz> wrote in message
news:aqp9jq$2ghg$1@ns.felk.cvut.cz...
> TXG wrote:
>
> > Who wrote the 800XL Deejay V2.41 program and is it still supported?
>
> it is written by Kolja Koischwitz and Christian Kruger. They written the
> freedom fileselector too. I am afraid that development of both apps was
> stoped.
>
> Unfortunatelly the 800XL DeeJay doesnt work corectly with Falcon because
it
> can use only RS232 port which has not connector but is present "inside"
the
> Falcon And you must modify your Falcon if you want to use it. Second
> disadvantage is that this program use only DI disk images. But on the
other
> hand I don't know better XL/XE disk drive emulator for Atari ST/TT/F.
>
> Btw I have version 2.50 from 11. Dec 1994
>
> Jan
> --
--
> http://jaysoft.atari.org

6157. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 23:07:21 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <HKWz9.3113$Zt.105273@newsfep1-gui.server.ntli.net>
Source record: 26026

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:pRUz9.82$Li.22611@news02.tsnz.net...
> > Can we work something out ? For more info on rtdos, see the links
> > above.
>
> I've been asked by several people to put up everything in a few zip files,
> and I'm seriously considering do this. If I do do it. They'll be online
> around the end of this month, this will make grabbing all the files very
> easy.
>
> Holmes

Hi Aaron

I'm really sorry to hear that the site is closing. It's been invaluable to
me over the years mainly for replacing software which had suffered "bit rot"
or for letting me see a game before I made a bid for it at auction.

If you decided to create zip files and post them would you be able to make
an announcement in this group ?

I'm pretty sure I speak for all of us when I say thank you for the service
you have provided over the years.

Best Regards

Paul

6158. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-11 23:58:16 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <aqpg2i$2in3$1@ns.felk.cvut.cz>
Source record: 26027

TXG wrote:

> How hard would it be to make a APE clone that run's on the ST(E),Falcon030
> and TT030?
>
> This would be great....
>
> Maybe something open source...

We (me and STan) have tried to wrote some basic stuff in C under MiNT and
it seemed that it works. We was able to read 1st sektor from atr or image
from emu (Konrads emulator) but we had some troubles with timing. And due
to lack of free time we are write nothing from that time :-(

Jan
---
http://jaysoft.atari.org

6159. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 01:38:25 UTC
From: MJ <misterjordan@NOSPAMyahoo.com>
Message-ID: <bdm0tu4so1ukkbc592e3b53961l0gvahi2@4ax.com>
Source record: 26028

>I've also had many programmers contact me over the years, many of whom,
>liked the fact that their games were still being played. Only one
>programmer asked me to remove his games. Of course I respected this and
>they were removed. (although he never gave me a specific list of games, so
>I may have missed one or two.)
>

I could never understand why some programmers feel that way. If I
busted my ass writing a game, and that game is now 20 years old, I
would just be thrilled that people would still want to play it! I
mean, really...

6160. Re: 1200XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 02:10:19 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211111810.133a2dfe@posting.google.com>
Source record: 26029

Hey Jeff,

Check your email and get back to me at asap
guyferrante@cfl.rr.com
or
atari8man9@netscape.net

/|\ Atari rools /|\

6161. Re: DOS Question - LOADING

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 02:44:32 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0211111844.39b3e98a@posting.google.com>
Source record: 26030

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<sMAz9.4635$tW4.586221@newsread1.prod.itd.earthlink.net>...
> I have not toyed with that language, but it is probably a binary load and go
> .exe file; press "A", Return, Return to see what is on the disk. Hopefully
> the file names may provide clues from titles and/or extenders. Could expect
> to see some form of Editor or similar you can execute with "L", Return,
> "NAME.COM", Return. You may even see a .txt or .doc file which you can copy
> to the screen and toggle the display with Ctrl-1; use "C", Return,
> "FILE.EXT, E:", Return.
>
> When you find the executable, you can rename it to AUTORUN.SYS on a backup
> duplicate disk so it will auto start during system boot.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Mike" <mkham151@adelphia.net> wrote in message
> news:dc48b4d2.0211090931.3afc1102@posting.google.com...
> > How do I load a program such as PASCAL. The program boots up in my
> > emulation program to DOS 2.0, but for the likes of me I cannot
> > remember how to execute the program to run. Forgive my question if
> > it appears ignorant. Thanks.

Thanks Ron. That will give me something to work with. MS Windows has
about washed away my memory of using Dos commands to get things done.
I will try to load that file with either .exe or .com extension and
see if that works. Thanks again.

Mike

6162. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 03:47:04 UTC
From: mo <momo@atariland.com>
Message-ID: <YQ_z9.311482$8o3.9250577@twister.austin.rr.com>
Source record: 26033

Yes that would be perfect! Thank you!
Mo

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:pRUz9.82$Li.22611@news02.tsnz.net...
> > Can we work something out ? For more info on rtdos, see the links
> > above.
>
> I've been asked by several people to put up everything in a few zip files,
> and I'm seriously considering do this. If I do do it. They'll be online
> around the end of this month, this will make grabbing all the files very
> easy.
>
> Holmes
>
>

6163. Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:03:10 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <24%z9.6898$tW4.843064@newsread1.prod.itd.earthlink.net>
Source record: 26034

Today, when I found I had an urgent need to the Debugger utility programs (I am learning Assembly Language for the 6502 processor) I found a message about Holme's Web Site being down or dead or something.

In response, I threw together everything I ever downloaded from the web site, including ROMS, Manuals, Games, and Utilities, and put them on my computer at home for anyone to download until this gets resolved.

The web site is: http://208.13.136.138/atari

This site has been up and running 24 hours (except when there are thunderstorms in the area) for the past year but is now scheduled to go down at the end of the week. If circumstances require it, I can stall the time that it goes down for a bit.

It does not look like an excellent web site, just a directory of stuff you can download.

btw, Holmes or anyone else... if you are seeing this. I have a dire need for the Debug+ program or anything that will help me debug Assembly Language programs that I have created. Thanks.

6164. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:14:51 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <%e%z9.6910$tW4.849926@newsread1.prod.itd.earthlink.net>
Source record: 26035

btw, two more notes.

For some reason my news server does not download all the messages on this newsgroup, so I may not receive any replies if they are posted on here. Then again, I might.

Also, I thought about using the FTP server on the website to allow people to download and/or upload any games that they want on the site, but decided against it. I have had an unusual number of hackers attempting access to the site lately. So, if you have any ideas... Well, just let me know if you have a game you want on the site. I am best reached at J70141@hotmail.com email address.

"Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message news:24%z9.6898$tW4.843064@newsread1.prod.itd.earthlink.net...
> Today, when I found I had an urgent need to the Debugger utility programs (I
> am learning Assembly Language for the 6502 processor) I found a message
> about Holme's Web Site being down or dead or something.
>
> In response, I threw together everything I ever downloaded from the web
> site, including ROMS, Manuals, Games, and Utilities, and put them on my
> computer at home for anyone to download until this gets resolved.
>
> The web site is: http://208.13.136.138/atari
>
> This site has been up and running 24 hours (except when there are
> thunderstorms in the area) for the past year but is now scheduled to go down
> at the end of the week. If circumstances require it, I can stall the time
> that it goes down for a bit.
>
> It does not look like an excellent web site, just a directory of stuff you
> can download.
>
>
> btw, Holmes or anyone else... if you are seeing this. I have a dire need
> for the Debug+ program or anything that will help me debug Assembly Language
> programs that I have created. Thanks.
>
>

6165. Re: full text of Hi-Res Magazine is online

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:39:34 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0211112039.1e800602@posting.google.com>
Source record: 26036
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Great! I have one of these issues and always wanted to read the
others, but never could find them.

(Very weird about the publisher remembering 2 more issues.)

Kevin Savetz <savetz@northcoast.com> wrote in message
news:<savetz-01C4CD.22354709112002@news.west.cox.net>...
> The full text of Hi-Res Magazine is now online at the Classic Computer
> Magazine Archive.
>
> http://www.atarimagazines.com
>
> Hi-Res was a short-lived magazine, published from 1983 to 1984,
> dedicated to the Atari 8-Bit and Commodore 64 computers. The archive
> includes the full text of (all?) four issues. (The publisher recalls
> that six issues were published, but no one we consulted has seen issues
> beyond number four. If anyone can verify the existence of issues 5 and
> 6, please let me know.)
>
> Highlights include:
>
> Atari, Inc.: The Early Years, An Unauthorized History
> http://www.atarimagazines.com/hi-res/v1n1/atarihistory.php
>
> Video Game Guru - Activision's David Crane
> http://www.atarimagazines.com/hi-res/v1n2/davidcrane.php
>
> Preview of the Commodore 264 Computer
> http://www.atarimagazines.com/hi-res/v1n4/the264.php
>
> Club Med & Atari
> http://www.atarimagazines.com/hi-res/v1n3/clubmedatari.php
>
> 34 Atari and C64 Software Reviews
> http://www.atarimagazines.com/hi-res/index/showreviews.php
>
> Enjoy!
> Kevin Savetz

6166. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:45:23 UTC
From: Gary <bitbucket@cox.net>
Message-ID: <Xns92C3D342547CAambassadorkosh@68.6.19.6>
Source record: 26037

Absolutely the way to go Aaron. Just one or two large files vs. hundreds
of smaller ones since it appears that the server is at max load.

"mo" <momo@atariland.com> wrote in
news:YQ_z9.311482$8o3.9250577@twister.austin.rr.com:

> Yes that would be perfect! Thank you!
> Mo
>
>
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:pRUz9.82$Li.22611@news02.tsnz.net...
>> > Can we work something out ? For more info on rtdos, see the links
>> > above.
>>
>> I've been asked by several people to put up everything in a few zip
>> files, and I'm seriously considering do this. If I do do it.
>> They'll be online around the end of this month, this will make
>> grabbing all the files very easy.
>>
>> Holmes
>>
>>
>
>
>

6167. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:46:18 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <uI%z9.6941$tW4.850680@newsread1.prod.itd.earthlink.net>
Source record: 26038

And yet, two more points... I'm sure I'll get it all this time..

The Megafiles are on there too, all 22 of them...

AND... last but not least.. please don't beat up my computer, it is glued together on a Generic Motherboard, with 450Mhz, connected through a permanent DSL connection, so don't go downloading a bunch of stuff all at the same time. Other than that, take it easy and download the stuff you need to download before it all goes down completely.

"Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message news:24%z9.6898$tW4.843064@newsread1.prod.itd.earthlink.net...
> Today, when I found I had an urgent need to the Debugger utility programs (I
> am learning Assembly Language for the 6502 processor) I found a message
> about Holme's Web Site being down or dead or something.
>
> In response, I threw together everything I ever downloaded from the web
> site, including ROMS, Manuals, Games, and Utilities, and put them on my
> computer at home for anyone to download until this gets resolved.
>
> The web site is: http://208.13.136.138/atari
>
> This site has been up and running 24 hours (except when there are
> thunderstorms in the area) for the past year but is now scheduled to go down
> at the end of the week. If circumstances require it, I can stall the time
> that it goes down for a bit.
>
> It does not look like an excellent web site, just a directory of stuff you
> can download.
>
>
> btw, Holmes or anyone else... if you are seeing this. I have a dire need
> for the Debug+ program or anything that will help me debug Assembly Language
> programs that I have created. Thanks.
>
>

6168. Re: Pages from Current Notes received

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 04:47:23 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0211112047.4875fe3c@posting.google.com>
Source record: 26039

Have a few of these. When was the last Current Notes published? Also, when was the first "big" issue. I have issues from 1986, but somewhere they mention that circa 1984?, Current Notes was a small club newsletter.

6169. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 05:47:23 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <ut15fcotitln6a@corp.supernews.com>
Source record: 26040

I can get online to this site but, traffic is to heavy to get any of the items listed, YET. I would also like to get the zipfiles if they become available. Make the files available to all and there shouldn't be any mad dashes to make CD's and try to sell them because there wouldn't be a market for them.. Except for for cost of shipping and postage.

RoyE

"Gary" <bitbucket@cox.net> wrote in message
news:Xns92C3D342547CAambassadorkosh@68.6.19.6...
> Absolutely the way to go Aaron. Just one or two large files vs. hundreds
> of smaller ones since it appears that the server is at max load.
>
> "mo" <momo@atariland.com> wrote in
> news:YQ_z9.311482$8o3.9250577@twister.austin.rr.com:
>
> > Yes that would be perfect! Thank you!
> > Mo
> >
> >
> > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> > news:pRUz9.82$Li.22611@news02.tsnz.net...
> >> > Can we work something out ? For more info on rtdos, see the links
> >> > above.
> >>
> >> I've been asked by several people to put up everything in a few zip
> >> files, and I'm seriously considering do this. If I do do it.
> >> They'll be online around the end of this month, this will make
> >> grabbing all the files very easy.
> >>
> >> Holmes
> >>
> >>
> > >
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> > >
>

6170. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 06:28:03 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqq6uokuc1@reader12.wxs.nl>
Source record: 26041

Perhaps you should study the source from the ATARI XL-ST LINK. This was wirtten in GFA basic (as far as I can remember) and is probably available on the Pooldisk. If you study this code you should be able to rewrite it, and enhance the code....

Succes!
Marius

p.s. I think APE for Windows is really fantastac, so why don't you take a nice ATARI LOGO and put it in a LAPTOP or a PC and run windows on your brandnew ATARI laptop/PC :-)

"TXG" <txg@the-underground.myweb.nl> schreef in bericht news:3dd03316$0$46615$e4fe514c@news.xs4all.nl...
> How hard would it be to make a APE clone that run's on the ST(E),Falcon030
> and TT030?
>
> This would be great....
>
> Maybe something open source...
>
> TXG/MNX
> "Jan Krupka" <krupkaj@ol.ngbox.cz> wrote in message
> news:aqp9jq$2ghg$1@ns.felk.cvut.cz...
> > TXG wrote:
> >
> > > Who wrote the 800XL Deejay V2.41 program and is it still supported?
> >
> > it is written by Kolja Koischwitz and Christian Kruger. They written the
> > freedom fileselector too. I am afraid that development of both apps was
> > stoped.
> >
> > Unfortunatelly the 800XL DeeJay doesnt work corectly with Falcon because
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> > can use only RS232 port which has not connector but is present "inside"
> the
> > Falcon And you must modify your Falcon if you want to use it. Second
> > disadvantage is that this program use only DI disk images. But on the
> other
> > hand I don't know better XL/XE disk drive emulator for Atari ST/TT/F.
> >
> > Btw I have version 2.50 from 11. Dec 1994
> >
> > Jan
>

> --
> --
> > http://jaysoft.atari.org
>
>

6171. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 08:52:12 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <aqqfc5$2snp$1@ns.felk.cvut.cz>
Source record: 26042

Marius Diepenhorst wrote:

> Perhaps you should study the source from the ATARI XL-ST LINK. This was
> wirtten in GFA basic (as far as I can remember) and is probably available
> on the Pooldisk. If you study this code you should be able to rewrite it,
> and enhance the code....

but XL-ST links has locked source - the program can be loaded only into
runtime not into editor. Maybe somebody has open version or know how to
bypass this restriction.

> p.s. I think APE for Windows is really fantastac, so why don't you take a
> nice ATARI LOGO and put it in a LAPTOP or a PC and run windows on your
> brandnew ATARI laptop/PC :-)

because on my PC is Linux installed...

Jan
---
http://jaysoft.atari.org

6172. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 11:12:41 UTC
From: gavs_usenet@swissonline.ch
Message-ID: <3bf1057d.0211120312.46d9009d@posting.google.com>
Source record: 26043

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<pRUz9.82$Li.22611@news02.tsnz.net>...
> > Can we work something out ? For more info on rtdos, see the links
> > above.
>
> I've been asked by several people to put up everything in a few zip files,
> and I'm seriously considering do this. If I do do it. They'll be online
> around the end of this month, this will make grabbing all the files very
> easy.

Peer to Peer filesharing might be a good solution here. If you
organise the files into some logically-structured archives then people
can continue to make them available via something like eDonkey after
your site stops hosting them.

So long as people continue to share what they download, server side
bandwidth won't be a problem.

Gav

6173. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 11:53:43 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqqq49$cc7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26044

Howdy folks (are you only reading this? Don't you have any comments?)

Last night I managed to stuff the 'start of directory' numbers and the 'parent directory' numbers into arrays (strings without the '$'. Strings won't work, unless I turn them into ASCII value, but since these are numbers....)

With a huge pathtable I bump into something (computer lockes up). With a short pathtable it doesn't. This tells me I'm
running into something. Probable the ASPI manager itself. I tried to declare a string around it, but when I add more lines or Turbo BASIC code, these move. I noticed it moved at least have a kB up. GRRRRR.

I had hoped I could use ADR$ but since that moves around too, I had to poke each value individually. Maybe read will work, but you can not fill a string by poking to it's address. Unless maybe if you use the ADR$(..) right before you poke. If I could have used ADR$ I could have used DPOKE and DPEEK. Now I have to use one byte at a time. The starting sector needs 4 bytes the parent directory number needs 2.

Man my head starts hurting. But I'll get thrue.

My biggest problem is not how to get the data of the CD.
My biggest problem is how do let users select where they wanna go.

So here's what I've been thinking about. Remember I'ld prefer to use an TB only as much as possible. (I still have to find out how to use Ron Hamilton's routine without crashing the computer. Maybe when I understand this string handling stuff.)

I would like to use 2 extra lines per screen on the top and 2 or 3 extra on the bottom. The top would show the brand and type of CD ROM mech. If I ever find out how to, I'ld like to add a horizontal scroller to that. But that's for the future. The bottom would hold the menu options. These options wouldn't change much (except I guess when a CD is loaded or unloaded).

The middle (the screen we normally use) would show either the directory or the first part of the file (so you can check out what it looks like/what kinda data it contains). Since vertical scrolling would need machine language (if we don't want the screen to flicker), that's out. And scrolling would make it even harder to select a file/directory. So I guess I'm gonna check how many entries there are in the directory and either display all or just the first 20 or so. I'm not sure yet, how I want people to select a file/directory. Maybe I'll highlight the text and move the highlighted area up and down. maybe I can use joystick input as well as the arrow keys. I'm not sure yet. It would be nice to be able to use the

mouse, but that's just wishfull thinking.

That's it for today.

If somebody could tell me how to change the DLI so that I can set up the 2+3 extra lines and how to change their contents. And if he or she could tell me how I stay out of trouble (I've sometime typed in some code from magazines to find out that as soon as I modify the code, nothing seems to work anymore), that would be of great help. The rest of my problems I'll try to solve myself.

CU Mathy van Nisselroy

6174. Photo's at ABBUC site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 11:59:57 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqqqfucpr1@nets3.rz.RWTH-Aachen.DE>
Source record: 26045

Howdy folks

For those of you who'ld like to see some pictures of the ABBUC JHV with
english text underneath them, please check out http://www.abbuc.de click on
'JHV' then on 'Bilder von Carsten Strotmann'.

I typed in the text. Most is English, some only have German text (but
you'll usually get the picture).
I've included as many names as possible. Quite a lot of these people are
either in the mailing list or in comp.sys.atari.8bit.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6175. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 13:42:22 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd0b090bd3392@attbi.com>
Source record: 26046

>Hi,
>
>Who wrote the 800XL Deejay V2.41 program and is it still supported?
>
>TXG/MNX

Looks like the others told you it is not supported anymore, but it works like a dream on my Hades 060. I have used it to load some nice programs. There is a converter than converts ATR and other images to DI images. You must run this on a PC though. I wrote a nice article on this great program and you can read it if you go to the Good Deal Games website. I also converted some Mega ATR images into Mega DI images and they are on the web also. This is a great program and allows to keep my old 8-bit disks safe. Soon I will out my favorite programs on a CD and use that.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6176. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 13:42:23 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd0b090bd3393@attbi.com>
Source record: 26147

>In 1983 I had a HP 41CV, my first computer.
>Christmas 1983, I got money from my parents to buy
>a computer. I got 3 Coleco Adams, all three were
>DOA. My son said 'Get an Atari'. So, $300 for
>an 800xl, $300 for a 1027, $80 for a 1010, $80
>for Atariwriter, and $325 a few months later for
>a Rana 1000 and I was into Atari 8-bits.
>I couldn't remember when I got the first Atari.
>I did remember my first program entry was 'Crash
>Dive' by Brian Moriarty from issue 18, April 1984
>ANALOG. I couldn't figure how a bunch of DATA
>statements could be a program (ml programs in
>ANALOG you entered with DATA statements
>and then wrote to tape or disk the ml program.)
>Soon I had a MPP 1000e 300 baud modem and
>a BBS (Mat Pritchard's AMIS MPP.)
>My first DOS was SmartDOS, by the RANA people.
>I used that DOS for dbl density many years until
>SpartaDOS 3.2d.
>Uhm. I ramble. But I can say what I would do in
>1983, because that's what I did.
>Russg

Yeah and I paid $300 for my Atari 400 and over $500 for my 810
disk drive. I still have them and they both work.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6177. Re: [--- Alternate Reality ---]

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 13:42:25 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd0b090bd3394@attbi.com>
Source record: 26148

Ys, I believe that is it. Of course with this program you can set
upto 8 disk drives and use them if the 8-bit program you are
running supports this.

>Do you mean here:
>
>http://wwwstud.ira.uka.de/~s_tomczy/dj800.html
>
>
>"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3dccb95a108d274@attbi.com>...
>> >i think you can swap disks in XFORMER for DOS & Atari800WIN Plus 3.0
>> >not sure. haven't really tried it but once or twice on Antic disks.
>> >Anyone else ?
>> >
>>
>> I have changed disks successfully using 800XLDJ which is an Atari
>> 8-bit disk drive emulator.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6178. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 14:55:42 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211120655.563e9740@posting.google.com>
Source record: 26149

that is not a bad idea. should we take a vote or conduct a poll and
decide on which peer to peer program to use, i.e., setup a standard ?

gavs_usenet@swissonline.ch (Gav) wrote in message
news:<3bf1057d.0211120312.46d9009d@posting.google.com>...
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<pRUz9.82$Li.22611@news02.tsnz.net>...
> > > Can we work something out ? For more info on rtdos, see the links
> > > above.
> >
> > I've been asked by several people to put up everything in a few zip files,
> > and I'm seriously considering do this. If I do do it. They'll be online
> > around the end of this month, this will make grabbing all the files very
> > easy.
>
>
> Peer to Peer filesharing might be a good solution here. If you
> organise the files into some logically-structured archives then people
> can continue to make them available via something like eDonkey after
> your site stops hosting them.
>
> So long as people continue to share what they download, server side
> bandwidth won't be a problem.
>
>
> Gav

6179. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 14:57:48 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211120657.7df8b660@posting.google.com>
Source record: 26150

at this point i'd rather download them than have a cd burnt. i think
a few large zip files is a good idea.

"RoyE" <r-dean@charter.net> wrote in message news:<ut15fcotitln6a@corp.supernews.com>...
> I can get online to this site but, traffic is to heavy to get any of the
> items listed, YET. I would also like to get the zipfiles if they become
> available. Make the files available to all and there shouldn't be any mad
> dashes to make CD's and try to sell them because there wouldn't be a market
> for them.. Except for for cost of shipping and postage.
>
> RoyE
>
> "Gary" <bitbucket@cox.net> wrote in message
> news:Xns92C3D342547CAambassadorkosh@68.6.19.6...
> > Absolutely the way to go Aaron. Just one or two large files vs. hundreds
> > of smaller ones since it appears that the server is at max load.
> >
> > "mo" <momo@atariland.com> wrote in
> > news:YQ_z9.311482$8o3.9250577@twister.austin.rr.com:
> >
> > > Yes that would be perfect! Thank you!
> > > Mo
> > >
> > >
> > > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> > > news:pRUz9.82$Li.22611@news02.tsnz.net...
> > >> > Can we work something out ? For more info on rtdos, see the links
> > >> > above.
> > >>
> > >> I've been asked by several people to put up everything in a few zip
> > >> files, and I'm seriously considering do this. If I do do it.
> > >> They'll be online around the end of this month, this will make
> > >> grabbing all the files very easy.
> > >>
> > >> Holmes
> > >>
> > >>
> > > >
> > > >
> > > >
> > >

6180. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 15:48:41 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211120748.622383cb@posting.google.com>
Source record: 26151

we should look for a stable 24/7 for your stuff as well. :-\

"Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message
news:<uI%z9.6941$tW4.850680@newsread1.prod.itd.earthlink.net>...
> And yet, two more points... I'm sure I'll get it all this time..
>
> The Megafiles are on there too, all 22 of them...
>
> AND... last but not least.. please don't beat up my computer, it is glued
> together on a Generic Motherboard, with 450Mhz, connected through a
> permanent DSL connection, so don't go downloading a bunch of stuff all at
> the same time. Other than that, take it easy and download the stuff you
> need to download before it all goes down completely.
>
> "Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message
> news:24%z9.6898$tW4.843064@newsread1.prod.itd.earthlink.net...
> > Today, when I found I had an urgent need to the Debugger utility programs
> (I
> > am learning Assembly Language for the 6502 processor) I found a message
> > about Holme's Web Site being down or dead or something.
> >
> > In response, I threw together everything I ever downloaded from the web
> > site, including ROMS, Manuals, Games, and Utilities, and put them on my
> > computer at home for anyone to download until this gets resolved.
> >
> > The web site is: http://208.13.136.138/atari
> >
> > This site has been up and running 24 hours (except when there are
> > thunderstorms in the area) for the past year but is now scheduled to go
> down
> > at the end of the week. If circumstances require it, I can stall the time
> > that it goes down for a bit.
> >
> > It does not look like an excellent web site, just a directory of stuff you
> > can download.
> >
> >
> > btw, Holmes or anyone else... if you are seeing this. I have a dire need
> > for the Debug+ program or anything that will help me debug Assembly
> Language
> > programs that I have created. Thanks.
> >
> >

6181. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 16:49:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <qiaA9.888$Ta6.85185@newsread2.prod.itd.earthlink.net>
Source record: 26152

I believe Kevin has the DDT, Dunnion Debugging Tool from the old Atari Program Exchange on his APX portion of his http://www.atariarchives.org/ site and there are .exe files of the old AsmEd cart available with its Debug online. There is also the disk version of Mac65 with its Bug65 (which received mixed reviews). Tom Hudson created HBug in Analog around '84; someone from TACE even re-ASMed it for $C000 for use on an XL with the translator. Check XLSearch.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message
> Today, when I found I had an urgent need to the Debugger utility programs
(I
> am learning Assembly Language for the 6502 processor) I found a message
> about Holme's Web Site being down or dead or something.
>
> In response, I threw together everything I ever downloaded from the web
> site, including ROMS, Manuals, Games, and Utilities, and put them on my
> computer at home for anyone to download until this gets resolved.
>
> The web site is: http://208.13.136.138/atari
>
> This site has been up and running 24 hours (except when there are
> thunderstorms in the area) for the past year but is now scheduled to go
down
> at the end of the week. If circumstances require it, I can stall the time
> that it goes down for a bit.
>
> It does not look like an excellent web site, just a directory of stuff you
> can download.
>
>
> btw, Holmes or anyone else... if you are seeing this. I have a dire need
> for the Debug+ program or anything that will help me debug Assembly
Language
> programs that I have created. Thanks.

6182. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 16:54:18 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <aqrbk4$5bb$1@ns.felk.cvut.cz>
Source record: 26153

Edward S. Baiz Jr. wrote:

Hi,

> Looks like the others told you it is not supported anymore, but it
> works like a dream on my Hades 060. I have used it to load some

It is interesting. I know very little about Hades. How the serial ports are made on Hades? Which serial port of Hades you can use?

> nice programs. There is a converter than converts ATR and other
> images to DI images. You must run this on a PC though. I wrote a
> nice article on this great program and you can read it if you go
> to the Good Deal Games website. I also converted some Mega ATR

I think Jindroush has some image converter on his page. Maybe I can make it under MiNT

Jan
---
http://jaysoft.atari.org

6183. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 17:12:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD13671.B2BB4606@students.uni-mainz.de>
Source record: 26163

Well,
try APE or SIO2PC or Atari Filemanagement. These are floppy emulators,
so you can still connect your Atari with Floppy or harddisk to the PC.
Then transfer a) several files and convert them to small (S/E/D) images
or b) transfer the whole partiton and save it as a 16MB ATR image...
-Andreas.

mad ATARI user alternate schrieb:
>
> SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
> connect my Atari eight HD (MFM) to my PC so that I can transfer all of
> my stuff from my Atari to my PC ?

6184. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 17:21:37 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD138A1.D0D263D0@students.uni-mainz.de>
Source record: 26164

Well,
it could be a problem because of bad DRAM. But I guess it is a
normal/standard problem of this type of RD: you replace 8 RAMs (4164?)
with 8 new RAMs (41256?). Now 64k are used as main RAM and 192k as
Ramdisk. Many programs do not know or recognize this and think the whole
upgrade is used as Ramdisk. You know with a 256k/192k RD the banks
83,87,8b,8f are used as main RAM and all others as RD - some programs
then tend to bankswitch the main RAM into the 4000-7FFF area, which is a
funny result... Why do these programs see 15 rambanks then (240k) and
not 16 (256k) ?!? well, thats pretty simply, they don`t see *one*
rambank (maybe the bank which is actually RAM under the OS ROM, maybe a
different bank)... -Andreas.

Richard Heldmann schrieb:
>
> Yes, you're right. But that's probably a typo. I'm fairly sure.
>
> $83 --- $8B $8F
> $A3 $A7 $AB $AF
> $C3 $C7 $CB $CF
> $E3 $E7 $EB $EF
>
> I will check with some other programs, tonight. I wonder if it could be a
> bad DRAM?
> Thanks
> Rick
>
> "Lee" <melee5@my-deja.com> wrote in message
> news:a57ea28d.0211102100.3483d1fc@posting.google.com...
> > "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:<aqlktj$1al$1@bob.news.rcn.net>...
> > > > Isn't $87 missing? Looks like 240K, not 256K....
> > > >
> > >
> > > I noticed it was missing too. But what could cause that?
> >
> > You also seem to have two 8E banks listed, a pair of wires
> > both needing to be swapped? Try some different testing
> > programs, you might get different results.

6185. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 17:30:00 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD13A98.8E3A2854@students.uni-mainz.de>
Source record: 26165

Well,
and another problem is that ACVT (an image converter for the PC!) can
convert ATR<=>XFD<=>DCM<=>SCP<=>DI - but the DI images do not work.
Meaning all other images are perfectly converted, but none of the DI
images created with ACVT are accepted by the XLDeejay. So, if you want a
better support of ACVT (and an update that creates DI images that are
fine), then send some sample DI images to the author of ACVT, Jindrich
Kubec. This might be one and the same DOS (MyDOS 4.50 for example) in
3-4 different formats (Single, Enhanced, double, DSDD) or a completely
empty image + an image that contains just one (or a few) byte(s)...
-Andreas.

Jan Krupka schrieb:
>
> TXG wrote:
>
> > Who wrote the 800XL Deejay V2.41 program and is it still supported?
>
> it is written by Kolja Koischwitz and Christian Kruger. They written the
> freedom fileselector too. I am afraid that development of both apps was
> stoped.
>
> Unfortunatelly the 800XL DeeJay doesnt work corectly with Falcon because it
> can use only RS232 port which has not connector but is present "inside" the
> Falcon And you must modify your Falcon if you want to use it. Second
> disadvantage is that this program use only DI disk images. But on the other
> hand I don't know better XL/XE disk drive emulator for Atari ST/TT/F.
>
> Btw I have version 2.50 from 11. Dec 1994
>
> Jan
> ---
> http://jaysoft.atari.org

6186. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 17:32:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD13B27.A503DCE8@students.uni-mainz.de>
Source record: 26166

Well,
there is already Atari 800 for ST/STE/TT/Falcon computers. (As well as
Atari 800 for DOS, Windows, Linux/Unix, Amiga, Acorn, Apple Mac, various
PDA`s, etc. etc.) But a floppy emulator like SIO2PC or APE for the ST
family would be fine too... -Andreas.

TXG schrieb:
>
> How hard would it be to make a APE clone that run's on the ST(E),Falcon030
> and TT030?
>
> This would be great....
>
> Maybe something open source...
>
> TXG/MNX
> "Jan Krupka" <krupkaj@ol.ngbox.cz> wrote in message
> news:aqp9jq$2ghg$1@ns.felk.cvut.cz...
> > TXG wrote:
> >
> > > Who wrote the 800XL Deejay V2.41 program and is it still supported?
> >
> > it is written by Kolja Koischwitz and Christian Kruger. They written the
> > freedom fileselector too. I am afraid that development of both apps was
> > stoped.
> >
> > Unfortunatelly the 800XL DeeJay doesnt work corectly with Falcon because
> it
> > can use only RS232 port which has not connector but is present "inside"
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> > Falcon And you must modify your Falcon if you want to use it. Second
> > disadvantage is that this program use only DI disk images. But on the
> other
> > hand I don't know better XL/XE disk drive emulator for Atari ST/TT/F.
> >
> > Btw I have version 2.50 from 11. Dec 1994
> >
> > Jan
> > ---
> --
> > http://jaysoft.atari.org

6187. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 18:31:21 UTC
From: gavs_usenet@mungedup.swissonline.ch.invalid
Message-ID: <3dd14881.1069718@news.swissonline.ch>
Source record: 26154

On 12 Nov 2002 06:55:42 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

[note: top posting changed]

>> Peer to Peer filesharing might be a good solution here. If you
>> organise the files into some logically-structured archives then people
>> can continue to make them available via something like eDonkey after
>> your site stops hosting them.
>>
>> So long as people continue to share what they download, server side
>> bandwidth won't be a problem.
>>
>that is not a bad idea. should we take a vote or conduct a poll and
>decide on which peer to peer program to use, i.e., setup a standard ?

Any of the main services would do. Once the files are out in the public domain so to speak, they should experience 'viral propogation'. All that would be required is a standard naming convention to make it easy for people to find and download them.

Gav

6188. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 18:42:23 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <aqsdig$d3q8v$1@ID-15679.news.dfncis.de>
Source record: 26162

Hi,

>> I was actually there in 1983 and bought an Atari 400 in April
>>followed later in the year by an 800 and then a 1050 for
>>Christmas.
>
> Me to that year.

Likewise.

In Easter 1983 I replaced my ZX-81 with a shiny new Atari 400....they were
selling for £150 at Dixons at the time.

A few weeks later I bought a 410, followed by a 48K upgrade a couple of
months later. Then an "InHome" keyboard upgrade a month after that. For
Christmas I bought myself an 810.

If I had to do it all again I'd definitely make the same choice.

>....Sensible money was on the BBC micro like they had at school
>(£300 again) but i had less than £200 to spend....

Quite, the Beeb was a hacker's dream (in the TRUE sense of the word
"hacker", not what it has come to mean nowadays). But all that flexibility
cost!

>....was at the time a toss up between an Oric 48k or a Spectrum 48k
>(the commodore 64 hadn't really yet arrived in the shops round here).

Yes, "Micro C" and "Dixons" (the main computer shops here in B'Ham at the
time) were still selling the Vic-20 and were only taking pre-orders for the
C-64 which was "coming soon".

It did cross my mindy to wait and get the CBM, but having had a lot of
experience with the PET (my school physics teacher had one, he'd traded in
his Nascom II for it when Nascom folded) and some of the Vic-20 I rejected
the idea.

No matter how good the hardware/games, the system just was not to my taste.
There was no real operating system, like most machines of the day your
operating environment was BASIC. The disc drives were SLOW, no DOS, etc etc

OTOH It booted quickly and the kernal, though little more than a system
monitor, provided some neat functions.

Personally I didn't even consider the Speccy. My first home machine was one
of the very first ZX-80's, which was eventually followed by a ZX-81 in 1982.
After that I was damned if I was going to waste my money on another Sinclair

machine, they were cheap and clever designs, but IMHO the myriad design compromises made programming them and designing add-on hardware unnecesarrily complicated. :-(

Oric's were nice. I found the keyboard rather offputting though...?

> The Aquarius seemed out of place when it arrived, kinda like 2 years
>too late. It was competetive with Acorn Atoms, Vic 20's and the ZX-81's
>of 1981-82....

LOL, ISTR a magazine of the day (PCN?) making a similar comment about the machine being a couple of years too late.

It seemed rather a pointless exercise, like they'd taken a two year old design and slapped a Speccy style keyboard on it.

> Still wanted an Atari though, because of star raiders.

Heh, heh....one of the things which swayed me too. Probably the best version of Star Trek (on which it is so obviously based) on any home micro....

TTFN - Pete.

6189. Auctioning 'Hi-Res' mags and some tapes on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 18:57:03 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037127280.77126.0@despina.uk.clara.net>
Source record: 26155

Hello All,

I have a couple more active auctions on eBay as follows:

13 Atari 8-bit tapes:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801169262

2 Issues of 'Hi-Res' magazine:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801173277

Dean Garraghty

6190. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 20:23:34 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211121223.3ca462e7@posting.google.com>
Source record: 26156

yea, i remember this game. my friend and i actually built the cable.
game was slow but fun. (we actually figured out a way to send atascii
through the cable through a simple basic program). unfortunately it's
on my 5.25 inch disks and i don't have my atari setup at the momemnt.
:-(

Technoid Mutant <None@nowhere.com> wrote in message
news:<9880tuosm2cujjnkudd0t3243qkercbe26@4ax.com>...
> In 96 or so I ran into a freeware game called "DualDuel". It was a
> Head-to-Head ML? clone of Batlezone but required TWO atari computers
> and the construction of a simple joystick port to joystick port
> communications cable.
>
> Then the two people could shoot at each other instead of the computer.
>
> Has anyone else seen this game? Does anyone HAVE this game?
>
> Regards,
>
> Jeff

6191. Re: DOS Question - LOADING

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 20:30:28 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211121230.73df1ef2@posting.google.com>
Source record: 26157

What was the old advertisement: Have you played your Atari today? :o)

Been awhile since you played your atari, huh? Been at a few years when
I last had my hands on a real atari. i had to buy one off of ebay just
to get the feel of one again (needed the 1050 disk drive that came
with it) but don't have room to hook up a full blown configuration. I
was playing around with turbo basic last week and was surprised at how
much i remembered. created a simple simon says game in under two
hours.

mkham151@adelphia.net (Mike) wrote in message
news:<dc48b4d2.0211111844.39b3e98a@posting.google.com>...
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<sMAz9.4635$tW4.586221@newsread1.prod.itd.earthlink.net>...
> > I have not toyed with that language, but it is probably a binary load and go
> > .exe file; press "A", Return, Return to see what is on the disk. Hopefully
> > the file names may provide clues from titles and/or extenders. Could expect
> > to see some form of Editor or similar you can execute with "L", Return,
> > "NAME.COM", Return. You may even see a .txt or .doc file which you can copy
> > to the screen and toggle the display with Ctrl-1; use "C", Return,
> > "FILE.EXT, E:", Return.
> >
> > When you find the executable, you can rename it to AUTORUN.SYS on a backup
> > duplicate disk so it will auto start during system boot.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "Mike" <mkham151@adelphia.net> wrote in message
> > news:dc48b4d2.0211090931.3afc1102@posting.google.com...
> > > How do I load a program such as PASCAL. The program boots up in my
> > > emulation program to DOS 2.0, but for the likes of me I cannot
> > > remember how to execute the program to run. Forgive my question if
> > > it appears ignorant. Thanks.
>
> Thanks Ron. That will give me something to work with. MS Windows has
> about washed away my memory of using Dos commands to get things done.
> I will try to load that file with either .exe or .com extension and
> see if that works. Thanks again.
>
> Mike

6192. atari emulators and the right click context menu in windows 9x / NT ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 20:35:35 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211121235.78bcd87f@posting.google.com>
Source record: 26158

has anyone thought of creating a shell ext. for windows for the atari emulators (such as xformer or atari800win plus) that allows you to write click on the file and either load with or without basic enabled, load which OS, and which DOS (ados 2.5, mydos, sdos) ? that way you won't have to manually change the settings each time ? or right click and load using custom config a b or c ?

make sense ? or can it be done using the folder options in the control panel (open with) ?

6193. Re: Atari 130XE, would like to recover whatever I can from my old floppies *PING* Ron & Mo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 20:49:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211121249.5a4283be@posting.google.com>
Source record: 26159
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

I'm pretty much in the same dilema. Could help me out ? i'll through
in an 800xl & 1025 printer as payment or something. email me at

rtdos at yahoo dawt com (the spambots keep getting smarter).

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<WyBz9.4720$tW4.594002@newsread1.prod.itd.earthlink.net>...
> Only a really old PC with archaic disk controller would be able to read the
> single density FM coded Atari 5.25 floppies. Even the 1050 non-standard MFM
> enhanced density does not seem compatible with PC floppy controllers.
>
> Building an SIO2PC cable involves using your XE and drive for the transfers
> as does use of a null modem cable. BTW the A8 drives use a crc type checksum
> when reading the sectors.
>
> When you remove your hardware from the picture, you only leave 3rd party
> hardware. I am unaware of any commercial providers of transfer service; just
> a few afficionados like Mo and myself who have done it for other former
> Atarians.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Sanjay Punjab" <piclistguy@yahoo.com> wrote in message
> news:97d41df6.0211091830.33f90fa4@posting.google.com...
> > I received an Atari 130XE as a gift in 1986. It was my first computer.
> > It has a nostalgic value to me. I miss all of those games on my
> > collection of floppy disks. I would like to see again some of the many
> > programs I created in basic. However, it is now 2002 and I haven't
> > touched the 130XE in over 10 years and its at my parents home
> > thousands of miles away. At this point, all I can hope for is to
> > salvage some of the data on my floppies. I don't worry at all about
> > the hardware, since if my 130XE doesnt work anymore, I could try to
> > have it repaired or buy an old one from ebay.
> > But my data is something that can't be replaced.
> > Is their any way I can recover the data on my old floppies?
> > I don't want to setup my old computer to salvage the data. I am
> > concerned that the 130XE disk drive could potentially damage the
> > disks, since the drive itself is quite old. Ideally I would like to
> > find a way to use a PC with a 5-1/4" disk drive that can read an atari

> > diskette and write the exact bit pattern to a brand new 5-1/4" disk.
> > Even better if there is some utility that can perform some type of
> > error correction on corrupt sectors. Or perhaps there is some service
> > center that specialized in what I need done.
> > Please explain what I options I have to recover my old data.
> > Thanks
> >

6194. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 21:32:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <5seA9.1326$Ta6.131349@newsread2.prod.itd.earthlink.net>
Source record: 26160

Strings are dynamic in Basic; the string array table space is above your
Basic code in memory and will shift when code is edited. It should not move
during a 'RUN' unless forced read mode adds or deletes lines; another
exception would be to CLR and re-DIM variables.

You *CAN* poke data into the ADR of a string; but you cannot alter the
length so it will print properly without the conventional string handling
functions:

```
DIM MY$(3000)
MY$(3000)=" " <--conventional & sets length
FOR L=0 TO 2999
READ BYTE:POKE ADR(MY$)+L,BYTE
NEXT L
```

I often use CIO to read from a disk file directly into a string by Pokeing
ADR(MY$) into the IOCB buffer address bytes.

A DLI does not change the display size; you must create your own custom
display list with extra mode lines, etc. You will then need to Poke your
screen code data into that area of screen RAM because the E: device cannot
manage more than 24 lines.

Go carefully; 5 to 6 total lines is probably a bit much. Two on top and
maybe one on bottom should be fairly safe for most displays as IIRC there
are differences between PAL and NTSC. I think Arkanoids was done on PAL and
the bottom is cropped on my NTSC...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy folks (are you only reading this? Don't you have any comments?)
>
> Last night I managed to stuff the 'start of directory' numbers and the
> 'parent directory' numbers into arrays (strings without the '$'. Strings
> won't work, unless I turn them into ASCII value, but since these are
> numbers....)
>
> With a huge pathtable I bump into something (computer locks up). With a
> short pathtable it doesn't. This tells me I'm
> running into something. Probable the ASPI manager itself. I tried to
> declare a string around it, but when I add more lines or Turbo BASIC code,
> these move. I noticed it moved at least have a kB up. GRRRRR.

>
> I had hoped I could use ADR$ but since that moves around too, I had to
poke
> each value individually. Maybe read will work, but you can not fill a
> string by poking to it's address. Unless maybe if you use the ADR$(..)
> right before you poke. If I could have used ADR$ I could have used DPOKE
> and DPEEK. Now I have to use one byte at a time. The starting sector
needs
> 4 bytes the parent directory number needs 2.
>
> Man my head starts hurting. But I'll get thrue.
>
> My biggest problem is not how to get the data of the CD.
> My biggest problem is how do let users select where they wanna go.
>
> So here's what I've been thinking about. Remember I'ld prefer to use an
TB
> only as much as possible. (I still have to find out how to use Ron
> Hamilton's routine without crashing the computer. Maybe when I understand
> this string handling stuff.)
>
> I would like to use 2 extra lines per screen on the top and 2 or 3 extra
on
> the bottom. The top would show the brand and type of CD ROM mech. If I
> ever find out how to, I'ld like to add a horizontal scroller to that. But
> that's for the future. The bottom would hold the menu options. These
> options wouldn't change much (except I guess when a CD is loaded or
> unloaded).
>
> The middle (the screen we normally use) would show either the directory or
> the first part of the file (so you can check out what it looks like/what
> kinda data it contains). Since vertical scrolling would need machine
> language (if we don't want the screen to flicker), that's out. And
> scrolling would make it even harder to select a file/directory. So I
guess
> I'm gonna check how many entries there are in the directory and either
> display all or just the first 20 or so. I'm not sure yet, how I want
people
> to select a file/directory. Maybe I'll highlight the text and move the
> highlighted area up and down. maybe I can use joystick input as well as
the
> arrow keys. I'm not sure yet. It would be nice to be able to use the
> mouse, but that's just wishfull thinking.
>
> That's it for today.
>
> If somebody could tell me how to change the DLI so that I can set up the
2+3
> extra lines and how to change their contents. And if he or she could tell
me

> how I stay out of trouble (I've sometime typed in some code from
magazines
> to find out that as soon as I modify the code, nothing seems to work
> anymore), that would be of great help. The rest of my problems I'll try
to
> solve myself.
>
> CU Mathy van Nisselroy

6195. Re: atari emulators and the right click context menu in windows 9x / NT ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-12 23:30:36 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DD18F1C.BD287B86@asw.cz>
Source record: 26161

mad ATARI user alternate wrote:
>
> has anyone thought of creating a shell ext. for windows for the atari
> emulators (such as xformer or atari800win plus) that allows you to
> write click on the file and either load with or without basic enabled,
> load which OS, and which DOS (ados 2.5, mydos, sdos) ? that way you
> won't have to manually change the settings each time ? or right click
> and load using custom config a b or c ?

I did it this way: I'm using one program = one zip format, in each zip
are also desc.aff and run.aff.
desc.aff contains description of the software
run.aff contains emulator switches and other emu stuff

This way I just run it with 'r programname' commandline.

Minus is that this is just set of perl scripts which is unsuitable for
any distribution.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

6196. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 04:05:11 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <nzydncCBXLjbUkygXTWc3Q@comcast.com>
Source record: 26167

I myself prefer Kazaa...Kazaa Lite actually, as it has all the spyware
removed :)

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211120655.563e9740@posting.google.com...
> that is not a bad idea. should we take a vote or conduct a poll and
> decide on which peer to peer program to use, i.e., setup a standard ?
>
>
>
> gavs_usenet@swissonline.ch (Gav) wrote in message
news:<3bf1057d.0211120312.46d9009d@posting.google.com>...
> > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<pRUz9.82$Li.22611@news02.tsnz.net>...
> > > > Can we work something out ? For more info on rtdos, see the links
> > > > above.
> > >
> > > I've been asked by several people to put up everything in a few zip
files,
> > > and I'm seriously considering do this. If I do do it. They'll be
online
> > > around the end of this month, this will make grabbing all the files
very
> > > easy.
> >
> >
> > Peer to Peer filesharing might be a good solution here. If you
> > organise the files into some logically-structured archives then people
> > can continue to make them available via something like eDonkey after
> > your site stops hosting them.
> >
> > So long as people continue to share what they download, server side
> > bandwidth won't be a problem.
> >
> >
> > Gav

6197. Re: Holmes dead? - Not yet...But soon...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 06:52:23 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <HEmA9.2201$Ta6.223378@newsread2.prod.itd.earthlink.net>
Source record: 26168

WinMX is excellent. Provides downloads from multiple users at the same time
and has "never" had spyware. Also, it is a little less known and less
likely to go down soon.

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:nzydncCBXLjbUkygXTWc3Q@comcast.com...
>
> I myself prefer Kazaa...Kazaa Lite actually, as it has all the spyware
> removed :)
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211120655.563e9740@posting.google.com...
> > that is not a bad idea. should we take a vote or conduct a poll and
> > decide on which peer to peer program to use, i.e., setup a standard ?
> >
> >
> >
> > gavs_usenet@swissonline.ch (Gav) wrote in message
> news:<3bf1057d.0211120312.46d9009d@posting.google.com>...
> > > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:<pRUz9.82$Li.22611@news02.tsnz.net>...
> > > > > > Can we work something out ? For more info on rtdos, see the links
> > > > > above.
> > > >
> > > > I've been asked by several people to put up everything in a few zip
> files,
> > > > and I'm seriously considering do this. If I do do it. They'll be
> online
> > > > around the end of this month, this will make grabbing all the files
> very
> > > > easy.
> > >
> > >
> > > Peer to Peer filesharing might be a good solution here. If you
> > > organise the files into some logically-structured archives then people
> > > can continue to make them available via something like eDonkey after
> > > your site stops hosting them.
> > >
> > > So long as people continue to share what they download, server side
> > > bandwidth won't be a problem.
> > >
> > >
> > > Gav
>

>
>

6198. Ebay: MANY ATARI 8 bit Computer books up for bids

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 07:28:41 UTC
From: Supercosmic X <ward3d*no-spam*@bellsouth.net>
Message-ID: <bfv3tu0f1t5d75h893o2d2nsnup79ge2fm@4ax.com>
Source record: 26169

Up for bids through Saturday 11/16 -=- Bids all start at $3!

See complete descriptions and photos at the links below...

5 assorted ATARI BASIC Language Books

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071210930

The ATARI ASSEMBLER Book plus Users manual and Cartridge

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071211639

6 Assorted ATARI computer BASIC and SOUND books

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071212892

4 ATARI Sound and Graphics BOOKS

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071210183

Thanks for looking!

6199. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 09:31:51 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DD21C07.BEB42116@siemens.at>
Source record: 26170

Atari800 is 'only' an emulator and therefore completely different from
what APE does. And it is really too slow to be usable on plain
ST/STE/TT/Falcon computers (a CT60 Falcon would be a different story).

BTW, for some time I have been working on optimising the assembler core
for 68030 and better but since the latest Atari800 versions are no more
compilable on my old MINT/GCC environment, and I did not succeed in
installing a working new one, and furthermore there seems to be no
interest in the Falcon version I quit working on it.

Gerhard

Andreas Magenheimer wrote:
>
> Well,
> there is already Atari 800 for ST/STE/TT/Falcon computers. (As well as
> Atari 800 for DOS, Windows, Linux/Unix, Amiga, Acorn, Apple Mac, various
> PDA`s, etc. etc.) But a floppy emulator like SIO2PC or APE for the ST
> family would be fine too... -Andreas.
>
>
>
> TXG schrieb:
> >
> > How hard would it be to make a APE clone that run's on the ST(E),Falcon030
> > and TT030?
> >
> > This would be great....
> >
> > Maybe something open source...

6200. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 10:50:08 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd22ea3$0$46615$e4fe514c@news.xs4all.nl>
Source record: 26171

"Janka Gerhard" <gerhard.janka@siemens.at> wrote in message
news:3DD21C07.BEB42116@siemens.at...
> Atari800 is 'only' an emulator and therefore completely different from
> what APE does. And it is really too slow to be usable on plain
> ST/STE/TT/Falcon computers (a CT60 Falcon would be a different story).
>
> BTW, for some time I have been working on optimising the assembler core
> for 68030 and better but since the latest Atari800 versions are no more
> compilable on my old MINT/GCC environment, and I did not succeed in
> installing a working new one, and furthermore there seems to be no
> interest in the Falcon version I quit working on it.

I would be interested in a Falcon version or TT...

TXG / MNX

6201. My quest for a working image of Questron

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 11:31:45 UTC
From: Sean Whalen <na@na.com>
Message-ID: <Np2cnc7U6bq5pU-gXTWc3A@comcast.com>
Source record: 26172

I'm trying to find a copy of Questron that would work on an Atari Windows emulator (preferrably), like Atari800Win. I've found only one copy of Questron .ATR disks on the Net, and that was through the XL-It search engine. So far I've tried different versions of Atari800Win, the emulator always crashes when you start a character and after you insert disk 1. I've also tried Xformer 2000, I can get into the game but the status bar with HPs, food, etc. is jibberish and the keyboard movement controls are very awkward. These two seem to be the best Windows Atari emulators out.

I'd hate to use a DOS emulator like XL-It which hasn't been updated in years. If anyone has a working copy of Questron or knows an emulator it works on please post. I have an Apple version working, but I'd really like to play the Atari version since it's the one I owned. Thanks.

6202. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 11:45:27 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1037187816@rtfm.mit.edu>
Source record: 26173
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

6203. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 11:49:28 UTC
From: Sean Whalen <na@na.com>
Message-ID: <DbWcnXtBE6zRoU-gXTWcoA@comcast.com>
Source record: 26174

Hi Aaron, your name sounds familiar. I think you posted to some of my posts I made years ago. I just visited Holmes and downloaded the Questron Alternate disk images, I'm amazed they seem to run in Atari800Win. Thanks!!! I just posted amother request for the game (I made one years ago) but I don't see it on the server yet, so please everyone ignore it. I'll have to download some others I couldn't get working before December 31st, just in case. :)

It's a shame the IDSA seems to want to destroy every years old game in exsistence, I wish there was a way to stand up against them. I thought technically backups for games were legal, but I'm not positive. Maybe if everyone puts on their site "For backup purposes only"? :) That probably wouldn't work though... :)

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:sDFz9.3$zg.607@news02.tsnz.net...
> "Paul Gifford" <giffy1@comcast.net> wrote in message
> news:UMSdnW-ZYoA1ClOgXTWcrg@comcast.com...
> > It seems downloads are still available. If you click on "games" then a
> > letter you get a list of games. Eastern front II still worked at least.
>
> Yep, everything is still available for download until 31st Dec, at which
> time I'll be replacing the website with something different.
> Please grab what you can, while you can. :-) There are a few broken
links,
> or wrong games linked there.
>
> Thanks to everyone who has emailed games in over the years, and for all
> other contributors to my site.
>
> Holmes
>
>

6204. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 12:03:44 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021113070344.20236.00003227@mb-fu.aol.com>
Source record: 26175

Hi Mathy-
A couple of things about your screen design: Five extra lines will probably cause problems -- if not for PAL systems, then surely for NTSC. Have you considered using the Text Box at the bottom of the screen? See location 703 (T) which is called BOTSCR. Pehaps by using that you could eliminate the added text lines completely or perhaps get it down to one added line to the display list?
Larry

6205. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 12:07:07 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqtf9c$6g1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26176

Howdy Ron, folks

> Strings are dynamic in Basic; the string array table space is above your
> Basic code in memory and will shift when code is edited. It should not
move
> during a 'RUN' unless forced read mode adds or deletes lines; another
> exception would be to CLR and re-DIM variables.

re-DIM variables? Is that possible?
I only use CLR at the beginning (first line). I'm not sure what I did, but somehow, when I use ADR$(...) in the beginning of my utility, and then try the same again later. The values are not the same. And I do not use the forced read methode. It would be nice, but I haven't tried it yet. I haven't needed self modifiing code yet.

> You *CAN* poke data into the ADR of a string; but you cannot alter the
> length so it will print properly without the conventional string handling
> functions:
> DIM MY$(3000)
> MY$(3000)=" " <--conventional & sets length
> FOR L=0 TO 2999
> READ BYTE:POKE ADR(MY$)+L,BYTE
> NEXT L
> I often use CIO to read from a disk file directly into a string by Pokeing
> ADR(MY$) into the IOCB buffer address bytes.

See my problems above. It bugged the hell out of me. But I've got a bigger problem at the moment. Yesterdays computer lock up WAS caused by two things wanting to use the same addresses. After I moved some arrays (well, these strings without $ behind them) everything worked fine. Then I move the dummystring I have that's supposed to protect the ASPI manager. At some point during or after that procedure, I saved the code. Then I checked the code and found an odd variable (wrong name and lower case too). To make a long story short, the latest version got mangled. So now I have to compare this mangled version with a previous version (I save fairly often, but don't use a different extender every time, so some improvements I made could be lost) and try to recreate the file. :-((

> A DLI does not change the display size; you must create your own custom
> display list with extra mode lines, etc. You will then need to Poke your
> screen code data into that area of screen RAM because the E: device cannot
> manage more than 24 lines.

I meant DL, not DLI. Sorry.
I read that you can add lines, set a vector to some memory, edit the text, than reset the vector and change the rest of the screen without the extra

lines being changed. Since the information on the extra lines wouldn't change much, I guess it wouldn't be to hard to handle.

> Go carefully; 5 to 6 total lines is probably a bit much. Two on top and
> maybe one on bottom should be fairly safe for most displays as IIRC there
> are differences between PAL and NTSC. I think Arkanoids was done on PAL
and
> the bottom is cropped on my NTSC...

5 is the max anyhow. 320 by 232 (192+5x8) is all the Atari can handle.

CU Mathy van Nisselroy

6206. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 12:17:43 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aqtfq7bni1@reader14.wxs.nl>
Source record: 26177

As far as i can remember the SAG (Stichting Atari Gebruikers (=The Atari Foundation) in the Netherlands) release their 'own' version of ST-XL link with a common GFA basic source listing. I can remember I edit somethings these days. and... another thing... there was a HAPPY computer magazine with the listing in it too... as far as I know this is the same magazine Turbo Basic was printed in....

But of all of this, I'm not sure (sorry)

Marius

"Jan Krupka" <krupkaj@ol.ngbox.cz> schreef in bericht
news:aqqfc5$2snp$1@ns.felk.cvut.cz...
> Marius Diepenhorst wrote:
>
> > Perhaps you should study the source from the ATARI XL-ST LINK. This was
> > wirtten in GFA basic (as far as I can remember) and is probably
available
> > on the Pooldisk. If you study this code you should be able to rewrite
it,
> > and enhance the code....
>
> but XL-ST links has locked source - the program can be loaded only into
> runtime not into editor. Maybe somebody has open version or know how to
> bypass this restriction.
>
> > p.s. I think APE for Windows is really fantastac, so why don't you take
a
> > nice ATARI LOGO and put it in a LAPTOP or a PC and run windows on your
> > brandnew ATARI laptop/PC :-)
>
> because on my PC is Linux installed...
>
> Jan
> ---
> http://jaysoft.atari.org
>

6207. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 12:21:14 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DD243BA.EDFE8ED2@siemens.at>
Source record: 26178

TXG wrote:

> I would be interested in a Falcon version or TT...

That raises a lot of questions being :

Of the Atari800 emulator, really ?
Did you try any version of it on a 16bit Atari ?
Do you have a standard Falcon ? IIRC 'pole position' ran there at
about 5% of original speed. Programs with less sprites and/or less
changes on screen are faster since the video ram update in 256 color
mode needs a big part of the time. BTW, I think with CT2 it was 20%
and with AB40 25%.
Does the TT have a 256 color mode with 320x240 pixel or better and
if yes : is it interleaved or pixelpacked ?

Gerhard

6208. Re: Supercart images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 15:12:31 UTC
From: Sean Whalen <na@na.com>
Message-ID: <yRadnSugc5BB9k-gXTWcqA@comcast.com>
Source record: 26179

I've been loving Atari800Win 3.0 Plus so far. I think it's run all the .ATR games I have except on NeverEnding Story, the emulator messes up on the 3rd part, on the .crk (I assume that's cracked) and normal versions. But I think it's the game, because I have a similar issue with the C64 version where the graphics mess up for the most part on the 3rd part but the game is still playable, it's a text/graphics game. And not a very good one I might add, lol. This emulator even runs Gemstone Warrior and I had problems with that game on every other version of Atari800Win except 2.5c I think it was.

"Technoid Mutant" <None@nowhere.com> wrote in message
news:2fetsuku5d2gl4sd7fbl2pbht9ikdet3cv@4ax.com...
> I've been disapointed with the Atari PC emulators til' last night when
> I tripped over Atari800Win version 3.0. WOW. Sounds work perfectly!
> Today, knowing it wouldn't work, I specified SpartadosX 4.22 as a cart
> image for the emulator and LOW and BEHOLD. SDX rom images work as
> well! So I tried it with Pocket Atari on my Ipaq and it worked there
> TOO!!!
>
> WOw is all I can say. WOW.
>
> Now to the point of this message. I can't find any BasicXL and Basic
> XE rom images. I own several of each cart but don't have the means of
> dumping thier contents. Besides, all the carts are flaky as heck. I
> must have gotten a bad batch of roms that fuzzed out early.
>
> Does anyone know where to get rom images for:
>
> BasicXL
> BasicXE
> ACTION!
> Mac/65
>
> Thanks in advance,
>
> Jeffrey S. Worley (Technoid Mutant of Cheez Daddy's House of Funk BBS)
>
> Technoid@30below.com
>

6209. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 16:08:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <PNuA9.2591$Ta6.295849@newsread2.prod.itd.earthlink.net>
Source record: 26180

I neglected to mention Synassembler having a debug monitor and its
availability on my page.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> I believe Kevin has the DDT, Dunnion Debugging Tool from the old Atari
> Program Exchange on his APX portion of his
> http://www.atariarchives.org/ site and there are .exe files of the old
> AsmEd cart available with its Debug online. There is also the disk version
> of Mac65 with its Bug65 (which received mixed reviews). Tom Hudson created
> HBug in Analog around '84; someone from TACE even re-ASMed it for $C000
for
> use on an XL with the translator. Check XLSearch.
>
> --
> Ron
> "Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message
> > Today, when I found I had an urgent need to the Debugger utility
programs
> (I
> > am learning Assembly Language for the 6502 processor) I found a message
> > about Holme's Web Site being down or dead or something.
> > snip...
> > btw, Holmes or anyone else... if you are seeing this. I have a dire
need
> > for the Debug+ program or anything that will help me debug Assembly
> Language
> > programs that I have created. Thanks.

6210. Re: Rambo XL in 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 16:12:06 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <aqttf4rmk1@bob.news.rcn.net>
Source record: 26181

I think you are absolutely right. Last night I was able to fill the
ramdisk with text and copy it back to the screen. I 'think' everything is
okay. An important thing is to use a ramdisk driver that does supports the
Rambo upgrade. I used the RD.COM from Spartados 3.2d.
Thanks much,
Rick

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DD138A1.D0D263D0@students.uni-mainz.de...
> Well,
> it could be a problem because of bad DRAM. But I guess it is a
> normal/standard problem of this type of RD: you replace 8 RAMs (4164?)
> with 8 new RAMs (41256?). Now 64k are used as main RAM and 192k as
> Ramdisk. Many programs do not know or recognize this and think the whole
> upgrade is used as Ramdisk. You know with a 256k/192k RD the banks
> 83,87,8b,8f are used as main RAM and all others as RD - some programs
> then tend to bankswitch the main RAM into the 4000-7FFF area, which is a
> funny result... Why do these programs see 15 rambanks then (240k) and
> not 16 (256k) ?!? well, thats pretty simply, they don`t see *one*
> rambank (maybe the bank which is actually RAM under the OS ROM, maybe a
> different bank)... -Andreas.
>
>
>
> Richard Heldmann schrieb:
> >
> > Yes, you're right. But that's probably a typo. I'm fairly sure.
> >
> > $83 --- $8B $8F
> > $A3 $A7 $AB $AF
> > $C3 $C7 $CB $CF
> > $E3 $E7 $EB $EF
> >
> > I will check with some other programs, tonight. I wonder if it could be
a
> > bad DRAM?
> > Thanks
> > Rick
> >
> > "Lee" <melee5@my-deja.com> wrote in message
> > news:a57ea28d.0211102100.3483d1fc@posting.google.com...
> > > "Richard Heldmann" <rheldmann@rcn.com> wrote in message
> > news:<aqlktj$1al$1@bob.news.rcn.net>...
> > > > > > Isn't $87 missing? Looks like 240K, not 256K....

> > > > >
> > > >
> > > > I noticed it was missing too. But what could cause that?
> > >
> > > You also seem to have two 8E banks listed, a pair of wires
> > > both needing to be swapped? Try some different testing
> > > programs, you might get different results.

6211. Gemstone Warrior is OS-B and PAL video

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 16:45:18 UTC
From: Sean Whalen <na@na.com>
Message-ID: <HL-dnesDK6EBHE-gXTWcpA@comcast.com>
Source record: 26182

Otherwise it locks up, just for anyone who's interested. :) I have a
master list of all the settings for each game, I'll edit it now. I just had
OS-B before. :)

"Sean Whalen" <na@na.com> wrote in message
news:yRadnSugc5BB9k-gXTWcqA@comcast.com...
> I've been loving Atari800Win 3.0 Plus so far. I think it's run all the
.ATR
> games I have except on NeverEnding Story, the emulator messes up on the
3rd
> part, on the .crk (I assume that's cracked) and normal versions. But I
> think it's the game, because I have a similar issue with the C64 version
> where the graphics mess up for the most part on the 3rd part but the game
is
> still playable, it's a text/graphics game. And not a very good one I
might
> add, lol. This emulator even runs Gemstone Warrior and I had problems
with
> that game on every other version of Atari800Win except 2.5c I think it
was.
>
>
> "Technoid Mutant" <None@nowhere.com> wrote in message
> news:2fetsuku5d2gl4sd7fbl2pbht9ikdet3cv@4ax.com...
> > I've been disapointed with the Atari PC emulators til' last night when
> > I tripped over Atari800Win version 3.0. WOW. Sounds work perfectly!
> > Today, knowing it wouldn't work, I specified SpartadosX 4.22 as a cart
> > image for the emulator and LOW and BEHOLD. SDX rom images work as
> > well! So I tried it with Pocket Atari on my Ipaq and it worked there
> > TOO!!!
> >
> > WOw is all I can say. WOW.
> >
> > Now to the point of this message. I can't find any BasicXL and Basic
> > XE rom images. I own several of each cart but don't have the means of
> > dumping thier contents. Besides, all the carts are flaky as heck. I
> > must have gotten a bad batch of roms that fuzzed out early.
> >
> > Does anyone know where to get rom images for:
> >
> > BasicXL
> > BasicXE
> > ACTION!
> > Mac/65

> >
> > Thanks in advance,
> >
> > Jeffrey S. Worley (Technoid Mutant of Cheez Daddy's House of Funk BBS)
> >
> > Technoid@30below.com
> >
>
>

6212. Flash Drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 17:00:23 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211130900.29d26b63@posting.google.com>
Source record: 26183

I just seen a Jump Drive 128MB USB Flash Drive and it's small is size 3"
It would be perfect if such a device could be installed in the XE/XL
128 megs would give you 8 - 16 meg partitions (Perfect!) for the 8bit.
Interface it threw the PBI port is what is needed for high speed.

Has anyone tried this?

-Atari8man-

6213. And here's a good tip for anyone playing Atari games on emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 17:04:26 UTC
From: Sean Whalen <na@na.com>
Message-ID: <WcOcnb9HDe2FG0-gXTWcrg@comcast.com>
Source record: 26184

Make sure the file's not read only, and make sure it's set to Read/Write in the emulator, for example Atari800Win. A LOT of games mess up if they're set to Read only, Gemstone Warrior is one of them. :)

"Sean Whalen" <na@na.com> wrote in message news:HL-dnesDK6EBHE-gXTWcpA@comcast.com...
> Otherwise it locks up, just for anyone who's interested. :) I have a
> master list of all the settings for each game, I'll edit it now. I just had
> OS-B before. :)
>
> "Sean Whalen" <na@na.com> wrote in message
> news:yRadnSugc5BB9k-gXTWcqA@comcast.com...
> > I've been loving Atari800Win 3.0 Plus so far. I think it's run all the
> .ATR
> > games I have except on NeverEnding Story, the emulator messes up on the
> 3rd
> > part, on the .crk (I assume that's cracked) and normal versions. But I
> > think it's the game, because I have a similar issue with the C64 version
> > where the graphics mess up for the most part on the 3rd part but the game
> is
> > still playable, it's a text/graphics game. And not a very good one I
> might
> > add, lol. This emulator even runs Gemstone Warrior and I had problems
> with
> > that game on every other version of Atari800Win except 2.5c I think it
> was.
> >
> >
> > "Technoid Mutant" <None@nowhere.com> wrote in message
> > news:2fetsuku5d2gl4sd7fbl2pbht9ikdet3cv@4ax.com...
> > > I've been disapointed with the Atari PC emulators til' last night when
> > > I tripped over Atari800Win version 3.0. WOW. Sounds work perfectly!
> > > Today, knowing it wouldn't work, I specified SpartadosX 4.22 as a cart
> > > image for the emulator and LOW and BEHOLD. SDX rom images work as
> > > well! So I tried it with Pocket Atari on my Ipaq and it worked there
> > > TOO!!!
> > >
> > > WOw is all I can say. WOW.
> > >
> > > Now to the point of this message. I can't find any BasicXL and Basic
> > > XE rom images. I own several of each cart but don't have the means of
> > > dumping thier contents. Besides, all the carts are flaky as heck. I

> > > must have gotten a bad batch of roms that fuzzed out early.
> > >
> > > Does anyone know where to get rom images for:
> > >
> > > BasicXL
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> > > Mac/65
> > >
> > > Thanks in advance,
> > >
> > > Jeffrey S. Worley (Technoid Mutant of Cheez Daddy's House of Funk BBS)
> > >
> > > Technoid@30below.com
> > >
> >
> >
>
>

6214. Re: Flash Drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 18:00:47 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dd2940e_2@nopics.sjc>
Source record: 26185

Never heard of a USB interface for the 8-bit per se.... USB is a little fast
for an Atari - you would need some kind of external CPU with code. Just as
easy to use the flash cards in IDE mode.

Bob

"Atari8Man" <atari8man9@netscape.net> wrote in message
news:4e391c6.0211130900.29d26b63@posting.google.com...
> I just seen a Jump Drive 128MB USB Flash Drive and it's small is size 3"
> It would be perfect if such a device could be installed in the XE/XL
> 128 megs would give you 8 - 16 meg partitions (Perfect!) for the 8bit.
> Interface it threw the PBI port is what is needed for high speed.
>
> Has anyone tried this?
>
> -Atari8man-

6215. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 20:31:58 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2FyA9.2865$Bh1.284486@newsread1.prod.itd.earthlink.net>
Source record: 26186

Hi, Larry;

BOTSCR (703) only alters how the OS treats those last 4 lines of a text screen; it does not create any extra space on the display, but I totally agree that adding 5 mode zero lines is too many...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
> Hi Mathy-
> A couple of things about your screen design: Five extra lines will
probably
> cause problems -- if not for PAL systems, then surely for NTSC. Have you
> considered using the Text Box at the bottom of the screen? See location
703
> (T) which is called BOTSCR. Pehaps by using that you could eliminate the
added
> text lines completely or perhaps get it down to one added line to the
display
> list?
> Larry

6216. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 20:32:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <aFyA9.2866$Bh1.284486@newsread1.prod.itd.earthlink.net>
Source record: 26187

```
--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Ron, folks
>
> re-DIM variables? Is that possible?
> I only use CLR at the beginning (first line). I'm not sure what I did,
but
> somehow, when I use ADR$(...) in the beginning of my utility, and then try
> the same again later. The values are not the same. And I do not use the
> forced read methode. It would be nice, but I haven't tried it yet. I
> haven't needed self modifiing code yet.

CLR does not remove any variables; it just zeros all values and frees RAM
allocated to strings and arrays. You could conceivably use some string space
for one purpose and then CLR it and DIM an array for something else when RAM
is limited. The caveat is structure to preserve necessary values with
Poke/Peek and subroutines you could call again to define constants.

> Yesterdays computer lock up WAS caused by two things
> wanting to use the same addresses. After I moved some arrays (well, these
> strings without $ behind them) everything worked fine. Then I move the
> dummystring I have that's supposed to protect the ASPI manager. At some
> point during or after that procedure, I saved the code. Then I checked
the
> code and found an odd variable (wrong name and lower case too). To make a
> long story short, the latest version got mangled. So now I have to
compare
> this mangled version with a previous version (I save fairly often, but
don't
> use a different extender every time, so some improvements I made could be
> lost) and try to recreate the file. :-((

That is a strange symptom... Memory conflicts in high RAM around the screen,
ASPI and strings should not damage a variable name unless you were
relocating string offsets. The lowest in RAM just above LOMEM is the
Variable Name Table, followed above that by the Variable Value Table. Above
those are all the statements in the Basic program and then the String Array
space and the Stack area for Gosubs and For-Next loops. There is a large gap
between variable names and any RAM you should ne altering. May need to
```

rethink where ASPI is *and* how it is protected with that dummy string.

> I meant DL, not DLI. Sorry.
> I read that you can add lines, set a vector to some memory, edit the text,
> than reset the vector and change the rest of the screen without the extra
> lines being changed. Since the information on the extra lines wouldn't
> change much, I guess it wouldn't be to hard to handle.

Yep, after creating your DL, you can bump down the screen address by 40
bytes per line, POS.0,0 and print to line zero and then bump it up to
encompass those bottom lines and print to line 23 if you are cautious with
the cursor to prevent scrolling.

> 5 is the max anyhow. 320 by 232 (192+5x8) is all the Atari can handle.
>
> CU Mathy van Nisselroy

6217. Re: atari emulators and the right click context menu in windows 9x / NT ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 20:34:04 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aqubpb$2lek$1@innferno.news.tiscali.de>
Source record: 26188

I've made "Open with Xformer" and a "Use with BOSS-X" -menu's. They appier,
when you right-click on ATR or XFD files.

Mirko

www.atarixle.de

"mad ATARI user alternate" <rtdos@rocketmail.com> schrieb im Newsbeitrag
news:a9758358.0211121235.78bcd87f@posting.google.com...
> has anyone thought of creating a shell ext. for windows for the atari
> emulators (such as xformer or atari800win plus) that allows you to
> write click on the file and either load with or without basic enabled,
> load which OS, and which DOS (ados 2.5, mydos, sdos) ? that way you
> won't have to manually change the settings each time ? or right click
> and load using custom config a b or c ?
>
> make sense ? or can it be done using the folder options in the
> control panel (open with) ?

6218. Super E-Burner

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 20:49:59 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <aqudos$675$1@bob.news.rcn.net>
Source record: 26189

Anyone willing to part with a Super E-Burner?

Rick Heldmann

6219. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-13 23:53:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dd2e60c$0$17646$272ea4a1@news.execpc.com>
Source record: 26190

I think Patrick may be talking about Debug+ from
ANALOG magazine. I forget by who(m). It is in
issue #39, Feb. 86. So if this is it, you can find it
in the spuster.org archive under magazines/analog/
files 86_02.arc. There's a text file explaining it
(I guess) in the text files, misc. Or maybe it is
on cyberroach site of ANALOGs.
Looked up author: Brian Shappel.
It is a neat debugger. It loads $A100-C0FF and screen
$BE00-$C0FF, so your code can't be there, and you
can't use it with a cart plugged in, unless you turn
the cart off. I used it sometimes. The neat thing is
you can set BREAK points, to stop program execution.
I think someone may have re-located it to other place
version.
Is this what you're looking for?
Russg

6220. Re: atari emulators and the right click context menu in windows 9x / NT ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 05:11:39 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211132111.73862b6@posting.google.com>
Source record: 26191

But can it be done with Atari800Win Plus ? How ?

"Mirko Sobe" <atarixle@12move.de> wrote in message
news:<aqubpb$2lek$1@innferno.news.tiscali.de>...
> I've made "Open with Xformer" and a "Use with BOSS-X" -menu's. They appier,
> when you right-click on ATR or XFD files.
>
> Mirko
>
>
> www.atarixle.de
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> schrieb im Newsbeitrag
> news:a9758358.0211121235.78bcd87f@posting.google.com...
> > has anyone thought of creating a shell ext. for windows for the atari
> > emulators (such as xformer or atari800win plus) that allows you to
> > write click on the file and either load with or without basic enabled,
> > load which OS, and which DOS (ados 2.5, mydos, sdos) ? that way you
> > won't have to manually change the settings each time ? or right click
> > and load using custom config a b or c ?
> >
> > make sense ? or can it be done using the folder options in the
> > control panel (open with) ?

6221. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 05:31:33 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021114003133.08280.00000047@mb-bh.aol.com>
Source record: 26192

Hi Ron-

> BOTSCR (703) only alters how the OS treats those last 4 lines of a text screen; it does not create any extra space on the display <

Yep, but sometimes what is actually needed in a display is a space that doesn't scroll away as data is written to the main screen.
Larry

6222. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 06:14:23 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <B9F88DD8.27A0D%nameerf@flash.net>
Source record: 26193
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article fc3033eaa3c7eb3a59b36e75176e16c5@anonymous.poster, Bravo Sierra Computers at squirrel@echelon.alias.net wrote on 11/13/02 8:17 PM:

>[Offensive filth-laden spoof of adv. snipped]

Ok, I realize that Ben's advertising annoys some people. But come on, is this really necessary? I'd gladly dig through a million advertisements if I never had to see a post like this in here ever again. Very offensive and tasteless. Besides, he is one of the *extremely few* Atari supporting companies left here in North America, if not the only one. Give the guy a break. We should be supporting peoples' efforts to eek out some kind of living while giving us one more way to keep our machines alive (especially here in the U.S.). His posts aren't very large and only come once every week or two. Just deal with the extra 2-seconds' download time (if you have to work offline - if not, just ignore it).

Mike Freeman
nameerf@flash.net

6223. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 06:39:01 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd3454a$0$46605$e4fe514c@news.xs4all.nl>
Source record: 26194
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

Everywhere I come people are happy to see if someone still supports 8-bit by selling software/hardware or even repair.

There aren't that many active people anymore where you can get replacements or even new hardware for the 8-bit.

When you don't want to read the news don't, but give Ben a break here. He is just one of those people that's still around in the Atari scene where so many already left....

TXG / MNX

"Michael and Nicole Freeman" <nameerf@flash.net> wrote in message news:B9F88DD8.27A0D%nameerf@flash.net...
> in article fc3033eaa3c7eb3a59b36e75176e16c5@anonymous.poster, Bravo Sierra
> Computers at squirrel@echelon.alias.net wrote on 11/13/02 8:17 PM:
>
> >[Offensive filth-laden spoof of adv. snipped]
>
> Ok, I realize that Ben's advertising annoys some people. But come on, is
> this really necessary? I'd gladly dig through a million advertisements if
I
> never had to see a post like this in here ever again. Very offensive and
> tasteless. Besides, he is one of the *extremely few* Atari supporting
> companies left here in North America, if not the only one. Give the guy a
> break. We should be supporting peoples' efforts to eek out some kind of
> living while giving us one more way to keep our machines alive (especially
> here in the U.S.). His posts aren't very large and only come once every
week
> or two. Just deal with the extra 2-seconds' download time (if you have to
> work offline - if not, just ignore it).
>
> Mike Freeman
> nameerf@flash.net
>

6224. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 10:05:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqvsgi$h81$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26195

Howdy Larry

> A couple of things about your screen design: Five extra lines will
probably
> cause problems -- if not for PAL systems, then surely for NTSC. Have you
> considered using the Text Box at the bottom of the screen? See location
703
> (T) which is called BOTSCR. Pehaps by using that you could eliminate the
added
> text lines completely or perhaps get it down to one added line to the
display
> list?

I checked it out. Doesn't look to bad. Maybe I'll use it.

CU Mathy van Nisselroy

6225. Re: just some ramblings about the progress in CD Data reader

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 10:19:00 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aqvtap$i12$1@nets3.rz.RWTH-Aachen.DE>
Source record: 26196

Howdy Ron, Larry, folks

> That is a strange symptom... Memory conflicts in high RAM around the
screen,
> ASPI and strings should not damage a variable name unless you were
> relocating string offsets. The lowest in RAM just above LOMEM is the
> Variable Name Table, followed above that by the Variable Value Table.
Above
> those are all the statements in the Basic program and then the String
Array
> space and the Stack area for Gosubs and For-Next loops. There is a large
gap
> between variable names and any RAM you should ne altering. May need to
> rethink where ASPI is *and* how it is protected with that dummy string.

At first, I had something like this:
```
100 DIM LOCDIR(1000), LOCPDIR(500)
110 DIM DUMMY1$(100), ASPI$(2000), DUMMY2$(1)
```

All numbers are chosen at random here, in the real utility they are
different.
DUMMY1$ is to position ASPI$ in the right position, it will later be trimmed
to size or killed.
ASPI$ is placed over the ASPI manager.
DUMMY2$ is used so that I can see where the end of ASPI$ is located. (I use
ADR(..) for this) So that I know that the end of the ASPI manager is save
too.

The problem was, that, with lines of TB code filling up memory, DUMMY1$,
ASPI$ and DUMMY2$ had moved away from the ASPI manager. So I changed line
110 to 100 and 100 to 110.

That's what must have caused the problem. I repaired the file yesterday and
it was clearly visible at the variable name tabel had been damaged. Lines
of code looked simular to what they originaly were with the exception that
variable names had changed. I recognised the variable and stringnames, but
they appeared in the wrong place. Like this:

(example code, not real code)

```
A=A+1
B=C+D+2
IF C=27 exec menu
```

turns to

```
z=z+1
score=A+B+2
IF A=27 exec main

CU Mathy van Nisselroy
```

6226. Re: Super E-Burner

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 10:42:42 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0211140242.2fba9906@posting.google.com>
Source record: 25947

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:<aqudos$675$1@bob.news.rcn.net>...
> Anyone willing to part with a Super E-Burner?
>
> Rick Heldmann
>
> --

No harm in asking, but a very good alternative might be the excess of
PC type eprom burners on ebay. At a very much less price than a new
or even used Atari based Super E-Burner.

6227. Re: Flash Drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 11:20:03 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ar00t6lsf1@nets3.rz.RWTH-Aachen.DE>
Source record: 25948

Howdy Bob

> Never heard of a USB interface for the 8-bit per se.... USB is a little
fast
> for an Atari - you would need some kind of external CPU with code. Just as
> easy to use the flash cards in IDE mode.

I know of atleast two prototypes that have USB. One is version 4.0 of the SIO2IDE interface (there are pictures of the schematic and PCB on Marek's site at http://www.atari.cuprum.com.pl/, click on SIO2IDE then have a look at wersja 4.0). Seems like Marek is still working on the software for 3.2 at the moment, as version (wersja) 3.2e is already on the site. The other one is by a Dutch hardware guru. He has a PCB that will fit into a cartridge and has TWO USB ports.

CU Mathy van Nisselroy

6228. CD Data reader utility repaired

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 11:26:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ar0190$mb1$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25949

Howdy folks

Yesterday evening I was able to recover the lastest version of my CD Data reader utility. The proces was made easier by the fact that I have my 1MB XEGS ready to power up at any time. Enabling me to check the damaged file and compare it with the previous version. So on we go.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6229. Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 12:22:42 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <mAMA9.35378$e6.1528391@Flipper>
Source record: 25950

I've decided to post the advert of Bravo Sierra when I read an abusive
message in this newsgroup. I hope others will do the same. :-)
Freddy.
<ADV>
I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20%
Discounts. A 20% Discount on All Games/SoftWare & Books/References for
Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my
more regular/preferred Customers covering most HardWare,SoftWare, Books
& Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions?
E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts!
Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!!
http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as
sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings!
http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org,
atari@aracnet.com or atari@benjamin.net. If you can't reach me at
benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or
else
at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can
be
attached to, Requested by and Received Through E-Mail at
atari@aracnet.com,
BenSells@atari.org or atari@benjamin.net and Please Specify whether you
want
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
</ADV>

6230. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 18:54:23 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl>
Source record: 25951

YEP! Another REAL Atarian speaking here...

I hope that Ben will be around for a long time...

TXG / MNX

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:mAMA9.35378$e6.1528391@Flipper...
> I've decided to post the advert of Bravo Sierra when I read an abusive
> message in this newsgroup. I hope others will do the same. :-)
> Freddy.
> <ADV>
> I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20%
> Discounts. A 20% Discount on All Games/SoftWare & Books/References for
> Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my
> more regular/preferred Customers covering most HardWare,SoftWare, Books
> & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions?
> E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts!
> Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!!
> http://www.aracnet.com/~atari/specials.htm More Discount Information!
>
> I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as
> sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> If you don't Contact me Today, I can't save you any Money!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
> http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings!
> http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@atari.org,
> atari@aracnet.com or atari@benjamin.net. If you can't reach me at
> benjamin.net see my E-Mail/Web/Phone info in my Signature at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://www.atari.benjamin.net or
> else

> at http://BensCatalogs.atari.org or http://BenSells.atari.org Catalogs can
> be
> attached to, Requested by and Received Through E-Mail at
> atari@aracnet.com,
> BenSells@atari.org or atari@benjamin.net and Please Specify whether you
> want
> Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!
> </ADV>
>
>
>

6231. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 19:00:23 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-10j9-this>
Message-ID: <3DD3E490.750.csat8@pinkrose.dhis.org>
Source record: 25952

To: squirrel@echelon.alias.net (Bravo Sierra Computers)
Re: ADV: Atari 20/20 ThanksGiving Discounts!
By: squirrel@echelon.alias.net (Bravo Sierra Computers) to
comp.sys.atari.8bit,comp.sys.atari.st on Thu Nov 14 2002 04:17 am

> From Newsgroup: comp.sys.atari.8bit
>
> I'm currently offering fags a 20% discount off of fucking me up the ass! Al
> Atari 8 bit and ST users should line up behind me and start pushin!
>
> Be sure to call me at (503)256-9974 cuz I'm a big fag fucking loser!
> Only $3.99/minute!

I am offended, Sir! Highly offended!

How *DARE* you lump the users of the *MAGNIFICENT* Bushnell-Miner-Jobs
Warner Bro.s "baby AMIGA" machine -- the Atari 6502 8-bit -- in with the users
of that "hack job" -- the Tramiel Jack-in-tosh! What are you, Sir, some kind
of Cretin?!??
--- Synchronet 3.10j-Linux NewsLink 1.41
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

6232. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 19:44:12 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD3FD0C.9EE0C128@students.uni-mainz.de>
Source record: 25953

Well,
please setup your Atari and at least tell me if the game runs a) with Gamelink-1 (jyostick-ports) or b) with Gamelink-II (SIO-port) interface or c) with something totally different. If you don`t know: Dataque developed the Gamelink interface 1, which ran via the joystick ports. thus you were limited to 2 Atari computers. There were 2 games available for Gamelink 1: Tic Tac Two and Modem Battleship (patched for GL-1 support!). Maybe this is game number 3 for the GL-1. The Gamelink-2 was developped several years later, it worked via the SIO port - and you could connect up to 8 atari computers together (meaning 1-16 players via network!). in the beginning, there was only Maze of Agdagon, developed by Dataque and the Agda Group. Some years later Bewesoft/jiri Bernasek read something about this GL-2 device and soon developed another game, as well as schematics for a) easy 2 computer connection and b) 2-8 computer connection. The new game was called multi-dash. About half a year ago jiri wrote 2 more games for the GL-2 device: multi-race and multi worms. so finally, GL-1 has merely 2 games available (see above!), whereas GL-2 has already 4 games available...

Please tell me with which device you played Dual Duel. Via modem? Via GL-1? Via GL-2? or something else...? Hey if you - or somebody out there - has a copy of this game, please be so kind and e-mail me, so I can add it to my collection of networking atari 8bit games...
-Andreas.

P.S.: Anyone interested in those networking modem-, GL-1 or GL-2 games, just write me an e-mail and I will send you these as zipped ATR images...

mad ATARI user alternate schrieb:
>
> yea, i remember this game. my friend and i actually built the cable.
> game was slow but fun. (we actually figured out a way to send atascii
> through the cable through a simple basic program). unfortunately it's
> on my 5.25 inch disks and i don't have my atari setup at the momemnt.
> :-(
>
> Technoid Mutant <None@nowhere.com> wrote in message
news:<9880tuosm2cujjnkudd0t3243qkercbe26@4ax.com>...
> > In 96 or so I ran into a freeware game called "DualDuel". It was a
> > Head-to-Head ML? clone of Batlezone but required TWO atari computers
> > and the construction of a simple joystick port to joystick port
> > communications cable.
> >
> > Then the two people could shoot at each other instead of the computer.

> >
> > Has anyone else seen this game? Does anyone HAVE this game?
> >
> > Regards,
> >
> > Jeff

6233. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 19:45:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DD3FD56.F6301D62@students.uni-mainz.de>
Source record: 25954

Oh well,
thats very sad to hear... -Andreas.

Janka Gerhard schrieb:
>
> Atari800 is 'only' an emulator and therefore completely different from
> what APE does. And it is really too slow to be usable on plain
> ST/STE/TT/Falcon computers (a CT60 Falcon would be a different story).
>
> BTW, for some time I have been working on optimising the assembler core
> for 68030 and better but since the latest Atari800 versions are no more
> compilable on my old MINT/GCC environment, and I did not succeed in
> installing a working new one, and furthermore there seems to be no
> interest in the Falcon version I quit working on it.
>
> Gerhard
>
> Andreas Magenheimer wrote:
> >
> > Well,
> > there is already Atari 800 for ST/STE/TT/Falcon computers. (As well as
> > Atari 800 for DOS, Windows, Linux/Unix, Amiga, Acorn, Apple Mac, various
> > PDA`s, etc. etc.) But a floppy emulator like SIO2PC or APE for the ST
> > family would be fine too... -Andreas.
> >
> >
> >
> > TXG schrieb:
> > >
> > > How hard would it be to make a APE clone that run's on the ST(E),Falcon030
> > > and TT030?
> > >
> > > This would be great....
> > >
> > > Maybe something open source...

6234. Re: Temp Fix - Holme's Web Site

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 20:43:53 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dd40b02$0$1453$272ea4a1@news.execpc.com>
Source record: 25955

Opps. Wrong thread. (about Debug+ in the Holmes thread.)
Russg

6235. atari 810 & atari file management questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 20:59:53 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211141259.757c4fe5@posting.google.com>
Source record: 25956

http://retrobits.net/atari810.html

http://www.hcrburk.de/hpatari.html

After I created a disk image in either of the two, is there a windows
/ dos based utility that will format the disk image instead of
launching an emulator ?

6236. Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 21:01:17 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <I5UA9.16438$wO4.1344@news.bellsouth.net>
Source record: 25957

Is there a 5200 or Atari 8-bit computer version?

Also, is the 7800 better than the 5200 and the 8-bit?

6237. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 22:11:18 UTC
From: Anthony Ramos <aramos@ele-mental.org>
Message-ID: <3dd41f49@nntp0.pdx.net>
Source record: 25958

Son of man wrote:

> Is there a 5200 or Atari 8-bit computer version?
>
None that I know of. A Polish, Czech, or German PD version, maybe?

> Also, is the 7800 better than the 5200 and the 8-bit?

Sprite capability is much better: 128, four shades (colors?) each, vs.
four sprites+missiles on the 5200/8-bit. Sound, however, is much poorer
and is identical to that on the 2600.

-Anthony R.

6238. atari emulator for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-14 22:22:42 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211141422.124d5cee@posting.google.com>
Source record: 25959

that does not use direct x ?

6239. A reminder of my Atari eBay auctions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 00:18:07 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037319548.5962.0@dyke.uk.clara.net>
Source record: 25960

Hello All,

Just a quick reminder of the active auctions I have on eBay::

28 Page 6/New Atari User mags:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2071030964

13 Atari 8-bit tapes:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801169262

2 Issues of 'Hi-Res' magazine:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801173277

Don't forget also about my CD-ROMs of Atari software to buy at:
http://www.dgs.clara.net

Dean Garraghty

6240. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 00:42:45 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <3pXA9.687$G42.9072@news2.e.nsc.no>
Source record: 25961

"TXG" <txg@the-underground.myweb.nl> skrev i melding
news:3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl...
> YEP! Another REAL Atarian speaking here...
>
> I hope that Ben will be around for a long time...
>
> TXG / MNX

So, do I! I am recently divorced (or rather separated) and expect to be quite wealthy in the coming year! I'll get some of the stuff I haven't gotten around to yet.

Keep it up, Ben!

6241. "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 00:52:09 UTC
From: Gareth Davies <hotmail.com@dgareth.removeandreverse>
Message-ID: <ar1gghpq1@news6.svr.pol.co.uk>
Source record: 25962

Are there any examples, playable via emulator, of synthesised speech on the Atari XL?

Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did any 400/800 games feature synthesised speech?

Gareth.
--
Perhaps being old is having lighted rooms inside your head, and people in them, acting. People you know, yet can't quite name. - Philip Larkin

6242. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 01:21:16 UTC
From: bill@newbreedsoftware.com
Message-ID: <g_XA9.48496$lk.1232660@typhoon.sonic.net>
Source record: 25963

Anthony Ramos <aramos@ele-mental.org> wrote:
> Son of man wrote:
>
>> Is there a 5200 or Atari 8-bit computer version?
>>
> None that I know of. A Polish, Czech, or German PD version, maybe?

That'd be nice! All we have for now is Galaxian and some of the
old games like, what was it? "AE"?

<snip>

I didn't like Galaga on the 7800 much. I ended up giving up the 7800
I had after a short while. (Maybe I shouldn't have, but oh well :^))

Galaga on the NES was pretty good, though. ;^)

-bill!

6243. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 01:22:40 UTC
From: bill@newbreedsoftware.com
Message-ID: <A%XA9.48497$lk.1232615@typhoon.sonic.net>
Source record: 25964

Gareth Davies <hotmail.com@dgareth.removeandreverse> wrote:
> Are there any examples, playable via emulator, of synthesised speech on the
> Atari XL?
>
> Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did
> any 400/800 games feature synthesised speech?

There was S.A.M. (Software Automated Mouth) for the Atari (as well as C=64)

I know of some games that use digitized audio/voice.
Not any off-hand that use synthesized. I know there are, I just don't
know them off-hand. (Most probably utilized SAM)

-bill!

6244. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 01:40:02 UTC
From: Steve Pratt <sp014f3451@blueyonder.co.uk>
Message-ID: <SfYA9.15900$5Q5.6563@news-binary.blueyonder.co.uk>
Source record: 25965

On Sun, 10 Nov 2002 08:50:16 +0000, mo wrote:

>> > I'm having a hard time imagining any of the copyright holders of these
>> > twenty year old games being so rabid as to shut down a site like
>> > Holmes.
>> >
Remeber.. We're talking about lawyers here.

Steve

6245. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 01:42:59 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1037326157.398098@blade.atari-source.com>
Source record: 25966

Vidar Olavesen wrote:

> "TXG" <txg@the-underground.myweb.nl> skrev i melding
> news:3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl...
>> YEP! Another REAL Atarian speaking here...
>>
>> I hope that Ben will be around for a long time...
>>
>> TXG / MNX
>
> So, do I! I am recently divorced (or rather separated) and expect to be
> quite wealthy in the coming year! I'll get some of the stuff I haven't
> gotten around to yet.
>
> Keep it up, Ben!

Pathetic B&C gets my business

6246. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 02:00:57 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <XkYA9.415$dr6.5@news.bellsouth.net>
Source record: 25967

I am really digging the 5200. Have it connected to my 57" HDTV, it upconverts to 1080i. The colors are so vibrant on it! I'm loving millipede with the trakball controller I just got brand new off ebay for $70. Can life get any better? I guess there's always the 65" HDTV.

"Anthony Ramos" <aramos@ele-mental.org> wrote in message news:3dd41f49@nntp0.pdx.net...
> Son of man wrote:
>
> > Is there a 5200 or Atari 8-bit computer version?
> >
> None that I know of. A Polish, Czech, or German PD version, maybe?
>
> > Also, is the 7800 better than the 5200 and the 8-bit?
>
> Sprite capability is much better: 128, four shades (colors?) each, vs.
> four sprites+missiles on the 5200/8-bit. Sound, however, is much poorer
> and is identical to that on the 2600.
>
> -Anthony R.
>

6247. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 02:01:42 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <fn68tugnob2bmhok9gc29ct3pijugd8khc@4ax.com>
Source record: 25968

On Mon, 11 Nov 2002 16:45:50 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>Thanks to everyone who has emailed games in over the years, and for all
>other contributors to my site.
>
>Holmes
>
Sorry to see you go old pal, always been a pleasure dealing with you
and I'm glad that what I have been able to add has been appreciated.

Keep in touch..
--
Paul

Learn from your parents mistakes..Use a condom!

*** remove YOURFINGER to email me ****

6248. Re: atari 810 & atari file management questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 02:22:01 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <dTYA9.284$%a.31284@newsread1.prod.itd.earthlink.net>
Source record: 25969

Check Ken Siders' page; he has a good W95 utility to manage images. It has
create, format, view, import, export, several more. It does not handle
enhanced 1050 density or Sparta types, but does fine on most things. For
some reason it loses sectors 719-20 when creating a DD image...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
>
> http://www.hcrburk.de/hpatari.html
>
>
> After I created a disk image in either of the two, is there a windows
> / dos based utility that will format the disk image instead of
> launching an emulator ?
>

6249. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 02:24:16 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <RZicnYa377tQx0mgXTWcqw@comcast.com>
Source record: 25970

And mine. www.myatari.com

"Mark Duckworth" <mducksub@no-spam.atari-source.com> wrote in message
news:1037326157.398098@blade.atari-source.com...
> Vidar Olavesen wrote:
>
> > "TXG" <txg@the-underground.myweb.nl> skrev i melding
> > news:3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl...
> >> YEP! Another REAL Atarian speaking here...
> >>
> >> I hope that Ben will be around for a long time...
> >>
> >> TXG / MNX
> >
> > So, do I! I am recently divorced (or rather separated) and expect to be
> > quite wealthy in the coming year! I'll get some of the stuff I haven't
> > gotten around to yet.
> >
> > Keep it up, Ben!
>
> Pathetic. B&C gets my business

6250. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 03:41:02 UTC
From: mo <momo@atariland.com>
Message-ID: <i1_A9.322899$8o3.9829793@twister.austin.rr.com>
Source record: 25971

Try 'Kennedy Aproach', I believe it has built in digital sound FX. Can't think of any others, although I read somewhere that was the whole reason for Tramiel including a voice in the 1450XLD's. From what I understand is that he believed the Atari computers were basically game machines that could be tinkered with. I'm sure there are some other games out there. Another would be the intro to 'Ghostbusters' by Activision.
Mo

"William Kendrick" <bill@newbreedsoftware.com> wrote in message news:A%XA9.48497$Ik.1232615@typhoon.sonic.net...
> Gareth Davies <hotmail.com@dgareth.removeandreverse> wrote:
> > Are there any examples, playable via emulator, of synthesised speech on the
> > Atari XL?
> >
> > Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did
> > any 400/800 games feature synthesised speech?
>
> There was S.A.M. (Software Automated Mouth) for the Atari (as well as C=64)
>
> I know of some games that use digitized audio/voice.
> Not any off-hand that use synthesized. I know there are, I just don't
> know them off-hand. (Most probably utilized SAM)
>
> -bill!

6251. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 03:42:12 UTC
From: mo <momo@atariland.com>
Message-ID: <o2_A9.322910$8o3.9833224@twister.austin.rr.com>
Source record: 25972

Ummm....
You payed $70- for a trackball? I better put mine up for auction fast!
Mo

"Son of man" <bcozier@bellsouth.net> wrote in message
news:XkYA9.415$dr6.5@news.bellsouth.net...
> I am really digging the 5200. Have it connected to my 57" HDTV, it
> upconverts to 1080i. The colors are so vibrant on it! I'm loving
millipede
> with the trakball controller I just got brand new off ebay for $70. Can
> life get any better? I guess there's always the 65" HDTV.
>
> "Anthony Ramos" <aramos@ele-mental.org> wrote in message
> news:3dd41f49@nntp0.pdx.net...
> > Son of man wrote:
> >
> > > Is there a 5200 or Atari 8-bit computer version?
> > >
> > None that I know of. A Polish, Czech, or German PD version, maybe?
> >
> > > Also, is the 7800 better than the 5200 and the 8-bit?
> >
> > Sprite capability is much better: 128, four shades (colors?) each, vs.
> > four sprites+missiles on the 5200/8-bit. Sound, however, is much poorer
> > and is identical to that on the 2600.
> >
> > -Anthony R.
> >
>
>
>

6252. Re: atari 810 & atari file management questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 03:45:41 UTC
From: mo <momo@atariland.com>
Message-ID: <F5_A9.322941$8o3.9834170@twister.austin.rr.com>
Source record: 25973

I use Steven Tuckers APE for DOS to create/format images. Does a very nice
job!
Mo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:dTYA9.284$%a.31284@newsread1.prod.itd.earthlink.net...
> Check Ken Siders' page; he has a good W95 utility to manage images. It has
> create, format, view, import, export, several more. It does not handle
> enhanced 1050 density or Sparta types, but does fine on most things. For
> some reason it loses sectors 719-20 when creating a DD image...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> >
> > http://www.hcrburk.de/hpatari.html
> >
> >
> > After I created a disk image in either of the two, is there a windows
> > / dos based utility that will format the disk image instead of
> > launching an emulator ?
> >
>
>

6253. Re: Bravo Sierra Rulez! (SPAM)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 04:09:03 UTC
From: Sick Of This Childish Bickering <noone@nowhere.com>
Message-ID: <ar1v7s$ec3su$1@ID-15679.news.dfncis.de>
Source record: 25978

"Freddy Offenga" wrote:

> I've decided to post the advert of Bravo Sierra when I read an
>abusive message in this newsgroup. I hope others will do the
>same. :-)

For Christ's sake will you children pack in this petty bickering, it's become EXTREMELY tiresome.

Quite frankly, after all the bullshit which has been spouted in this NG recently, I wouldn't buy from Bravo Sierra if they were the last Atari dealer on the planet!

Your SPAM has been reported to your ISP, as will any more you post, who will undoubtedly take the appropriate action.

<PLONK>

6254. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 04:12:04 UTC
From: Jeff Potter <jpotter@cfl.rr.com>
Message-ID: <ou_A9.137211$fa.2851758@twister.tampabay.rr.com>
Source record: 25975

Andreas,

I had (and played) DualDuel. It predated GameLink I by several years. I don't remember much about the game, only that you had to find another file that explained how to build a cable. Again, I don't think it was GL1 compatible, but it was connected using joystick cables. Like the other guy who's responding, I have it on a 5.25" disk somewhere...

I was one of the 3 guys that developed Maze of Agdagon and the GameLink II protocol. I'm glad somebody finally got around to writing additional games using the concept.

Your eight-bit friend,
Jeff Potter

Andreas Magenheimer wrote:
> Well,
> please setup your Atari and at least tell me if the game runs a) with
> Gamelink-1 (jyostick-ports) or b) with Gamelink-II (SIO-port) interface
> or c) with something totally different. If you don`t know: Dataque
> developed the Gamelink interface 1, which ran via the joystick ports.
> thus you were limited to 2 Atari computers. There were 2 games available
> for Gamelink 1: Tic Tac Two and Modem Battleship (patched for GL-1
> support!). Maybe this is game number 3 for the GL-1. The Gamelink-2 was
> developped several years later, it worked via the SIO port - and you
> could connect up to 8 atari computers together (meaning 1-16 players via
> network!). in the beginning, there was only Maze of Agdagon, developed
> by Dataque and the Agda Group. Some years later Bewesoft/jiri Bernasek
> read something about this GL-2 device and soon developed another game,
> as well as schematics for a) easy 2 computer connection and b) 2-8
> computer connection. The new game was called multi-dash. About half a
> year ago jiri wrote 2 more games for the GL-2 device: multi-race and
> multi worms. so finally, GL-1 has merely 2 games available (see above!),
> whereas GL-2 has already 4 games available...
>
> Please tell me with which device you played Dual Duel. Via modem? Via
> GL-1? Via GL-2? or something else...? Hey if you - or somebody out there
> - has a copy of this game, please be so kind and e-mail me, so I can add
> it to my collection of networking atari 8bit games...
> -Andreas.
>
> P.S.: Anyone interested in those networking modem-, GL-1 or GL-2 games,
> just write me an e-mail and I will send you these as zipped ATR
> images...
>

>
>

6255. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 04:16:55 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <ps_A9.842$Li.122135@news02.tsnz.net>
Source record: 25974

Just so everyone knows, the decision to close my site was mine, and was not forced by any lawyers. I caused this confusion myself, by putting up a 'atari piracy' advert on my site for 24hours for fun :-)

Hope that clears it up...

Cheers

Holmes

"Steve Pratt" <sp014f3451@blueyonder.co.uk> wrote in message news:SfYA9.15900$5Q5.6563@news-binary.blueyonder.co.uk...
> On Sun, 10 Nov 2002 08:50:16 +0000, mo wrote:
>
> >> > I'm having a hard time imagining any of the copyright holders of these
> >> > twenty year old games being so rabid as to shut down a site like
> >> > Holmes.
> >> >
> Remeber.. We're talking about lawyers here.
>
> Steve

6256. Re: parallel bus interface specs from atari-history.com & S-16 Expansion box specs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 04:45:45 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DD47BF9.489CCCB9@cswebmail.com>
Source record: 25976

Christopher Lang wrote:

> Folks,
>
> on the page: http://209.122.187.156:8082/pbi-1.html the parallel bus specs
> from Atari are available. (atari-history.com in the Atari Articles
> section).
>
> In there there is a reference to an S-16 device which obviously must be the
> parallel bus expansion box.
>
> There must be a document somewhere called "S-16 Expansion Box Specification
> A.Chopra" which contains all the specs for the 8-bit expansion box.
>
> Did somebody ever see this doc somewhere on the Internet?
>
> thanks!
> Chris

The only one I know of was the 1090 expansion box. Details at my site:
www.a8maestro.com/atari/info/ballhpd.htm and probably elsewhere.

Rick D.

6257. I lost my hyperlink to Atari 8-bit software search engine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 04:47:20 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <ut8v4760vt3id5@corp.supernews.com>
Source record: 25977
Cross-posted to: alt.atari,comp.sys.atari.8bit

Hello Everybody,

I have lost my hyperlink (or "Favorites" address) to the website, that keeps track of Atari 8-bit computer programs, under either the original name or the shortened DOS filename.

Could you please me recover this favorite internet address?

Thank you very much,

Wally

6258. Re: Bravo Sierra Rulez! (SPAM)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 06:34:46 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DD49586.4C937358@siemens.at>
Source record: 25979

Sick Of This Childish Bickering wrote:

> For Christ's sake will you children pack in this petty bickering, it's
> become EXTREMELY tiresome.
>
> Quite frankly, after all the bullshit which has been spouted in this NG
> recently, I wouldn't buy from Bravo Sierra if they were the last Atari
> dealer on the planet!
>
> Your SPAM has been reported to your ISP, as will any more you post, who will
> undoubtedly take the appropriate action.

If you're against spam then shut up, child !

Gerhard

6259. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 07:35:51 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211142330060.10150-100000@shell1.aracnet.com>
Source record: 25980
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6260. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 08:56:57 UTC
From: bill@newbreedsoftware.com
Message-ID: <tF2B9.48567$lk.1237430@typhoon.sonic.net>
Source record: 25981

mo <momo@atariland.com> wrote:
> Try 'Kennedy Aproach', I believe it has built in digital sound FX. Can't
> think of any others, although I read somewhere that was the whole reason for
> Tramiel including a voice in the 1450XLD's. From what I understand is that
> he believed the Atari computers were basically game machines that could be
> tinkered with. I'm sure there are some other games out there. Another would
> be the intro to 'Ghostbusters' by Activision.

Those are both digitized, rather than synthesized.

-bill!

6261. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 09:06:46 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ar2df6$i46$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25982

Hi Bill,

>> Try 'Kennedy Aproach', I believe it has built in digital sound FX. Can't
>> think of any others, although I read somewhere that was the whole reason for
>> Tramiel including a voice in the 1450XLD's. From what I understand is that
>> he believed the Atari computers were basically game machines that could be
>> tinkered with. I'm sure there are some other games out there. Another would
>> be the intro to 'Ghostbusters' by Activision.

> Those are both digitized, rather than synthesized.

No, that's not quite true. Both speach engines are the same: They build up
the speach from basic phonems rather than full samples (the latter has been
the case for "Nadral", for example) and use a quite intelligent logic to
generate consonants on very small data sets. Phonem synthesis is then done by
the aim of the pokey timer interrupts within the interrupt routines itself.
Of course, the selection of the phonems have been optimized for the purpose
of the game for easy word build-up, unlike S.A.M. which can do this all
itself (and can even translate written text into phonems with the help of
the "reciter").

So long,
Thomas

6262. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 10:05:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd4cc2f$0$46617$e4fe514c@news.xs4all.nl>
Source record: 25984

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:3pXA9.687$G42.9072@news2.e.nsc.no...
> "TXG" <txg@the-underground.myweb.nl> skrev i melding
> news:3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl...
> > YEP! Another REAL Atarian speaking here...
> >
> > I hope that Ben will be around for a long time...
> >
> > TXG / MNX
>
> So, do I! I am recently divorced (or rather separated) and expect to be
> quite wealthy in the coming year! I'll get some of the stuff I haven't
> gotten around to yet.
>
> Keep it up, Ben!

You are divorced and quite wealthy? How do you do that, I never got married
and I am still not wealthy.... :-)

6263. BYTEWRITER prom burner CONVOLOGIC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 10:16:24 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd4c9c0$0$86575$e4fe514c@dreader1.news.xs4all.nl>
Source record: 25983

Hi,

Is there someone who has the software for the

the BYTEWRITER prom burner by CONVOLOGIC inc.

TXG / MNX

6264. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 10:31:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <_14B9.48574$lk.1237972@typhoon.sonic.net>
Source record: 25985

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>>> Another would
>>> be the intro to 'Ghostbusters' by Activision.
>
>> Those are both digitized, rather than synthesized.
>
> No, that's not quite true. Both speach engines are the same: They build up
> the speach from basic phonems rather than full samples (the latter has been
> the case for "Nadral", for example) and use a quite intelligent logic to
> generate consonants on very small data sets.

Umm... I think 'Ghostbusters' only said "GHOST-BUSTERS!", to the tune of
the music. That was sampled, not synthesized.

-bill!

6265. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 10:49:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ar2jgn$7k4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25986

Howdy folks

> Umm... I think 'Ghostbusters' only said "GHOST-BUSTERS!", to the tune of
> the music. That was sampled, not synthesized.

I'm going thrue my old Atari User magazines (to find some old stuff) and in one of the letters/questions someone sent in, the question is raised if there is a voice synthesizer in the atari 8 bit computer. As an example the game E.T. is mentioned. So I guess E.T. has digital sound too.

BTW READIT by Tom Hunt will read any text and try to pronounce it. With english text this sound fairly OK, with Dutch or German text it sound horrible. But that is to be expected.

CU Mathy van Nisselroy

PS READIT is selfextrecting, so you need Sparta (or maybe BeWe DOS) for it. The extrected file should run on other DOSses to.

6266. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 13:38:52 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211150536571.17661-100000@shell1.aracnet.com>
Source record: 25987

Hello Vidar,

E-Mail me when your Ready and I'll make you a special deal.

==Thanx==
===Ben===

On Fri, 15 Nov 2002, Vidar Olavesen wrote:

> "TXG" <txg@the-underground.myweb.nl> skrev i melding
> news:3dd3f1a5$0$46598$e4fe514c@news.xs4all.nl...
> > YEP! Another REAL Atarian speaking here...
> >
> > I hope that Ben will be around for a long time...
> >
> > TXG / MNX
>
> So, do I! I am recently divorced (or rather separated) and expect to be
> quite wealthy in the coming year! I'll get some of the stuff I haven't
> gotten around to yet.
>
> Keep it up, Ben!
>
>
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6267. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 14:06:08 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ar2v0gprf1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25988

Hi Bill,

>> No, that's not quite true. Both speach engines are the same: They build up
>> the speach from basic phonems rather than full samples (the latter has been
>> the case for "Nadral", for example) and use a quite intelligent logic to
>> generate consonants on very small data sets.

> Umm... I think 'Ghostbusters' only said "GHOST-BUSTERS!", to the tune of
> the music. That was sampled, not synthesized.

Funny enough, but that's not how it is replayed. The speach engine is really
smarter and the sound is not "just sampled".

So long,
Thomas

6268. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 14:19:15 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211150611340.17661-100000@shell1.aracnet.com>
Source record: 25989

How Childish, It's like dealing with an Infantile Mentality.

My apologies, this was not me, I'm sorry if this offended anyone.

==Thanx==
===Ben===

On Thu, 14 Nov 2002, Winston Smith wrote:

> To: squirrel@echelon.alias.net (Bravo Sierra Computers)
> Re: ADV: Atari 20/20 ThanksGiving Discounts!
> By: squirrel@echelon.alias.net (Bravo Sierra Computers) to
comp.sys.atari.8bit,comp.sys.atari.st on Thu Nov 14 2002 04:17 am
>
> > From Newsgroup: comp.sys.atari.8bit
> >
> > I'm currently offering fags a 20% discount off of fucking me up the ass! Al
> > Atari 8 bit and ST users should line up behind me and start pushin!
> >
> > Be sure to call me at (503)256-9974 cuz I'm a big fag fucking loser!
> > Only $3.99/minute!
>
> I am offended, Sir! Highly offended!
>
> How *DARE* you lump the users of the *MAGNIFICENT* Bushnell-Miner-Jobs
> Warner Bro.s "baby AMIGA" machine -- the Atari 6502 8-bit -- in with the users
> of that "hack job" -- the Tramiel Jack-in-tosh! What are you, Sir, some kind
> of Cretin?!??
> --- Synchronet 3.10j-Linux NewsLink 1.41
> * Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6269. Re: atari 810 & atari file management questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 15:06:44 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211150706.180f09d8@posting.google.com>
Source record: 25990

thanks ron & mo.

btw {OT} as soon as i get a chance to get over to my dad's and get my
atari disks i'll notify you. what i may do is split up the shipment
between you two (if it is ok) so that neither of you will feel
overwhelmed. :o)

"mo" <momo@atariland.com> wrote in message
news:<F5_A9.322941$8o3.9834170@twister.austin.rr.com>...
> I use Steven Tuckers APE for DOS to create/format images. Does a very nice
> job!
> Mo
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:dTYA9.284$%a.31284@newsread1.prod.itd.earthlink.net...
> > Check Ken Siders' page; he has a good W95 utility to manage images. It has
> > create, format, view, import, export, several more. It does not handle
> > enhanced 1050 density or Sparta types, but does fine on most things. For
> > some reason it loses sectors 719-20 when creating a DD image...
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > >
> > > http://www.hcrburk.de/hpatari.html
> > >
> > >
> > > After I created a disk image in either of the two, is there a windows
> > > / dos based utility that will format the disk image instead of
> > > launching an emulator ?
> > >
> >
> >

6270. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 16:59:28 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211150859.33dd5d5b@posting.google.com>
Source record: 25991

Amy development disks:

http://www.atariprotos.com/personal/john/

"Gareth Davies" <hotmail.com@dgareth.removeandreverse> wrote in message
news:<ar1gghpq1@news6.svr.pol.co.uk>...
> Are there any examples, playable via emulator, of synthesised speech on the
> Atari XL?
>
> Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did
> any 400/800 games feature synthesised speech?
>
> Gareth.

6271. OS rev. A roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 17:01:08 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211150901.2e44af27@posting.google.com>
Source record: 25992

does anyone know where i can find the OS rev. A roms for use with an emulator.

6272. Re: OS rev. A roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 17:07:10 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <2R9B9.74587$e6.3374992@Flipper>
Source record: 25993

http://members.chello.nl/taf.offenga/atari.htm

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211150901.2e44af27@posting.google.com...
> does anyone know where i can find the OS rev. A roms for use with an
emulator.

6273. No spam, just my personal reaction

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 17:12:01 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <BV9B9.74682$e6.3379784@Flipper>
Source record: 25994

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm More Discount Information!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/maillist.htm E-Mail and Postal Mailings! http://www.aracnet.com/~atari/bravo_e.html Fill out contact Forms!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6274. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 17:15:08 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <wY9B9.74750$e6.3382540@Flipper>
Source record: 25995

I'm very impressed by your intellectual messages!

No One at No Where Dot Com!

"Sick Of This Childish Bickering" <noone@nowhere.com> wrote in message
news:ar1v7s$ec3su$1@ID-15679.news.dfncis.de...
>
> "Freddy Offenga" wrote:
>
> > I've decided to post the advert of Bravo Sierra when I read an
> >abusive message in this newsgroup. I hope others will do the
> >same. :-)
>
> For Christ's sake will you children pack in this petty bickering, it's
> become EXTREMELY tiresome.
>
> Quite frankly, after all the bullshit which has been spouted in this NG
> recently, I wouldn't buy from Bravo Sierra if they were the last Atari
> dealer on the planet!
>
>
> Your SPAM has been reported to your ISP, as will any more you post, who
will
> undoubtedly take the appropriate action.
>
> <PLONK>
>
>

6275. Re: I lost my hyperlink to Atari 8-bit software search engine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 18:46:06 UTC
From: Amethyst <jewelamethyst@insightbb.com>
Message-ID: <OhbB9.41046$nB.3646@sccrnsc03>
Source record: 25996
Cross-posted to: comp.sys.atari.8bit,alt.atari

On 14-Nov-2002, "Wallace Lang" <walang@pionet.net> wrote:

> Could you please me recover this favorite internet address?

Have you tried a search on www.google.net for atari?

Amethyst

6276. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 19:18:47 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0211151118.76ded0d5@posting.google.com>
Source record: 25897

Best Electronics is the place to do business. No hard sell there! Unlike Ben who seems to come off a little harsh when selling his stuff. Spamming a news group like this one which has members who can use the Internet to find sites that sell Atari software/hardware pretty easy on their own is overkill on "Push Advertising", others call it Spamming too. If Ben wants to add his personal expertise and knowledge on subject matter that is shared within this news group, great. But, he should leave his marketing at the door. On another note "HOLMES RULES!!!!!!!" That site will be missed terribly when it is gone.

6277. *BLURB*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 19:53:11 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211151153.67c1f778@posting.google.com>
Source record: 25898

I've noticed that some sites where I download Atari stuff, contain
BLURB files. What are they ?

6278. Re: Bravo Sierra Rulez! / spam?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 20:39:51 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar3lviotu1@reader08.wxs.nl>
Source record: 25899

The first thing I have to say:
Everyone should stop talking about spam.

In Europa Atari stuff is vary hard to get. So I'm happy when I read about sellers in this NG. That is NEWS too you know!! When is it marketing? When not? I think the Atari 8bit is not very interesting for comercial purpouse at all... so If someone sells anything... atari8bit software/hardware He's ok to write about that in that newsgroup.

Secondly:
All folks writing angry thins about others: don't start any fights here. You should do that in private! If you don't want to read about Bravo Sierra... simply ignore it, and if you think Freddy was wrong to post the advert... just mail Freddy personal. (IMO Freddy made a right decision)

Thirdly:
We ALL should try to get the atari 8bit scene ALIVE as long as possible. Reading all those nerds, being mad about spam or not... pfff get lost and never return here. Everything what has something to do with atari 8bit belongs here... commercial or not.

So... that's what I wanted to say!

Bravo Sierra: Keep going!
Best Electronics: Keep going!
All others: Keep going!

And about commercialising: you ALL should register APE... it is definately great!!!!!!!!

6279. Re: I lost my hyperlink to Atari 8-bit software search engine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 21:05:01 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DD5617D.D7039941@mb1.tu-chemnitz.de>
Source record: 25900

> I have lost my hyperlink (or "Favorites" address) to the website, that keeps
> track of Atari 8-bit computer programs, under either the original name or
> the shortened DOS filename.
Are you talking about XL Search?

http://www.newbreedsoftware.com/xlsearch/

Sven.

6280. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 21:51:22 UTC
From: James Spong <nim@numb.com>
Message-ID: <8fdatus5gv205to70hm7tp1s8sjf83256f@4ax.com>
Source record: 25901
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

>I'm currently offering fags a 20% discount

>Be sure to call me cuz I'm a big fag fucking loser!

Now this I believe..

Moron.

6281. Re: *BLURB*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 22:15:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <1meB9.48673$lk.1240195@typhoon.sonic.net>
Source record: 25902

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> I've noticed that some sites where I download Atari stuff, contain
> BLURB files. What are they ?

That was a filename convention I used over at UMich.
They're text files (ASCII) describing particular files.

For example:

somegame.arc
somegame.blurb

"somegame.blurb" might containg something like:

Some Game. A game of some sort. (c) 19xx Joe Random Programmer
Requires TurboBASIC XL.

I named them ".blurb" instead of ".txt", since there were many
text documents at UMich. For example:

basic_commands.txt
basic_commands.blurb

"basic_commands.blurb" might contain something like:

The file "basic_commands.txt" is a gigantic text file describing
all of Atari BASIC's commands, how to use them and why to use them.

-bill!

6282. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 22:19:20 UTC
From: bill@newbreedsoftware.com
Message-ID: <IpeB9.48674$lk.1240234@typhoon.sonic.net>
Source record: 25903

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
>
> Funny enough, but that's not how it is replayed. The speach engine is really
> smarter and the sound is not "just sampled".

I'm sorry, but I have trouble believing this!

Logically, it makes sense to use a sample rather than try to reproduce
using synthesis.

Why bother having ALL that code in the program, just to say the
phrase "Ghost! Bust-ers!!!", for example? It doesn't need to be
"smart" to do that. I can't imaging it being smart enough on a stock
Atari XL to be able to reproduce it nearly as accurately as it could be
sampled!

Sure, samples are big, but if you're only using one, the amount of
programming work (and, in this case, overhead in space for the synthesis
code, since it's only used for this specific purpose: one sample) makes
no sense.

-bill!

6283. Re: OS rev. A roms

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 22:27:55 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211151427.45e6f8db@posting.google.com>
Source record: 25904

thanks, freddy.

"Freddy Offenga" <taf.offenga@chello.nl> wrote in message
news:<2R9B9.74587$e6.3374992@Flipper>...
> http://members.chello.nl/taf.offenga/atari.htm
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211150901.2e44af27@posting.google.com...
> > does anyone know where i can find the OS rev. A roms for use with an
> emulator.

6284. emulator that does NOT use Direct X ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 22:47:53 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211151447.72ab7209@posting.google.com>
Source record: 25905

is there a Windows based Atari emulator that does NOT use Direct X ?

6285. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 23:45:23 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <nGfB9.84088$e6.3754512@Flipper>
Source record: 25906

It's Freddy "Frankenstein" Offenga. Sorry to disappoint you. :-)

Please write me an email. I love to get in touch with you!

Thanks,
Freddy (the real one).

"Nomen Nescio" <nobody@dizum.com> wrote in message
news:ff4ee849fb698b11392f1109971a3b9c@dizum.com...
> Hi, my name is Freddy "Queens of the Queers" Offenga and I've decided to
post
> how big of a fag I am, along with Benny "I suck Freddy's Cock" Smith, when
> I see Benny posting adverts in this newsgroup. I hope I come across other
fags
> that wanna fuck Benny's ass too! :-)
> Freddy.
> <ADV>
>
> Hi and welcome to Benny's Thanksgiving sale for fags and queers! We offer
> 20% off everything if you fuck us up the ass! That's right! We're
bending
> over just for you and want you pumpin good and hard! Personally, I like a
> lil jizz with my Atari so I'm gonna open wide and letcha get all in me!
Come
> on in boys!
>
> Act now and we'll include other advertisements for your fag friends too!
> Only $1.99 per minute, our special bum-busting offer just for you!
>
> Our asses are open and we're bent over 24 hours a day just for you!
>
>
>

6286. Some great Atari dealers!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-15 23:54:59 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <nPfB9.84301$e6.3762440@Flipper>
Source record: 25907

B & C ComputerVisions
http://www.myatari.com/

Best Electronics
http://www.best-electronics-ca.com/

Bravo Sierra
http://www.aracnet.com/~atari/index.html

Jan Detlev
http://home.wanadoo.nl/jdetlev/

Any more????

Freddy.

6287. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:01:54 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <SVfB9.84485$e6.3767680@Flipper>
Source record: 25908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hm, this guy is confusing newsgroups. Probably posts Atari messages in the gay-group.

I hope his messages soon get a little more original and hopefully on-topic.

Freddy.

P.S. I've never been in a flame-war. It's so exciting! ;-)

"Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
> facing the door, you just come on in for good 'ole ho'down!
>
> I'll be the Ho, and you go down on me! Yeah!
>
>
>
> And now, my Thanksgiving special for the fags and lamers, it's only $1.99 per
> minute to call me! Yes, you heard it right! A new low price for boomboom
> on the bum!
>
>
>
> They call me Gay Benny and I'm here for the ride!

6288. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:04:20 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <71gB9.4438$XN5.631909@wards>
Source record: 25910

Hi,

I guess there's a half-way house in there somewhere... compression?

I messed around with converting the C64 'Impossible Mission' phrases
onto the Atari from the SID file. Oddly enough, the 26K of file has about
0.5K of code. The rest of the file is 7 phrases, each gets decompressed
into upto 20K or RAM and then re-played via SIDPlay's sample replay
routines. I haven't checked but would guess that this is not how the
original game held the samples.

The results of replaying these through Atari800Win+ is a little
disappointing.
More distorted than the C64 playback and I'm not sure how accurate the
POKEY timer emulation is but the samples play back at an odd rate.
I can forward the code to someone who better understand this and
wants to finish it up ;-)

Regards,

Mark

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:IpeB9.48674$Ik.1240234@typhoon.sonic.net...
> Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> >
> > Funny enough, but that's not how it is replayed. The speach engine is
really
> > smarter and the sound is not "just sampled".
>
> I'm sorry, but I have trouble believing this!
>
> Logically, it makes sense to use a sample rather than try to reproduce
> using synthesis.
>
> Why bother having ALL that code in the program, just to say the
> phrase "Ghost! Bust-ers!!!", for example? It doesn't need to be
> "smart" to do that. I can't imaging it being smart enough on a stock
> Atari XL to be able to reproduce it nearly as accurately as it could be
> sampled!
>
> Sure, samples are big, but if you're only using one, the amount of
> programming work (and, in this case, overhead in space for the synthesis
> code, since it's only used for this specific purpose: one sample) makes
> no sense.
>

>
> -bill!

6289. USELESS SPAMMING...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:05:10 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dd58bff$0$46602$e4fe514c@news.xs4all.nl>
Source record: 25909

Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit
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Atari 8-bit rulez!

hmm.... I think this is the best way to show how I still think about Atari..... Better then some other *CENSORED* text I have read in this Newsgroup...

6290. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:05:23 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD58BEE.99B74AD1@rogers.com>
Source record: 25911

Andreas Magenheimer wrote:

> Well,
> please setup your Atari and at least tell me if the game runs a) with
> Gamelink-1 (jyostick-ports) or b) with Gamelink-II (SIO-port) interface
> or c) with something totally different. If you don`t know: Dataque
> developed the Gamelink interface 1, which ran via the joystick ports.
> thus you were limited to 2 Atari computers. There were 2 games available
> for Gamelink 1: Tic Tac Two and Modem Battleship (patched for GL-1
> support!). Maybe this is game number 3 for the GL-1. The Gamelink-2 was
> developped several years later, it worked via the SIO port - and you
> could connect up to 8 atari computers together (meaning 1-16 players via
> network!). in the beginning, there was only Maze of Agdagon, developed
> by Dataque and the Agda Group. Some years later Bewesoft/jiri Bernasek
> read something about this GL-2 device and soon developed another game,
> as well as schematics for a) easy 2 computer connection and b) 2-8
> computer connection. The new game was called multi-dash. About half a
> year ago jiri wrote 2 more games for the GL-2 device: multi-race and
> multi worms. so finally, GL-1 has merely 2 games available (see above!),
> whereas GL-2 has already 4 games available...
>
> Please tell me with which device you played Dual Duel. Via modem? Via
> GL-1? Via GL-2? or something else...? Hey if you - or somebody out there
> - has a copy of this game, please be so kind and e-mail me, so I can add
> it to my collection of networking atari 8bit games...
> -Andreas.
>
> P.S.: Anyone interested in those networking modem-, GL-1 or GL-2 games,
> just write me an e-mail and I will send you these as zipped ATR
> images...

This reminds me of a game I picked up on a bbs back in the late 80's. It was one of those 2 player artillery
duel games. The twist was it could be played by modem. Unforunatley I never got anyone to try it with.

Another game that would be fun via modem or other local connection would be similar to that world conquest
game for the ST (was shareware, now freeware I believe). Was similar to the commercial release from interstel
(empire?). Since that one ran on a barebones xt clone (albeit at a dead crawl compared to an atari) it should
be acheivable on the 8bit.

6291. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:09:33 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD58CE8.F2F2B24E@rogers.com>
Source record: 25912

Freddy Offenga wrote:

> I'm very impressed by your intellectual messages!
>
> No One at No Where Dot Com!
>
> "Sick Of This Childish Bickering" <noone@nowhere.com> wrote in message
> news:ar1v7s$ec3su$1@ID-15679.news.dfncis.de...
> >
> > "Freddy Offenga" wrote:
> >
> > > I've decided to post the advert of Bravo Sierra when I read an
> > >abusive message in this newsgroup. I hope others will do the
> > >same. :-)
> >
> > For Christ's sake will you children pack in this petty bickering, it's
> > become EXTREMELY tiresome.
> >
> > Quite frankly, after all the bullshit which has been spouted in this NG
> > recently, I wouldn't buy from Bravo Sierra if they were the last Atari
> > dealer on the planet!
> >
> >
> > Your SPAM has been reported to your ISP, as will any more you post, who
> will
> > undoubtedly take the appropriate action.
> >
> > <PLONK>
> >
> >

Sounds like the idiot who was posting crap via that anonymous remailer a
while ago. Until the loser got kicked off and had to look for another one.
Those bravo sierra bashers should have their 8bits replaced with cheap XT
clones from the local thrift store.

6292. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:17:06 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD58EAE.284FCBDA@rogers.com>
Source record: 25913

Gareth Davies wrote:

> Are there any examples, playable via emulator, of synthesised speech on the
> Atari XL?
>
> Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did
> any 400/800 games feature synthesised speech?
>
> Gareth.
> --
> Perhaps being old is having lighted rooms inside your head, and people in
> them, acting. People you know, yet can't quite name. - Philip Larkin

I believe there was a prototype of BERZERK arcade game for the 8bit that used speach synthesis. I dont have it myself but I remember hearing about it in my bbs days after someone "acquired" a bootleg copy and had uploaded it to some pirate boards that still ran in those days. I'm not sure how to get a legit (if there is such a thing) copy of that game now.

6293. Re: Bravo Sierra Rulez! / spam?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:24:47 UTC
From: lp <gfa@basic.net>
Message-ID: <B9FAFA7F.A7DB%gfa@basic.net>
Source record: 25914

in article ar3lviotu1@reader08.wxs.nl, Marius Diepenhorst at
grover25@zonnet.nl wrote on 11/15/02 3:39 PM:

> The first thing I have to say:
> Everyone should stop talking about spam.
>
> In Europa Atari stuff is vary hard to get. So I'm happy when I read about
> sellers in this NG. That is NEWS too you know!! When is it marketing? When
> not? I think the Atari 8bit is not very interesting for comercial purpouse
> at all... so If someone sells anything... atari8bit software/hardware He's
> ok to write about that in that newsgroup.

I pretty much agree with you.

I just got 2 orders from Ben. He does a wonderful job at what
he does. It's like the year 2002, it's not that hard to set a filter so
why the constant hoopla. Hmm..

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

6294. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 00:48:38 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <GBgB9.85783$e6.3811025@Flipper>
Source record: 25915

Unfortunately we are stuck with this anonymous guy with an interest in joining male couples.

There are ofcourse several opinions about the postings of Ben. I personally would like to see these postings in a mailing list which his regular customers can join. However, I can imagine he needs new customers and some of his potential is probably here in this group. Also, I have to admit that the regular postings remind me of placing another order.

Now the other side of the coin; those 'bashers'. I've been seriously thinking about making a B.S. FAQ so that people who are with or against B.S. know how to behave in this group. The B. haters can read the alternative Queen lyrics 'We will spam you!' to calm down and the B. lovers can sing along with Pink Floyd's alternative 'Leave Ben Smith alone!'.

Ok, now back to Atari issues. PLEASE!

Freddy.

....
> Sounds like the idiot who was posting crap via that anonymous remailer a
> while ago. Until the loser got kicked off and had to look for another one.
> Those bravo sierra bashers should have their 8bits replaced with cheap XT
> clones from the local thrift store.

6295. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 01:42:08 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <OshB9.4456$XN5.635136@wards>
Source record: 25916

I had another crack at this and the results are OK.
Its downloadable at http://www.atariage.com/forums/viewtopic.php?t=16388

Mark

"Mark Keates" <news@mkeates.force9.co.uk.removeme> wrote in message
news:71gB9.4438$XN5.631909@wards...
> Hi,
>
> I guess there's a half-way house in there somewhere... compression?
>
> I messed around with converting the C64 'Impossible Mission' phrases
> onto the Atari from the SID file. Oddly enough, the 26K of file has about
> 0.5K of code. The rest of the file is 7 phrases, each gets decompressed
> into upto 20K or RAM and then re-played via SIDPlay's sample replay
> routines. I haven't checked but would guess that this is not how the
> original game held the samples.
>
> The results of replaying these through Atari800Win+ is a little
> disappointing.
> More distorted than the C64 playback and I'm not sure how accurate the
> POKEY timer emulation is but the samples play back at an odd rate.
> I can forward the code to someone who better understand this and
> wants to finish it up ;-)
>
> Regards,
>
> Mark
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:IpeB9.48674$Ik.1240234@typhoon.sonic.net...
> > Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> > >
> > > Funny enough, but that's not how it is replayed. The speach engine is
> really
> > > smarter and the sound is not "just sampled".
> >
> > I'm sorry, but I have trouble believing this!
> >
> > Logically, it makes sense to use a sample rather than try to reproduce
> > using synthesis.
> >
> > Why bother having ALL that code in the program, just to say the
> > phrase "Ghost! Bust-ers!!!", for example? It doesn't need to be
> > "smart" to do that. I can't imaging it being smart enough on a stock

> > Atari XL to be able to reproduce it nearly as accurately as it could be
> > sampled!
> >
> > Sure, samples are big, but if you're only using one, the amount of
> > programming work (and, in this case, overhead in space for the synthesis
> > code, since it's only used for this specific purpose: one sample) makes
> > no sense.
> >
> >
> > -bill!
>
>

6296. Re: Flash Drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 02:51:06 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dd5b357$1_6@nopics.sjc>
Source record: 25917

The SIO2IDE is an external CPU with code. This is basically the same as
using SIO2PC and the USB port on the PC....

Maybe the cartridge is on the Atari's buss.... that would be impressive.

Bob

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:ar00t6lsf1@nets3.rz.RWTH-Aachen.DE...
> Howdy Bob
>
> > Never heard of a USB interface for the 8-bit per se.... USB is a little
> fast
> > for an Atari - you would need some kind of external CPU with code. Just
as
> > easy to use the flash cards in IDE mode.
>
> I know of atleast two prototypes that have USB. One is version 4.0 of the
> SIO2IDE interface (there are pictures of the schematic and PCB on Marek's
> site at http://www.atari.cuprum.com.pl/, click on SIO2IDE then have a
look
> at wersja 4.0). Seems like Marek is still working on the software for 3.2
> at the moment, as version (wersja) 3.2e is already on the site. The other
> one is by a Dutch hardware guru. He has a PCB that will fit into a
> cartridge and has TWO USB ports.
>
> CU Mathy van Nisselroy
>
>
>

6297. odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 03:21:22 UTC
From: "W. Kimbelton" <wlkim@cinci.rr.com>
Message-ID: <SQiB9.11718$tY3.3946870@twister.neo.rr.com>
Source record: 25918

http://www.homecomputer.de/pages/f_apple.html

If you follow the above link, scroll to the right with the pictures of the Apple compatibles at the bottom of the page and check the "Microdigital TK 2000". I wonder if this thing was for real. It is listed as an Apple II plus clone and is housed in what appears to be an Atari 1200XL case. I don't own a 1200XL, so those that are more familiar with the machine may be able to pick out differences, aside from the function keys and decals that is.

A case of somebody using the same case manufacturer for their machine? ;)

Bill

6298. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 03:23:50 UTC
From: Walter Best <rictherbumbaclart@aol.com>
Message-ID: <c7ebtuoq8b0ti5a0cg0nptqa3mkf4gjh7t@4ax.com>
Source record: 25920
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 15 Nov 2002 23:34:55 -0000, Anonymous-Remailer@See.Comment.Header
(Bravo Sierra Computers) wrote:

>I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
>facing the door, you just come on in for good 'ole ho'down!

>They call me Gay Benny and I'm here for the ride!

Aw bless, too thick to post normally...

You poor child

Maybe you can take up masturbation....again....

6299. Re: odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 03:26:49 UTC
From: "W. Kimbelton" <wlkim@cinci.rr.com>
Message-ID: <ZViB9.11737$tY3.3949687@twister.neo.rr.com>
Source record: 25919

>
> If you follow the above link, scroll to the right with the pictures of the
> Apple compatibles at the bottom of the page and check the "Microdigital TK
> 2000".

... and of course milliseconds after hitting the send button on the previous message I see that the CPU is listed as a Z-80, which instantly calls into question the validity of this site.. hmmm.

Bill

6300. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 03:33:30 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <sXiB9.2674$%j3.2016@news.bellsouth.net>
Source record: 25921

```
"mo" <momo@atariland.com> wrote in message
news:o2_A9.322910$8o3.9833224@twister.austin.rr.com...
> Ummm....
> You payed $70- for a trackball?

Yes, it was SEALED in the box, perfect brand new mint.

> I better put mine up for auction fast!
> Mo
>
>
> "Son of man" <bcozier@bellsouth.net> wrote in message
> news:XkYA9.415$dr6.5@news.bellsouth.net...
> > I am really digging the 5200. Have it connected to my 57" HDTV, it
> > upconverts to 1080i. The colors are so vibrant on it! I'm loving
> millipede
> > with the trakball controller I just got brand new off ebay for $70. Can
> > life get any better? I guess there's always the 65" HDTV.
> >
> > "Anthony Ramos" <aramos@ele-mental.org> wrote in message
> > news:3dd41f49@nntp0.pdx.net...
> > > Son of man wrote:
> > >
> > > > Is there a 5200 or Atari 8-bit computer version?
> > > >
> > > None that I know of. A Polish, Czech, or German PD version, maybe?
> > >
> > > > Also, is the 7800 better than the 5200 and the 8-bit?
> > >
> > > Sprite capability is much better: 128, four shades (colors?) each, vs.
> > > four sprites+missiles on the 5200/8-bit. Sound, however, is much
poorer
> > > and is identical to that on the 2600.
> > >
> > > -Anthony R.
> > >
> >
> >
> >
> >
>
```

6301. For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 04:18:11 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ar4gu3$200$1@terabinaries.xmission.com>
Source record: 25922

Huge collection of AIM, Atari Classics, Atari Explorer, Antic and Analog magazines.

I have 'almost' every issue of each, but I havent done a thorough inventory in a while.

Most are in excellent condition for their age.

In total, three full boxes of magazines (each box is from a full container of 8x11 paper)

6302. Re: I lost my hyperlink to Atari 8-bit software search engine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 05:19:30 UTC
From: Wallace Lang <walang@pionet.net>
Message-ID: <utblcg4f5o0qc8@corp.supernews.com>
Source record: 25923

Hello Sven Gleich,

I wrote in my message:
> >
> > I have lost my hyperlink (or "Favorites" address) to the website, that
> > keeps track of Atari 8-bit computer programs, under either the original
> > name or the shortened DOS filename.
> >
You responded with:
>
> Are you talking about XL Search?
>
> http://www.newbreedsoftware.com/xlsearch/
>
Yes Sven, it seems that XL Search was what I wanted.

Thank you very much :-)

Wally

6303. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 05:58:17 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <DaudnZ9LKZPlQ0igXTWcpw@comcast.com>
Source record: 25924
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm no fan of BS by any means, but what you're doing is even worse. What good do you think can come from your post? Coward...

"Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> I'm still offering all of Benny's Fagboys out there to get a crack at my crack!
> I'm bendin' over for ya now just ease it in very slowly! I'll keep my ass
> facing the door, you just come on in for good 'ole ho'down!
>
> I'll be the Ho, and you go down on me! Yeah!
>
>
>
> And now, my Thanksgiving special for the fags and lamers, it's only $1.99 per
> minute to call me! Yes, you heard it right! A new low price for boomboom
> on the bum!
>
>
>
> They call me Gay Benny and I'm here for the ride!
>
>
>
>
>
>

6304. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 07:00:29 UTC
From: Winston Smith <winston.smith@pinkrose.dhis.org.remove-it1-this>
Message-ID: <3DD5DF43.823.csat8@pinkrose.dhis.org>
Source record: 25925

To: "mo" <momo@atariland.com>
Re: Re: "Synthesised" speech on XL?
By: "mo" <momo@atariland.com> to comp.sys.atari.8bit on Fri Nov 15 2002 03:41 am

> > Gareth Davies <hotmail.com@dgareth.removeandreverse> wrote:
> > > Are there any examples, playable via emulator, of synthesised speech on
> > > the Atari XL?
>
> > >
> > > Did any 8 bit XL games feature synthesised speech (like many C64 games)?
> > > Did any 400/800 games feature synthesised speech?

I don't know about any games. I think GORF was supposed to talk. I
do remember that the COVOX VoiceMaster Demo had a talking alphabet.
--- Synchronet 3.10j-Linux NewsLink 1.41
* Planet Maca's Opus - Winsted, Ct - 860-738-7176 telnet://pinkrose.dhis.org

6305. Re: odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 07:37:08 UTC
From: atari@qnet.com
Message-ID: <3DD5F5A3.6DC46263@qnet.com>
Source record: 25926

"W. Kimbelton" wrote:

> >
> > If you follow the above link, scroll to the right with the pictures of the
> > Apple compatibles at the bottom of the page and check the "Microdigital TK
> > 2000".
>
> ... and of course milliseconds after hitting the send button on the previous
> message I see that the CPU is listed as a Z-80, which instantly calls into
> question the validity of this site.. hmmm.
>
> Bill

If you follow the link on the page it takes you to a site that shows actual ads
for the unit. Its real.

Don

6306. Re: I lost my hyperlink to Atari 8-bit software search engine!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 08:05:21 UTC
From: bill@newbreedsoftware.com
Message-ID: <5%mB9.48786$lk.1244386@typhoon.sonic.net>
Source record: 25927

Wallace Lang <walang@pionet.net> wrote:
> Yes Sven, it seems that XL Search was what I wanted.
>
> Thank you very much :-)

There's also a redirect from which you can reach it at:

http://xlsearch.atari.org/

;)

-bill!

6307. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 08:45:55 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar50gs$e2c$1@reader14.wxs.nl>
Source record: 25928

Hey Freddy,

Besides the crap this guy is writing about you, I must agree with the fact, you are really a GREAT MAN in atari 8bit history. If you read between the sentences he must be a big fan of you, and I am too.

I love to show other folks your great demos. My absolutely favorite is that little colour demo, and the third part of the great lakes demo (HTT is the main star in the atari 8bit scene)

Btw. Can you explain to me, how to make softy sprites, as solorsystems did in great lakes demo?

Thanks a lot.
Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht news:nGfB9.84088$e6.3754512@Flipper...
> It's Freddy "Frankenstein" Offenga. Sorry to disappoint you. :-)
>
> Please write me an email. I love to get in touch with you!
>
> Thanks,
> Freddy (the real one).
>
> "Nomen Nescio" <nobody@dizum.com> wrote in message
> news:ff4ee849fb698b11392f1109971a3b9c@dizum.com...
> > Hi, my name is Freddy "Queens of the Queers" Offenga and I've decided to
> post
> > how big of a fag I am, along with Benny "I suck Freddy's Cock" Smith,
when
> > I see Benny posting adverts in this newsgroup. I hope I come across
other
> fags
> > that wanna fuck Benny's ass too! :-)
> > Freddy.
> > <ADV>
> >
> > Hi and welcome to Benny's Thanksgiving sale for fags and queers! We
offer
> > 20% off everything if you fuck us up the ass! That's right! We're
> bending
> > over just for you and want you pumpin good and hard! Personally, I like
a
> > lil jizz with my Atari so I'm gonna open wide and letcha get all in me!
> Come

> > on in boys!
> >
> > Act now and we'll include other advertisements for your fag friends too!
> > Only $1.99 per minute, our special bum-busting offer just for you!
> >
> > Our asses are open and we're bent over 24 hours a day just for you!
> >
> >
> >
>
>

6308. Re: Some great Atari dealers!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 08:50:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar50pv$e7m$1@reader14.wxs.nl>
Source record: 25929

Ehmm are you interested in sellers of nice equipment too?

The "Black Box" for instance (and the floppy board) are still available
(NEW!)

A few days I ordered a new Black Box... (As i told at JHV I'm scared to
death my black box will be defect one day....)

http://nleaudio.com/css/

Greetz,
Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
news:nPfB9.84301$e6.3762440@Flipper...
> B & C ComputerVisions
> http://www.myatari.com/
>
> Best Electronics
> http://www.best-electronics-ca.com/
>
> Bravo Sierra
> http://www.aracnet.com/~atari/index.html
>
> Jan Detlev
> http://home.wanadoo.nl/jdetlev/
>
> Any more????
>
> Freddy.
>
>

6309. Re: USELESS SPAMMING...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 08:54:45 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar511eebf1@reader14.wxs.nl>
Source record: 25930

I agree

Marius

"TXG" <txg@the-underground.myweb.nl> schreef in bericht
news:3dd58bff$0$46602$e4fe514c@news.xs4all.nl...
> Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit
> rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez!
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> rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez!
> Atari 8-bit rulez!
>
> hmm.... I think this is the best way to show how I still think about
> Atari..... Better then some other *CENSORED* text I have read in this
> Newsgroup...
>
>

6310. Re: odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 09:08:32 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar51r9$f48$1@reader14.wxs.nl>
Source record: 25931

If this is a joke, it's a pretty good one. The keyboard is really different.
If someone just made this 'picture' with photo-editting it's a great one!

But... perhaps it's true, but indeed... a 6502 clone with a Z80 cpu? Perhaps
an emulator :-)

Btw. I printed the picture and it belongs above my bed for a night... (I'd
like to know what's Hester's thinking of that ;-)))))

Greetz.
Marius

"W. Kimbelton" <wlkim@cinci.rr.com> schreef in bericht
news:SQiB9.11718$tY3.3946870@twister.neo.rr.com...
> http://www.homecomputer.de/pages/f_apple.html
>
> If you follow the above link, scroll to the right with the pictures of the
> Apple compatibles at the bottom of the page and check the "Microdigital TK
> 2000". I wonder if this thing was for real. It is listed as an Apple II
plus
> clone and is housed in what appears to be an Atari 1200XL case. I don't
own
> a 1200XL, so those that are more familiar with the machine may be able to
> pick out differences, aside from the function keys and decals that is.
>
> A case of somebody using the same case manufacturer for their machine? ;)
>
>
>
> Bill
>
>

6311. Re: emulator that does NOT use Direct X ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 09:11:33 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <9ZnB9.579$%32.22656@newsread1.prod.itd.earthlink.net>
Source record: 25933

yes

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211151447.72ab7209@posting.google.com...
> is there a Windows based Atari emulator that does NOT use Direct X ?

6312. Re: odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 09:11:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar521c$f8r$1@reader14.wxs.nl>
Source record: 25932

Btw I must say that site is nice...

btw. the Z80 is wrong, it IS a 6502. Just click the link.

Marius

"W. Kimbelton" <wlkim@cinci.rr.com> schreef in bericht
news:SQiB9.11718$tY3.3946870@twister.neo.rr.com...
> http://www.homecomputer.de/pages/f_apple.html
>
> If you follow the above link, scroll to the right with the pictures of the
> Apple compatibles at the bottom of the page and check the "Microdigital TK
> 2000". I wonder if this thing was for real. It is listed as an Apple II
plus
> clone and is housed in what appears to be an Atari 1200XL case. I don't
own
> a 1200XL, so those that are more familiar with the machine may be able to
> pick out differences, aside from the function keys and decals that is.
>
> A case of somebody using the same case manufacturer for their machine? ;)
>
>
>
> Bill
>
>

6313. Re: Galaga only on Atari 7800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 09:20:40 UTC
From: mo <momo@atariland.com>
Message-ID: <I5oB9.10074$Kj1.251069@twister.austin.rr.com>
Source record: 25934

```
Well worth is in the eye of the beholder, I guess...
I got mine very used, disassembled it, gave it a thorough cleaning and soapy
bath, voila- good as new!
Cost= $2.00
8-)
Mo

"Son of man" <bcozier@bellsouth.net> wrote in message
news:sXiB9.2674$%j3.2016@news.bellsouth.net...
> "mo" <momo@atariland.com> wrote in message
> news:o2_A9.322910$8o3.9833224@twister.austin.rr.com...
> > Ummm....
> > You payed $70- for a trackball?
>
> Yes, it was SEALED in the box, perfect brand new mint.
>
> > I better put mine up for auction fast!
> > Mo
> >
> >
> > "Son of man" <bcozier@bellsouth.net> wrote in message
> > news:XkYA9.415$dr6.5@news.bellsouth.net...
> > > I am really digging the 5200. Have it connected to my 57" HDTV, it
> > > upconverts to 1080i. The colors are so vibrant on it! I'm loving
> > millipede
> > > with the trakball controller I just got brand new off ebay for $70.
Can
> > > life get any better? I guess there's always the 65" HDTV.
> > >
> > > "Anthony Ramos" <aramos@ele-mental.org> wrote in message
> > > news:3dd41f49@nntp0.pdx.net...
> > > > Son of man wrote:
> > > >
> > > > > Is there a 5200 or Atari 8-bit computer version?
> > > > >
> > > > None that I know of. A Polish, Czech, or German PD version, maybe?
> > > >
> > > > > Also, is the 7800 better than the 5200 and the 8-bit?
> > > >
> > > > Sprite capability is much better: 128, four shades (colors?) each,
vs.
> > > > four sprites+missiles on the 5200/8-bit. Sound, however, is much
> poorer
> > > > and is identical to that on the 2600.
```

> > > >
> > > > -Anthony R.
> > > >
> > >
> > >
> > >
> >
> >
>
>
>

6314. Re: For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 09:25:00 UTC
From: mo <momo@atariland.com>
Message-ID: <M9oB9.10112$Kj1.250231@twister.austin.rr.com>
Source record: 25935

I would offer up for trade,
a tested and working 800 (sherman tank) w/psu or an 800XL no/psu and
untested, and a matching 410 recorder.
Let me know,
Mo
momo@atariland.com

"James King" <utah_lanman@yahooo.com> wrote in message
news:ar4gu3$200$1@terabinaries.xmission.com...
> Huge collection of AIM, Atari Classics, Atari Explorer, Antic and Analog
> magazines.
>
> I have 'almost' every issue of each, but I havent done a thorough
> inventory in a while.
>
> Most are in excellent condition for their age.
>
> In total, three full boxes of magazines (each box is from a full container
> of 8x11 paper)
>

6315. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 13:30:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd5f39ef67b94@attbi.com>
Source record: 25936

>Edward S. Baiz Jr. wrote:
>
>Hi,
>
>> Looks like the others told you it is not supported anymore, but it
>> works like a dream on my Hades 060. I have used it to load some
>
>It is interesting. I know very little about Hades. How the serial ports are
>made on Hades? Which serial port of Hades you can use?

I use the Modem 1 port. The Hades also has a Modem 2 port, but I
do not use it anymore since I have an EtherNet connection.

>> nice programs. There is a converter than converts ATR and other
>> images to DI images. You must run this on a PC though. I wrote a
>> nice article on this great program and you can read it if you go
>> to the Good Deal Games website. I also converted some Mega ATR
>
>I think Jindroush has some image converter on his page. Maybe I can make it
>under MiNT
>
>Jan

Yes, that is one I use, but it would nice to have an Atari TOS
program that would do the conversion. He said someone else would
have to do it.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6316. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 13:30:30 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd5f39ef67b96@attbi.com>
Source record: 25938

If anyone has a newer version of 800XLDJ (have 2.41), please
email it to me or else tell me where to get it. Thanks...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6317. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 13:30:31 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dd5f39ef67b95@attbi.com>
Source record: 25937

>Well,
>and another problem is that ACVT (an image converter for the PC!) can
>convert ATR<=>XFD<=>DCM<=>SCP<=>DI - but the DI images do not work.
>Meaning all other images are perfectly converted, but none of the DI
>images created with ACVT are accepted by the XLDeejay. So, if you want a
>better support of ACVT (and an update that creates DI images that are
>fine), then send some sample DI images to the author of ACVT, Jindrich
>Kubec. This might be one and the same DOS (MyDOS 4.50 for example) in
>3-4 different formats (Single, Enhanced, double, DSDD) or a completely
>empty image + an image that contains just one (or a few) byte(s)...
>-Andreas.
>
>
>Jan Krupka schrieb:

The DI images do work. I have used that program many times.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6318. Another of my eBay Auctions for Atari mags

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 14:59:13 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037458676.60076.0@dyke.uk.clara.net>
Source record: 25939

Hello All,

I've started a new auction, this time for 11 issues of Page 6/New Atari user mag. The link is as follows:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=802361549

Dean Garraghty

6319. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 17:35:54 UTC
From: atoz <atoz@home.net>
Message-ID: <_lvB9.4225$aB1.877@nwrddc02.gnilink.net>
Source record: 25940

Tramiels had nothing to do with the 1450XLD other than kill it. All the work on the
1400XL and 1450XLD were done during Warner years.

There was also another product that for the 8bit that appeared for the 400/800 that
was called Voicebox. It was a voice (or speech) synthesizer that was based on
the Votrax SC01 chip (same chip found in the 1400XL and 1450XL). Device didn't
work well on 1200XL's due to the resistor that limited current on the 5V line on the SIO
port.

The 1450XLD TONG motherboard computers used a Votrax SC02 equivalent chip,
the SSI 263 made by Silicon Systems Inc. This was considered a third generation
voice synthesizer chip. Byte Magazine had a article where one of these chips was interfaced
to a Apple II computer. The SSI 263 had interesting effects to enable to chip to
simulate singing and other types of inflections.

Other projects for the 8bit included the interfacing of the Texas Instruments SPO256 chip
through the joystick port to do phoneme based speech synthesizing. Radio Shack was selling
those chips for a while. And there was even a companion chip that did the text to speech
conversion.

One other speech chip that existed in the 8bit days was made by National Semiconductor.
It was their Digitalker series. I think they used a special method of compressed speech
information stored on seperate chips to do the speech. You would use various chips that
contained the speech you need for the specific application. It was mainly designed for use
in devices that needed very clear human speech but didn't require a huge vocabulary of words.
Most of the words were in a female voice.

Glenn Bruner
glenn.bruner@verizon.net

"mo" <momo@atariland.com> wrote in message
news:i1_A9.322899$8o3.9829793@twister.austin.rr.com...
> Try 'Kennedy Aproach', I believe it has built in digital sound FX. Can't
> think of any others, although I read somewhere that was the whole reason
for
> Tramiel including a voice in the 1450XLD's. From what I understand is that
> he believed the Atari computers were basically game machines that could be
> tinkered with. I'm sure there are some other games out there. Another
would
> be the intro to 'Ghostbusters' by Activision.
> Mo
>
> "William Kendrick" <bill@newbreedsoftware.com> wrote in message
> news:A%XA9.48497$Ik.1232615@typhoon.sonic.net...
> > Gareth Davies <hotmail.com@dgareth.removeandreverse> wrote:
> > > Are there any examples, playable via emulator, of synthesised speech
on
> the
> > > Atari XL?
> > >
> > > Did any 8 bit XL games feature synthesised speech (like many C64
games)?
> Did
> > > any 400/800 games feature synthesised speech?
> >
> > There was S.A.M. (Software Automated Mouth) for the Atari (as well as
> C=64)
> >
> > I know of some games that use digitized audio/voice.
> > Not any off-hand that use synthesized. I know there are, I just don't
> > know them off-hand. (Most probably utilized SAM)
> >
> > -bill!
>
>

6320. Re: atari emulator for windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 18:36:30 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ar62gs$219s$1@innferno.news.tiscali.de>
Source record: 25941

Why do you want this?
My Laptop P90 (used as "mobile ATARI") is running ATARI800Win without
DirectX installed. I just copied every .DLL, the emulators errormessage
asked for, into the Windows95-systemfolder until the emulator runs.

Mirko

www.atarixle.de

"mad ATARI user alternate" <rtdos@rocketmail.com> schrieb im Newsbeitrag
news:a9758358.0211141422.124d5cee@posting.google.com...
> that does not use direct x ?

6321. Re: emulator that does NOT use Direct X ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 18:42:49 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ar62gv$219s$2@innferno.news.tiscali.de>
Source record: 25942

Like I said before, on my Laptop runs ATARI800Win 3.0 PLus without direct x installed.

Mirko

www.atarixle.de

"mad ATARI user alternate" <rtdos@rocketmail.com> schrieb im Newsbeitrag news:a9758358.0211151447.72ab7209@posting.google.com...
> is there a Windows based Atari emulator that does NOT use Direct X ?

6322. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 19:17:22 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <6RwB9.24936$F9.1139768@Flipper>
Source record: 25943

Marius,

Thanks for the kind words.

BTW the LCD was not my work. I made 'The Little Demo' which was released around the same time. Another one is 'Watch Diz' where Prizm did the graphics. Those good old days.... :)

I can give you the source code of soft sprites I once did. That routine is a little more general since it can move sprites over graphics. Most fast soft sprites move over a clear back-ground.

Freddy.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:ar50gs$e2c$1@reader14.wxs.nl...
> Hey Freddy,
>
> Besides the crap this guy is writing about you, I must agree with the fact,
> you are really a GREAT MAN in atari 8bit history. If you read between the
> sentences he must be a big fan of you, and I am too.
>
> I love to show other folks your great demos. My absolutely favorite is that
> little colour demo, and the third part of the great lakes demo (HTT is the
> main star in the atari 8bit scene)
>
> Btw. Can you explain to me, how to make softy sprites, as solorsystems did
> in great lakes demo?
>
> Thanks a lot.
> Marius
>
> "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> news:nGfB9.84088$e6.3754512@Flipper...
> > It's Freddy "Frankenstein" Offenga. Sorry to disappoint you. :-)
> >
> > Please write me an email. I love to get in touch with you!
> >
> > Thanks,
> > Freddy (the real one).
> >
> > "Nomen Nescio" <nobody@dizum.com> wrote in message
> > news:ff4ee849fb698b11392f1109971a3b9c@dizum.com...
> > > Hi, my name is Freddy "Queens of the Queers" Offenga and I've decided

to
> > post
> > > how big of a fag I am, along with Benny "I suck Freddy's Cock" Smith,
> when
> > > I see Benny posting adverts in this newsgroup. I hope I come across
> other
> > fags
> > > that wanna fuck Benny's ass too! :-)
> > > Freddy.
> > > <ADV>
> > >
> > > Hi and welcome to Benny's Thanksgiving sale for fags and queers! We
> offer
> > > 20% off everything if you fuck us up the ass! That's right! We're
> > bending
> > > over just for you and want you pumpin good and hard! Personally, I
like
> a
> > > lil jizz with my Atari so I'm gonna open wide and letcha get all in
me!
> > Come
> > > on in boys!
> > >
> > > Act now and we'll include other advertisements for your fag friends
too!
> > > Only $1.99 per minute, our special bum-busting offer just for you!
> > >
> > > Our asses are open and we're bent over 24 hours a day just for you!
> > >
> > >
> > >
> >
> >
>
>

6323. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 19:53:50 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar67l7kvm1@reader14.wxs.nl>
Source record: 25944

Hmmm okay... but the Little Colour Demo carries the name HTT and in my
memory HTT=FRANKENSTEIN=FREDDY=YOU!!

But ok... I'd like to have that source... is that in Mac/65 format? Or in
(at)ascii?

Thanks!
Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
news:6RwB9.24936$F9.1139768@Flipper...
> Marius,
>
> Thanks for the kind words.
>
> BTW the LCD was not my work. I made 'The Little Demo' which was released
> around the same time. Another one is 'Watch Diz' where Prizm did the
> graphics. Those good old days.... :)
>
> I can give you the source code of soft sprites I once did. That routine is
a
> little more general since it can move sprites over graphics. Most fast
soft
> sprites move over a clear back-ground.
>
> Freddy.
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:ar50gs$e2c$1@reader14.wxs.nl...
> > Hey Freddy,
> >
> > Besides the crap this guy is writing about you, I must agree with the
> fact,
> > you are really a GREAT MAN in atari 8bit history. If you read between
the
> > sentences he must be a big fan of you, and I am too.
> >
> > I love to show other folks your great demos. My absolutely favorite is
> that
> > little colour demo, and the third part of the great lakes demo (HTT is
the
> > main star in the atari 8bit scene)
> >
> > Btw. Can you explain to me, how to make softy sprites, as solorsystems
did

> > in great lakes demo?
> >
> > Thanks a lot.
> > Marius
> >
> > "Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
> > news:nGfB9.84088$e6.3754512@Flipper...
> > > It's Freddy "Frankenstein" Offenga. Sorry to disappoint you. :-)
> > >
> > > Please write me an email. I love to get in touch with you!
> > >
> > > Thanks,
> > > Freddy (the real one).
> > >
> > > "Nomen Nescio" <nobody@dizum.com> wrote in message
> > > news:ff4ee849fb698b11392f1109971a3b9c@dizum.com...
> > > > Hi, my name is Freddy "Queens of the Queers" Offenga and I've
decided
> to
> > > > post
> > > > how big of a fag I am, along with Benny "I suck Freddy's Cock"
Smith,
> > when
> > > > I see Benny posting adverts in this newsgroup. I hope I come across
> > other
> > > > fags
> > > > that wanna fuck Benny's ass too! :-)
> > > > Freddy.
> > > > <ADV>
> > > >
> > > > Hi and welcome to Benny's Thanksgiving sale for fags and queers! We
> > offer
> > > > 20% off everything if you fuck us up the ass! That's right! We're
> > > bending
> > > > over just for you and want you pumpin good and hard! Personally, I
> like
> > a
> > > > lil jizz with my Atari so I'm gonna open wide and letcha get all in
> me!
> > > Come
> > > > on in boys!
> > > >
> > > > Act now and we'll include other advertisements for your fag friends
> too!
> > > > Only $1.99 per minute, our special bum-busting offer just for you!
> > > >
> > > > Our asses are open and we're bent over 24 hours a day just for you!
> > > >
> > > >
> > > >

> > >
> > >
> >
> >
>
>

6324. Re: Pages from Current Notes received

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 19:59:48 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-047A79.13594816112002@news.supernews.com>
Source record: 25946

In article <4d2debfd.0211112047.4875fe3c@posting.google.com>,
ejgnandt@netzero.net (Rich_N_Feymus) wrote:

> Have a few of these. When was the last Current Notes published? Also,
> when was the first "big" issue. I have issues from 1986, but somewhere
> they mention that circa 1984?, Current Notes was a small club
> newsletter.

The last CN was Volume 16 Number 5, 1996.

My earliest issue is v5n6 1985, which I guess is in the "big" era.
--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

6325. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 20:04:04 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <UwxB9.25940$F9.1198457@Flipper>
Source record: 25945

HTT was: SolarSystems, The Extirminator, The DDT-Crew (one person) and
myself.

Eh, the source is in Atmas II or PC65 (ascii).

Freddy.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:ar67l7kvm1@reader14.wxs.nl...
> Hmmm okay... but the Little Colour Demo carries the name HTT and in my
> memory HTT=FRANKENSTEIN=FREDDY=YOU!!
>
> But ok... I'd like to have that source... is that in Mac/65 format? Or in
> (at)ascii?
>
> Thanks!
> Marius
....

6326. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 20:34:09 UTC
From: Fox-1
Message-ID: <ar6a45$e46$1@news2.tilbu1.nb.home.nl>
Source record: 25847

"Gareth Davies" wrote

> Are there any examples, playable via emulator, of synthesised speech on the
> Atari XL?

Berzerk? Iirc it uses a speechsynthesizer in stead of just digitized voices. Don't know if it's works on emu. I prefer a real
Atari...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6327. Re: Bravo Sierra Rulez!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 22:11:58 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar6fo5gua1@reader10.wxs.nl>
Source record: 25848

I'd like to get the ascii version...

VERY much thanks for that

Marius

"Freddy Offenga" <taf.offenga@chello.nl> schreef in bericht
news:UwxB9.25940$F9.1198457@Flipper...
> HTT was: SolarSystems, The Extirminator, The DDT-Crew (one person) and
> myself.
>
> Eh, the source is in Atmas II or PC65 (ascii).
>
> Freddy.
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:ar67l7kvm1@reader14.wxs.nl...
> > Hmmm okay... but the Little Colour Demo carries the name HTT and in my
> > memory HTT=FRANKENSTEIN=FREDDY=YOU!!
> >
> > But ok... I'd like to have that source... is that in Mac/65 format? Or
in
> > (at)ascii?
> >
> > Thanks!
> > Marius
> ....
>
>

6328. MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 22:19:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar6g63$h4p$1@reader10.wxs.nl>
Source record: 25849

Hi!

Tonight I finished the first official beta release of MyIDE tool 1.1

It is a compiled version of my Basic release (debugged as far as i can see now)

With this software you can use 28 partitions of 16mb each in stead of the limitation of 8 * 16mb. You can switch partitions, you can de-select them and use a name for each partition.

The software runs with Bewedos, Spartados, Mydos... other dosses I didn't test.

With this version, you cannot use the Image (diskette emulation) of MyIDE.... In next version i'll make this option too. Btw. I think it's still interesting to use my software in stead of the image emulation... but ok....

Very interesting is the switch ability... now you can make ready a boot partition on d2: and if everything it's on it, you can switch it to d1: Now you don't need to unplug cables etc.

Sorry for the slow version, but due to lack of time I debugged the basic version and compiled it.

In next versions I'll work on:
a) full assembler source (almost finished yet)
b) partition list can be saved on cylinder 0 of HD (now you have to use an external partlist.dat file)
c) more partitions (now up to 28)

If you are interested... mail me. There is no documentation (yet)... you get an .atr file with mytool.com and partlist.dat

Bye for now.
Marius

6329. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-16 22:22:51 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar6gcj$h91$1@reader10.wxs.nl>
Source record: 25850

I forgot to say... the compiled version is a .com file ofcourse. So you
don't need basic anymore to run this (version 1.0b was basic)

Marius

"Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
news:ar6g63$h4p$1@reader10.wxs.nl...
> Hi!
>
> Tonight I finished the first official beta release of MyIDE tool 1.1
>
> It is a compiled version of my Basic release (debugged as far as i can see
> now)
>
> With this software you can use 28 partitions of 16mb each in stead of the
> limitation of 8 * 16mb. You can switch partitions, you can de-select them
> and use a name for each partition.
>
> The software runs with Bewedos, Spartados, Mydos... other dosses I didn't
> test.
>
> With this version, you cannot use the Image (diskette emulation) of
> MyIDE.... In next version i'll make this option too. Btw. I think it's
> still interesting to use my software in stead of the image emulation...
but
> ok....
>
> Very interesting is the switch ability... now you can make ready a boot
> partition on d2: and if everything it's on it, you can switch it to d1:
> Now you don't need to unplug cables etc.
>
> Sorry for the slow version, but due to lack of time I debugged the basic
> version and compiled it.
>
> In next versions I'll work on:
> a) full assembler source (almost finished yet)
> b) partition list can be saved on cylinder 0 of HD (now you have to use an
> external partlist.dat file)
> c) more partitions (now up to 28)
>
> If you are interested... mail me. There is no documentation (yet)... you
get
> an .atr file with mytool.com and partlist.dat
>
> Bye for now.

> Marius
>
>

6330. Re: atari 810 & atari file management questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 00:10:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <88BB9.1874$%32.159368@newsread1.prod.itd.earthlink.net>
Source record: 25851

Hey, J;

Whatever will help you the most; we just try to be of service to Atari
folk...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> thanks ron & mo.
>
> btw {OT} as soon as i get a chance to get over to my dad's and get my
> atari disks i'll notify you. what i may do is split up the shipment
> between you two (if it is ok) so that neither of you will feel
> overwhelmed. :o)
>

6331. *NAME THAT GAME*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 00:44:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211161644.448e7155@posting.google.com>
Source record: 25852

I'm looking for a game, binary load, that scrolled from the top to bottm (gave you the impression you were flying up or in a cavern. i believe you were a bat. funky back ground music played in the background. can't remember the game (trying to look for a screen shot). anyone might know what i am talking about ?

6332. Re: *BLURB*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 00:45:14 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211161645.105c88cf@posting.google.com>
Source record: 25853

kinda like file_id.diz ? that is really helpful, bill, thanks.

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<1meB9.48673$Ik.1240195@typhoon.sonic.net>...
> mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> > I've noticed that some sites where I download Atari stuff, contain
> > BLURB files. What are they ?
>
> That was a filename convention I used over at UMich.
> They're text files (ASCII) describing particular files.
>
> For example:
>
> somegame.arc
> somegame.blurb
>
>
> "somegame.blurb" might containg something like:
>
> Some Game. A game of some sort. (c) 19xx Joe Random Programmer
> Requires TurboBASIC XL.
>
>
>
> I named them ".blurb" instead of ".txt", since there were many
> text documents at UMich. For example:
>
> basic_commands.txt
> basic_commands.blurb
>
>
> "basic_commands.blurb" might contain something like:
>
> The file "basic_commands.txt" is a gigantic text file describing
> all of Atari BASIC's commands, how to use them and why to use them.
>
>
>
> -bill!

6333. Re: Master of the Lamps on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 03:15:13 UTC
From: Sean Whalen <na@na.com>
Message-ID: <j_Wcnd_3FpQqlEqgXTWc3A@comcast.com>
Source record: 25854

LOL Atari800Win Plus 3.1 JUST came out today, I'll try it and see if it helps. Maybe, maybe not. Always like keeping up to date with emulators though. :)

"Sean Whalen" <na@na.com> wrote in message news:ZaCdnRFDTciHWEugXTWcpA@comcast.com...
> I'm having a color issue with the gongs on Master of the Lamps in
> Atari800Win. I took a screenshot and converted it to .GIF, I attached it.
> The gong colors are all messed up. I got a screenshot online from the
> Commodore 64 version of how they're supposed to look, but it's annoying to
> have to keep looking at the picture and then the game, especially when those
> notes come flying down at me, lol. I've attached both screenshots to this
> post. Is this a Atari800Win issue or is there some option to fix it?
> Thanks.
>
>
>

6334. Re: *NAME THAT GAME*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 04:35:20 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <c0FB9.2315$%32.199953@newsread1.prod.itd.earthlink.net>
Source record: 25855

Caverns of Mars. I think the screenshot is found at
http://atari.stargadget.com

Hurry, that site is going down by the end of the week.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211161644.448e7155@posting.google.com...
> I'm looking for a game, binary load, that scrolled from the top to
> bottm (gave you the impression you were flying up or in a cavern. i
> believe you were a bat. funky back ground music played in the
> background. can't remember the game (trying to look for a screen
> shot). anyone might know what i am talking about ?

6335. Re: odd Apple compatible

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 07:34:57 UTC
From: Jason Harmon <jharmon@us.net>
Message-ID: <szHB9.26$K84.57865@news.abs.net>
Source record: 25856

This site shows both a 1200XL and this, and notes that it does indeed use a 1200XL case.

http://www.applefritter.com/appleclones/brazilian/tk2000.html

6336. Re: *NAME THAT GAME*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 09:45:21 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0211170145.776cb518@posting.google.com>
Source record: 25857

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0211161644.448e7155@posting.google.com>...
> I'm looking for a game, binary load, that scrolled from the top to
> bottm (gave you the impression you were flying up or in a cavern. i
> believe you were a bat. funky back ground music played in the
> background. can't remember the game (trying to look for a screen
> shot). anyone might know what i am talking about ?

I think you mean THRAX LAIR

Nir

6337. site with XL/XE Diskmags (german)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 10:19:25 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DD76D2D.EAF24A69@mb1.tu-chemnitz.de>
Source record: 25858

```
New site created dedicated to Atari XL/XE diskmagazines which were
released in Germany.
Currently online CSM 02/88 - 12/88, CSM 01/89 - 12/89, CSM 01/90 - 05/90.
Expect more soon.
Redirector: xlxemag.da.ru

Sven.
PS. Thanks Mr. Bacardi.
```

6338. Re: site with XL/XE Diskmags (german)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 10:46:37 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DD7738D.1B3B618D@mb1.tu-chemnitz.de>
Source record: 25859

```
> Redirector: xlxemag.da.ru
Well, this puts the site in a frame and reload is kind of a pain ...
If you don't want to use frames:
http://www-user.tu-chemnitz.de/~sgl/atari/mag/

Sven.
```

6339. Re: site with XL/XE Diskmags (german)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 11:26:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <32LB9.49079$lk.1252234@typhoon.sonic.net>
Source record: 25860

Sven Gleich <sven.gleich@mb1.tu-chemnitz.de> wrote:
> New site created dedicated to Atari XL/XE diskmagazines which were
> released in Germany.
> Currently online CSM 02/88 - 12/88, CSM 01/89 - 12/89, CSM 01/90 - 05/90.
> Expect more soon.
> Redirector: xlxemag.da.ru

It'd be nice if you'd provide a QIF index file so that it can be
indexed by XL Search :)

http://www.newbreedsoftware.com/xlsearch/

For info on QIF file format (and a Perl script to make a bare-bones one for
you), see:

http://www.newbreedsoftware.com/xlsearch/help/

(The "About QIF Files" section near the end)

-bill!

6340. Re: Master of the Lamps on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 12:52:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <s04ftu06meq20psljcn9mcbi8a31ntda3i@4ax.com>
Source record: 25861

On Sat, 16 Nov 2002 22:15:13 -0500, "Sean Whalen" <na@na.com> wrote:

>LOL Atari800Win Plus 3.1 JUST came out today, I'll try it and see if it
>helps. Maybe, maybe not. Always like keeping up to date with emulators
>though. :)

Oops, sorry..Did mean to post an announce re it but I'm just back from
Hols in Florida and have not had the time.

There's lots of nice stuff in 3.1 that people will enjoy, do have a
good look at the help file for details.

What was the problem with Master of the Lamps?
--
Paul

*** remove YOURFINGER to email me ****

6341. New Atari800 Win Plus 3.1 supports Internet multiplay!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 15:07:04 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <GbOB9.9435$%j3.3890@news.bellsouth.net>
Source record: 25862

Hey who want to play some Atari games online with me? Just send me an email.

I wonder if 4 people can play MULE ok?

6342. Re: *NAME THAT GAME*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 15:36:37 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211170736.34949a50@posting.google.com>
Source record: 25863

yea, i think it was thrax's lair. now if i can find a screen shot or atr file. :o)

nir@minicom.com (Nir) wrote in message
news:<83cd76b4.0211170145.776cb518@posting.google.com>...
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0211161644.448e7155@posting.google.com>...
> > I'm looking for a game, binary load, that scrolled from the top to
> > bottm (gave you the impression you were flying up or in a cavern. i
> > believe you were a bat. funky back ground music played in the
> > background. can't remember the game (trying to look for a screen
> > shot). anyone might know what i am talking about ?
>
> I think you mean THRAX LAIR
>
> Nir

6343. Re: parallel bus interface specs from atari-history.com & S-16 Expansion box specs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 16:09:02 UTC
From: Christopher Lang <christopher.lang@plus.cablesurf.de>
Message-ID: <ar8eph$ur6$1@news.gatel.net>
Source record: 25864

Rick,

thanks, I found the pics on your site, but the link

http://www.a8maestro.com/atari/info/software/box1090.arc

seems to be broken.

fyi

cheers
Chris

Rick D. wrote:

> Christopher Lang wrote:
>
>> Folks,
>>
>> on the page: http://209.122.187.156:8082/pbi-1.html the parallel bus
>> specs from Atari are available. (atari-history.com in the Atari Articles
>> section).
>>
>> In there there is a reference to an S-16 device which obviously must be
>> the parallel bus expansion box.
>>
>> There must be a document somewhere called "S-16 Expansion Box
>> Specification A.Chopra" which contains all the specs for the 8-bit
>> expansion box.
>>
>> Did somebody ever see this doc somewhere on the Internet?
>>
>> thanks!
>> Chris
>
> The only one I know of was the 1090 expansion box. Details at my site:
> www.a8maestro.com/atari/info/ballhpd.htm and probably elsewhere.
>
> Rick D.

6344. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 17:41:58 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <ar8j6i$2su9$1@innferno.news.tiscali.de>
Source record: 25865

Fine! And where can I get it?

Mirko

"Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
news:ar6gcj$h91$1@reader10.wxs.nl...
> I forgot to say... the compiled version is a .com file ofcourse. So you
> don't need basic anymore to run this (version 1.0b was basic)
>
> Marius
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
> news:ar6g63$h4p$1@reader10.wxs.nl...
> > Hi!
> >
> > Tonight I finished the first official beta release of MyIDE tool 1.1
> >
> > It is a compiled version of my Basic release (debugged as far as i can
see
> > now)
> >
> > With this software you can use 28 partitions of 16mb each in stead of
the
> > limitation of 8 * 16mb. You can switch partitions, you can de-select
them
> > and use a name for each partition.
> >
> > The software runs with Bewedos, Spartados, Mydos... other dosses I
didn't
> > test.
> >
> > With this version, you cannot use the Image (diskette emulation) of
> > MyIDE.... In next version i'll make this option too. Btw. I think it's
> > still interesting to use my software in stead of the image emulation...
> but
> > ok....
> >
> > Very interesting is the switch ability... now you can make ready a boot
> > partition on d2: and if everything it's on it, you can switch it to d1:
> > Now you don't need to unplug cables etc.
> >
> > Sorry for the slow version, but due to lack of time I debugged the basic
> > version and compiled it.
> >
> > In next versions I'll work on:

> > a) full assembler source (almost finished yet)
> > b) partition list can be saved on cylinder 0 of HD (now you have to use
an
> > external partlist.dat file)
> > c) more partitions (now up to 28)
> >
> > If you are interested... mail me. There is no documentation (yet)... you
> get
> > an .atr file with mytool.com and partlist.dat
> >
> > Bye for now.
> > Marius
> >
> >
>
>

6345. Re: *NAME THAT GAME*

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 18:53:44 UTC
From: "Patrick R. Cleburne" <j70141@kissmyass.com>
Message-ID: <YARB9.3104$%32.304192@newsread1.prod.itd.earthlink.net>
Source record: 25866

http://209.4.22.21/atari/atr/games2/Thrax%20Lair.zip
http://homepages.paradise.net.nz/atari/

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211170736.34949a50@posting.google.com...
> yea, i think it was thrax's lair. now if i can find a screen shot or atr
file. :o)
>
>
>
>
> nir@minicom.com (Nir) wrote in message
news:<83cd76b4.0211170145.776cb518@posting.google.com>...
> > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0211161644.448e7155@posting.google.com>...
> > > I'm looking for a game, binary load, that scrolled from the top to
> > > bottm (gave you the impression you were flying up or in a cavern. i
> > > believe you were a bat. funky back ground music played in the
> > > background. can't remember the game (trying to look for a screen
> > > shot). anyone might know what i am talking about ?
> >
> > I think you mean THRAX LAIR
> >
> > Nir
>

6346. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 19:18:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ar8pujifv1@reader15.wxs.nl>
Source record: 25867

```
Like I wrote in the first mail ;-)

'If you are interested... mail me. There is no documentation (yet)... you
get
an .atr file with mytool.com and partlist.dat'

I'll send you the ATR file!

Greetz.
Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht
news:ar8j6i$2su9$1@innferno.news.tiscali.de...
> Fine! And where can I get it?
>
> Mirko
>
> "Marius Diepenhorst" <grover25@zonnet.nl> schrieb im Newsbeitrag
> news:ar6gcj$h91$1@reader10.wxs.nl...
> > I forgot to say... the compiled version is a .com file ofcourse. So you
> > don't need basic anymore to run this (version 1.0b was basic)
> >
> > Marius
> >
> > "Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
> > news:ar6g63$h4p$1@reader10.wxs.nl...
> > > Hi!
> > >
> > > Tonight I finished the first official beta release of MyIDE tool 1.1
> > >
> > > It is a compiled version of my Basic release (debugged as far as i can
> see
> > > now)
> > >
> > > With this software you can use 28 partitions of 16mb each in stead of
> the
> > > limitation of 8 * 16mb. You can switch partitions, you can de-select
> them
> > > and use a name for each partition.
> > >
> > > The software runs with Bewedos, Spartados, Mydos... other dosses I
> didn't
> > > test.
> > >
> > > With this version, you cannot use the Image (diskette emulation) of
```

> > > MyIDE.... In next version i'll make this option too. Btw. I think
it's
> > > still interesting to use my software in stead of the image
emulation...
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> > > ok....
> > >
> > > Very interesting is the switch ability... now you can make ready a
boot
> > > partition on d2: and if everything it's on it, you can switch it to
d1:
> > > Now you don't need to unplug cables etc.
> > >
> > > Sorry for the slow version, but due to lack of time I debugged the
basic
> > > version and compiled it.
> > >
> > > In next versions I'll work on:
> > > a) full assembler source (almost finished yet)
> > > b) partition list can be saved on cylinder 0 of HD (now you have to
use
> an
> > > external partlist.dat file)
> > > c) more partitions (now up to 28)
> > >
> > > If you are interested... mail me. There is no documentation (yet)...
you
> > get
> > > an .atr file with mytool.com and partlist.dat
> > >
> > > Bye for now.
> > > Marius
> > >
> > >
> >
> >
>
>

6347. Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 20:30:37 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ar8u9d$k5d$1@bob.news.rcn.net>
Source record: 25868

I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi drive
is marked .5Amps 5 volts DC. Where is the best place to get 5 volts inside
the 1200XL? Or is this a very bad idea and do I have to go external? Btw,
I have a Rambo XL already installed.
Thanks,
Rick

6348. Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 20:40:02 UTC
From: Frank <bgtzhn@gmx.de>
Message-ID: <3dd7fe9f@olaf.komtel.net>
Source record: 25869

Folks!

I've been listening to an Atari tune for weeks. It's from the CSS title of the game FEUD. Where is that tune originally from? From the sound I guess it's been written by David Whittaker.

You can find this version of Feud over on Holmes' site, it's named Feud [alt].

6349. Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 22:13:50 UTC
From: Frank <bgtzhn@gmx.de>
Message-ID: <3dd814ad$1@olaf.komtel.net>
Source record: 25870

Evening again, Folks!

Does anyone know where I can find the ENGLISH (or maybe German version, if there is one) version of Sierra's "Troll's Tale"? I've been searching the net but only the Polish version pops up...

Frank

6350. Re: Master of the Lamps on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-17 23:30:42 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <pf9gtu0k1mmu5n7eef0aksohtinji27b1s@4ax.com>
Source record: 25871

On Sat, 16 Nov 2002 22:15:13 -0500, "Sean Whalen" <na@na.com> wrote:

>"Sean Whalen" <na@na.com> wrote in message
>news:ZaCdnRFDTciHWEugXTWcpA@comcast.com...
>> I'm having a color issue with the gongs on Master of the Lamps in
>> Atari800Win. I took a screenshot and converted it to .GIF, I attached it.
>> The gong colors are all messed up. I got a screenshot online from the
>> Commodore 64 version of how they're supposed to look, but it's annoying to
>> have to keep looking at the picture and then the game, especially when
>those
>> notes come flying down at me, lol. I've attached both screenshots to
>this
>> post. Is this a Atari800Win issue or is there some option to fix it?
>> Thanks.

I've mailed Sean but if anyone else is wondering about the Master of
the lamps thing then just to let you know that it's a known issue.

ANTIC emulation is scanline-, not pixel-exact.

This causes display bugs in following programs:

Title Category
8 Players Demo demo
Bewesoftï¿½s Demo demo
Bitter Reality demo
Darkness Warrior picture
Demonic Laughter music collection
Extract graphics collection
GED graphics editor
Joyride demo
Mail Order Monsters game
Master of the Lamps game
Orneta '95 invitro demo
Our 5oft Unity Part demo
Power Graph graphics editor
Studio Dream demo
Sweet Illusion demo
Te.mod demo
The Break demo
--
Paul

*** remove YOURFINGER to email me ****

6351. Re: Atari DOS 1.0 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 01:21:38 UTC
From: "Roy G. Biv" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.44.0211171947450.15235-100000@shell1>
Source record: 25872

On Thu, 31 Oct 2002 at 15:00:20 GMT, "Winston Smith" at a munged
address scribbled:
-> Wasn't the standard for DOS upped to DOS 2.5 ? I rarely remember
->using 2.0S all that much (I think DOS 2.5 was an "official", "good"
->DOS ??? ...as opposed to 1.0 and 3.0.... Was there ever a 4.0 on
->the drawing board ?)

I'm commenting on this issue from the perspective of (1) a user
of the actual hardware (not emulation), and (2) based on the real-
life experience of those of us who were involved during the heyday
of the Atari 8-bits, admittedly back in the 1980s, when everybody
used the "prototypes" (not emulation).

When the Atari 8-bits were actually popular (believe it or not),
the "standard" was ADOS 2.0. 1.0 was a primitive, early version,
which was quickly forgotten. And the immediate successor to 2.0 was
3.0, which failed largely because (1) everybody hated it, mainly
because it was incompatible; (2) nobody wanted to have to recopy
their entire disk collections; and (3) it really wasn't any better,
anyway. (Most people considered it to be worse.)

It might be pointed out (and surely was) that there were/are
other, third party DOSes that are "better" (more powerful, more
options, etc.) and which are still 2.0-compatible, so it made no
sense for the Atari Company to try to foist an incompatible 3.0
onto the user community. The protests forced the Atari Co. to
go back to the drawing boards, after which they came out with 2.5,
which is mostly 2.0-compatible.

In my view the key concept is "2.0-compatibility." Thus a more
precise name for the "standard," in my opinion, would be "2.0 or
compatible."

But as I say, that's the viewpoint from the olden days. If
today's users, most of whom are probably emulating, consider the
standard nowadays to be 2.5, then maybe it is. But even so, I
would still point out that a key reason for that would be that from
its beginning 2.5 was supposed to be 2.0-compatible.

As for 4.0, there was one put out by Antic (also called Q-Dos),
as I recall.

2.0 was a "good" DOS because it worked well; it was by far the
most widespread in actual use; and the most popular alternative,
third-party DOSes were mainly compatible with it. By the time
alternatives like Sparta began really catching on, most people

were switching to the 16-bits and "IBM" clones, and later on in the '90s, to emulation and <groan> Windoze. (Only kidding: I like Windoze!)

My favorite, which I still use, is DOS-XL. It is, naturally, completely 2.0-compatible.

--

>>>---<<<

>>> david moeser -- erasmus39 on Yahoo <<<

>>> Censornati, Ohio - USA <<<

>>>---<<<

* "All Indus -- All The Time!" *

6352. Re: Master of the Lamps on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 03:23:52 UTC
From: Sean Whalen <na@na.com>
Message-ID: <Saydnda-X9agwEWgXTWcoA@comcast.com>
Source record: 25873

Yep, Paul sent me the bug list plus a few images of Master of the Lamps for C64 as well. :) And I just got Mail Order Monsters for C64, I had it for Atari but didn't really get to fool with it much. I loved my Atari computer, but mostly because of the games. Emulation isn't perfect, and I'm not going to be picky about which one I use. I don't really have the space or money to keep up with old computers and consoles anymore, so emulation's really cool for me. :) My thanks to people like Paul who keep old memories alive.

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message news:pf9gtu0k1mmu5n7eef0aksohtinji27b1s@4ax.com...
> On Sat, 16 Nov 2002 22:15:13 -0500, "Sean Whalen" <na@na.com> wrote:
>
> >"Sean Whalen" <na@na.com> wrote in message
> >news:ZaCdnRFDTciHWEugXTWcpA@comcast.com...
> >> I'm having a color issue with the gongs on Master of the Lamps in
> >> Atari800Win. I took a screenshot and converted it to .GIF, I attached it.
> >> The gong colors are all messed up. I got a screenshot online from the
> >> Commodore 64 version of how they're supposed to look, but it's annoying to
> >> have to keep looking at the picture and then the game, especially when
> >those
> >> notes come flying down at me, lol. I've attached both screenshots to
> >this
> >> post. Is this a Atari800Win issue or is there some option to fix it?
> >> Thanks.
>
> I've mailed Sean but if anyone else is wondering about the Master of
> the lamps thing then just to let you know that it's a known issue.
>
> ANTIC emulation is scanline-, not pixel-exact.
>
> This causes display bugs in following programs:
>
> Title Category
> 8 Players Demo demo
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> Bitter Reality demo
> Darkness Warrior picture
> Demonic Laughter music collection
> Extract graphics collection
> GED graphics editor
> Joyride demo

> Mail Order Monsters game
> Master of the Lamps game
> Orneta '95 invitro demo
> Our 5oft Unity Part demo
> Power Graph graphics editor
> Studio Dream demo
> Sweet Illusion demo
> Te.mod demo
> The Break demo
> --
> Paul
>
> *** remove YOURFINGER to email me ****

6353. Re: For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 04:29:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dd86cb7$0$1446$272ea4a1@news.execpc.com>
Source record: 25874

James, your old e-mail address doesn't work (xmission.com). And I guess Yahooo.com won't
work either.
I'm interested in some magazines, but I think I've asked you before if you have the ones I'm looking for.
Do you want e-mail?
Regards,
Russg

6354. Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 07:18:32 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com>
Source record: 25875
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm giving Notice to all those who E-Mail me using either an anonymous
remailer, send me a threatening E-Mail or E-Mail me with a Block on their
E-Mail so I can't reply to them. If you do any of the above to me, I will
post the evidence of their Cowardice in the NewsGroups for all to see.
Just like the Cowardly Act below.

===Ben===

From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
From: Anonymous <nobody@remailer.privacy.at>
To: atari@aracnet.com
Subject: Howdy Doody Ben!

This is how it works Benny Boy...
You can either stop posting anything related to Bravo Sierra or we can continue
to make a mockery out of everything you post. It's very simple.
When you stop, we will stop. That includes all the retards posting in your
favor. You have various other places to post your useless spam so you determine
what the best way to go is. Stop posting your adverts on the newsgroups or
we just keep causing a tremendous amount of trouble. As you can clearly see,
the atari newsgroup is nothing more than a warzone and we are able to post
as you using your very own topics. Everyone is going off topic and it's because
of YOUR postings!

Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
that you quit posting advertisments. Make no mistake about it, we haven't
been kicked from any emailing service or remailer and we will continue as long
as you continue to post adverts.

We are prepared to stop *right now* so long as you stop posting *right now*.
Upto you. How do you want to play this out?

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6355. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 09:51:26 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <arad6uqbb1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25876

```
>> Funny enough, but that's not how it is replayed. The speach engine is really
>> smarter and the sound is not "just sampled".

> I'm sorry, but I have trouble believing this!

> Logically, it makes sense to use a sample rather than try to reproduce
> using synthesis.

Well, take the code and look yourself. (-; The main problem here is the
(back at those times) enourmous memory requirements for "plain" samples.
The speech generation used in Kennedy Approach and GhostBusters ("Electronic
Speech Systems of Berkley" IIRC) did not try to form phonems based on the
formants of the speech, and it didn't try to build up the phonems
algorithmically (which would be an overhelming task back then. The Amiga
software sound did this), but it connected very small samples of around
16 bytes each to form words from basic building blocks. The assembly program
overly run in the pokey interrupts, was quite short and took a minimal
amount of memory, which is IMHO the reason why it has been used.

> Why bother having ALL that code in the program, just to say the
> phrase "Ghost! Bust-ers!!!", for example?

Because it's shorter.

> Sure, samples are big, but if you're only using one, the amount of
> programming work (and, in this case, overhead in space for the synthesis
> code, since it's only used for this specific purpose: one sample) makes
> no sense.

Well, as said: Take a disassembler and check yourself.

Greetings,
Thomas
```

6356. ATR files (wrong density detected)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 10:20:07 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <araesvhbf1@nets3.rz.RWTH-Aachen.DE>
Source record: 25877

Howdy folks

I downloaded a lot of demo files from the internet, mainly from Sven Gleich's page.

I'm impressed with a lot of these demos (and am not so impressed by others). But it seems like DISKFORMER by Ken Siders sometimes isn't able to detect the right density. Matter of fact, it doesn't even ask me for a density but selects something other then double density.

I've check these files. They all start with a row of six numbers from which I guess numbers 5 and 6 are the number of bytes per sector. Some say 80 00, which would be 128 bytes per sector, others say 00 01, which would be 256 bytes per sector. So I guess that's correct.

Does this happen with other ATR to Atari disk utilities too?

CU Mathy van Nisselroy

PS I'm otherwise very happy with DISKFORMER. Although a dirctory option would be nice. I keep forgetting how a filename is spelled.
PPS has anybody come up with a fix for this?
--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6357. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 10:35:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arafq2idj1@nets3.rz.RWTH-Aachen.DE>
Source record: 25878

Howdy folks

I found a demo called RELAX which has very nice and clear digitised sound on it. Somebody mangled the song Relax by Franky goes to Hollywood, (.....censored....) but it's very clear. And it seems to be in compiled TurboBASIC. Why they put a picture on it with the ZZ-Top cars????

CU Mathy van Nisselroy

PS they mention this English digitizer was used: '2 bit something'

6358. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 10:47:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <aragfg$j35$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25879
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

Howdy folks

> This is how it works Benny Boy...

This has gone far enough. You don't have to like Ben's ads or posting from other people, but threatening people? Come on. Grow up.

CU Mathy van Nisselroy

PS anybody know how to find where this wimp is hidding. Let's tell his mom about him, so he'll be grounded for a year.

6359. BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 13:25:20 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0211180525.32003bd6@posting.google.com>
Source record: 25880

I posted this on the AtariAge message board a while ago not knowing I should have reported it here (as stated in the readme.1st file).

In 5200 emulation mode, if you use the upper fire button for a game that disables the VBREAK and has no VBREAK routine defined, the game could crash. Give it a try with Super Pacman. It disables the VBREAK (setting bit 7 of IRQEN low). If you press the upper fire button (usually the shift key) and press a value on the keypad...CRASH.

I tried to report the error to the author (the e-mail address in the about box) but the message bounced.

6360. Re: ATR files (wrong density detected)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 13:25:53 UTC
From: Sven Gleich <sven.gleich@mb1.tu-chemnitz.de>
Message-ID: <3DD8EA61.57F3E0FC@mb1.tu-chemnitz.de>
Source record: 25881

> I've check these files. They all start with a row of six numbers from which
> I guess numbers 5 and 6 are the number of bytes per sector. Some say 80 00,
> which would be 128 bytes per sector, others say 00 01, which would be 256
> bytes per sector. So I guess that's correct.
Here you can verify what you assume:
http://www2.asw.cz/~kubecj/afmtatr.htm or
http://www.atarimax.com/ape/docs/DiskImageFAQ/

I hope the diskimages are correct. About a fix for Diskformer I don't
know.

Sven.

6361. Still have lots of Crossbow carts for homebrewn/new XE games

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 13:38:43 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0211180538.13be7c8@posting.google.com>
Source record: 25882

Hi,

I still have 100+ Crossbow carts , if anyone has programmed an interesting game or another program , it should be possible to create a cart-version of this one.

Crossbow is a 128K XE cart , it should be possible to use at least 128K , maybe more.

Problems with XE carts (use some space in ATARIï¿½s memory,cannot be switched off)have been discussed in several threads and programmers have to keep this in mind.
One advantage of carts is , that , for a game , you donï¿½t have to care about DOS and have more memory.

I have the carts , we would still need EPROMs and maybe a professional package/manual.

I think we may produce 100 of a game with package (non-games wonï¿½t need package , I think) and sell them/offer them via the ABBUC in Europe , maybe via ATARIAGE in the US.(100 games for Europe / 100 for USA).

I donï¿½t want to make big money from it , Crossbow carts are almost worthless with the game Crossbow , and it would be nice to have a new ATARI 2600 game on cart.

Did work with ATARI 2600 and 7800 games , you may know , and itï¿½s even possible to port ATARI XE games to the 5200 (which wasnï¿½t released in Europe) , although you may have to remove some graphics etc. because of ATARI 5200ï¿½s memory.

I also have lots of ATARI 2600 games which already are on EPROMs.Most of them 8K.

Thimo

6362. Re: For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 14:19:19 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arast7$oh0$1@terabinaries.xmission.com>
Source record: 25883

Russ Gilbert <russg@en.com> wrote:
> James, your old e-mail address doesn't work (xmission.com). And I guess
> Yahooo.com won't

The utah_lanman @@ yahoo.com does work. Contact me via email and we'll
discuss, but I'd rather than breakup a collection if you're only looking
for a few issues.

6363. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 14:42:42 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net>
Source record: 25884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi all,

up until now, I have been looking a bit bemusedly on the whole discussion about Ben's adverts. The solution which seems to be reached (the ADV: in the advert headers) seems to be satisfying the majority of regulars here by making the posts even easier to ignore.

For me, sometimes I view them, and sometimes I ignore them; the Bravo Sierra sender is indication enough for me.

This latest message to Ben, however, shows that some individuals do not know where to draw the line of what is viewed as 'acceptable behaviour' by most people.

It seems like these days, if someone seems something (s)he doesn't like it isn't sufficient to simply ignore it.
No - it has to be stamped out, deleted, eradicated and the individual responsible threatened or cowed into submission, at any price. * Sigh *

In this case, some sad git has seen fit to threaten Ben, which I think is completely over the top in relation to his alleged wrongdoings. Moreover, I suspect the one responsible knows that his/her actions are not acceptable, hence the fact that the message has been sent anonymously.

I think that if someone is truly offended and takes appropriate measures, they should be doing so in public, or at least under their own name. To do it like this is far more despicable as anything Ben seems to have done. Furthermore, I haven't seen any indication that Ben responds to dissenters with threats or somesuch... He doesn't seem dangerous to me.

Well, I could go on for a few more paragraphs in this manner, but I think I got my point across now without too much namecalling. Feel free to disagree, I'd say, and let me know what you think.

To Ben I'd like to say: I think that a lot of people on both sides of the argument don't agree with the practices shown in the message to you.

On a more personal note: my dealings with Ben have always been pleasant and he seems to me like an honest man, even telling me about customers who are or were not satisfied with his service. He has my support !

To the sender-of-threats I'd like to say: who appointed you as defender of the content of csa8 ? And why do you think you can speak for us all ?

Kind regards to all,
Wef Dinaini

PS: Yeah, I know the return address on this message bounces, so I'm also posting anonymously, in a way. A number of regulars here (waves to Fox & Mathy) know who I am, however.

6364. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 14:59:56 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dd9006e$0$1451$272ea4a1@news.execpc.com>
Source record: 25885
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I don't remember who it was, but at first the person
complained with a name. That might tell who is
harassing Ben. At least Ben's ISP has said Ben
can continue his ads. I don't pay much attention
to Ben's, or Dean Garrahty (sp wrong), actually, as
I'm not looking for anything right now. I appreciate
Ben telling the group about this, and I hope it
clears up and the harasser quits.
I'm one of the 'retards' that support Ben's reasonable
and on topic posts about 8-bit stuff. If he was selling
ST or some other off topic stuff, that would be different.
Ben is a contributor and participant, which is important
to me. (Well, he also sells ST stuff.)
The 'we' in the threat message isn't a 'we', it is a 'me'
only one person can send an e-mail.
Rambling Russg

6365. Re: New Atari800 Win Plus 3.1 supports Internet multiplay!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:09:13 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <tc0itu4jpm6vgm6uvo0queeal0kss6vrpc@4ax.com>
Source record: 25888

On Sun, 17 Nov 2002 10:07:04 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>Hey who want to play some Atari games online with me? Just send me an email.
>
>I wonder if 4 people can play MULE ok?
>
Oops, didn't I mention the Netplay before...I thought I had let it
slip :-)

Be warned, it may not be 100%

Also for the oldies like me people might want to look for the good
list of ready made cheats that can be loaded in the cheats menu. There
are a set of files for some of the more well known games in the
Atari800winplus Trainer dir.
--
Paul

*** remove YOURFINGER to email me ****

6366. Re: Master of the Lamps on Atari800Win

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:17:33 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <tk0ituo6abemldl0kl6prmkn3gb80kr2hs@4ax.com>
Source record: 25889

On Sun, 17 Nov 2002 22:23:52 -0500, "Sean Whalen" <na@na.com> wrote:

>Yep, Paul sent me the bug list plus a few images of Master of the Lamps for
>C64 as well. :) And I just got Mail Order Monsters for C64, I had it for
>Atari but didn't really get to fool with it much. I loved my Atari
>computer, but mostly because of the games. Emulation isn't perfect, and I'm
>not going to be picky about which one I use. I don't really have the space
>or money to keep up with old computers and consoles anymore, so emulation's
>really cool for me. :) My thanks to people like Paul who keep old
>memories alive.

Cheers Sean, many still write bits (Bill Kendrick etc) and others
make / play with new hobby hardware which is fantastic. I just test
and add the odd idea or three like many others in here.

Also a mention must go to the retailers like Lance, Ben, Best and all
the others that keep the 'real' stuff going.

As for my love (the emulators) there's some crackers on all the
systems and while not 100% perfect they do offer a very good avenue to
the hardware-less folk.

Try CCS64 or WinVice for the C64, both work very well.
--
Paul

*** remove YOURFINGER to email me ****

6367. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:20:23 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <q51itus5r0bo064q62grduoo9bbc2qjid2@4ax.com>
Source record: 25890

On 18 Nov 2002 05:25:20 -0800, dnsdebro@netzero.net (DEBRO) wrote:

>I posted this on the AtariAge message board a while ago not knowing I should
>have reported it here (as stated in the readme.1st file).
>
>In 5200 emulation mode, if you use the upper fire button for a game that
>disables the VBREAK and has no VBREAK routine defined, the game could crash.
>Give it a try with Super Pacman. It disables the VBREAK (setting bit 7 of
>IRQEN low). If you press the upper fire button (usually the shift key) and
>press a value on the keypad...CRASH.
>
>I tried to report the error to the author (the e-mail address in the about
>box) but the message bounced.

Have you tried the same game in the DOS version by any chance.

If at all possible could you give it a try and let me know and I'll
pass it down the line BUT it's fair to warn that there could be a fair
delay before any possible fix.
--
Paul

*** remove YOURFINGER to email me ****

6368. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:35:47 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uti26hda9601ce@corp.supernews.com>
Source record: 25886
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The sender of these anonymous hate postings and e-mails to Ben, AKA "Bravo Sierra Computers" does indicate the individual has sociopath tendencies and though carries a tone of threat in the messages is more than likely too cowardly to act upon serious action. I would guess the individual has few friends. S/he (more than likely a guy 22 to 24 in age but there are pointers in the messages that there is a deep desire to be a woman). And though an adult in years is childish in inter-personal skills. S/he uses this form of annoyance to gain attention. Somewhat like an only, lonely child. We would better serve the individual with pitty rather than anger for "Percy" is in need of help.

I've nick-named the individual "Percy from the Green Mile". Seems fitting.

An interesting subject. I hope to get an "A" in my Sociology course.

Don
Vancouver, USA

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can
continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in
your
> favor. You have various other places to post your useless spam so you
determine
> what the best way to go is. Stop posting your adverts on the newsgroups
or

> we just keep causing a tremendous amount of trouble. As you can clearly
see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's
because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very
moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as
long
> as you continue to post adverts.
>
> We are prepared to stop *right now* so long as you stop posting *right
now*.
> Upto you. How do you want to play this out?
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

6369. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:49:15 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <5m2itusqm76uak556p8vgijtebt108t2pl@4ax.com>
Source record: 25893

On Sun, 17 Nov 2002 21:40:02 +0100, "Frank" <bgtzhn@gmx.de> wrote:

>Folks!
>
>I've been listening to an Atari tune for weeks. It's from the CSS title of
>the game FEUD. Where is that tune originally from? From the sound I guess
>it's been written by David Whittaker.
>
>You can find this version of Feud over on Holmes' site, it's named Feud
>[alt].
>
It sounds like a Whittaker tune for the C64 game called Defcom, very
similar..

Ah, it could be Red Max, also a Whittaker tune..

If you don't know about HV Sid's and want to play them then drop me a
mail but remember the spam trap in my email :-)
--
Paul

*** remove YOURFINGER to email me ****

6370. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:49:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <vv2ituocmrft6bejs51ieh202rucekqcjc@4ax.com>
Source record: 25894

On Sun, 17 Nov 2002 23:13:50 +0100, "Frank" <bgtzhn@gmx.de> wrote:

>Evening again, Folks!
>
>Does anyone know where I can find the ENGLISH (or maybe German version, if
>there is one) version of Sierra's "Troll's Tale"? I've been searching the
>net but only the Polish version pops up...
>
>Frank
>
Nope..Polish only I think..
--
Paul

*** remove YOURFINGER to email me ****

6371. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 15:54:27 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <k83itusl93ksaikann0jd7ev9f7na9nfnu@4ax.com>
Source record: 25896

On Sun, 17 Nov 2002 21:40:02 +0100, "Frank" <bgtzhn@gmx.de> wrote:

>Folks!
>
>I've been listening to an Atari tune for weeks. It's from the CSS title of
>the game FEUD. Where is that tune originally from? From the sound I guess
>it's been written by David Whittaker.

It's deffo Red Max, just played them side by side...
--
Paul

*** remove YOURFINGER to email me ****

6372. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 16:04:03 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211180804.3ebe9f7f@posting.google.com>
Source record: 25887

thanks patrick. now i've got another one. a centipede clone that i
believe was put out by Eugene A.C.E. considered one of the top
centipede clones by compute magazine.

"Patrick R. Cleburne" <j70141@kissmyass.com> wrote in message
news:<YARB9.3104$%32.304192@newsread1.prod.itd.earthlink.net>...
> http://209.4.22.21/atari/atr/games2/Thrax%20Lair.zip
> http://homepages.paradise.net.nz/atari/
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211170736.34949a50@posting.google.com...
> > yea, i think it was thrax's lair. now if i can find a screen shot or atr
> file. :o)
> >
> >
> >
> >
> > nir@minicom.com (Nir) wrote in message
> news:<83cd76b4.0211170145.776cb518@posting.google.com>...
> > > rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
> news:<a9758358.0211161644.448e7155@posting.google.com>...
> > > > I'm looking for a game, binary load, that scrolled from the top to
> > > > bottm (gave you the impression you were flying up or in a cavern. i
> > > > believe you were a bat. funky back ground music played in the
> > > > background. can't remember the game (trying to look for a screen
> > > > shot). anyone might know what i am talking about ?
> > >
> > > I think you mean THRAX LAIR
> > >
> > > Nir
> >

6373. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 16:11:30 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <a64itugs6sk84q7sc2v7og4pvtc3r1erat@4ax.com>
Source record: 25747

On 18 Nov 2002 08:04:03 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>thanks patrick. now i've got another one. a centipede clone that i
>believe was put out by Eugene A.C.E. considered one of the top
>centipede clones by compute magazine.

I have one called Centipede (not the Atari one) when the word Centipede is laid out down the screen in different colour ball shaped sprites (ala in a long centipede shape)

It's a very good Centipede clone..is that it?
--
Paul

*** remove YOURFINGER to email me ****

6374. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 18:05:28 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <YqA4v7DovS29Ew9s@atari.org.uk>
Source record: 25891
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net>, Wef Dinaini
<wef@dinaini.com> writes
>On a more personal note: my dealings with Ben have always been
>pleasant and he seems to me like an honest man, even telling me
>about customers who are or were not satisfied with his service.
>He has my support !

Hi all

I've had dealings with Ben in the past and as far as trading with Ben I have no problems and will more than likely trade again with Ben in the future.

I've always stated that, it's just the overdoing on the advert posting front that's a tad annoying.

I tend to read, again, posts that are for selling, wanted or trading/swapping (amongst others) and it does get a little repetitive if you are reading several postings with the SAME content but different subject.

I dont believe in threatening people, if it was the posting that was annoying! Make a comment about your displeasure and get on with your life (if you have one).

--
-- Cheers! For Now
Steve <><
WWW: www.the-asx.co.uk * * *
Email: steve@the-asx.co.uk * * *
Tel: 0870 7411273 * fax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6375. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 18:21:08 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3ddbf187$1_7@nopics.sjc>
Source record: 25816

There isn't enough spare power inside the 1200XL to run a HDD - a CompactFlash card, yes. A disk drive, no. You can replace the power-hungry dynamic RAM with static ram - that will free up one of the regulators for your HDD. It is a little bit of work, though. So is the HDD, I guess. I usually pull the heat sink and regulators and use an external supply. You get more room to put stuffthis way.

Bob

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:ar8u9d$k5d$1@bob.news.rcn.net...
> I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi drive
> is marked .5Amps 5 volts DC. Where is the best place to get 5 volts inside
> the 1200XL? Or is this a very bad idea and do I have to go external? Btw,
> I have a Rambo XL already installed.
> Thanks,
> Rick
>
>

6376. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 18:27:53 UTC
From: bill@newbreedsoftware.com
Message-ID: <JiaC9.49352$lk.1267507@typhoon.sonic.net>
Source record: 25892

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
<snip>
>
> Well, take the code and look yourself. (-;

Hehe - I bow to you. :)

Thanks for the deeper explanation. :)

-bill!

6377. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 18:34:38 UTC
From: Raul Santelices <rasantel@ing.puc.cl>
Message-ID: <3dd931f2$1@dnewserver.firstcom.cl>
Source record: 25895

Hi People, and specially Aaron,

I already downloaded your entire site, even before knowing it was shutting down :(. I used HTTrack (a web spider) to grab all htm pages. I hope you don't mind this abuse of bandwidth ;). Then I created a perl script to extract all .zip links from those pages. Finally, I imported this list into GetRight, which got all the files into my HDD.

As long as your archive is only composed of .zip's, I think I got it all. Anyway, it would be nice to save the whole website, maybe with some free web account and link the zip's to some ftp with enough space. What do you think, people?

Raul

P.S.: Your documentation section seems to point to the games. Did you ever put in any manuals / walkthroughs?

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:sDFz9.3$zg.607@news02.tsnz.net...
> "Paul Gifford" <giffy1@comcast.net> wrote in message
> news:UMSdnW-ZYoA1ClOgXTWcrg@comcast.com...
> > It seems downloads are still available. If you click on "games" then a
> > letter you get a list of games. Eastern front II still worked at least.
>
> Yep, everything is still available for download until 31st Dec, at which
> time I'll be replacing the website with something different.
> Please grab what you can, while you can. :-) There are a few broken
links,
> or wrong games linked there.
>
> Thanks to everyone who has emailed games in over the years, and for all
> other contributors to my site.
>
> Holmes
>
>

6378. Full list of my Atari eBay auctions (some expire soon)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 19:33:19 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037647924.76023.0@dyke.uk.clara.net>
Source record: 25748

Hello All,

Just a quick reminder of the active auctions I have on eBay::

28 Page 6/New Atari User mags:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2071030964

13 Atari 8-bit tapes (LESS THAN 1 DAY TO RUN):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801169262

2 Issues of 'Hi-Res' magazine (LESS THAN 1 DAY TO RUN):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=801173277

11 issues of Page 6/New Atari User mags:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=802361549

Commodore P50 Scientific Calculator (nice 1977 vintage!):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2072542316

Don't forget also about my CD-ROMs of Atari software to buy
at:http://www.dgs.clara.net

Dean Garraghty

6379. GameLink ? site dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 20:17:43 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211181217.4ee2f7a6@posting.google.com>
Source record: 25749

http://www.a8maestro.com/gamelink/index.htm

6380. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 20:18:42 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arbl4u$h7njd$1@ID-15679.news.dfncis.de>
Source record: 25755
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steve,

> I've always stated that, it's just the overdoing on the advert
>posting front that's a tad annoying.

Quite, that was my view too.

I kept out of the recent arguments about this though (what's the point, after all, doesn't your newsreader software offer filtering facilities?) and I thought that the compromise that was reached was a very good one.

Everyone seemed happy with the situation. So *WHY* has all this kicked off again now?

Personally, and without pointing any fingers, I think that those individuals who started posting Bens' advert for him need to take a large share of responsibility for this....considering how emotionally charged an issue this seems to be, the *ONLY* possible result of doing such a thing would be to stir everything up again. Which seems to be exactly what has happened! :-(

Thanks guys.

Now, can we PLEASE leave Ben alone to do his thing (and let him post his own adverts, he doesn't need our help).

> I dont believe in threatening people, if it was the posting that
>was annoying! Make a comment about your displeasure and get on with
>your life (if you have one).

Absolutely, that is COMPLETELY out of order. Obviously the child has nothing better to do.

TTFN - Pete.

6381. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 20:39:04 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dd950d6$1@olaf.komtel.net>
Source record: 25751

> It's deffo Red Max, just played them side by side...

Cool. That's exactly what I will do now. (-:

Thanks.

6382. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 20:43:10 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dd950d7@olaf.komtel.net>
Source record: 25750

> Nope..Polish only I think..

Well, some kind animal sent me the original version as an ATR but it does not seen to accept the space bar for selecting the options of what to do. I've tried the latest Atari800Win version and vaious settings. All to no avail.

The polish version does work properly, though...

Hm. IIRC, my disk version of the game for the real Atari had the same bug.

Anyone?

6383. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 20:58:37 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dd95474$1@olaf.komtel.net>
Source record: 25752

Well, call me biased, but having heard both, C64 and the Atari version of the tune, I prefer the Atari version of the tune. I really like the "clicking" percussion. The same goes for Rob Hubbard's Jet Set Willy.

6384. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 21:12:50 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6rlitu4oiacvl8qj6iqd3s5169oj2qi7nv@4ax.com>
Source record: 25753

On Mon, 18 Nov 2002 21:58:37 +0100, "Frank Schrï¿½der-Hï¿½ftmann"
<bgtzhn@gmx.de> wrote:

>Well, call me biased, but having heard both, C64 and the Atari version of
>the tune, I prefer the Atari version of the tune. I really like the
>"clicking" percussion. The same goes for Rob Hubbard's Jet Set Willy.
>
The same music is actually on the Red Max Atari version main screen,
some of the versions around start mid game so you won't hear it.

As for the versions, I've heard some Hubbard stuff that beats the C64
version but mainly I edge towards the filters on the C64.

But not always..
--
Paul

*** remove YOURFINGER to email me ****

6385. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 21:13:36 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <6vlitusb75udecl2j60htnf533e1inrqi8@4ax.com>
Source record: 25754

On Mon, 18 Nov 2002 21:43:10 +0100, "Frank Schrï¿½der-Hï¿½ftmann"
<bgtzhn@gmx.de> wrote:

>> Nope..Polish only I think..
>
>Well, some kind animal sent me the original version as an ATR but it does
>not seen to accept the space bar for selecting the options of what to do.
>I've tried the latest Atari800Win version and vaious settings. All to no
>avail.
>
>The polish version does work properly, though...
>
>Hm. IIRC, my disk version of the game for the real Atari had the same bug.
>
>Anyone?
>
If you want, send me the ATR and I'll play around and see if I can get
it going..
--
Paul

*** remove YOURFINGER to email me ****

6386. Re: Name that Music!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 21:49:39 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dd9606c$1@olaf.komtel.net>
Source record: 25756

> The same music is actually on the Red Max Atari version main screen,
> some of the versions around start mid game so you won't hear it.

After having played Red Max itself I checked out the ASMA archive, and
voila! (-:

> As for the versions, I've heard some Hubbard stuff that beats the C64
> version but mainly I edge towards the filters on the C64.
>
> But not always..

The same here. The 64's SID is an amazing piece of hardware. I wonder how
often I've loaded some C64 games just for the music. Rob Hubbard is my
all-time favourite computer musician. It's a shame he didn't do the Atari
version of "Thrust". On the other hand, the C64 freaks have been deprived of
an Atari-only Hubbard tune, which of course is Jet Set Willy.

6387. 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 22:09:37 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211181409.57e141c1@posting.google.com>
Source record: 25757

I thought these were simply prototypes ?

http://www.volny.cz/milarb/Atari/800xl_e.html

6388. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 22:32:28 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3dd96a74$1@olaf.komtel.net>
Source record: 25758

> If you want, send me the ATR and I'll play around and see if I can get
> it going..

Fixed it myself.

27<>32
(ESC<>SPACE)

(-:

See line 5080 of GAME.BAS

6389. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 23:02:29 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DD97185.CBD60E2E@asw.cz>
Source record: 25759

mad ATARI user alternate wrote:
>
> I thought these were simply prototypes ?
>
> http://www.volny.cz/milarb/Atari/800xl_e.html

How to say it? Probably 'No'? <g>

In fact, 800XE was most common computer in our area. 65XE was completely
the same here. Both have ECI, some have 130XE motherboard without EMMU &
64KB of extended ram.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

6390. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 23:05:38 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <6neC9.993$s02.114@news4.srv.hcvlny.cv.net>
Source record: 25760
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I guess many people here know that I don't have Atari hardware for several years now, and I do all my 8-bitting in emulation. (If you didn't know it, you just found out <G!>) But if circumstances were different and I still had my hardware, I'd be happy for any reference to retail sources of hardware and/or software for my Atari no matter if it happened to be an advert submitted by the retailer, a reference made by another poster, or something in snail-mail. It's getting pretty tough to find anything Atari these days unless you're "in the know."

So, my advice can be summed up in three words:

PLAY NICE, CHILDREN!

Take care.

Alan

"Wef Dinaini" <wef@dinaini.com> wrote in message
news:3dd8fc57$0$234$4d4ebb8e@news.nl.uu.net...
> Hi all,
>
> up until now, I have been looking a bit bemusedly on the whole
> discussion about Ben's adverts. The solution which seems to be
> reached (the ADV: in the advert headers) seems to be satisfying
> the majority of regulars here by making the posts even easier
> to ignore.
>
> For me, sometimes I view them, and sometimes I ignore them; the
> Bravo Sierra sender is indication enough for me.
>
> This latest message to Ben, however, shows that some individuals
> do not know where to draw the line of what is viewed as
> 'acceptable behaviour' by most people.
>
> It seems like these days, if someone seems something (s)he
> doesn't like it isn't sufficient to simply ignore it.
> No - it has to be stamped out, deleted, eradicated and the
> individual responsible threatened or cowed into submission, at
> any price. * Sigh *
>
> In this case, some sad git has seen fit to threaten Ben, which
> I think is completely over the top in relation to his
> alleged wrongdoings. Moreover, I suspect the one responsible
> knows that his/her actions are not acceptable, hence the fact
> that the message has been sent anonymously.

>
> I think that if someone is truly offended and takes appropriate
> measures, they should be doing so in public, or at least under
> their own name. To do it like this is far more despicable as
> anything Ben seems to have done. Furthermore, I haven't seen any
> indication that Ben responds to dissenters with threats or
> somesuch... He doesn't seem dangerous to me.
>
> Well, I could go on for a few more paragraphs in this manner, but
> I think I got my point across now without too much namecalling.
> Feel free to disagree, I'd say, and let me know what you think.
>
> To Ben I'd like to say: I think that a lot of people on both
> sides of the argument don't agree with the practices shown in
> the message to you.
>
> On a more personal note: my dealings with Ben have always been
> pleasant and he seems to me like an honest man, even telling me
> about customers who are or were not satisfied with his service.
> He has my support !
>
> To the sender-of-threats I'd like to say: who appointed you as
> defender of the content of csa8 ? And why do you think you can
> speak for us all ?
>
> Kind regards to all,
> Wef Dinaini
>
> PS: Yeah, I know the return address on this message bounces, so
> I'm also posting anonymously, in a way. A number of regulars here
> (waves to Fox & Mathy) know who I am, however.
>
>
>

6391. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 23:09:32 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211181509.43bc275@posting.google.com>
Source record: 25761

Raul,
I, too, downloaded his website using httrack. not sure if i got
everything though. whoever wins the CD's we should encourage them to
post 'em on the net somewhere somehow. or maybe we can convince Tom
Hunt to lend a little space on spudster.org ?

"Raul Santelices" <rasantel@ing.puc.cl> wrote in message
news:<3dd931f2$1@dnewserver.firstcom.cl>...
> Hi People, and specially Aaron,
>
> I already downloaded your entire site, even before knowing it was shutting
> down :(. I used HTTrack (a web spider) to grab all htm pages. I hope you
> don't mind this abuse of bandwidth ;). Then I created a perl script to
> extract all .zip links from those pages. Finally, I imported this list into
> GetRight, which got all the files into my HDD.
>
> As long as your archive is only composed of .zip's, I think I got it all.
> Anyway, it would be nice to save the whole website, maybe with some free web
> account and link the zip's to some ftp with enough space. What do you think,
> people?
>
> Raul
>
> P.S.: Your documentation section seems to point to the games. Did you ever
> put in any manuals / walkthroughs?
>
>
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:sDFz9.3$zg.607@news02.tsnz.net...
> > "Paul Gifford" <giffy1@comcast.net> wrote in message
> > news:UMSdnW-ZYoA1ClOgXTWcrg@comcast.com...
> > > It seems downloads are still available. If you click on "games" then a
> > > letter you get a list of games. Eastern front II still worked at least.
> >
> > Yep, everything is still available for download until 31st Dec, at which
> > time I'll be replacing the website with something different.
> > Please grab what you can, while you can. :-) There are a few broken
> links,
> > or wrong games linked there.
> >
> > Thanks to everyone who has emailed games in over the years, and for all
> > other contributors to my site.
> >
> > Holmes

> >
> >

6392. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-18 23:26:17 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <tGeC9.120723$F9.5098349@Flipper>
Source record: 25762
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Sorry about that Pete.
Next time I will try alternative lyrics again. I know it's much more fun.
;-)

Regards,
Freddy.

"Pete" <spamtrap@hotmail.com> wrote in message
news:arbl4u$h7njd$1@ID-15679.news.dfncis.de...
....
> Personally, and without pointing any fingers, I think that those
individuals
> who started posting Bens' advert for him need to take a large share of
> responsibility for this....considering how emotionally charged an issue
this
> seems to be, the *ONLY* possible result of doing such a thing would be to
> stir everything up again. Which seems to be exactly what has happened! :-(
>
> Thanks guys.
....

6393. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 00:55:43 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <C-Ccneevn5WNEUSgXTWcpg@comcast.com>
Source record: 25763
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What good would that do except keep it going? Just ignore it. We'll ignore
your posts, and the person clamoring for attention will get bored and go
away.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can
continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in
your
> favor. You have various other places to post your useless spam so you
determine
> what the best way to go is. Stop posting your adverts on the newsgroups
or
> we just keep causing a tremendous amount of trouble. As you can clearly
see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's
because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very
moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as
long
> as you continue to post adverts.

>
> We are prepared to stop *right now* so long as you stop posting *right
now*.
> Upto you. How do you want to play this out?
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

6394. *PING* Aaron Wheeler {Holmes Atari 8 webmaster}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 01:35:26 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211181735.3ebf0297@posting.google.com>
Source record: 25764

I emailed Tom Hunt and asked him if he wouldn't mind putting your
files up on spudster.org and here is what he said:

<SNIP>
The CTH archive is hosted on an FTP server. I don't think he'd go for
it because he likes the fancy web pages to display the files. But
hey,
if he wants to upload it to the incoming directory and have it appear
as
a "Holmes" directory at the same level as CTH then he is welcome to do
so.
<SNIP>

I hope Tom Hunt doesn't mind me posting his reply but I thought it too
important an idea to pass up (esp. with time running out). Besides,
as an avid Atari user I got kinda desperate (esp. since I don't think
I'd win your CD collection). :o)

Aaron, will this work for you?

6395. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 02:27:44 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD9A1D1.F3EA2A13@rogers.com>
Source record: 25765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Bravo Sierra Computers wrote:

> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.
> Just like the Cowardly Act below.
>
> ===Ben===
>
> From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> From: Anonymous <nobody@remailer.privacy.at>
> To: atari@aracnet.com
> Subject: Howdy Doody Ben!
>
> This is how it works Benny Boy...
> You can either stop posting anything related to Bravo Sierra or we can continue
> to make a mockery out of everything you post. It's very simple.
> When you stop, we will stop. That includes all the retards posting in your
> favor. You have various other places to post your useless spam so you determine
> what the best way to go is. Stop posting your adverts on the newsgroups or
> we just keep causing a tremendous amount of trouble. As you can clearly see,
> the atari newsgroup is nothing more than a warzone and we are able to post
> as you using your very own topics. Everyone is going off topic and it's because
> of YOUR postings!
>
> Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
> that you quit posting advertisments. Make no mistake about it, we haven't
> been kicked from any emailing service or remailer and we will continue as long
> as you continue to post adverts.
>
> We are prepared to stop *right now* so long as you stop posting *right now*.
> Upto you. How do you want to play this out?
>

Hi Ben,

That moron did the same to me a few weeks ago until I got him kicked off the remail it (the coward) was using. Now IT's gone to another remailer. If anyone
that twit abuses brings it to the attention of the remailer service they're using, before long the moron will run out of places to hide.

6396. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 02:32:28 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DD9A2ED.88A67FE6@rogers.com>
Source record: 25766

mad ATARI user alternate wrote:

> I thought these were simply prototypes ?
>
> http://www.volny.cz/milarb/Atari/800xl_e.html

From what I've heard these were almost entirely european models. I havent
ever heard of any being sold new in North America.

ttyl,
James

6397. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 04:31:50 UTC
From: atarimac@yahoo.com
Message-ID: <f8e743fd.0211182031.502779e7@posting.google.com>
Source record: 25767

The error appears to be in the Atari800 emulator core, not just in
Atari800WinPlus. It also shows up in my Mac OSX version of the
emulator, Atari800MacX. I'll try to take a look at it, but we should
really report it to the core team, who has a mailing list for users.
Their webite, which you should visit if you haven't, is
atari800.sourceforge.net.

Mark

dnsdebro@netzero.net (DEBRO) wrote in message
news:<adf9eca9.0211180525.32003bd6@posting.google.com>...
> I posted this on the AtariAge message board a while ago not knowing I should
> have reported it here (as stated in the readme.1st file).
>
> In 5200 emulation mode, if you use the upper fire button for a game that
> disables the VBREAK and has no VBREAK routine defined, the game could crash.
> Give it a try with Super Pacman. It disables the VBREAK (setting bit 7 of
> IRQEN low). If you press the upper fire button (usually the shift key) and
> press a value on the keypad...CRASH.
>
> I tried to report the error to the author (the e-mail address in the about
> box) but the message bounced.

6398. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 06:08:23 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211182208.393e4515@posting.google.com>
Source record: 25768
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st
Body handling: HTML body converted to readable text

"Mathy van Nisselroy" wrote in message news:...
> Howdy folks
>
> > This is how it works Benny Boy...
>
>
>
> This has gone far enough. You don't have to like Ben's ads or posting from
> other people, but threatening people? Come on. Grow up.
>
> CU Mathy van Nisselroy
>
> PS anybody know how to find where this wimp is hidding. Let's tell his mom
> about him, so he'll be grounded for a year.

Must be the coward 'chunks'..

6399. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 06:33:05 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <zVkC9.1523$Li.307326@news02.tsnz.net>
Source record: 25769

> I already downloaded your entire site, even before knowing it was shutting
> down :(. I used HTTrack (a web spider) to grab all htm pages. I hope you
> don't mind this abuse of bandwidth ;). Then I created a perl script to
> extract all .zip links from those pages. Finally, I imported this list
into
> GetRight, which got all the files into my HDD.

Sweet, that's the best way to do it. Yep, everything is zip.

> P.S.: Your documentation section seems to point to the games. Did you ever
> put in any manuals / walkthroughs?

As I have a 'huge' amount of manuals, txt and scanned, I was going to slowly add them alongside the game, thus the link to the games. But as usual, time doesnt permit.

Remember, send in a postcard, as the winner will get quite a lot of stuff that is not easily obtainable online, if at all.

Holmes

6400. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 06:35:20 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <GXkC9.1524$Li.307300@news02.tsnz.net>
Source record: 25770

> I, too, downloaded his website using httrack. not sure if i got
> everything though. whoever wins the CD's we should encourage them to
> post 'em on the net somewhere somehow. or maybe we can convince Tom

Send in a postcard and win it yourself! You may be the only one that
enters, thus guaranteed a winner! ;-)

I dont expect many to actually take the time to enter, by sending a
postcard, so those that do, will have a high chance of winning.

For thos who dont know, go to www.atariworld.com and read about this simple
competition.

cheers

Aaron

6401. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 06:45:48 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <t5lC9.1527$Li.307760@news02.tsnz.net>
Source record: 25771
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> I'm giving Notice to all those who E-Mail me using either an anonymous
> remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> E-Mail so I can't reply to them. If you do any of the above to me, I will
> post the evidence of their Cowardice in the NewsGroups for all to see.

This utter non-sense has gone on too long. I dont like Ben's adverts myself
but I dont have to read them. The idiots that are annoying Ben with
anonymous posts & emails, and are spamming this newsgroup with various
crap should definately 'GROW UP!'

Get a life people, if you dont like Ben's posts, DONT READ THEM, like
I dont.

I appreciate Ben is one of the last Atari suppliers, and good on him for
sticking with it so long. I wish him well. His posts dont harm anyone,
unlike the childish dribble from some reject with too much time on his
hands.

Holmes

6402. Re: *PING* Aaron Wheeler {Holmes Atari 8 webmaster}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 06:53:29 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <HclC9.1529$Li.308135@news02.tsnz.net>
Source record: 25772

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211181735.3ebf0297@posting.google.com...
> I emailed Tom Hunt and asked him if he wouldn't mind putting your
> files up on spudster.org and here is what he said:
> The CTH archive is hosted on an FTP server. I don't think he'd go for
> it because he likes the fancy web pages to display the files. But
> hey,

I certainly dont have any fetish with webpages :-), just never had access
to
a server on the net, that I could set up my own ftp site with sufficient
bandwidth on.

So I have no problem with the files going on his ftp site. I'll look into
it soon. Maybe start uploading as soon as tommorrow.

Hope he has a few hundred mb free :-)

cheers

aaron

6403. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 09:54:25 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <ITnC9.13081$bh1.1492294@news1.telusplanet.net>
Source record: 25773

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ar8u9d$k5d$1@bob.news.rcn.net...
> I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi drive
> is marked .5Amps 5 volts DC. Where is the best place to get 5 volts
inside
> the 1200XL? Or is this a very bad idea and do I have to go external?
Btw,
> I have a Rambo XL already installed.
> Thanks,
> Rick
>
>
If this is a standard 2.5" IDE HDD then it will also require 12v for the
motor. 5v is for the logic.

And if the 1200 is similar to the 800xl or 130xe then 5v is available at the
power in connector.

6404. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 10:34:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ard43e$869$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25774

Howdy folks

> In fact, 800XE was most common computer in our area. 65XE was completely
> the same here. Both have ECI, some have 130XE motherboard without EMMU &
> 64KB of extended ram.

They were mainly sold in Germany I guess. They were called 800XE (instead of 65XE, as they are called everywhere else) because the 800XL was a big success. Their cases are made out of a different plastic, the OS tests 128kB (if it finds that much), and spells out copyright 1985 instead of 1983.

CU Mathy van Nisselroy

6405. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 10:39:07 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <ard4cbdgt1@news.nextra.cz>
Source record: 25775

In Czech Republic too.
Fanny.

----
semecky@saul-is.cz
http://fanny.atari.org
Atari XL/XE
ICQ:161264419
Prague

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> p&#65533;e v
diskusn&#65533;m pr&#65533;spevku news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> > In fact, 800XE was most common computer in our area. 65XE was completely
> > the same here. Both have ECI, some have 130XE motherboard without EMMU &
> > 64KB of extended ram.
>
> They were mainly sold in Germany I guess. They were called 800XE (instead
> of 65XE, as they are called everywhere else) because the 800XL was a big
> success. Their cases are made out of a different plastic, the OS tests
> 128kB (if it finds that much), and spells out copyright 1985 instead of
> 1983.
>
> CU Mathy van Nisselroy
>
>
>

6406. Re: GameLink ? site dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 10:41:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ard4h1$8l4$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25776

Howdy "mad ATARI user alternate"

> http://www.a8maestro.com/gamelink/index.htm

Just tried the site. It's nice, but not all pictures show.

BTW, try
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#multilink for
the info I collected on the GameLinkII/MultiLink interface (scroll up to
find information on the multijoy interface)

CU Mathy van Nisselroy

6407. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 10:44:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ard4ml$8th$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25777

Howdy Dan, Richard, folks

> > I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi
drive
> > is marked .5Amps 5 volts DC. Where is the best place to get 5 volts
> inside
> > the 1200XL? Or is this a very bad idea and do I have to go external?
> Btw,
> > I have a Rambo XL already installed.
> > Thanks,
> > Rick
> >
> >
> If this is a standard 2.5" IDE HDD then it will also require 12v for the
> motor. 5v is for the logic.
>
> And if the 1200 is similar to the 800xl or 130xe then 5v is available at
the
> power in connector.

2.5" HDD's are usually Notebook HDD's and need only 5V DC. But in the 1200XL you also have 12V DC, so using a standard (but not to big/power hungry) HDD would be possible too. I guess both are available at the power connector.

CU Mathy van Nisselroy

6408. Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 12:17:48 UTC
From: Freddy Offenga <taf.offenga@chello.nl>
Message-ID: <MZpC9.140468$F9.5843546@Flipper>
Source record: 25778

I'm leaving this group.

Freddy.

6409. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 13:28:44 UTC
From: Raul Santelices <rasantel@ing.puc.cl>
Message-ID: <3dda3bbf$1@dnewserver.firstcom.cl>
Source record: 25779

>
> > P.S.: Your documentation section seems to point to the games. Did you ever
> > put in any manuals / walkthroughs?
>
> As I have a 'huge' amount of manuals, txt and scanned, I was going to slowly
> add them alongside the game, thus the link to the games. But as usual, time
> doesnt permit.

Maybe you could zip and upload them to some ftp? Actually, I could create my own Atari site and make them available, if they don't weight too much.

>
> Remember, send in a postcard, as the winner will get quite a lot of stuff
> that is not easily obtainable online, if at all.
>
> Holmes

I'll remember to ;)

Raul
http://raul.cl

6410. Re: MANY ATARI 8 bit Computer books up for bids

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 13:36:18 UTC
From: Raul Santelices <rasantel@ing.puc.cl>
Message-ID: <3dda3d84$1@dnewserver.firstcom.cl>
Source record: 25780

Could you scan them before selling? I think not all of them are in
www.atariarchives.org
:)
--
Raul
http://raul.cl

"Supercosmic X" <ward3d*no-spam*@bellsouth.net> wrote in message
news:bfv3tu0f1t5d75h893o2d2nsnup79ge2fm@4ax.com...
>
> Up for bids through Saturday 11/16 -=- Bids all start at $3!
>
>
> See complete descriptions and photos at the links below...
>
>
>
> 5 assorted ATARI BASIC Language Books
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071210930
>
>
> The ATARI ASSEMBLER Book plus Users manual and Cartridge
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071211639
>
>
> 6 Assorted ATARI computer BASIC and SOUND books
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071212892
>
>
> 4 ATARI Sound and Graphics BOOKS
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2071210183
>
>
>
> Thanks for looking!
>

6411. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 14:03:29 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <ardgbh$jp0$1@terabinaries.xmission.com>
Source record: 25781

Freddy Offenga <taf.offenga@chello.nl> wrote:
> I'm leaving this group.

Somebody fail to brush their teeth or use mouthwash? [grin] You've been around for a while, why the departure?

6412. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 14:20:34 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0211190620.6b734316@posting.google.com>
Source record: 25782

Mark wrote
> The error appears to be in the Atari800 emulator core, not just in
> Atari800WinPlus. It also shows up in my Mac OSX version of the
> emulator, Atari800MacX. I'll try to take a look at it, but we should
> really report it to the core team, who has a mailing list for users.
> Their webite, which you should visit if you haven't, is
> atari800.sourceforge.net.

Thanks Mark. I'll go over and report it.

Take care,
Dennis

6413. Re: *PING* Aaron Wheeler {Holmes Atari 8 webmaster}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 15:05:27 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190705.64c83367@posting.google.com>
Source record: 25783

I'm sure he has more than enough space. :o)

May want to email him first so that he can setup the proper
permissions for you to upload.

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<HclC9.1529$Li.308135@news02.tsnz.net>...
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211181735.3ebf0297@posting.google.com...
> > I emailed Tom Hunt and asked him if he wouldn't mind putting your
> > files up on spudster.org and here is what he said:
> > The CTH archive is hosted on an FTP server. I don't think he'd go for
> > it because he likes the fancy web pages to display the files. But
> > hey,
>
> I certainly dont have any fetish with webpages :-), just never had access
> to
> a server on the net, that I could set up my own ftp site with sufficient
> bandwidth on.
>
> So I have no problem with the files going on his ftp site. I'll look into
> it soon. Maybe start uploading as soon as tommorrow.
>
> Hope he has a few hundred mb free :-)
>
> cheers
>
> aaron

6414. Re: GameLink ? site dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 15:10:23 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190710.f6fd7fb@posting.google.com>
Source record: 25784

Thanks, Mathy. Interesting site.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<ard4h1$8l4$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy "mad ATARI user alternate"
>
> > > http://www.a8maestro.com/gamelink/index.htm
>
> Just tried the site. It's nice, but not all pictures show.
>
> BTW, try
> http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#multilink for
> the info I collected on the GameLinkII/MultiLink interface (scroll up to
> find information on the multijoy interface)
>
> CU Mathy van Nisselroy

6415. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 15:12:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190712.2d569bf4@posting.google.com>
Source record: 25785

I didn't think they were. One site I went to claimed they were so horribly built (using spare parts from just about every previous atari) that it quickly bombed. I'd like to find some images of the innards or close ups but can't find any.

James Alexander <james-m-alexander@rogers.com> wrote in message news:<3DD9A2ED.88A67FE6@rogers.com>...
> mad ATARI user alternate wrote:
>
> > I thought these were simply prototypes ?
> >
> > http://www.volny.cz/milarb/Atari/800xl_e.html
>
> From what I've heard these were almost entirely european models. I havent
> ever heard of any being sold new in North America.
>
> ttyl,
> James

6416. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 15:53:56 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ardmn0bhq1@reader12.wxs.nl>
Source record: 25786

Actually not quit true ....

the orignal 65XE does NOT have the ECI port. Those 65xe's are not sold in
Europe. But if you look at 65xe pictures in US ... you'll see they don't
have that tiny port next to the cartridge port.

The 800XE has the same print as the 130xe.

Greetz.
Marius

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
bericht news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> > In fact, 800XE was most common computer in our area. 65XE was completely
> > the same here. Both have ECI, some have 130XE motherboard without EMMU &
> > 64KB of extended ram.
>
> They were mainly sold in Germany I guess. They were called 800XE (instead
> of 65XE, as they are called everywhere else) because the 800XL was a big
> success. Their cases are made out of a different plastic, the OS tests
> 128kB (if it finds that much), and spells out copyright 1985 instead of
> 1983.
>
> CU Mathy van Nisselroy
>
>
>

6417. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 15:54:40 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ardmoc$bj2$1@reader12.wxs.nl>
Source record: 25787

Look wat www.fonck.nl/atari

It's an interesting site with some pictures inside the 800xe.

Marius

"mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht
news:a9758358.0211190712.2d569bf4@posting.google.com...
> I didn't think they were. One site I went to claimed they were so
> horribly built (using spare parts from just about every previous
> atari) that it quickly bombed. I'd like to find some images of the
> innards or close ups but can't find any.
>
>
> James Alexander <james-m-alexander@rogers.com> wrote in message
news:<3DD9A2ED.88A67FE6@rogers.com>...
> > mad ATARI user alternate wrote:
> >
> > > I thought these were simply prototypes ?
> > >
> > > http://www.volny.cz/milarb/Atari/800xl_e.html
> >
> > From what I've heard these were almost entirely european models. I
havent
> > ever heard of any being sold new in North America.
> >
> > ttyl,
> > James

6418. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 16:05:10 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3dda6137$0$17644$272ea4a1@news.execpc.com>
Source record: 25789

could Freddy be the 'unkown threatener' of Ben Smith?
if so, I guess he got the message.

6419. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 16:09:40 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190809.2381a95c@posting.google.com>
Source record: 25788
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have no beef with Ben, but its stuff like that (either Ben or the
people who pick on Ben, won't say & can't say) that is tearing this
group and the community apart. I, myself, have offered Ben a simple
solution: http://groups.yahoo.com/group/atariswapnshop but he chooses
to ignore. oh well. don't get me wrong, I have no problem with Ben
advertising on usenet (sometimes I wish B&C or Best Electronics would
advertise as well) espcially since he is one of a few atari dealers
left but I think we all need to do our part and ignore the trolls.
I've seen this sorta thing go on in other news groups (such as
alt.comp.freeware) and everyone over there agreed that when you do
make a group effort to ignore the trolls then more likely they'll go
away. They know they are pissing Ben off. They won't go away because
he keeps acknowledging them. It goes both ways. Holmes has the right
idea, if you don't like Ben's adverts, then skip over them. Come to
think of it, no one is saying much about people who post links to
their auctions on ebay, are we/they? Maybe Ben ought to consider
selling his stuff through ebay? :-\ Just a suggestion. This newsgroup
certainly isn't as active as it used to be for his adverts to take up
bandwidth (esp. when I'm positive a majority of us have more than a
56K connection, at minimum). But trolling and feeding the trolls take
up as much if not more bandwidth than Ben's adverts.

So, here I go once again pushing my yahoo group:
http://groups.yahoo.com/group/atariswapnshop

But these are my opinions. Whether or not you take them with a grain
of salt is your choice. :o)

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<t5lC9.1527$Li.307760@news02.tsnz.net>...
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> > E-Mail so I can't reply to them. If you do any of the above to me, I will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
>
> This utter non-sense has gone on too long. I dont like Ben's adverts myself
> but I dont have to read them. The idiots that are annoying Ben with
> anonymous posts & emails, and are spamming this newsgroup with various
> crap should definately 'GROW UP!'
>
> Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> I dont.

>
> I appreciate Ben is one of the last Atari suppliers, and good on him for
> sticking with it so long. I wish him well. His posts dont harm anyone,
> unlike the childish dribble from some reject with too much time on his
> hands.
>
> Holmes

6420. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 16:38:58 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <kNtC9.484$hV6.10003@news2.e.nsc.no>
Source record: 25790

"Russ Gilbert" <russg@en.com> skrev i melding
news:3dda6137$0$17644$272ea4a1@news.execpc.com...
> could Freddy be the 'unkown threatener' of Ben Smith?
> if so, I guess he got the message.

Don't even think that! I think Freddy was one of the guys defending him. I hate to see you leave Freddy, do try to pop in from time to time to see if things are better, okay ?

I will try to make something of the source I got from you, thanks for that and all you have given to the Atari community!

Take Atarian care

6421. 16 meg atr or xfd images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 16:51:26 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190851.4d4b4e50@posting.google.com>
Source record: 25791

has anyone had any success in creating 16 meg atr images for use with
mydos or spartados (may even try dos xe) ? if so, how ?

6422. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:13:56 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0211190913.1ff955b0@posting.google.com>
Source record: 25792

I tried to report the error and I can't subscribe to the mailing list.
Would someone please send this error for me?

Take care,
DEBRO

6423. Atari800Win Plus & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:17:25 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190917.43025d4f@posting.google.com>
Source record: 25793

Is it possible to connect or use a standard IBM joystick with the
Atari800Win Plus 3.1 emulator rather than through keyboard emulation?

6424. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:31:09 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3DDA755D.1A856A68@siemens.at>
Source record: 25794

Freddy Offenga wrote:
>
> I'm leaving this group.
>
> Freddy.

Although I'm too fed up with certain 'discussions', wouldn't that be
exactly what certain people that seem to get their only kicks in life
from such things be happy about.
I think it would be much better if all of us tried to ignore what we
don't like here, and get back to what this group should be all about.

Servus
Gerhard

6425. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:38:08 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211190938.7659b53c@posting.google.com>
Source record: 25795

FOUND IT!!! It was Myriapede! Damn, now I really gotta get my disks
to mo & Paul so I can remember this stuff. :o))

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<a64itugs6sk84q7sc2v7og4pvtc3r1erat@4ax.com>...
> On 18 Nov 2002 08:04:03 -0800, rtdos@rocketmail.com (mad ATARI user
> alternate) wrote:
>
> >thanks patrick. now i've got another one. a centipede clone that i
> >believe was put out by Eugene A.C.E. considered one of the top
> >centipede clones by compute magazine.
>
> I have one called Centipede (not the Atari one) when the word
> Centipede is laid out down the screen in different colour ball shaped
> sprites (ala in a long centipede shape)
>
> It's a very good Centipede clone..is that it?

6426. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:41:12 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <YIuC9.6441$fY3.665967@newsread2.prod.itd.earthlink.net>
Source record: 25796

The 1200XL still uses the original 800 9V AC power brick rather than the
normal XL/XE type; not sure where those 5v and 12v sources might be...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Dan, Richard, folks
>
> > > I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi
> drive
> > > is marked .5Amps 5 volts DC. Where is the best place to get 5 volts
> > inside
> > > the 1200XL? Or is this a very bad idea and do I have to go external?
> > Btw,
> > > I have a Rambo XL already installed.
> > > Thanks,
> > > Rick
> > >
> > >
> > If this is a standard 2.5" IDE HDD then it will also require 12v for the
> > motor. 5v is for the logic.
> >
> > And if the 1200 is similar to the 800xl or 130xe then 5v is available at
> the
> > power in connector.
>
> 2.5" HDD's are usually Notebook HDD's and need only 5V DC. But in the
> 1200XL you also have 12V DC, so using a standard (but not to big/power
> hungry) HDD would be possible too. I guess both are available at the
power
> connector.
>
> CU Mathy van Nisselroy

6427. Re: Atari800Win Plus & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:53:54 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ardtnv$p0m$1@reader12.wxs.nl>
Source record: 25697

Ofcourse!

If you can use the joystick with windows, you are able to use it with Atari800Win Plus. It takes the joysticks you have set-up in the control panel.

Btw. I use PPJoy (that something like LPTjoy) and a real atari joystick. That's even more fun.

Marius

"mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht news:a9758358.0211190917.43025d4f@posting.google.com...
> Is it possible to connect or use a standard IBM joystick with the
> Atari800Win Plus 3.1 emulator rather than through keyboard emulation?

6428. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:56:39 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <rXuC9.6459$fY3.667473@newsread2.prod.itd.earthlink.net>
Source record: 25698

I never saw any in Oklahoma or even in any of the US computer periodicals of
the time. The same goes for that 1040 disk drive he mentions; wonder where
he found that?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> I thought these were simply prototypes ?
>
> http://www.volny.cz/milarb/Atari/800xl_e.html
>

6429. Re: 16 meg atr or xfd images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 17:58:41 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ardu10$pg0$1@reader12.wxs.nl>
Source record: 25699

Yes!

With ape you can create very simple such a partition. I suggest you put the big atr image on D2: in the emulator. Then boot a mydos .ATR on D1: and type O (config)
, 2 (drive 2), N (remove?), Y (configurable?), Y (high capicity?), 65535 (sectors) enter.

Then option H, and d2:

Now you have a 65535 sector formatted MyDos partition.

If you want to use spartados. Please set the 16mb partition on D3: or D4: and boot on D1: the spartados Toolkit .atr image. If you don't have it, I can mail you. There is a program called "hdinit.com" ... this program formats a HD on d3: or d4: You don't need to enter any sector size then.

After that. Copy a X***.DOS (spartados) to your formatted .atr and don't forget to make it bootable with the boot command.

It should work fine now.

Marius

"mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht news:a9758358.0211190851.4d4b4e50@posting.google.com...
> has anyone had any success in creating 16 meg atr images for use with
> mydos or spartados (may even try dos xe) ? if so, how ?

6430. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 18:01:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ardu64pqa1@reader12.wxs.nl>
Source record: 25700

Haha that 1040 is probably mistyped. But the 800XE reallly existst. Most of my XE computers are actually 800XE's....

Beside the whole question.... I prefer my good old 800XL. XL has much better keyboard

Marius

"Ron Hamilton" <oldatarian@atariland.com> schreef in bericht news:rXuC9.6459$fY3.667473@newsread2.prod.itd.earthlink.net...
> I never saw any in Oklahoma or even in any of the US computer periodicals of
> the time. The same goes for that 1040 disk drive he mentions; wonder where
> he found that?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > I thought these were simply prototypes ?
> >
> > http://www.volny.cz/milarb/Atari/800xl_e.html
> >
>
>

6431. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 18:04:52 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arducj$q7o$1@reader12.wxs.nl>
Source record: 25701

Hi!

Hmmm I guess it's not a good idea at all to use the current from the Atari adapter at all. You'll need lots of amps to keep a stable +5 in your Atari. It's not good for your atari if the current gets under 5V.

Marius

"Richard Heldmann" <rheldmann@rcn.com> schreef in bericht news:ar8u9d$k5d$1@bob.news.rcn.net...
> I am thinking of installing a 2.5 HDD inside my 1200XL. The Hitachi drive
> is marked .5Amps 5 volts DC. Where is the best place to get 5 volts inside
> the 1200XL? Or is this a very bad idea and do I have to go external? Btw,
> I have a Rambo XL already installed.
> Thanks,
> Rick
>
>

6432. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 18:35:23 UTC
From: Andre <Chrodegang@t-online.de>
Message-ID: <3DDA846B.6FDEF0CC@t-online.de>
Source record: 25702

Hi,

> the orignal 65XE does NOT have the ECI port. Those 65xe's are not sold in
> Europe.

The 65XE was sold in Poland in the early 90s - and it came with ECI
port, at least the one I own.

Andre

6433. Re: 16 meg atr or xfd images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:14:20 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <are2anmvh1@bob.news.rcn.net>
Source record: 25703

> "mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht
> news:a9758358.0211190851.4d4b4e50@posting.google.com...
> > has anyone had any success in creating 16 meg atr images for use with
> > mydos or spartados (may even try dos xe) ? if so, how ?

Tom Hunt has images on his ftp.

6434. Re: 16 meg atr or xfd images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:32:13 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <are3gn$65p$1@reader12.wxs.nl>
Source record: 25704

Richard... I'm trying to mail you, but my mail is bouncing! What's going on?

Please e-mail your right adress please. I'm tryting to mail you the MyIDE
tool you asked me for.

Marius

"Richard Heldmann" <sales@vulcantool.com> schreef in bericht
news:are2anmvh1@bob.news.rcn.net...
> > "mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht
> > news:a9758358.0211190851.4d4b4e50@posting.google.com...
> > > has anyone had any success in creating 16 meg atr images for use with
> > > mydos or spartados (may even try dos xe) ? if so, how ?
>
> Tom Hunt has images on his ftp.
>
>
>

6435. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:41:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA93FE.55F04966@students.uni-mainz.de>
Source record: 25705

Well,
is there a difference between "synthesized" and "digitized/sampled" ?!?
If not, then count for Berzerk, Whomper Stomper, Ghostbusters, ET,
Herbert, Herbert 2, Mirax force, frantic, and many many more games and
demos... -Andreas.

William Kendrick schrieb:
>
> Gareth Davies <hotmail.com@dgareth.removeandreverse> wrote:
> > Are there any examples, playable via emulator, of synthesised speech on the
> > Atari XL?
> >
> > Did any 8 bit XL games feature synthesised speech (like many C64 games)? Did
> > any 400/800 games feature synthesised speech?
>
> There was S.A.M. (Software Automated Mouth) for the Atari (as well as C=64)
>
> I know of some games that use digitized audio/voice.
> Not any off-hand that use synthesized. I know there are, I just don't
> know them off-hand. (Most probably utilized SAM)
>
> -bill!

6436. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:44:05 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9485.A74FDBDB@students.uni-mainz.de>
Source record: 25706

Hello Jeff,
thanks for this info. Any chance to get a copy of DualDuel ?!?
-andreas.

Jeff Potter schrieb:
>
> Andreas,
>
> I had (and played) DualDuel. It predated GameLink I by several years. I
> don't remember much about the game, only that you had to find another
> file that explained how to build a cable. Again, I don't think it was
> GL1 compatible, but it was connected using joystick cables. Like the
> other guy who's responding, I have it on a 5.25" disk somewhere...
>
> I was one of the 3 guys that developed Maze of Agdagon and the GameLink
> II protocol. I'm glad somebody finally got around to writing additional
> games using the concept.
>
> Your eight-bit friend,
> Jeff Potter
>
> Andreas Magenheimer wrote:
> > Well,
> > please setup your Atari and at least tell me if the game runs a) with
> > Gamelink-1 (jyostick-ports) or b) with Gamelink-II (SIO-port) interface
> > or c) with something totally different. If you don`t know: Dataque
> > developed the Gamelink interface 1, which ran via the joystick ports.
> > thus you were limited to 2 Atari computers. There were 2 games available
> > for Gamelink 1: Tic Tac Two and Modem Battleship (patched for GL-1
> > support!). Maybe this is game number 3 for the GL-1. The Gamelink-2 was
> > developped several years later, it worked via the SIO port - and you
> > could connect up to 8 atari computers together (meaning 1-16 players via
> > network!). in the beginning, there was only Maze of Agdagon, developed
> > by Dataque and the Agda Group. Some years later Bewesoft/jiri Bernasek
> > read something about this GL-2 device and soon developed another game,
> > as well as schematics for a) easy 2 computer connection and b) 2-8
> > computer connection. The new game was called multi-dash. About half a
> > year ago jiri wrote 2 more games for the GL-2 device: multi-race and
> > multi worms. so finally, GL-1 has merely 2 games available (see above!),
> > whereas GL-2 has already 4 games available...
> >
> > Please tell me with which device you played Dual Duel. Via modem? Via
> > GL-1? Via GL-2? or something else...? Hey if you - or somebody out there
> > - has a copy of this game, please be so kind and e-mail me, so I can add

> > it to my collection of networking atari 8bit games...
> > -Andreas.
> >
> > P.S.: Anyone interested in those networking modem-, GL-1 or GL-2 games,
> > just write me an e-mail and I will send you these as zipped ATR
> > images...
> >
> >
> >

6437. Re: Some great Atari dealers!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:49:29 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA95C9.6D572B89@students.uni-mainz.de>
Source record: 25707

Well,
just read the vendors & developers list by michael Current... -Andreas.

Freddy Offenga schrieb:
>
> B & C ComputerVisions
> http://www.myatari.com/
>
> Best Electronics
> http://www.best-electronics-ca.com/
>
> Bravo Sierra
> http://www.aracnet.com/~atari/index.html
>
> Jan Detlev
> http://home.wanadoo.nl/jdetlev/
>
> Any more????
>
> Freddy.

6438. Re: USELESS SPAMMING...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:55:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9744.18B39E80@students.uni-mainz.de>
Source record: 25708

Well,
I also agree. (Maybe next time you can arrange the words in such a way,
that they form the fuji/atari-logo?!?) -Andreas.

Marius Diepenhorst schrieb:
>
> I agree
>
> Marius
>
> "TXG" <txg@the-underground.myweb.nl> schreef in bericht
> news:3dd58bff$0$46602$e4fe514c@news.xs4all.nl...
> > Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit
> > rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez!
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> > Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit
> > rulez! Atari 8-bit rulez! Atari 8-bit rulez! Atari 8-bit rulez!
> > Atari 8-bit rulez!
> >
> > hmm.... I think this is the best way to show how I still think about
> > Atari..... Better then some other *CENSORED* text I have read in this
> > Newsgroup...
> >
> >

6439. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 19:58:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA97E9.6F375410@students.uni-mainz.de>
Source record: 25709

Hmm,
this appears strange to me. I used ACVT to convert several ATR images
into DI format. when I later gave those DI images to a friend who had an
STE or TT, he told me that none of them were accepted by the XLdeejay.
So I tried it again, but still the XLdeejay refused to accept these DI
images (created by ACVT). -Andreas.

"Edward S. Baiz Jr." schrieb:
>
> >Well,
> >and another problem is that ACVT (an image converter for the PC!) can
> >convert ATR<=>XFD<=>DCM<=>SCP<=>DI - but the DI images do not work.
> >Meaning all other images are perfectly converted, but none of the DI
> >images created with ACVT are accepted by the XLDeejay. So, if you want a
> >better support of ACVT (and an update that creates DI images that are
> >fine), then send some sample DI images to the author of ACVT, Jindrich
> >Kubec. This might be one and the same DOS (MyDOS 4.50 for example) in
> >3-4 different formats (Single, Enhanced, double, DSDD) or a completely
> >empty image + an image that contains just one (or a few) byte(s)...
> >-Andreas.
> >
> >
> >Jan Krupka schrieb:
>
> The DI images do work. I have used that program many times.
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6440. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 20:15:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9BE2.641C9A9B@students.uni-mainz.de>
Source record: 25710

Nope,
they were available all over europe... -Andreas.

mad ATARI user alternate schrieb:
>
> I thought these were simply prototypes ?
>
> http://www.volny.cz/milarb/Atari/800xl_e.html

6441. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 20:20:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9D22.A0DA298C@students.uni-mainz.de>
Source record: 25711

Well,
back then this was eastern Germany (or GDR), as well as eastern europe
(Poland, Czechoslovakia, Slovania, Bulgaria, Croatia, etc.). the main
headquarters for A8 computers had been in western germany in the late
80s - at least for a while...(but they only sold the A8 and other 8bit
stuff to eastern europe). -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> > In fact, 800XE was most common computer in our area. 65XE was completely
> > the same here. Both have ECI, some have 130XE motherboard without EMMU &
> > 64KB of extended ram.
>
> They were mainly sold in Germany I guess. They were called 800XE (instead
> of 65XE, as they are called everywhere else) because the 800XL was a big
> success. Their cases are made out of a different plastic, the OS tests
> 128kB (if it finds that much), and spells out copyright 1985 instead of
> 1983.
>
> CU Mathy van Nisselroy

6442. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 20:22:21 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9D7D.6BBE7216@students.uni-mainz.de>
Source record: 25712

No,
please don`t !! -Andreas.

Freddy Offenga schrieb:
>
> I'm leaving this group.
>
> Freddy.

6443. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 20:27:23 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDA9EAB.7038EDA@students.uni-mainz.de>
Source record: 25713

Well,
in europe (and especially eastern europe) atari sold both the 65Xe and
the 800XE, as well as the 130XE. Believe me, most if not all PAL
versions of XE computers (even the PAL 65XE) do have the ECI. Me, I have
a PAL 65XE and it definitely has the ECI. It also has a 130XE
motherboard, so I upgraded it to 128k and fixed most bugs (replaced the
faulty GTIA with a good one, replaced the buggy/incompatible OS with an
older one, added a Gate Array chip, etc. etc.)...
-Andreas.

P.S.: I also sold 2 of these Xe`s at my booth in herten (ABBUC-JHV
2002)...

Marius Diepenhorst schrieb:
>
> Actually not quit true ....
>
> the orignal 65XE does NOT have the ECI port. Those 65xe's are not sold in
> Europe. But if you look at 65xe pictures in US ... you'll see they don't
> have that tiny port next to the cartridge port.
>
> The 800XE has the same print as the 130xe.
>
> Greetz.
> Marius
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef in
> bericht news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > > In fact, 800XE was most common computer in our area. 65XE was completely
> > > the same here. Both have ECI, some have 130XE motherboard without EMMU &
> > > 64KB of extended ram.
> >
> > They were mainly sold in Germany I guess. They were called 800XE (instead
> > of 65XE, as they are called everywhere else) because the 800XL was a big
> > success. Their cases are made out of a different plastic, the OS tests
> > 128kB (if it finds that much), and spells out copyright 1985 instead of
> > 1983.
> >
> > CU Mathy van Nisselroy
> >
> >
> >

6444. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:01:17 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191301.3fed407c@posting.google.com>
Source record: 25714

I seriously thought this was a thread about usenet trolls. :o))

"Frank Schr der-H ftmann" <bgtzhn@gmx.de> wrote in message
news:<3dd96a74$1@olaf.komtel.net>...
> > If you want, send me the ATR and I'll play around and see if I can get
> > it going..
>
> Fixed it myself.
>
> 27<>32
> (ESC<>SPACE)
>
> (-:
>
> See line 5080 of GAME.BAS

6445. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:07:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <are92igsi1@reader12.wxs.nl>
Source record: 25715

Yes that's right.

But those 65XE's are not the same as originaly sold in US. Those 65XE were
orignaly without the ECI.

I'm searching for pictures. If I found them I'll provide you a link.

Marius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
news:3DDA9EAB.7038EDA@students.uni-mainz.de...
> Well,
> in europe (and especially eastern europe) atari sold both the 65Xe and
> the 800XE, as well as the 130XE. Believe me, most if not all PAL
> versions of XE computers (even the PAL 65XE) do have the ECI. Me, I have
> a PAL 65XE and it definitely has the ECI. It also has a 130XE
> motherboard, so I upgraded it to 128k and fixed most bugs (replaced the
> faulty GTIA with a good one, replaced the buggy/incompatible OS with an
> older one, added a Gate Array chip, etc. etc.)...
> -Andreas.
>
> P.S.: I also sold 2 of these Xe`s at my booth in herten (ABBUC-JHV
> 2002)...
>
>
>
> Marius Diepenhorst schrieb:
> >
> > Actually not quit true ....
> >
> > the orignal 65XE does NOT have the ECI port. Those 65xe's are not sold
in
> > Europe. But if you look at 65xe pictures in US ... you'll see they don't
> > have that tiny port next to the cartridge port.
> >
> > The 800XE has the same print as the 130xe.
> >
> > Greetz.
> > Marius
> >
> > "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef
in
> > bericht news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> > > Howdy folks
> > >

> > > > In fact, 800XE was most common computer in our area. 65XE was
completely
> > > > the same here. Both have ECI, some have 130XE motherboard without
EMMU &
> > > > 64KB of extended ram.
> > >
> > > They were mainly sold in Germany I guess. They were called 800XE
(instead
> > > of 65XE, as they are called everywhere else) because the 800XL was a
big
> > > success. Their cases are made out of a different plastic, the OS
tests
> > > 128kB (if it finds that much), and spells out copyright 1985 instead
of
> > > 1983.
> > >
> > > CU Mathy van Nisselroy
> > >
> > >
> > >

6446. Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:09:17 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191309.2f113fd9@posting.google.com>
Source record: 25716

anyone connect it to a PC yet ?

6447. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:31:06 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824382.97794.1@iris.uk.clara.net>
Source record: 25817
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Michael

SO if your such a fan of his you wont mind if i collect email address and subscribe them to similar spam schemes, and when you all object i'l jump in and defent them as they are one of the good old boy's earning an honest living.

Its against the rules, hence off-topic.

> Ok, I realize that Ben's advertising annoys some people. But come on, is
> this really necessary? I'd gladly dig through a million advertisements if
I
> never had to see a post like this in here ever again. Very offensive and
> tasteless. Besides, he is one of the *extremely few* Atari supporting
> companies left here in North America, if not the only one. Give the guy a
> break. We should be supporting peoples' efforts to eek out some kind of
> living while giving us one more way to keep our machines alive (especially
> here in the U.S.). His posts aren't very large and only come once every
week
> or two. Just deal with the extra 2-seconds' download time (if you have to
> work offline - if not, just ignore it).

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

6448. 1050-2-PC & ProSystem (or maybe even Xformer) source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:32:16 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191332.19ff174@posting.google.com>
Source record: 25717

SIO2PC (Nick K.'s website) doesn't seem to have what I need to write
my own DOS / Windows utilities for use with the 1050-2-PC or ProSystem
(or maybe even xfomer) cables. Suggestions ? Hints ? Clues ?
weblinks ? charts ? tables ? graphs ? source code ?
documentation ? *HELP*

6449. Re: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:32:27 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824383.97794.2@iris.uk.clara.net>
Source record: 25818
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Freddy

If you want on-topic post then i suggest that you complain about Bravo Sierra postings as they are agaisnt the rules in here, hence off-topic.

> Hm, this guy is confusing newsgroups. Probably posts Atari messages in the
> gay-group.
>
> I hope his messages soon get a little more original and hopefully
on-topic.
>
> Freddy.
>
> P.S. I've never been in a flame-war. It's so exciting! ;-)
>
> "Bravo Sierra Computers" <Anonymous-Remailer@See.Comment.Header> wrote in
> message news:A2GZ6HA737576.0242476852@Gilgamesh-frog.org...
> > I'm still offering all of Benny's Fagboys out there to get a crack at my
> crack!
> > I'm bendin' over for ya now just ease it in very slowly! I'll keep my
> ass
> > facing the door, you just come on in for good 'ole ho'down!
> >
> > I'll be the Ho, and you go down on me! Yeah!
> >
> >
> >
> > And now, my Thanksgiving special for the fags and lamers, it's only
$1.99
> per
> > minute to call me! Yes, you heard it right! A new low price for
boomboom
> > on the bum!
> >
> >
> >
> > They call me Gay Benny and I'm here for the ride!

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

6450. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:36:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037824385.97794.3@iris.uk.clara.net>
Source record: 25819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Aaron

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211172256420.30154-100000@shell1.aracnet.com...
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on
their
> > E-Mail so I can't reply to them. If you do any of the above to me, I
will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
>
> This utter non-sense has gone on too long. I dont like Ben's adverts
myself
> but I dont have to read them. The idiots that are annoying Ben with
> anonymous posts & emails, and are spamming this newsgroup with various
> crap should definately 'GROW UP!'

Ben's mail is itself spam, it is advertising, this isnt allowed in
non-commercial bases. If this type of mail is so welcome then please let me
now and i'l pass on any interested email address to a few spam-bots.

> Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> I dont.
>
> I appreciate Ben is one of the last Atari suppliers, and good on him for
> sticking with it so long. I wish him well. His posts dont harm anyone,
> unlike the childish dribble from some reject with too much time on his
> hands.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

6451. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:40:38 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp3$hm52k$1@ID-15679.news.dfncis.de>
Source record: 25729
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Freddy,

> Sorry about that Pete.

<grin> I've managed to put my foot in "it" myself more times than I care to mention too over the years!

The problem with the 'net is that it's all too easy to react without thinking first.

BTW Just to be clear, you didn't offend me at all...!

> Next time I will try alternative lyrics again. I know it's much
>more fun. ;-)

LOL, go for it. I for one find them very amusing! :-)

TTFN - Pete.

6452. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:47:19 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191347.e7699c3@posting.google.com>
Source record: 25718

have you tried a different set of ROMs downloaded from somewhere else ?

dnsdebro@netzero.net (DEBRO) wrote in message
news:<adf9eca9.0211190620.6b734316@posting.google.com>...
> Mark wrote
> > The error appears to be in the Atari800 emulator core, not just in
> > Atari800WinPlus. It also shows up in my Mac OSX version of the
> > emulator, Atari800MacX. I'll try to take a look at it, but we should
> > really report it to the core team, who has a mailing list for users.
> > Their webite, which you should visit if you haven't, is
> > atari800.sourceforge.net.
>
> Thanks Mark. I'll go over and report it.
>
> Take care,
> Dennis

6453. Re: New Atari800 Win Plus 3.1 supports Internet multiplay!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 21:48:53 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191348.73107a89@posting.google.com>
Source record: 25719

lets schedule a friday night or saturday night game night using 3.1
with netplay. one night we'll play mule another night we'll try pac
man, etc.

any takers ?

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:<tc0itu4jpm6vgm6uvo0queeal0kss6vrpc@4ax.com>...
> On Sun, 17 Nov 2002 10:07:04 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >Hey who want to play some Atari games online with me? Just send me an email.
> >
> >I wonder if 4 people can play MULE ok?
> >
> Oops, didn't I mention the Netplay before...I thought I had let it
> slip :-)
>
> Be warned, it may not be 100%
>
> Also for the oldies like me people might want to look for the good
> list of ready made cheats that can be loaded in the cheats menu. There
> are a set of files for some of the more well known games in the
> Atari800winplus Trainer dir.

6454. Re: 1050-2-PC & ProSystem (or maybe even Xformer) source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 22:23:44 UTC
From: Matthias Reichl <usenet-20021119@hias.horus.com>
Message-ID: <slrnatlefc.2ev.usenet-20021119@camel.hias.horus.com>
Source record: 25720

On 19 Nov 2002 13:32:16 -0800, mad ATARI user alternate wrote:
> SIO2PC (Nick K.'s website) doesn't seem to have what I need to write
> my own DOS / Windows utilities for use with the 1050-2-PC or ProSystem
> (or maybe even xfomer) cables. Suggestions ? Hints ? Clues ?
> weblinks ? charts ? tables ? graphs ? source code ?
> documentation ? *HELP*

First of all, take a look into SIOspecs.pdf, available from
http://www.atarimuseum.com/archives/tech_docs_8bits.html
- if you haven't yet. It explains all timing values and details of the
SIO protocol.

The only further thing you need to know, is that the COMMAND-line is
either connected to the RTS or DTR pin of you serial port.

1050-2-PC uses the RTS pin, ProSys uses the DTR pin. But beware:
ProSys uses the RTS-pin for voltage-supply, so be sure to keep
it at +12V!

So just set the port speed to 19200, toggle RTS/DTR, and send/receive
data. That's it! (Yes, it is really this simple!)

The Xformer-cable is another beast, since it connects to the parallel
port (IIRC) and you have to send/receive data bit-by-bit. You most
certainly would not want to do that :-)

BTW: This summer I started to write an "SIO-library" for Linux.
(Motivated by Freddy Offenga's Atari Preservation Project).
It implements both SIO2PC and 1050-2-PC functionality and I'll
hopefully be able to publish it real soon now (TM). Currently, a few
people are doing alpha-testing and I guess the lower-level layer is
quite stable yet (SIO2PC stuff works quite reliable, even at
57600 bit/sec - both on my desktop PC and on my old 486SX laptop).

The most important thing that's missing ATM is some kind of user
interface. Actually, the user interface is pure command line at the
moment :-)

The source code is GPLed, so if you are distributing your software
under the GPL, too, feel free to use parts of it.

I _really_ hope I'll find the time to do some outstanding tests
the next days and then upload the software to my webpage. If you
want to have it earlier, please contact me by email and I'll send
you the current snapshot.

so long,

Hias

6455. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 22:32:59 UTC
From: bill@newbreedsoftware.com
Message-ID: <v_yC9.49649$lk.1282459@typhoon.sonic.net>
Source record: 25721

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> Look wat www.fonck.nl/atari
>
> It's an interesting site with some pictures inside the 800xe.
>

That SIO2PC mod is _nice!_

http://www.fonck.nl/atari/images/sio2pc3.jpg
http://www.fonck.nl/atari/images/rs232.jpg
http://www.fonck.nl/atari/images/800xe_sio2pc.jpg

-bill!

6456. interesting find to say the least

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 22:54:29 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191454.1538e67d@posting.google.com>
Source record: 25722

turbotari:

http://kikabo.co.uk/

6457. turbobasic on ROM ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 22:55:12 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191455.38d11f11@posting.google.com>
Source record: 25723

has anyone burned turbobasic on ROM ? results ?

6458. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:36:07 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp4$hm52k$2@ID-15679.news.dfncis.de>
Source record: 25730
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> I appreciate Ben is one of the last Atari suppliers, and good
>on him for sticking with it so long. I wish him well. His posts
>dont harm anyone, unlike the childish dribble from some reject
>with too much time on his hands.

Hear, hear!

TTFN - Pete.

6459. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:38:10 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <oqiltu45uuc04cnb5sh14csvo886818gdc@4ax.com>
Source record: 25724

On 19 Nov 2002 09:38:08 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>FOUND IT!!! It was Myriapede! Damn, now I really gotta get my disks
>to mo & Paul so I can remember this stuff. :o))
>
Lol
--
Paul

*** remove YOURFINGER to email me ****

6460. Re: Atari800Win Plus & Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:40:40 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <msiltukk1t1pro1r70okjm617v3br5vajd@4ax.com>
Source record: 25726

On 19 Nov 2002 09:17:25 -0800, rtdos@rocketmail.com (mad ATARI user alternate) wrote:

>Is it possible to connect or use a standard IBM joystick with the
>Atari800Win Plus 3.1 emulator rather than through keyboard emulation?

Yep, have a look at the INPUT menu and as long as your joystick is setup in Gamepad via control panel then it should work.

It won't if its not..If you see what I mean :-)
--
Paul

*** remove YOURFINGER to email me ****

6461. Re: Troll's Tale

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:42:17 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <32jltuo451c6pcipmqag9mgc8c1954n82k@4ax.com>
Source record: 25727

On 19 Nov 2002 13:01:17 -0800, rtdos@rocketmail.com (mad ATARI user
alternate) wrote:

>I seriously thought this was a thread about usenet trolls. :o))
>
Nah, there's enough about those already ;-)
--
Paul

*** remove YOURFINGER to email me ****

6462. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:43:02 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191543.26c1b634@posting.google.com>
Source record: 25725

man, i'd like to get my hands on one. :)

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<ardu64pqa1@reader12.wxs.nl>...
> Haha that 1040 is probably mistyped. But the 800XE really existst. Most of
> my XE computers are actually 800XE's....
>
> Beside the whole question.... I prefer my good old 800XL. XL has much better
> keyboard
>
> Marius
>
> "Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
> news:rXuC9.6459$fY3.667473@newsread2.prod.itd.earthlink.net...
> > I never saw any in Oklahoma or even in any of the US computer periodicals
> of
> > the time. The same goes for that 1040 disk drive he mentions; wonder where
> > he found that?
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > > I thought these were simply prototypes ?
> > >
> > > http://www.volny.cz/milarb/Atari/800xl_e.html
> > >
> >
> >

6463. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:45:30 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp4$hm52k$3@ID-15679.news.dfncis.de>
Source record: 25731
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi,

> I have no beef with Ben, but its stuff like that (either Ben
>or the people who pick on Ben, won't say & can't say) that is
>tearing this group and the community apart....

This bickering will only tear the group/community apart if we allow it to!

IMHO The simple solution is to just ignore the cretin(s) who are stirring things up by posting these anonymous messages. Eventually he/they will get bored and go away.

>....I, myself, have offered Ben a simple solution:
>http://groups.yahoo.com/group/atariswapnshop but he chooses to
>ignore....

Unfortunately, a mailing list like that isn't really going to reach the majority of people that Ben needs to reach. :-(

>....Come to think of it, no one is saying much about people who post
>links to their auctions on ebay, are we/they?....

Possibly because those of us who find them to be a problem simply filter them out/ignore them?

>....Maybe Ben ought to consider selling his stuff through ebay? :-\

Please NO!!!!

>....But trolling and feeding the trolls take up as much if not more
>bandwidth than Ben's adverts.

Agreed, so can we all get back to chatting about the important stuff!?

TTFN - Pete.

6464. Re: Holmes dead?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:52:20 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp5$hm52k$4@ID-15679.news.dfncis.de>
Source record: 25732

Hi,

>....whoever wins the CD's we should encourage them to post 'em on
>the net somewhere somehow. or maybe we can convince Tom Hunt to
>lend a little space on spudster.org ?

Well, if Tom can't help I might be able to find some space on the 'net to
put up a mirror of the site....

TTFN - Pete.

6465. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-19 23:58:10 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp6$hm52k$5@ID-15679.news.dfncis.de>
Source record: 25734

Hi,

> could Freddy be the 'unkown threatener' of Ben Smith?

Somehow I SERIOUSLY doubt that.

TTFN - Pete.

6466. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 00:00:11 UTC
From: Pete <spamtrap@hotmail.com>
Message-ID: <arepp7$hm52k$6@ID-15679.news.dfncis.de>
Source record: 25733

Hi Freddy,

> I'm leaving this group.

Please don't, by doing this you're only giving the idiots what they want!

Just ignore them, they'll go away soon enough.

TTFN - Pete.

6467. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 01:07:12 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DDAE072.F8581898@rogers.com>
Source record: 25728
Body handling: HTML body converted to readable text

sinclap@yahoo.com wrote:

> "Mathy van Nisselroy" wrote in message news:...
> > Howdy folks
> >
> > > This is how it works Benny Boy...
> >
> >
> >
> > This has gone far enough. You don't have to like Ben's ads or posting from
> > other people, but threatening people? Come on. Grow up.
> >
> > CU Mathy van Nisselroy
> >
> > PS anybody know how to find where this wimp is hidding. Let's tell his mom
> > about him, so he'll be grounded for a year.
>
> Must be the coward 'chunks'..

Btw LOSER, why are you still obsessed with your homophobic imaginary friend? or are you back to your old tricks cause you've been
banned from alt.wank.flonk.fnord.fnord.fnord again.

6468. Re: 1050-2-PC & ProSystem (or maybe even Xformer) source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 03:29:04 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211191929.189b7f88@posting.google.com>
Source record: 25735

i'll take a look at it now, thanks.

Matthias Reichl <usenet-20021119@hias.horus.com> wrote in message
news:<slrnatlefc.2ev.usenet-20021119@camel.hias.horus.com>...
> On 19 Nov 2002 13:32:16 -0800, mad ATARI user alternate wrote:
> > SIO2PC (Nick K.'s website) doesn't seem to have what I need to write
> > my own DOS / Windows utilities for use with the 1050-2-PC or ProSystem
> > (or maybe even xfomer) cables. Suggestions ? Hints ? Clues ?
> > weblinks ? charts ? tables ? graphs ? source code ?
> > documentation ? *HELP*
>
> First of all, take a look into SIOspecs.pdf, available from
> http://www.atarimuseum.com/archives/tech_docs_8bits.html
> - if you haven't yet. It explains all timing values and details of the
> SIO protocol.
>
> The only further thing you need to know, is that the COMMAND-line is
> either connected to the RTS or DTR pin of you serial port.
>
> 1050-2-PC uses the RTS pin, ProSys uses the DTR pin. But beware:
> ProSys uses the RTS-pin for voltage-supply, so be sure to keep
> it at +12V!
>
> So just set the port speed to 19200, toggle RTS/DTR, and send/receive
> data. That's it! (Yes, it is really this simple!)
>
> The Xformer-cable is another beast, since it connects to the parallel
> port (IIRC) and you have to send/receive data bit-by-bit. You most
> certainly would not want to do that :-)
>
> BTW: This summer I started to write an "SIO-library" for Linux.
> (Motivated by Freddy Offenga's Atari Preservation Project).
> It implements both SIO2PC and 1050-2-PC functionality and I'll
> hopefully be able to publish it real soon now (TM). Currently, a few
> people are doing alpha-testing and I guess the lower-level layer is
> quite stable yet (SIO2PC stuff works quite reliable, even at
> 57600 bit/sec - both on my desktop PC and on my old 486SX laptop).
>
> The most important thing that's missing ATM is some kind of user
> interface. Actually, the user interface is pure command line at the
> moment :-)
>
> The source code is GPLed, so if you are distributing your software
> under the GPL, too, feel free to use parts of it.

>
> I _really_ hope I'll find the time to do some outstanding tests
> the next days and then upload the software to my webpage. If you
> want to have it earlier, please contact me by email and I'll send
> you the current snapshot.
>
> so long,
>
> Hias

6469. Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 03:57:24 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net>
Source record: 25736
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
you going to get the new Amiga?

Please cast your vote at:
http://www.vintagehomecomputers.com

Regards!
Krystian

6470. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 04:09:35 UTC
From: legalize+jeeves@mail.xmission.com
Message-ID: <arf1tvjjb1@terabinaries.xmission.com>
Source record: 25739
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

[Please do not mail me a copy of your followup]

"Krystian Sergiejew" <kriss@alphavibes.com> spake the secret code
<EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net> thusly:

>AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
>you going to get the new Amiga?

No. I've poured enougn money down the Amiga rathole.
--
Ask me about my upcoming book on Direct3D from Addison-Wesley!
Direct3D Book <http://www.xmission.com/~legalize/book/>
izfree: Open source tools for Windows Installer
<http://izfree.sourceforge.net>

6471. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 04:45:37 UTC
From: RaYzor <no@no.no.net.org.tv.com.edu.welf>
Message-ID: <RrEC9.149016$c51.44254001@twister.nyroc.rr.com>
Source record: 25740
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net...
> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?
>

Hmmm ... perhaps if they dropped the price down to earth levels, I would
MAYBE consider it.

Otherwise, WinUAE and Amithlon are fine for my occasional dabbling.

RaYzor

6472. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 04:56:34 UTC
From: lp <gfa@basic.net>
Message-ID: <BA008032.A943%gfa@basic.net>
Source record: 25741

in article EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net, Krystian Sergiejew at kriss@alphavibes.com wrote on 11/19/02 10:57 PM:

> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?

I must of missed the word 'amiga' in this usenet group name.
Since I clicked on this post.. I'd have to say no.
Amithlon has a much better $ tag.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

6473. Re: Covox Voice Master

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 05:34:26 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <arf6t3$17ij$1@news.nextra.cz>
Source record: 25742

See http://www.mujweb.cz/www/datriware/hardware.htm

"mad ATARI user alternate" <rtdos@rocketmail.com> p&#65533;se v diskusn&#65533;m pr&#65533;spevku news:a9758358.0211191309.2f113fd9@posting.google.com...
> anyone connect it to a PC yet ?

6474. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 05:44:52 UTC
From: mo <momo@atariland.com>
Message-ID: <ojFC9.11136$8D.452327@twister.austin.rr.com>
Source record: 25737

Well hurry up! I'm dying to see what's on the disks myself!
8-)
Mo

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:oqiltu45uuc04cnb5sh14csvo886818gdc@4ax.com...
> On 19 Nov 2002 09:38:08 -0800, rtdos@rocketmail.com (mad ATARI user
> alternate) wrote:
>
> >FOUND IT!!! It was Myriapede! Damn, now I really gotta get my disks
> >to mo & Paul so I can remember this stuff. :o))
> >
> Lol
> --
> Paul
>
> *** remove YOURFINGER to email me ****

6475. Re: Police Forensic & Evidence Elimination programs jjjj

>
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>
>
>
> ew5r4325435435435435
> 43
> 543
> 5
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> 4360i0iretret=reyt-=erfgytkretretretretretretretretredfgfdgfdgfd
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> fd
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> fds
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6476. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 06:19:07 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arf9d5$k5s$1@reader12.wxs.nl>
Source record: 25743

It might cost you a fortune, but perhaps you should take a look at:

www.ebay.nl

or

www.ebay.de

or

www.ebay.be

These are the dutch, german and belgian sides of EBAY. If you search for 800XE sometimes you'll be able to find...

btw. the EURO is almost the same worth as the US-dollar... so the most expensive 'joke' is the shipping (and perhaps some customs-tax?)

Marius

"mad ATARI user alternate" <rtdos@rocketmail.com> schreef in bericht news:a9758358.0211191543.26c1b634@posting.google.com...
> man, i'd like to get my hands on one. :)
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:<ardu64pqa1@reader12.wxs.nl>...
> > Haha that 1040 is probably mistyped. But the 800XE really existst. Most of
> > my XE computers are actually 800XE's....
> >
> > Beside the whole question.... I prefer my good old 800XL. XL has much better
> > keyboard
> >
> > Marius
> >
> > "Ron Hamilton" <oldatarian@atariland.com> schreef in bericht
> > news:rXuC9.6459$fY3.667473@newsread2.prod.itd.earthlink.net...
> > > I never saw any in Oklahoma or even in any of the US computer periodicals
> > of
> > > the time. The same goes for that 1040 disk drive he mentions; wonder where
> > > he found that?
> > >
> > > --

> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > > > I thought these were simply prototypes ?
> > > >
> > > > http://www.volny.cz/milarb/Atari/800xl_e.html
> > > >
> > >
> > >

6477. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 09:19:20 UTC
From: news@goroll.net
Message-ID: <3ddb532c.1160899@News.CIS.DFN.DE>
Source record: 25744

On Mon, 11 Nov 2002 18:28:44 +0100, "TXG"
<txg@the-underground.myweb.nl> wrote:
>Who wrote the 800XL Deejay V2.41 program and is it still supported?

I have helped Kolja with some hints and ideas for the DJ (you find my
name in the credits) but I have lost any connection to him.

I don't think there is a newer version than 2.5.

Best regards,
Michal

6478. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 09:40:13 UTC
From: news@goroll.net
Message-ID: <3ddb5819.2421381@News.CIS.DFN.DE>
Source record: 25745

On Tue, 19 Nov 2002 20:58:33 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Hmm,
>this appears strange to me. I used ACVT to convert several ATR images
>into DI format. when I later gave those DI images to a friend who had an
>STE or TT, he told me that none of them were accepted by the XLdeejay.
>So I tried it again, but still the XLdeejay refused to accept these DI
>images (created by ACVT). -Andreas.

I have tried it with several ATR-files (e.g. bossx) and they work fine
with the DJ, it even shows the directory.

Greetings from Weimar/Germany,
Michael

6479. Re: turbobasic on ROM ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 10:06:02 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0211200206.19b5d310@posting.google.com>
Source record: 25746

rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0211191455.38d11f11@posting.google.com>...
> has anyone burned turbobasic on ROM ? results ?

Well yse..

there is a small pcb upgrade for that atari 800xl/130xe allowing you
to upgrade to the computer with turbobasic built in. this was done in
germany.. and i have seen a working version

Video61 should also have a cartridge version of TurboBasic.

Nir Dary
Jerusalem

6480. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 10:15:46 UTC
From: The_Shadow@pdx.cc
Message-ID: <3DDB6105.72682CEA@pdx.cc>
Source record: 25797

mad ATARI user alternate wrote:
>
> SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
> connect my Atari eight HD (MFM) to my PC so that I can transfer all of
> my stuff from my Atari to my PC ?

This may or may not help you, but I regularly transfer files from my Atari's to my PC by connecting a simple phone line between the two, tell the PC to auto answer, and the Atari to send carrier. Not terribly fast, but it does work.

If your two computers are in other rooms, I take the hone off the hook until the line goes completely dead, then follow the above proceedure.

Hope this helps...

The Shadow

6481. Re: BUG: Atari800WinPLus 5200 emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 14:14:36 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0211200614.500d73ce@posting.google.com>
Source record: 25798

(mad ATARI user alternate) wrote in message
news:<a9758358.0211191347.e7699c3@posting.google.com>...
> have you tried a different set of ROMs downloaded from somewhere else ?

I have two BIOS ROMs. One for the 2 port and another for the 4 port
5200. I have recreated the bug using both ROMs. I could only find one
2 port ROM but the crash happens on all 4 port ROMs I've downloaded.

Take care,
DEBRO

6482. Re: *NAME THAT GAME* {centipede clone}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 15:02:26 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211200702.270ab45f@posting.google.com>
Source record: 25799

you're telling me! I've got some programs myself that I can't find
anywhere on the net (such as I do believe I've got OS/A+ 4.0 & BBS
Express Pro 1.0 etc.) Stuff that I'm just dying to get my hands on
once again. A couple times in the early ninties I bought what was
left of a couple of users groups (it's how I got BBS Express Pro and
my 1 Meg MIO / HD) That's one reason my collection got so huge, not
to mention the PD disks of B&C and Computer Palace.

"mo" <momo@atariland.com> wrote in message
news:<ojFC9.11136$8D.452327@twister.austin.rr.com>...
> Well hurry up! I'm dying to see what's on the disks myself!
> 8-)
> Mo
>
> "Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
> news:oqiltu45uuc04cnb5sh14csvo886818gdc@4ax.com...
> > On 19 Nov 2002 09:38:08 -0800, rtdos@rocketmail.com (mad ATARI user
> > alternate) wrote:
> >
> > >FOUND IT!!! It was Myriapede! Damn, now I really gotta get my disks
> > >to mo & Paul so I can remember this stuff. :o))
> > >
> > Lol
> > --
> > Paul
> >
> > *** remove YOURFINGER to email me ****

6483. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 15:46:30 UTC
From: lhyon@aol.com
Message-ID: <20021120104630.24187.00006007@mb-mw.aol.com>
Source record: 25800

i think this sucks...

WHY!!!!!!!!!!!!

i forget what dormouse said.. but he did not say it was ok for you to leave

solar

6484. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 16:15:51 UTC
From: Bill Marcum <bmarcum@iglou.com>
Message-ID: <3ddbb537_2@news.iglou.com>
Source record: 25801

On 20 Nov 2002 15:46:30 GMT,
Lhyon <lhyon@aol.com> wrote:
> i think this sucks...
>
>
> WHY!!!!!!!!!!!!
>
> i forget what dormouse said..

Feed your head?

6485. drive speed

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 16:18:43 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211200818.3f2b88a1@posting.google.com>
Source record: 25802

i finally went over to my dad's and got some atari sofware (but not yet all of it). took a look in one of my atari boxes and noticed i've got an indus, percom, happy 1050, USD 1050, a stock 1050, and a stock XF551. out of all of these which was considered to be the fastest?

6486. Re: Goodbye

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 16:25:27 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ddbb777$0$17651$272ea4a1@news.execpc.com>
Source record: 25804

(was Freddy O. the anonymous e-mailer.)
Sorry, I'm suspicious by nature, and don't really have
a good memory of who says what.
Thanks for setting me straight.

6487. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 16:27:52 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211200827.135daf88@posting.google.com>
Source record: 25803
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

like i said, i have no beef with Ben and those opinions were mine for
you to take with a grain of salt.

"Pete" <spamtrap@hotmail.com> wrote in message
news:<arepp4$hm52k$3@ID-15679.news.dfncis.de>...
> Hi,
>
> > I have no beef with Ben, but its stuff like that (either Ben
> >or the people who pick on Ben, won't say & can't say) that is
> >tearing this group and the community apart....
>
> This bickering will only tear the group/community apart if we allow it to!
>
> IMHO The simple solution is to just ignore the cretin(s) who are stirring
> things up by posting these anonymous messages. Eventually he/they will get
> bored and go away.
>
> >....I, myself, have offered Ben a simple solution:
> >http://groups.yahoo.com/group/atariswapnshop but he chooses to
> >ignore....
>
> Unfortunately, a mailing list like that isn't really going to reach the
> majority of people that Ben needs to reach. :-(
>
> >....Come to think of it, no one is saying much about people who post
> >links to their auctions on ebay, are we/they?....
>
> Possibly because those of us who find them to be a problem simply filter
> them out/ignore them?
>
> >....Maybe Ben ought to consider selling his stuff through ebay? :-\
>
> Please NO!!!!
>
>
> >....But trolling and feeding the trolls take up as much if not more
> >bandwidth than Ben's adverts.
>
> Agreed, so can we all get back to chatting about the important stuff!?
>
>
> TTFN - Pete.

6488. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 17:26:55 UTC
From: Jorge Canelhas <jcanelhas@retroreview.com>
Message-ID: <C2OdnRLHbvNvWEagXTWc3Q@giganews.com>
Source record: 25805
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

```
The Price is too high for many users including me and suport... is there any
? well ill give it some time to 1) see how it goes, 2) lower prices

--
Jorge Canelhas
------------------------
Are u a retro computing fan ?
check : http://www.retroreview.com
"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net...
> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?
>
> Please cast your vote at:
> http://www.vintagehomecomputers.com
>
> Regards!
> Krystian
>
>
>
```

6489. REAL.DOS & long filenames ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 17:28:03 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211200928.4d689e5b@posting.google.com>
Source record: 25806

will REAL.DOS support long filenames (maybe 16 or 32 character instead of 8) ?

6490. XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 18:50:29 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211201050.58b7220@posting.google.com>
Source record: 25807

out of all the XFD DCM ATR and SCP formats, which offers the best
compression ratio ? Why one over the other ? Which one is considered
the standard ? etc.

Comments ?

6491. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:01:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <C_QC9.634$lt3.59591@newsread2.prod.itd.earthlink.net>
Source record: 25808

Exactly how did you manage that? I tried the phone cord direct method and never got one machine to see the other. Also our local phone system never goes dead; after the rapid busy tones, it repeats a recorded message that seems to prevent transfer unless one had two lines.

On the original question, a scsi card might allow access if you had the software to understand the directory structure and copy it over.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<The_Shadow@pdx.cc> wrote in message
> mad ATARI user alternate wrote:
> >
> > SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
> > connect my Atari eight HD (MFM) to my PC so that I can transfer all of
> > my stuff from my Atari to my PC ?
>
> This may or may not help you, but I regularly transfer files from my
> Atari's to my PC by connecting a simple phone line between the two, tell
> the PC to auto answer, and the Atari to send carrier. Not terribly
> fast, but it does work.
>
> If your two computers are in other rooms, I take the hone off the hook
> until the line goes completely dead, then follow the above proceedure.
>
> Hope this helps...
>
> The Shadow
>

6492. Re: turbobasic on ROM ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:04:03 UTC
From: bill@newbreedsoftware.com
Message-ID: <D0RC9.49809$lk.1293355@typhoon.sonic.net>
Source record: 25809

Nir <nir@minicom.com> wrote:
>
> Video61 should also have a cartridge version of TurboBasic.

Is it identical to TBXL? Any caveats?

-bill!

6493. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:04:49 UTC
From: bill@newbreedsoftware.com
Message-ID: <I1RC9.49810$lk.1293271@typhoon.sonic.net>
Source record: 25810

mad ATARI user alternate <rtdos@rocketmail.com> wrote:
> out of all the XFD DCM ATR and SCP formats, which offers the best
> compression ratio ? Why one over the other ? Which one is considered
> the standard ? etc.

ATR isn't compressed.
I don't remember offhand, but XFD might not be either.

SCP most likely is. DCM definitely is.

Hopefully someone will actually answer your _question_, because I haven't ;)

-bill!

6494. Re: drive speed

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:21:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CgRC9.679$It3.61369@newsread2.prod.itd.earthlink.net>
Source record: 25811

You can eliminate the Percom and stock 1050 for starters.

The Indus required a special software patch for increased speed with DosXL;
otherwise it seemed comparable to the 810/1050.

The Happy and Doubler seemed about even and very quick. I didn't get much
experience with the 551.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> i finally went over to my dad's and got some atari sofware (but not
> yet all of it). took a look in one of my atari boxes and noticed i've
> got an indus, percom, happy 1050, USD 1050, a stock 1050, and a stock
> XF551. out of all of these which was considered to be the fastest?
>

6495. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:28:29 UTC
From: Sean Whalen <whalens@nospam.comcast.net>
Message-ID: <Qo6cnZdkhvv9f0agXTWcqg@comcast.com>
Source record: 25812
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

No, I don't buy any old computers. I use emulators. :)
The IBM's enough for my pocketbook right now, plus my consoles.

"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net...
> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?
>
> Please cast your vote at:
> http://www.vintagehomecomputers.com
>
> Regards!
> Krystian
>
>
>

6496. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 19:29:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CoRC9.699$It3.62916@newsread2.prod.itd.earthlink.net>
Source record: 25813

.XFD has no compression and .ATR actually adds 16 bytes for the header.

.DCM does an adequate job not to be compared with those excellent utilities
from Phil Katz. I never actually tried Sparta's .SCP.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> out of all the XFD DCM ATR and SCP formats, which offers the best
> compression ratio ? Why one over the other ? Which one is considered
> the standard ? etc.
>
> Comments ?
>

6497. Re: Network game "DualDuel"

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 20:15:24 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211201215.ab0327a@posting.google.com>
Source record: 25814

wonder if it could be adapted to work with the new Atari800Win Plus
3.1 netplay capability ?

Jeff Potter <jpotter@cfl.rr.com> wrote in message
news:<ou_A9.137211$fa.2851758@twister.tampabay.rr.com>...
> Andreas,
>
> I had (and played) DualDuel. It predated GameLink I by several years. I
> don't remember much about the game, only that you had to find another
> file that explained how to build a cable. Again, I don't think it was
> GL1 compatible, but it was connected using joystick cables. Like the
> other guy who's responding, I have it on a 5.25" disk somewhere...
>
> I was one of the 3 guys that developed Maze of Agdagon and the GameLink
> II protocol. I'm glad somebody finally got around to writing additional
> games using the concept.
>
> Your eight-bit friend,
> Jeff Potter
>
>
> Andreas Magenheimer wrote:
> > Well,
> > please setup your Atari and at least tell me if the game runs a) with
> > Gamelink-1 (jyostick-ports) or b) with Gamelink-II (SIO-port) interface
> > or c) with something totally different. If you don`t know: Dataque
> > developed the Gamelink interface 1, which ran via the joystick ports.
> > thus you were limited to 2 Atari computers. There were 2 games available
> > for Gamelink 1: Tic Tac Two and Modem Battleship (patched for GL-1
> > support!). Maybe this is game number 3 for the GL-1. The Gamelink-2 was
> > developped several years later, it worked via the SIO port - and you
> > could connect up to 8 atari computers together (meaning 1-16 players via
> > network!). in the beginning, there was only Maze of Agdagon, developed
> > by Dataque and the Agda Group. Some years later Bewesoft/jiri Bernasek
> > read something about this GL-2 device and soon developed another game,
> > as well as schematics for a) easy 2 computer connection and b) 2-8
> > computer connection. The new game was called multi-dash. About half a
> > year ago jiri wrote 2 more games for the GL-2 device: multi-race and
> > multi worms. so finally, GL-1 has merely 2 games available (see above!),
> > whereas GL-2 has already 4 games available...
> >
> > Please tell me with which device you played Dual Duel. Via modem? Via
> > GL-1? Via GL-2? or something else...? Hey if you - or somebody out there
> > - has a copy of this game, please be so kind and e-mail me, so I can add

> > it to my collection of networking atari 8bit games...
> > -Andreas.
> >
> > P.S.: Anyone interested in those networking modem-, GL-1 or GL-2 games,
> > just write me an e-mail and I will send you these as zipped ATR
> > images...
> >
> >
> >

6498. Holmes dead? (ftp.spudster.org) {google for some reason made me change subject}

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 20:30:50 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211201230.2c2f6419@posting.google.com>
Source record: 25815

Are you still gonna upload to Tom Hunt's ftp site ?

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<GXkC9.1524$Li.307300@news02.tsnz.net>...
> > I, too, downloaded his website using httrack. not sure if i got
> > everything though. whoever wins the CD's we should encourage them to
> > post 'em on the net somewhere somehow. or maybe we can convince Tom
>
> Send in a postcard and win it yourself! You may be the only one that
> enters, thus guaranteed a winner! ;-)
>
> I dont expect many to actually take the time to enter, by sending a
> postcard, so those that do, will have a high chance of winning.
>
> For thos who dont know, go to www.atariworld.com and read about this simple
> competition.
>
> cheers
>
> Aaron

6499. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 21:24:22 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utnvbv56ocdma3@corp.supernews.com>
Source record: 25820
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
According to the definition I found, spam only applies to e-mail and not
subscriptions to news groups.

http://www.auburn.edu/helpdesk/glossary/spam.html

Or did you mean to write "Ben's mail isn't intself spam,"

Don
Vancouver, USA

> Ben's mail is itself spam, it is advertising, this isnt allowed in
> non-commercial bases. If this type of mail is so welcome then please let
me
> now and i'l pass on any interested email address to a few spam-bots.
>
> > Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> > I dont.
> >
> > I appreciate Ben is one of the last Atari suppliers, and good on him for
> > sticking with it so long. I wish him well. His posts dont harm anyone,
> > unlike the childish dribble from some reject with too much time on his
> > hands.
>
> --
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002
>
>
```

6500. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 21:52:18 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1037904460.2654.0@demeter.uk.clara.net>
Source record: 25660
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi DOn

Since it isn't actually a dictionary recognised term then your definition
isn't really relevant, I define spam as being anything that's of an unwanted
advert nature.

> According to the definition I found, spam only applies to e-mail and not
> subscriptions to news groups.
>
> http://www.auburn.edu/helpdesk/glossary/spam.html
>
> Or did you mean to write "Ben's mail isn't intself spam,"

It IS spam

> > Ben's mail is itself spam, it is advertising, this isnt allowed in
> > non-commercial bases. If this type of mail is so welcome then please let
> me
> > now and i'l pass on any interested email address to a few spam-bots.
> >
> > > Get a life people, if you dont like Ben's posts, DONT READ THEM, like
> > > I dont.
> > >
> > > I appreciate Ben is one of the last Atari suppliers, and good on him
for
> > > sticking with it so long. I wish him well. His posts dont harm
anyone,
> > > unlike the childish dribble from some reject with too much time on his
> > > hands.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.419 / Virus Database: 235 - Release Date: 13/11/2002

6501. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-20 21:54:08 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA01531A.280A9%nameerf@flash.net>
Source record: 25821
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 1037824382.97794.1@iris.uk.clara.net, Steve Sweet at stevesweet@freeuk.com wrote on 11/19/02 1:31 PM:

> Hi Michael
>
> SO if your such a fan of his you wont mind if i collect email address and
> subscribe them to similar spam schemes, and when you all object i'l jump in
> and defent them as they are one of the good old boy's earning an honest
> living.
>
> Its against the rules, hence off-topic.

First, I was under the impression (and I guess I was right by what someone else said in another post) that Spam only applied to e-mail, not newsgroups.

Second, giving out e-mail addresses (a private communications venue) to spammers is in no way the same as posting an advertisement to a newsgroup (a public forum). Anyway, I wouldn't mind terribly being put on a mailing list if it actually had something to do with what I'm interested in, like Ben's ads have to do with the Atari community.

Third, other people use newsgroups to advertise Atari items they have to sell. The only difference I see between them and Ben is that he is trying to make a living by it (a feat in and of itself), and posts more frequently (which I don't personally see a problem with).

Fourth, even if it is against the rules, that doesn't make it "off-topic". It has everything to do with Atari machines (as that's what he primarily sells). Please tell me how this is off-topic.

Finally, the point of my post was not to say, "Everyone must agree with and accept Ben's posting, and submit themselves to off-topic spam". I was simply pointing out that while Ben's posts can be offensive to some people (yes, I was actually allowing for your point of view), the obscenities in the idiotic spoof presented as a response to the post was absolutely uncalled for, offensive, destructive to the community here, and off-topic, even more than Ben's ads.

As for the ads, if you don't like them, ignor them. If you can't ignor them, set your newsreader to filter them out. If you can't filter them out, deal with them. I don't see how they can hurt you in any way. They may actually be helpful to some of us here, and help support the Atari community as a whole through offering people wanting to purchase something for their machine a place to do that, while supporting a fellow Atarian's career. I think that's much more vital for the survival of the Atari community than

going around bashing each other like this.

Mike Freeman
nameerf@flash.net

6502. Re: If the year was 1983 ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 01:17:25 UTC
From: gozarcollins@nospam-hotmail.com
Message-ID: <arhc75019rb@enews1.newsguy.com>
Source record: 25822

Krystian Sergiejew <kriss@alphavibes.com> wrote:
> If the year was 1983, which home computer would you be considering?

It was Christmas of 1983 when I first got my Atari 800XL with the
1050 drive. So I would still have to go with it!

--
Ryan Collins
Organize:Access:Share your bookmarks from anywhere! http://flyrt.com

6503. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 02:12:43 UTC
From: Larry Anderson <foxnhare@bigvalley.net>
Message-ID: <3DDC4119.B12534BC@bigvalley.net>
Source record: 25823
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

I already voted with my money on a CommodoreOne - and am paitently
waiting... :->

Larry

Krystian Sergiejew wrote:
>
> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?
>
> Please cast your vote at:
> http://www.vintagehomecomputers.com
>
> Regards!
> Krystian

--
01000011 01001111 01001101 01001101 01001111 01000100 01001111 01010010 01000101
Larry Anderson - Sysop of Silicon Realms BBS (209) 754-1363
300-14.4k bps
Set your 8-bit C= rigs to sail for http://www.portcommodore.com/
01000011 01001111 01001101 01010000 01010101 01010100 01000101 01010010 01010011

6504. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 03:19:12 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211201919.68ba1da0@posting.google.com>
Source record: 25824

If DCM compresses files, why not choose it over XFD or ATR ?

Is there something these two have over DCM other than the fact DCM is
limited to 9999 sectors ?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<CoRC9.699$It3.62916@newsread2.prod.itd.earthlink.net>...
> .XFD has no compression and .ATR actually adds 16 bytes for the header.
>
> .DCM does an adequate job not to be compared with those excellent utilities
> from Phil Katz. I never actually tried Sparta's .SCP.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > out of all the XFD DCM ATR and SCP formats, which offers the best
> > compression ratio ? Why one over the other ? Which one is considered
> > the standard ? etc.
> >
> > Comments ?
> >

6505. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 04:34:51 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <arhnr8$97a$1@news.chatlink.com>
Source record: 25825

I find DCMs are really nice to work with on a real Atari, and I like to archive stuff with them. On the other hand, when working on a PC, especially when working with emulation (i.e. Atari800 or Atari810), I like to avoid all compression... mainly because compression really isn't much of an issue with 8-bit software on modern storage devices and also its nice just to dump an .atr right into a hex-editor or disassembler as-is without having to decompress.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0211201919.68ba1da0@posting.google.com...
> If DCM compresses files, why not choose it over XFD or ATR ?
>
> Is there something these two have over DCM other than the fact DCM is
> limited to 9999 sectors ?
>

6506. Re: New Atari800 Win Plus 3.1 supports Internet multiplay!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 04:49:34 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3ddd65f6.27729489@news>
Source record: 25826

rtdos@rocketmail.com (mad ATARI user alternate):
>lets schedule a friday night or saturday night game night using 3.1
>with netplay. one night we'll play mule another night we'll try pac
>man, etc.
>
>any takers ?

I'd be interested sometime. From looking at the netplay feature, you need
to connect to the same server as well. Looks cool! I can't wait to play
MULE with my buddies who live in other cities now!

Shawn Jefferson (atariguy(at)telus(dot)net)

6507. 6502 logic analyzer (HP1611A) on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 04:53:56 UTC
From: George Pontis <gpontis@spamcop.net>
Message-ID: <MPG.184606c484594166989684@news.supernews.com>
Source record: 25827

Up for sale (cheap!) HP1611A opt A65 logic analyzer for 6502 systems.
Very clean and complete with three probes including logic analyzer.

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1789215980

6508. MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 05:48:28 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arhs3c$mg2$1@terabinaries.xmission.com>
Source record: 25828

Just started to setup and configure my new MyIDE interface. Its currently connected to a 576k XE with BlackBox.

First thing I noticed was that the MyIDE was not compatible with SDX and/or Rtime8; with those carts in, my machine was unable to boot up without significant error.

After removing those carts and inserting MyIDE by itself, I boot-up MyDOS 4.5 (hard to find my disk after using BB with 850mb HD) and ran the utilities.

After a few seconds, the connected 18gb 3.5 inch drive from one of my older laptops sputtered and came alive! Running the sector check tonight, and it will probably run all night at this rate.

Once I FDISK the drive (probably another evening to format?) and create my paritions, will I be able to use my standard SDX and/or SpartaDos 3.3 operating systems? The manual wasnt real clear, and it appeared as though I had to use a unique OS??

Anybody else purchase and configure MyIDE?

At any rate, its unreal to see my trusty old (almost 20 year old!) 130XE running a 18gb hard drive from my old Toshiba Tecra 8200 laptop!

6509. Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 05:50:23 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arhs6v$mg2$2@terabinaries.xmission.com>
Source record: 25829

Been trying to reach Steven Tucker for quite some time.. Want to get a registered copy of Ape for Windows - for installation on my Win2K test server (at home), but in several months, I have had no success reaching him.

Steve, you out there?

I can be reached via email at utah_lanman @@ yahoo.com

6510. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 05:58:21 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arhsi4avv1@reader15.wxs.nl>
Source record: 25830

Are you using a ROM version of the MyIDE patch or are you using a RAM
version of the MyIDE patch?

With the RAM version you are not able to use spartados (you can use bewedos)

I wrote a (beta version) of a new 'fdisk' and it's called MyTOOL. It's look
like the black box menu (other colours :-))) and you are able to switch
partitions, deselect them, and name them and save them into a partlist.dat
file.

In next versions this partlist.dat is saved on cylinder 0 of the HD... now
you have to use an external file.

If you are interested in my software, you can mail me. I'll send you an .ATR
file with the software.

Greetz.
Marius

"James King" <utah_lanman@yahooo.com> schreef in bericht
news:arhs3c$mg2$1@terabinaries.xmission.com...
> Just started to setup and configure my new MyIDE interface. Its currently
> connected to a 576k XE with BlackBox.
>
> First thing I noticed was that the MyIDE was not compatible with SDX
> and/or Rtime8; with those carts in, my machine was unable to boot up
> without significant error.
>
> After removing those carts and inserting MyIDE by itself, I boot-up MyDOS
> 4.5 (hard to find my disk after using BB with 850mb HD) and ran
> the utilities.
>
> After a few seconds, the connected 18gb 3.5 inch drive from one of my
> older laptops sputtered and came alive! Running the sector check tonight,
> and it will probably run all night at this rate.
>
> Once I FDISK the drive (probably another evening to format?) and create my
> paritions, will I be able to use my standard SDX and/or SpartaDos 3.3
> operating systems? The manual wasnt real clear, and it appeared as though
> I had to use a unique OS??
>
> Anybody else purchase and configure MyIDE?
>
> At any rate, its unreal to see my trusty old (almost 20 year old!) 130XE
> running a 18gb hard drive from my old Toshiba Tecra 8200 laptop!
>

6511. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 06:01:08 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arhsnb$b17$1@reader15.wxs.nl>
Source record: 25831

Stephen J. Tucker is in the middle of a "movement" (I don't know the english word... ehm... when you are changing from one place to another)

I've mailed with him about some bugs, and he wrote me he is VERY busy at the moment, and does not always has acces to his mail.

btw. I bought a registered version too. It's definately good.... but i prefer the version for win98... there are some timing problems in the XP/2k version with the printing routine, and a naughty bug in the pc-mirror emulation. Perhaps these bugs are solved now, so don't decide to not-register please!

Greetz.
Marius

"James King" <utah_lanman@yahooo.com> schreef in bericht news:arhs6v$mg2$2@terabinaries.xmission.com...
> Been trying to reach Steven Tucker for quite some time.. Want to get a
> registered copy of Ape for Windows - for installation on my Win2K test
> server (at home), but in several months, I have had no success reaching
> him.
>
> Steve, you out there?
>
> I can be reached via email at utah_lanman @@ yahoo.com
>
>

6512. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 06:19:30 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arhtti$mg2$5@terabinaries.xmission.com>
Source record: 25832

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> Are you using a ROM version of the MyIDE patch or are you using a RAM
> version of the MyIDE patch?

I'm not sure I understand the question. Right now, I'm using MyIDE as a
cartridge in the PBI/ECI slot of the 130xe. Beyond the cart, I've just
loaded up the .BAS software from the supplied floppy to configure.

> If you are interested in my software, you can mail me. I'll send you an .ATR
> file with the software.

I'd be interested in any software that will extend the use of this
excellent creation. My email address is utah_lanman @@ yahoo.com.

6513. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 06:22:13 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arhu2l$mg2$6@terabinaries.xmission.com>
Source record: 25833

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> emulation. Perhaps these bugs are solved now, so don't decide to
> not-register please!

I've been a registerd user since 1.13 (DOS), and Steve sent me an email many months ago stating that I could get a free upgrade. At this point, I'm willing and happy to pay for the upgrade. I do need the XP/W2K version, though since I don't have any machines with 9x/ME.. All my systems run either XP, W2K (server) or Solaris 9 <grin>

6514. Re: turbobasic on ROM ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 07:41:25 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3ddc8e12$0$811$4d4ebb8e@news.nl.uu.net>
Source record: 25834

Hi,

as I'm interested in a cart version of Turbo Basic, I have contacted
Video61.
Here's their reply:

<QUOTE>

hi,
we are working on it right now. it takes a while to do if it's at all
possible.
please watch our web site from time to time, once we are done we will
list it on our site,
thanks,
lance
Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

</QUOTE>

Kind regards,
Wef Dinaini

6515. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 08:14:10 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%z0D9.988$hV6.18185@news2.e.nsc.no>
Source record: 25835
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> Ben's mail is itself spam, it is advertising, this isnt allowed in
> non-commercial bases. If this type of mail is so welcome then please let
me
> now and i'l pass on any interested email address to a few spam-bots.

Well, if you mean spam-bots that spits out Atari information, put me on a
list, but else you can ... (you know the rest)

Ben's posts IS Atari related and I appreciate to know who still has stuff
for sale. I wouldn't have been able to order Dean G.'s CD's if he didn't let
us know here, so I appreciate those ads. Just keep them Atari related.

6516. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 09:39:29 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1037871525@rtfm.mit.edu>
Source record: 25836
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

6517. 8-Bit-Show

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 10:27:35 UTC
From: Sintech <sintech@online.de>
Message-ID: <arid03$68a$1@news.online.de>
Source record: 25837

Hello Guys,
there are plans here at SINTECH to make a big 8-Bit show here in Stuttgart,
that's in the south of Germany. However, we need some user-groups/clubs to
assist us with this.
Planned is:
- A computer-sales-range with several sellers from all over Europe.
- A Club-range where all the computer clubs/groups can show their offers and
meet their members as well as hopefully see many new users.
- A soccer-tournament with Teams for each computer.

All will be held in a big city hall over here and there are showers for the
soccer players. The field is just in front of the hall, so not far away.

Plans are for Spring 2003 or Autum 2003. I ask all people here for their
comments, if they would like to come, any suggestions what else to offer and
if anybody is willing to help.
There will be a table fee for the sellers and maybe a small entrance fee of
1 Euro.

Please write me if there is a demand for such a meeting. We ask for C-64,
Atari, Amstrad and Spectrum-Users.

Regards

Thomas

--
www.sintech-shop.de
Your computer shop for
Retro- and modern day computers and consoles

6518. Re: drive speed

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 12:14:17 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <t64D9.15819$br6.13338@nwrddc03.gnilink.net>
Source record: 25838

I own all of them myself and from my experience, the Happy 1050 is the fastest. Although I just got a 720k 3.5" XF551 yesterday which I haven't yet plugged up so we'll have to see about that one.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0211200818.3f2b88a1@posting.google.com...
> i finally went over to my dad's and got some atari sofware (but not
> yet all of it). took a look in one of my atari boxes and noticed i've
> got an indus, percom, happy 1050, USD 1050, a stock 1050, and a stock
> XF551. out of all of these which was considered to be the fastest?

6519. Re: Flash Drive for Atari8

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 12:50:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arikqore1@nets3.rz.RWTH-Aachen.DE>
Source record: 25839

Howdy Bob

> > The other one is by a Dutch hardware guru. He has a PCB that will
> > fit into a cartridge and has TWO USB ports.

> Maybe the cartridge is on the Atari's buss.... that would be impressive.

Maybe I wasn't clear on this, yes, cartridge as in 'Tennis', 'Pool Position'
etc.
It plugs into the cartridge port of your 8 bit Atari and should fit into a
cartridge housing (after you take the original pcb out that is). He used
two USB chips, one on each side of the PCB and maybe some other stuff too.
Not that much on this cart. It was a prototype. He still had to move the
components a bit, so the connector (2 USB ports) would fit inside the
cartridge housing.

CU Mathy van Nisselroy

6520. FT/FS Book:Basic-programma's voor de Atari 600XL/800XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 12:53:39 UTC
From: Johan De Wit <witjo@rsd.bel.alcatel.be>
Message-ID: <3DDCD753.FF28DF81@rsd.bel.alcatel.be>
Source record: 25841

Hallo,

Dit boekje heeft hiernaast nog volgende coordsinaten:

Auteur: Peter Goode
uitgever: Kluwer Software reeks
ISBN 90 201 1836 6
1985

120p
35 basic programmas
In het nederlands

Deze is het Uwe voor 1euro +p&p
Oftewel voor eender welk commodore boekje

In english

Dutch basic programs for sale 1Euro +p&p or trading for any commodore
book.

Thanks

johan

6521. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 13:08:18 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021121080818.05821.00007429@mb-ms.aol.com>
Source record: 25840

I noted Marius' reply about the printing bug when using APE for Windows with XP. Is anyone else using APE with XP and has the same printing problem?

APE is great, but it is my only method of printing with my A8, and this bug definitely affects use with my XP Home setup. In my case, the bug causes the printing to be very sporadic. Let's say that I have a Basic listing to print. I type "LIST P:", and printing will start -- maybe for a half second, maybe 2 seconds. Then it stops and depending on the timeout setting, may or may not restart. About the most that I can get correctly is 5 or 6 lines at a "spurt".

My solution to this was to set up a dual-boot W98/XP system on my PC. The W98 side does everything perfectly with APE (at least all the features that I use.) As it turned out this was a good move, because there are other things that don't work well (yet) with XP.
Larry

6522. Re: Installing a 2.5 HDD inside a 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 13:09:16 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <ariltv$20v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25842

Howdy Ron, folks

> The 1200XL still uses the original 800 9V AC power brick rather than the
> normal XL/XE type; not sure where those 5v and 12v sources might be...

It's probably converted internally somewhere. I know the 800 uses 12V DC
for it's colour circuit where the XL/XE(GS) has to first add 5 V DC to 4.4V
DC before it goes to the potentiometer.

CU Mathy van Nisselroy

6523. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 13:15:52 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <arimgf$ie4$1@bob.news.rcn.net>
Source record: 25843

Steve is around, just not able to get to his email all the time. I just registered Ape for Windows XP, and also have noticed some problems with PC-Mirror. I also just got the Ape Warp + OS upgrade. I'm in the process of installing it now in my 1200XL.

"James King" <utah_lanman@yahooo.com> wrote in message news:arhu2l$mg2$6@terabinaries.xmission.com...
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
> > emulation. Perhaps these bugs are solved now, so don't decide to
> > not-register please!
>
> I've been a registerd user since 1.13 (DOS), and Steve sent me an email
> many months ago stating that I could get a free upgrade. At this point,
> I'm willing and happy to pay for the upgrade. I do need the XP/W2K
> version, though since I don't have any machines with 9x/ME.. All my
> systems run either XP, W2K (server) or Solaris 9 <grin>
>
>

6524. Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 13:46:17 UTC
From: someone@hotmail.com
Message-ID: <pmoptuc35b04486ur07aqegl443gc5i6i3@4ax.com>
Source record: 25844

Hey,

Has anyone seen this fantastic demo?
Wow, I never thought the Atari 800 was capable of such things.
Anyway, have a look for yourself. Check out http://numen.scene.pl

Regards,

Michael

6525. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 13:50:12 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ario2d$mi4$1@bob.news.rcn.net>
Source record: 25845

You're right it is very impressive. I too, never thought the 8 bit could do such things. If this demo had existed back in '83, Atari might still be here today.

<someone@hotmail.com> wrote in message news:pmoptuc35b04486ur07aqegl443gc5i6i3@4ax.com...
> Hey,
>
> Has anyone seen this fantastic demo?
> Wow, I never thought the Atari 800 was capable of such things.
> Anyway, have a look for yourself. Check out http://numen.scene.pl
>
> Regards,
>
> Michael

6526. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 15:09:11 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210704360.3860-100000@shell1.aracnet.com>
Source record: 25648
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Due to the Economy,Atari Business is extremely slow! Thanx to all those who have stood up to support me, FREE Speech and Atari Commerce in the face of Tyranny! Atari sales are really slow inspite of all the support I received in the Atari NewsGroups.Even with all the Talk. Those that supported me, I need to say, I really need your Business now!! To those that said they would buy from me or were planning to buy from me in the future. Now is the time! Take advantage of Atari Holiday Discounts! Help me make enough sales so my Family can have a Merry Christmas! E-Mail atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page! http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6527. ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 15:12:14 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210709260.3860-100000@shell1.aracnet.com>
Source record: 25649
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering Bravo's Atari 20/20 ThanksGiving Discounts!2 20% Discounts. A 20% Discount on All Games/SoftWare & Books/References for Classic Atari 8 Bit & Atari ST Computer Lines!And a 20% Discount for my more regular/preferred Customers covering most HardWare,SoftWare, Books & Accessories for Classic Atari 8 Bit & Atari ST Lines. Got Questions? E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Get Catalogs at http://BensCatalogs.atari.org or Call (503)256-9974!!!! http://www.aracnet.com/~atari/specials.htm Atari Holiday Specials!!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

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6528. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 15:14:47 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arit5jnr1@reader13.wxs.nl>
Source record: 25846

I'll send you the package.

About the question... if you want to use MyIDE you'll need another OS in
your ATARI. Only the My-IDE os will work.

If you don't want to modify your atari, you can use a software-OS (by
booting the Masterdisk side B (the disk that came with the interface!) ...

My question is: are you using the MyIDE OS in ROM (so you modified your XE)
or are you using MyIDE with the software-OS (by booting with the MasterDISK)

You should know :-) because, without knowledge about this, you aren't able
to use MyIDE.

Marius

"James King" <utah_lanman@yahooo.com> schreef in bericht
news:arhtti$mg2$5@terabinaries.xmission.com...
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
> > Are you using a ROM version of the MyIDE patch or are you using a RAM
> > version of the MyIDE patch?
>
> I'm not sure I understand the question. Right now, I'm using MyIDE as a
> cartridge in the PBI/ECI slot of the 130xe. Beyond the cart, I've just
> loaded up the .BAS software from the supplied floppy to configure.
>
> > If you are interested in my software, you can mail me. I'll send you an
.ATR
> > file with the software.
>
> I'd be interested in any software that will extend the use of this
> excellent creation. My email address is utah_lanman @@ yahoo.com.
>

6529. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 15:17:38 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aritau$t7$1@reader13.wxs.nl>
Source record: 25647

When I was in communication with Steve about several bugs, he discoverd some differences between two compilers he uses.

Because of THAT there are some bugs in the software. Since I switched back to win 98 (I only did that for APE :-) I don't know if with that action the XP/Win 2k bugs are gone too.

He's working at it (I hope)

Greetz.
Marius

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht news:20021121080818.05821.00007429@mb-ms.aol.com...
> I noted Marius' reply about the printing bug when using APE for Windows with
> XP. Is anyone else using APE with XP and has the same printing problem?
>
> APE is great, but it is my only method of printing with my A8, and this bug
> definitely affects use with my XP Home setup. In my case, the bug causes the
> printing to be very sporadic. Let's say that I have a Basic listing to print.
> I type "LIST P:", and printing will start -- maybe for a half second, maybe 2
> seconds. Then it stops and depending on the timeout setting, may or may not
> restart. About the most that I can get correctly is 5 or 6 lines at a "spurt".
>
>
> My solution to this was to set up a dual-boot W98/XP system on my PC. The W98
> side does everything perfectly with APE (at least all the features that I use.)
> As it turned out this was a good move, because there are other things that
> don't work well (yet) with XP.
> Larry

6530. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:04:30 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <utq10e44g707d7@corp.supernews.com>
Source record: 25650

James,

I'm using MyIDE on a stock 800xl and Wow it is great. I miss not being able to program with Turbobasic or use Spartados. So the next thing I will be doing is burning a rom to replace the original. The information on how to replace the rom is a little fuzzy, because the schematic is just line art drawing and limited instructions. More detailed info would be a great help. My hard drive is only an older 133mb drive and now I will take that out and get a larger because the 133 is full. One hint about doing the sector checking I just did a quick check and was done in about 2 minutes. 20 Gigs should only take about an hour. Don't even try to verify because it will take forever. A hard drive that has been previously partitioned and formated on a PC machine will be clean and not needing to be verified. Partition for drive 2 *D:2* until all dos setup and imageing is done, then use another program called Mytool.com by Marius Diepenhorst to swap partitions at will. Congratulations on getting the MyIDE interface.

RoyE

"James King" <utah_lanman@yahooo.com> wrote in message
news:arhs3c$mg2$1@terabinaries.xmission.com...
> Just started to setup and configure my new MyIDE interface. Its currently
> connected to a 576k XE with BlackBox.
>
> First thing I noticed was that the MyIDE was not compatible with SDX
> and/or Rtime8; with those carts in, my machine was unable to boot up
> without significant error.
>
> After removing those carts and inserting MyIDE by itself, I boot-up MyDOS
> 4.5 (hard to find my disk after using BB with 850mb HD) and ran
> the utilities.
>
> After a few seconds, the connected 18gb 3.5 inch drive from one of my
> older laptops sputtered and came alive! Running the sector check tonight,
> and it will probably run all night at this rate.
>
> Once I FDISK the drive (probably another evening to format?) and create my
> paritions, will I be able to use my standard SDX and/or SpartaDos 3.3
> operating systems? The manual wasnt real clear, and it appeared as though
> I had to use a unique OS??
>
> Anybody else purchase and configure MyIDE?
>
> At any rate, its unreal to see my trusty old (almost 20 year old!) 130XE
> running a 18gb hard drive from my old Toshiba Tecra 8200 laptop!

>

6531. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:16:55 UTC
From: dunxuk@aol.com
Message-ID: <20021121111655.26137.00000170@mb-fi.aol.com>
Source record: 25651

Any idea when Stephen will be back online again? I emailed him recently about the Warp OS recently but no reply.

6532. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:29:49 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210807330.3860-100000@shell1.aracnet.com>
Source record: 25653
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 19 Nov 2002, James Alexander wrote:

> Bravo Sierra Computers wrote:
>
> > I'm giving Notice to all those who E-Mail me using either an anonymous
> > remailer, send me a threatening E-Mail or E-Mail me with a Block on their
> > E-Mail so I can't reply to them. If you do any of the above to me, I will
> > post the evidence of their Cowardice in the NewsGroups for all to see.
> > Just like the Cowardly Act below.
> >
> > ===Ben===
> >
> > From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> > Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> > From: Anonymous <nobody@remailer.privacy.at>
> > To: atari@aracnet.com
> > Subject: Howdy Doody Ben!
> >
> > This is how it works Benny Boy...
> > You can either stop posting anything related to Bravo Sierra or we can continue
> > to make a mockery out of everything you post. It's very simple.
> > When you stop, we will stop. That includes all the retards posting in your
> > favor. You have various other places to post your useless spam so you determine
> > what the best way to go is. Stop posting your adverts on the newsgroups or
> > we just keep causing a tremendous amount of trouble. As you can clearly see,
> > the atari newsgroup is nothing more than a warzone and we are able to post
> > as you using your very own topics. Everyone is going off topic and it's because
> > of YOUR postings!
> >
> > Simple deal Ben. When you stop, we will stop. Everyone wins the very moment
> > that you quit posting advertisments. Make no mistake about it, we haven't
> > been kicked from any emailing service or remailer and we will continue as long
> > as you continue to post adverts.
> >
> > We are prepared to stop *right now* so long as you stop posting *right now*.
> > Upto you. How do you want to play this out?
> >
>
> Hi Ben,
>
> That moron did the same to me a few weeks ago until I got him kicked off
> the remail it (the coward) was using.

Hi James,

this "Terrorist" claims it has not been kicked off of any e-mailer/
re-mailer service. Could he been lying? This Gutless wonder is just like
the Terrorists in the News. Except those Terrorists claim responsibility!
And they die and go to Paradise with their Virgins. This Particular
Terrorist will Die and go to Hell and be Satan's favorite Sex Toy and be
regularly abused. This "Terrorist" Claims Anonymity. But most of us are
sure who he is. Who else has protested so much, hounding me to the point
of absurdity. All because he hates/loathes my opinions. Stand up for FREE
SPEECH while you still have it. Before you lose the right and privilege!

===Ben===

> Now IT's gone to another remailer. If anyone that twit abuses brings it
> to the attention of the remailer service they're using, before long the
> moron will run out of places to hide.

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http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6533. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:46:11 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arj2kj$4bv$1@terabinaries.xmission.com>
Source record: 25652

Marius Diepenhorst <grover25@zonnet.nl> wrote:
> About the question... if you want to use MyIDE you'll need another OS in
> your ATARI. Only the My-IDE os will work.

> My question is: are you using the MyIDE OS in ROM (so you modified your XE)
> or are you using MyIDE with the software-OS (by booting with the MasterDISK)

I have no modified the XE at all. I've been booting MyDOS 4.5, then
running the .BAS utilities so far.

Regarding my XE, it's already modified; it has the three way CSS OS+ ROM,
so I doubt I'll be able to do much more modification to that machine.
I suppose I can pull out one of my 256k XL's and integrate the cart
internally since the HD is only a 3.5inch laptop device.

Anybody want to tackle this for me? Willing to pay minimal! <grin>

6534. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:57:31 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arj39r$4bv$2@terabinaries.xmission.com>
Source record: 25654

RoyE <r-dean@charter.net> wrote:

> I'm using MyIDE on a stock 800xl and Wow it is great. I miss not being able
> to program with Turbobasic or use Spartados. So the next thing I will be

Which OS are you using? Are you using the MyIDE or MyDOS?

6535. utility to read / write and copy / move files to / from atari disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 16:58:01 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211210858.49b6c5a8@posting.google.com>
Source record: 25655

I'm having problems with Atari File Management. I can't seem to cut / paste files between disk images. Is there another utility that does the same thing or what could I be doing wrong ?

6536. convert atari ML or BIN files to bootable ATR or XFD images ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 17:00:21 UTC
From: rtdos@rocketmail.com
Message-ID: <a9758358.0211210900.e7650c1@posting.google.com>
Source record: 25656

isn't there a windows based utility to convert atari ML or BIN (*.OBJ
*.COM or *.EXE) or even cartridge images to bootable ATR / XFD format
?

Wasn't there also something to convert Atari BASIC to bootable ATR /
XFD format ?

6537. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 17:55:42 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210947200.3860-100000@shell1.aracnet.com>
Source record: 25657
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Mon, 18 Nov 2002, DAVID L. ORMAND wrote:

>
> Is it just my impression, or is the amount of traffic on comp.sys.atari.st
> way, WAY down? I hope it isn't my newsfeed that is failing to pick everything
> up.
>
> If I'm right, and the level of traffic is down, then either Ben's weekly posting
> and the accompanying deluge of flames is (partially) at fault, or it is not.
> I do not personally believe that the Bravo Sierra advertisement is driving loyal
> or potential Atarians off the newsgroup. If it is not at fault, then, we should
> welcome even a weekly advertisement from any of the surviving vendors to bolster
> the dwindling traffic on the newsgroup.

I agree. I've talked to Brad at Best Electronics and Lance at Video 61 and
advised them to run some Holiday Specials. I don't think of it as
competition. We Dealer's have to much in common and regularly refer
Atarians to other Dealers when we don't have what they need. We believe
it's better to keep them happy rather than have them abandon their Ataris
because they cant get their Atari needs fulfilled.

===Ben===

> Only those with a self-destructive axe to grind about the purity of the
> newsgroup topics should have anything to complain about.
>
> I am also a TI-99/4A user. I notice the comp.sys.ti newsgroup is basically
> dead. In this case, it was the migration to a private mailing list that killed
> the newsgroup. I would be absolutely delighted to see ANYTHING show up in
> the TI newsgroup, even a weekly advertisement. Do people really want to see
> comp.sys.atari.st end up like comp.sys.ti?
> --
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6538. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 18:12:36 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211210959170.3860-100000@shell1.aracnet.com>
Source record: 25658
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Wed, 20 Nov 2002, Steve Stupple wrote:

> In article <BA006688.A8CB%gfa@basic.net>, lp <gfa@basic.net> writes
> >I just got a couple more abacus books from Ben. ;-)
>
> Rub it in:)) I still got 2 of the 0-13 series to go:)) books '0' and
> '6'.

BTW, Steve: I've got Volume 6 for you, if your interested.

Hi Lonny, Hey Steve, as per Lonnie's request, I've added the Volume Numbers to the Titles for the Abacus Books. To make it easier for Collectors like yourself. If you buy from me, there are some tricks I can do for you regarding Postage for Cheapness and Fastness. E-Mail me & see.

==Thanx==
===Ben===

> --
> -- Cheers! For Now
> Steve <>< * * *
> Email: steve@atari.org.uk * * *
> Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
> ICQ: 18116827 * Nick: MocknBird on IRC * * *
> Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **
>

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6539. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 18:39:22 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <OWudnVGX5ZzHtUCgXTWcrg@comcast.com>
Source record: 25659
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0211210704360.3860-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:
>Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
>Atari Jaguar Games. The Great Communicator once said, "It's a Recession
>when It's in your Neighbor's back yard. But when It's in your back yard,
>it's a Depression!". Due to the Economy,Atari Business is extremely slow!
>Thanx to all those who have stood up to support me, FREE Speech and Atari
>Commerce in the face of Tyranny! Atari sales are really slow inspite of
>all the support I received in the Atari NewsGroups.Even with all the Talk.
>Those that supported me, I need to say, I really need your Business now!!
>To those that said they would buy from me or were planning to buy from me
>in the future. Now is the time! Take advantage of Atari Holiday Discounts!
>Help me make enough sales so my Family can have a Merry Christmas! E-Mail
>atari@aracnet.com or call Ben anytime at (503)256-9974! I'm not asking a
>lot, I'm just trying to make a living and I'd like to earn your Business!
>http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

I plan on supporting numerous Atari retailers. You are not one of them,
because of your tactics.

--
0--0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0--0

6540. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 19:22:19 UTC
From: Evil Moo <evilmoo@thorntv.com>
Message-ID: <3ddd347b_7@news.newsgroups.com>
Source record: 25661

IIRC the formats work like this:

XFD: 'raw' disk image (720 sectors * 128 bytes = 92160 bytes)
ATR: 16-byte header on front of raw image (16 + 92160 = 92176 bytes)
SCP: variable header indicating disk size and which sectors are non-zero
DCM: the disk is split it into several 'sections'. Blank sectors are skipped
by
a flag in the sector header. If it is not blank, it is one of the
following:
1) full 128-byte sector
2) RLE-encoded
3) duplicate of last sector
4) 'diff' (comparison) to last sector

So the short answer to your question would be 'DCM'. :)

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
news:a9758358.0211201050.58b7220@posting.google.com...
> out of all the XFD DCM ATR and SCP formats, which offers the best
> compression ratio ? Why one over the other ? Which one is considered
> the standard ? etc.
>
> Comments ?

----------== Posted via Newsfeed.Com - Uncensored Usenet News ==----------
http://www.newsfeed.com The #1 Newsgroup Service in the World!
-----= Over 100,000 Newsgroups - Unlimited Fast Downloads - 19 Servers =-----

6541. eBay Auction - Page 6 mag Issue ONE (VERY RARE!)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 19:42:10 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1037907733.48294.0@iapetus.uk.clara.net>
Source record: 25662

Hello All,

I'm auctioning a copy of Page 6 magazine issue ONE, which is exceptionally rare. Here's the info and link:

Here's your opportunity to own an original copy of Page 6 magazine Issue ONE. This issue, released around 20 years ago,
is exceptionally rare. Only 750 copies were ever printed. The vast majority of these went straight to members of the
Birmingham User Group (BUG), because Page 6 was initially going to be the BUG newsletter. Very few issues were ever
sold outside of the group. Many people's collections of Page 6 magazine are missing issue 1. In over 15 years of supporting
the Atari 8-bit, I have only ever seen 2 copies of Issue 1, including the one for auction now. This copy is in near perfect
condition, with no tears, rips, staple rusting, etc. It looks almost as good as the day it was sent out! The bidding for this
item must be sensible and reflect the rarity of the item. Postage costs (shown later) are expensive, but this covers the
cost of a protective envelope and mandatory registered post. Good luck!

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=803315271

Dean Garraghty

6542. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 19:42:47 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD3737.A5635AFC@students.uni-mainz.de>
Source record: 25663

Well,
I already know that the NTSC versions of the 65XE don`t have the ECI...
you can read that in the A8FAQ by Michael Current... -Andreas.

Marius Diepenhorst schrieb:
>
> Yes that's right.
>
> But those 65XE's are not the same as originaly sold in US. Those 65XE were
> orignaly without the ECI.
>
> I'm searching for pictures. If I found them I'll provide you a link.
>
> Marius
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
> news:3DDA9EAB.7038EDA@students.uni-mainz.de...
> > Well,
> > in europe (and especially eastern europe) atari sold both the 65Xe and
> > the 800XE, as well as the 130XE. Believe me, most if not all PAL
> > versions of XE computers (even the PAL 65XE) do have the ECI. Me, I have
> > a PAL 65XE and it definitely has the ECI. It also has a 130XE
> > motherboard, so I upgraded it to 128k and fixed most bugs (replaced the
> > faulty GTIA with a good one, replaced the buggy/incompatible OS with an
> > older one, added a Gate Array chip, etc. etc.)...
> > -Andreas.
> >
> > P.S.: I also sold 2 of these Xe`s at my booth in herten (ABBUC-JHV
> > 2002)...
> >
> >
> >
> > Marius Diepenhorst schrieb:
> > >
> > > Actually not quit true ....
> > >
> > > the orignal 65XE does NOT have the ECI port. Those 65xe's are not sold
> in
> > > Europe. But if you look at 65xe pictures in US ... you'll see they don't
> > > have that tiny port next to the cartridge port.
> > >
> > > The 800XE has the same print as the 130xe.
> > >
> > > Greetz.

> > > Marius
> > >
> > > "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> schreef
> in
> > > bericht news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> > > > Howdy folks
> > > >
> > > > > In fact, 800XE was most common computer in our area. 65XE was
> completely
> > > > > the same here. Both have ECI, some have 130XE motherboard without
> EMMU &
> > > > > 64KB of extended ram.
> > > >
> > > > They were mainly sold in Germany I guess. They were called 800XE
> (instead
> > > > of 65XE, as they are called everywhere else) because the 800XL was a
> big
> > > > success. Their cases are made out of a different plastic, the OS
> tests
> > > > 128kB (if it finds that much), and spells out copyright 1985 instead
> of
> > > > 1983.
> > > >
> > > > CU Mathy van Nisselroy
> > > >
> > > >
> > > >

6543. Re: turbobasic on ROM ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 19:58:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD3AFC.A0D4EC6A@students.uni-mainz.de>
Source record: 25664

Well,
this pcb was made by Michael Pascher and sold via ABBUC in the early
90s. it is not a cartridge, but a parallel bus device. Only very few
were made, since htey were very expensive then... -Andreas.

Nir schrieb:
>
> rtdos@rocketmail.com (mad ATARI user alternate) wrote in message
news:<a9758358.0211191455.38d11f11@posting.google.com>...
> > has anyone burned turbobasic on ROM ? results ?
>
> Well yse..
>
> there is a small pcb upgrade for that atari 800xl/130xe allowing you
> to upgrade to the computer with turbobasic built in. this was done in
> germany.. and i have seen a working version
>
> Video61 should also have a cartridge version of TurboBasic.
>
> Nir Dary
> Jerusalem

6544. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:01:49 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD3BAD.272A22E3@students.uni-mainz.de>
Source record: 25665

Well,
afaik XFD and ATR images are uncompressed. Don`t know if DCM or SCP (or DI) has the best compression rate. I tend to zip ATR or XFD images, this way the compression rate is much better than any of those other images... -Andreas.

mad ATARI user alternate schrieb:
>
> out of all the XFD DCM ATR and SCP formats, which offers the best
> compression ratio ? Why one over the other ? Which one is considered
> the standard ? etc.
>
> Comments ?

6545. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:05:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD3C9C.477333AE@students.uni-mainz.de>
Source record: 25666

Well,
depends on the emulator you are using. I use SIO2PC - it only accepts
ATR images (not DCM, not XFD, not SCP, not DI). Of course you can easily
convert those DCM images into ATR, but if you have some CD`s full of
images, converting thousands of them is a pain. thats why I like the
Pooldisk Too (over 5000 images in ATR format) and thats why my own image
CD also contains ATR images... -Andreas.

mad ATARI user alternate schrieb:
>
> If DCM compresses files, why not choose it over XFD or ATR ?
>
> Is there something these two have over DCM other than the fact DCM is
> limited to 9999 sectors ?
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<CoRC9.699$It3.62916@newsread2.prod.itd.earthlink.net>...
> > .XFD has no compression and .ATR actually adds 16 bytes for the header.
> >
> > .DCM does an adequate job not to be compared with those excellent utilities
> > from Phil Katz. I never actually tried Sparta's .SCP.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > > out of all the XFD DCM ATR and SCP formats, which offers the best
> > > compression ratio ? Why one over the other ? Which one is considered
> > > the standard ? etc.
> > >
> > > Comments ?
> > >

6546. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:11:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD3E04.5324684E@students.uni-mainz.de>
Source record: 25667

Well,
then you use a RAM version of the drivers and/or OS. The drivers are
also available as a ROM, you can piggy-back this new OS (called SOS)
right over the old one and put in a switch to switch between these two.
The ROM version can be found at Sijmen schouten`s homepage. then you
merely have to find someone who burns this 16k binary into an Eprom...
-Andreas.

James King schrieb:
>
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
> > Are you using a ROM version of the MyIDE patch or are you using a RAM
> > version of the MyIDE patch?
>
> I'm not sure I understand the question. Right now, I'm using MyIDE as a
> cartridge in the PBI/ECI slot of the 130xe. Beyond the cart, I've just
> loaded up the .BAS software from the supplied floppy to configure.
>
> > If you are interested in my software, you can mail me. I'll send you an .ATR
> > file with the software.
>
> I'd be interested in any software that will extend the use of this
> excellent creation. My email address is utah_lanman @@ yahoo.com.

6547. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:22:11 UTC
From: rbernardo@value.net
Message-ID: <f890d44d.0211211222.1dacaf8d@posting.google.com>
Source record: 25668
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

"Krystian Sergiejew" <kriss@alphavibes.com> wrote in message
news:<EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net>...

> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?

Yes, I am.

Truly,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug

6548. Re: 8-Bit-Show

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:22:17 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD4079.F1ADAE73@students.uni-mainz.de>
Source record: 25669

Well,
I would be very enthusiastic to see this show. but I have my doubts,
that there will be more buyers/sellers than at the "8bit-boerse" in
frankfurt-bornheim (Germany). On the other hand, let`s give it a try.
And while thinking about it, in Spring there is already an Atari 8bit
fair in schreiersgruen (March 2003) and in Autumn/Fall (usually
Spetember) there is the Unconventional in Lengenfeld. Hopefully you find
a good date, that does not interfere with those
meetings/fairs/conventions. (of course there are also many other fairs
and conventions for various computer platforms in foreign countries,
like Poland, Czech Republic, Slovakia, etc. I mentioned those two
events, because you want to make your show in Germany)
-Andreas.

P.S.: Call ABBUC or the regional groups RAF and Foundation Two. They are
always there if there is any Atari show in Germany...

Sintech schrieb:
>
> Hello Guys,
> there are plans here at SINTECH to make a big 8-Bit show here in Stuttgart,
> that´s in the south of Germany. However, we need some user-groups/clubs to
> assist us with this.
> Planned is:
> - A computer-sales-range with several sellers from all over Europe.
> - A Club-range where all the computer clubs/groups can show their offers and
> meet their members as well as hopefully see many new users.
> - A soccer-tournament with Teams for each computer.
>
> All will be held in a big city hall over here and there are showers for the
> soccer players. The field is just in front of the hall, so not far away.
>
> Plans are for Spring 2003 or Autum 2003. I ask all people here for their
> comments, if they would like to come, any suggestions what else to offer and
> if anybody is willing to help.
> There will be a table fee for the sellers and maybe a small entrance fee of
> 1 Euro.
>
> Please write me if there is a demand for such a meeting. We ask for C-64,
> Atari, Amstrad and Spectrum-Users.
>
> Regards
>
> Thomas
>

> --
> www.sintech-shop.de
> Your computer shop for
> Retro- and modern day computers and consoles

6549. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 20:55:21 UTC
From: "Gregory D. George" <greg@ataritimes.com>
Message-ID: <3DDD4826.C127553E@ataritimes.com>
Source record: 25670
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Steve Sweet wrote:

> I define spam as being anything that's of an unwanted advert nature.

So, I guess that means you think TV advertising is SPAM? What about
radio ads? Or magazine ads? Is all that SPAM too?

I think your definition is far too broad and not one that would be
accepted by those on the internet.

--
Gregory D. George

=-=-=-

6550. ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 21:09:33 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DDD4B8D.EDE6E216@students.uni-mainz.de>
Source record: 25671

Hello Folks,
at the ABBUC JHV in Germany, the club members of ABBUC decided that it is time for new *quality* A8 software. Therefore the ABBUC now starts a programmers contest. you have to program a game or application (not a demo!) that should be finished until September 15th 2003. The rules (quality control, copyright, etc.) are not completely set yet, but so far I can tell you:

1) ABBUC spends 1000 Euro for all entries; first prize is 500 Euro, second prize is 200 Euro, third price is 100 Euro; and the remaining rest will be split for the remaining programs and places... (note that 1 euro is almost one dollar; sometimes more, sometimes less...)

2) if you send your program (must be a finished one, no demo or pre/beta-version!) to ABBUC Germany, and win a price, then ABBUC gets the right to place it onto its ABBUC magazine (which has around 400 subscribers)...

All other rules are not completely set yet... I will tell you more soon...
greetings - andreas.

6551. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 21:40:16 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arjjog$7vb$1@reader13.wxs.nl>
Source record: 25672

Ohw ok! thanks I didn't know that.

Btw. the 65XE I bought from you at the JHV is doing a great job! thanks for selling good stuff to me! It's nice when atari's are in a great shape; but this one was almost BRANDNEW.

Thanks again!
MArius

"Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht news:3DDD3737.A5635AFC@students.uni-mainz.de...
> Well,
> I already know that the NTSC versions of the 65XE don`t have the ECI...
> you can read that in the A8FAQ by Michael Current... -Andreas.
>
>
>
>
> Marius Diepenhorst schrieb:
> >
> > Yes that's right.
> >
> > But those 65XE's are not the same as originaly sold in US. Those 65XE were
> > orignaly without the ECI.
> >
> > I'm searching for pictures. If I found them I'll provide you a link.
> >
> > Marius
> >
> > "Andreas Magenheimer" <magea000@students.uni-mainz.de> schreef in bericht
> > news:3DDA9EAB.7038EDA@students.uni-mainz.de...
> > > Well,
> > > in europe (and especially eastern europe) atari sold both the 65Xe and
> > > the 800XE, as well as the 130XE. Believe me, most if not all PAL
> > > versions of XE computers (even the PAL 65XE) do have the ECI. Me, I have
> > > a PAL 65XE and it definitely has the ECI. It also has a 130XE
> > > motherboard, so I upgraded it to 128k and fixed most bugs (replaced the
> > > faulty GTIA with a good one, replaced the buggy/incompatible OS with an
> > > older one, added a Gate Array chip, etc. etc.)...
> > > -Andreas.

> > >
> > > P.S.: I also sold 2 of these Xe`s at my booth in herten (ABBUC-JHV
> > > 2002)...
> > >
> > >
> > >
> > > Marius Diepenhorst schrieb:
> > > >
> > > > Actually not quit true ....
> > > >
> > > > the orignal 65XE does NOT have the ECI port. Those 65xe's are not
sold
> > in
> > > > Europe. But if you look at 65xe pictures in US ... you'll see they
don't
> > > > have that tiny port next to the cartridge port.
> > > >
> > > > The 800XE has the same print as the 130xe.
> > > >
> > > > Greetz.
> > > > Marius
> > > >
> > > > "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de>
schreef
> > in
> > > > bericht news:ard43e$869$1@nets3.rz.RWTH-Aachen.DE...
> > > > > Howdy folks
> > > > >
> > > > > > In fact, 800XE was most common computer in our area. 65XE was
> > completely
> > > > > > the same here. Both have ECI, some have 130XE motherboard
without
> > EMMU &
> > > > > > 64KB of extended ram.
> > > > >
> > > > > They were mainly sold in Germany I guess. They were called 800XE
> > (instead
> > > > > of 65XE, as they are called everywhere else) because the 800XL was
a
> > big
> > > > > success. Their cases are made out of a different plastic, the OS
> > tests
> > > > > 128kB (if it finds that much), and spells out copyright 1985
instead
> > of
> > > > > 1983.
> > > > >
> > > > > CU Mathy van Nisselroy
> > > > >
> > > > >

> > > > >

6552. When comes the pixel-level emulation in stead of scanline?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 21:45:51 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arjk32$8mv$1@reader13.wxs.nl>
Source record: 25673

Hi!

Just wondering. Is there any development on the graphics output in the emulators? Demo's like Joyride (and other software) that is using more graphics modes on one scanline, are not emulated well.

Will it be possible in future to emulate this?

Thanks
Marius

6553. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 21:51:24 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arjkdd$9b8$1@reader13.wxs.nl>
Source record: 25674

> Which OS are you using? Are you using the MyIDE or MyDOS?

I think you are confusing some things. MyDOS is a Disk Operating System. Any compatible (hard) disk drive can be used with MyDOS or any other atari DOS.

The question is: how does your ATARI computer (your 130XE!) communicate with the MyIDE cartridge. With the MyIDE Rom chip, or with the MyIDE soft-OS. After you loaded the SOFT-OS you should boot a DOS (like MyDOS)

If you are using SOFT os or not... you still have to boot a dos like MyDOS or Bewedos etc.

There is no special DOS for MyIDE (not et....)
And not needed too.

Marius

6554. Re: convert atari ML or BIN files to bootable ATR or XFD images ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 22:33:06 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ZXcD9.52535$dr6.46932@news.bellsouth.net>
Source record: 25675

One of the compilers had a utility called makeboot, after it compiled your program into a com file I think, it made it bootable. I have the .ATR image of makeboot. Just send me an email if you need it.

"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message news:a9758358.0211210900.e7650c1@posting.google.com...
> isn't there a windows based utility to convert atari ML or BIN (*.OBJ
> *.COM or *.EXE) or even cartridge images to bootable ATR / XFD format
> ?
>
> Wasn't there also something to convert Atari BASIC to bootable ATR /
> XFD format ?

6555. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 22:36:22 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <icdD9.1217$hV6.23337@news2.e.nsc.no>
Source record: 25676
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> skrev i melding
news:1037904460.2654.0@demeter.uk.clara.net...
> Hi DOn
>
> Since it isn't actually a dictionary recognised term then your definition
> isn't really relevant, I define spam as being anything that's of an
unwanted
> advert nature.

Unwanted by whom ? I am not a big fan of all the junk in my email, from Hong Kong, or whereever, with porn and shit. But I do want Ben's ads, so who is to say if it's spam or not then ? And why is your definition better than the others ?

6556. Re: ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-21 22:38:29 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <gedD9.1219$hV6.22057@news2.e.nsc.no>
Source record: 25677

Is Abbuc german only or in english ? If it's in english, where do I
subscribe ?

Thanks and take Atarian care

"Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
news:3DDD4B8D.EDE6E216@students.uni-mainz.de...
> Hello Folks,
> at the ABBUC JHV in Germany, the club members of ABBUC decided that it
> is time for new *quality* A8 software. Therefore the ABBUC now starts a
> programmers contest. you have to program a game or application (not a
> demo!) that should be finished until September 15th 2003. The rules
> (quality control, copyright, etc.) are not completely set yet, but so
> far I can tell you:
>
> 1) ABBUC spends 1000 Euro for all entries; first prize is 500 Euro,
> second prize is 200 Euro, third price is 100 Euro; and the remaining
> rest will be split for the remaining programs and places... (note that 1
> euro is almost one dollar; sometimes more, sometimes less...)
>
> 2) if you send your program (must be a finished one, no demo or
> pre/beta-version!) to ABBUC Germany, and win a price, then ABBUC gets
> the right to place it onto its ABBUC magazine (which has around 400
> subscribers)...
>
> All other rules are not completely set yet... I will tell you more
> soon...
> greetings - andreas.

6557. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 00:12:19 UTC
From: chad_alberts@yahoo.com
Message-ID: <c703a79f.0211211612.635bc904@posting.google.com>
Source record: 25678
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

Larry Anderson <foxnhare@bigvalley.net> wrote in message
news:<3DDC4119.B12534BC@bigvalley.net>...

> I already voted with my money on a CommodoreOne - and am paitently
> waiting... :->

Also focusing on the CommodoreOne....hoping to convert some of my
all-time favorite c64 games over to take advantage of the extra power.

Chad

6558. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 02:43:02 UTC
From: Burt <c64dungeon@nospamyahoo.com>
Message-ID: <3DDD99B6.DD697D3F@nospamyahoo.com>
Source record: 25679
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

```
Only if: I see Amiga OS 4 guarantee, see MAC OS 9 (and MAC OS X) running as
well as java applications / ides on the G4 CPU... Otherwise, i am concerned
about the number of applications for Amiga OS 4 out there... hmmm....
--

___
/ __|__ Burt /Terminator / /
/ / |_/ www.museum.c64.org / /
\ \__|_\ Adoring C= 64 / 128 and \ \/ /
\___| Getting into Amiga, too... \/\/
```

6559. Atari 2600 Video on TV!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 03:43:13 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211936260.6754-100000@shell1.aracnet.com>
Source record: 25681
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit

Hey,

I was watching Country Music Telivision and I was listening to a Video, I think it was called "1980 something" and when I looked, I caught a glimpse of Kids playing an Atari 2600, showing the Console and Joysticks on home movies! Brings back memories.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6560. Re: utility to read / write and copy / move files to / from atari disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 04:07:17 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <V3iD9.3400$lt3.297339@newsread2.prod.itd.earthlink.net>
Source record: 25682

Need more data on which utility is in use and what problems were
encountered.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> I'm having problems with Atari File Management. I can't seem to cut /
> paste files between disk images. Is there another utility that does
> the same thing or what could I be doing wrong ?
>

6561. Which 256 upgrade - Rambo or Newell?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 04:32:33 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3DDDB361.D2F0E65@one.net>
Source record: 25680

If you could only have one machine would it be an 800XL with Rambo or Newell?

-Bob

6562. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 04:50:27 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>
Source record: 25683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Thu, 21 Nov 2002, Sean Connery wrote:

> I plan on supporting numerous Atari retailers. You are not one of them,
> because of your tactics.

That's fine. I do Business with and support other Atari Dealers like Video61, Best Electronics and yes even B & C ComputerVisions. Atari Dealers are like a BrotherHood. We help each other out. All I ask is my Share of the Atari Customers. I don't need Terrorists like the one who's been hounding me mercilessly, all because He Hates my Politics. No FREE speech here! The Kicker is, I checked and B & C has no record of ever selling to Him. What a Hypocrite! I believe he only does Business with Pirate Sites!

Oh, BTW, when complaining about my Posts, maybe you should delete my Ads from your posts. Since you find them offensive.

I would like to spend more time in the NewsGroups, but with the Mob Mentality, infantile behaviour, plus it gets so depressing seeing people Advertising Atari stuff for sale. When I read the Sale Posts, I discover it's for auctions, plus I'm persecuted for trying to professionally support the Atari. Not making enough to pay my Bills.

I believe most who have decided not to buy from me have Pre-Judged me. Another word for Prejudice. Most of you have not given me a chance to serve you.

Those who want to crucify me over spam need to evaluate this on a case by case basis. Judge me on my merits, not on a one-size fits all. Dont throw out the Baby with the Bath Water!

If I could, I would spend more time in the NewsGroups. But Not only does E-Mail keep me busy, I have responsibilities,like acquiring new inventory, Testing New Inventory, Cataloging and Pricing New Inventory, Updating my WebSite, and putting my Inventory in my WhereHouse. I have to process incoming orders with a less than 24 Hour Turnaround, Maintain my Catalogs. My Workspace has Boxes and Crates of Inventory I haven't processed, since I need to process it all, I can't store all my Inventory.

You try being one of the last of the Atari Dealers still Advertising. It's not like they don't need the Business. They just don't want to put up with the Mob Mentality, like I have. Not once do I get a reward or even a Pat on the Back.

Never, have my attackers tried to work this out. Like the Biblical Principle. Instead of coming to me to work it out, they RIP-ME-APART

publicly in the NewsGroups where it get's them the most points.

===Ben===

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6563. Re: GameLink ? site dead ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 06:11:55 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DDDCAAB.B3C49904@cswebmail.com>
Source record: 25684

mad ATARI user alternate wrote:

> http://www.a8maestro.com/gamelink/index.htm

It worked fine except for three tiny link pics that existed in my local
hard drive, but not in the same places on the web site.
Fixed that.

Rick D.

6564. Re: parallel bus interface specs from atari-history.com & S-16 Expansion box specs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 06:33:12 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DDDCFA8.925E2613@cswebmail.com>
Source record: 25685

Christopher Lang wrote:

> Rick,
>
> thanks, I found the pics on your site, but the link
>
> http://www.a8maestro.com/atari/info/software/box1090.arc
>
> seems to be broken.
>
> fyi
>
> cheers
> Chris
>
> page fixed..link should be...

http://www.a8maestro.com/atari/info/images/box1090.arc

But I wouldn't use it..I'd go to the page and use the link from there.
Right click.."Save link as".

Rick D.

6565. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 06:35:17 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <tdkD9.2206$Li.421641@news02.tsnz.net>
Source record: 25686
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Do you accept Credit cards yet? Or Paypal? That was the reason I
couldnt buy from you the first time, also your prices seem a bit high on
some items. But I'd consider buying from you if you took Credit cards
now.

Other wise, I'll only be supporting those that do.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> On Thu, 21 Nov 2002, Sean Connery wrote:
>
> > I plan on supporting numerous Atari retailers. You are not one of them,
> > because of your tactics.
>
> That's fine. I do Business with and support other Atari Dealers like
> Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> Dealers are like a BrotherHood. We help each other out. All I ask is my
> Share of the Atari Customers. I don't need Terrorists like the one who's
> been hounding me mercilessly, all because He Hates my Politics. No FREE
> speech here! The Kicker is, I checked and B & C has no record of ever
> selling to Him. What a Hypocrite! I believe he only does Business with
> Pirate Sites!

6566. Re: Which 256 upgrade - Rambo or Newell?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 06:39:29 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DDDD121.AC8DBA78@cswebmail.com>
Source record: 25687

Bob Ryan wrote:

> If you could only have one machine would it be an 800XL with Rambo or
> Newell?
>
> -Bob

I can only say that I have installed many, many Newell upgrades. Too me,
they were easier and more stable.

The Rambo upgrades were compatible with a few more commercial products,
but have been told that some programs weren't nice and trashed the system
as the banks not switched(0-16K, 32K-64K) weren't protected from access.

Rick D.

6567. Re: Which 256 upgrade - Rambo or Newell?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 06:40:12 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DDDD14C.E95B7A10@cswebmail.com>
Source record: 25688

Bob Ryan wrote:

> If you could only have one machine would it be an 800XL with Rambo or
> Newell?
>
> -Bob

Oh, I also think the Rambo required the newer Antic, while the Newell
used either.

Rick D.

6568. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 07:11:59 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0211212311.325d9f4d@posting.google.com>
Source record: 25689
Body handling: HTML body converted to readable text

James Alexander wrote in message news:<3DDAE072.F8581898@rogers.com>...
> sinclap@yahoo.com wrote:
>
> > "Mathy van Nisselroy" wrote in message news:...
> > > Howdy folks
> > >
> > > > This is how it works Benny Boy...
> > >
> > >
> > >
> > > This has gone far enough. You don't have to like Ben's ads or posting from
> > > other people, but threatening people? Come on. Grow up.
> > >
> > > CU Mathy van Nisselroy
> > >
> > > PS anybody know how to find where this wimp is hidding. Let's tell his mom
> > > about him, so he'll be grounded for a year.
> >
> > Must be the coward 'chunks'..
>
> Btw LOSER, why are you still obsessed with your homophobic imaginary friend? or are you
back to your old tricks cause you've been
> banned from alt.wank.flonk.fnord.fnord.fnord again.

Nope...Not either thank you...How is your SO Chunks'? Leave the basement yet?
Who gets to be on top?

6569. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 07:33:50 UTC
From: news@goroll.net
Message-ID: <3ddddc11.1526004@News.CIS.DFN.DE>
Source record: 25690

Dear Marius,

thanks for your fast answer and the MyIDE tool. I just tried it
yesterday, and I must say, it's exactly what I have missed in the
original software by Mr. Atari.

MyTool is very easy to install, it recoginses the existing partitions
and you can name then change their order or switch some partitions
off.

If you want to, I can write an article n MyTool for the german ABBUC-
mag.

Bye,
Michael

6570. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 09:01:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211220057340.6754-100000@shell1.aracnet.com>
Source record: 25691
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Thank You Kyle for the Kind Words.

==Thanx==
===Ben===

On Fri, 22 Nov 2002, Kyle Lavery wrote:

> I have dealt with Ben in the past and was amazed with the service he
> provided. He got me my items in a timely fashion, not to mention he was the
> only one who I found that had a boxed copy of Captive and a Dungeon Master
> hintbook. Personaly I don't mind Ben posting his ads here, they are
> completly on topic. Not to mention without his posts I wouldn't have found
> out about him in the first place. Keep up the good work Ben, don't let these
> trolls drag you down. Sadly trolls are a part of every group on the net,
> just shrug them off and get on with things.
>
>
> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> > On Thu, 21 Nov 2002, Sean Connery wrote:
> >
> > > I plan on supporting numerous Atari retailers. You are not one of them,
> > > because of your tactics.
> >
> > That's fine. I do Business with and support other Atari Dealers like
> > Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> > Dealers are like a BrotherHood. We help each other out. All I ask is my
> > Share of the Atari Customers. I don't need Terrorists like the one who's
> > been hounding me mercilessly, all because He Hates my Politics. No FREE
> > speech here! The Kicker is, I checked and B & C has no record of ever
> > selling to Him. What a Hypocrite! I believe he only does Business with
> > Pirate Sites!
> >
> > Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> > from your posts. Since you find them offensive.
> >
> > I would like to spend more time in the NewsGroups, but with the Mob
> > Mentality, infantile behaviour, plus it gets so depressing seeing people
> > Advertising Atari stuff for sale. When I read the Sale Posts, I discover
> > it's for auctions, plus I'm persecuted for trying to professionally
> > support the Atari. Not making enough to pay my Bills.
> >
> > I believe most who have decided not to buy from me have Pre-Judged me.
> > Another word for Prejudice. Most of you have not given me a chance to

> > serve you.
> >
> > Those who want to crucify me over spam need to evaluate this on a case by
> > case basis. Judge me on my merits, not on a one-size fits all. Dont throw
> > out the Baby with the Bath Water!
> >
> > If I could, I would spend more time in the NewsGroups. But Not only does
> > E-Mail keep me busy, I have responsibilities,like acquiring new inventory,
> > Testing New Inventory, Cataloging and Pricing New Inventory, Updating my
> > WebSite, and putting my Inventory in my WhereHouse. I have to process
> > incoming orders with a less than 24 Hour Turnaround, Maintain my Catalogs.
> > My Workspace has Boxes and Crates of Inventory I haven't processed, since
> > I need to process it all, I can't store all my Inventory.
> >
> > You try being one of the last of the Atari Dealers still Advertising. It's
> > not like they don't need the Business. They just don't want to put up with
> > the Mob Mentality, like I have. Not once do I get a reward or even a Pat
> > on the Back.
> >
> > Never, have my attackers tried to work this out. Like the Biblical
> > Principle. Instead of coming to me to work it out, they RIP-ME-APART
> > publicly in the NewsGroups where it get's them the most points.
> >
> > ===Ben===

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http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6571. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 11:54:31 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211220226050.21462-100000@shell1.aracnet.com>
Source record: 25694
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Fri, 22 Nov 2002, Aaron Wheeler wrote:

> Do you accept Credit cards yet? Or Paypal? That was the reason I
> couldnt buy from you the first time, also your prices seem a bit high on
> some items. But I'd consider buying from you if you took Credit cards
> now.
>
> Other wise, I'll only be supporting those that do.

OK, I'm going to tell you a story. And it's true. When I was 15, I dropped out of High School, soon afterward I had an episode, became Hospitalized and Disabled. Currently I'm approaching 39 and not only am I still disabled, but I have other health problems adding to my condition. I've been Disabled for over 20 years and I've been collecting Disability for nearly 20 years. I've been an Atarian since maybe 1980. Most of my rehabilitation is/was through my local Atari Clubs. Part of what I lost, I replaced by learning how to function using my Atari Computers and using the Atari Computer Clubs for support, fellowship and an outlet to get involved and serve my fellow man in the Atari Community as a Teacher, SIG Leader, BBS SysOp, NewsLetter Editor and for a number of years, I've been successful as Vice President of my Atari Club. My President warned me that all unfilled Board Positions, I would have to fill while they were vacant. Lets just say I got quite an education. The Disability I receive is a mere pittance, unable to sustain my most basic needs. Still I must survive, and my skills lie in Atari. As well as what I love to do. It gives me a reason to wake every morning and hope not to give up and go Tango Uniform. I work to stay independent. I don't make a MINT doing this & I can't keep enough in the Bank to Maintain a Bank Account. What I do have going for me is a Family with Land/Homes/Property/Resources supplying me with my Home, Wherehouse for my inventory and facilities to run my Business with. As well as love and moral support. My Father's words stay with me. Don't use Credit Cards as they are a good way to run up Debt. So for myself I have no Credit Cards. The Plus side to this is I have almost no Debt. Still, I need to be Independent. So besides using my Atari Business as my Career, it also serves as Therapy and hope to live and continue. LikeWise, I have Moral reasons not to take Credit Cards for my Business. The old Bible Quote "The Debtor is the Lenders Slave!" On my Principles I avoid Credit Cards. And along with what my Father Taught me. As far as PayPal goes, Since the only Computer I use, know how to use, want to use, own, have and the only Computer I get on the InterNet with is my Atari ST. And when I spoke to PayPal about Atari Compatability, I found with all the encryption codes and other problems, PayPal is not compatible with my Web Browser! And it won't do for me. As far as Credit Cards go, It's more paperwork and more trouble than I need. But then you probably don't believe in Hiring

the Handicapped. So I forgive your ignorance. On, the other hand when a Customer Mails me a Postal Money Order to my P.O. Box, The Post Office will Cash it for me on the spot. And with a quick turnaround, the customers order goes out the same day, usually from the Post Office. And while I'm their, I can mail a Postal Money Order from the Post Office to Pay My Bills. So if you still insist on using a Credit Card or PayPal. I won't hold it against you. And for those wanting to E-Mail me telling me I need to upgrade my Computer to get on the InterNet. I'm not interested. The same goes for my Software and Web Browser. I'm comfortable the way it is. And I'm not willing to change/upgrade my Web Browser to do PayPal.

===Ben===

> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
> > On Thu, 21 Nov 2002, Sean Connery wrote:
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> > Video61, Best Electronics and yes even B & C ComputerVisions. Atari
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6572. Site updated

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 11:58:03 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arl64ckdb1@nets3.rz.RWTH-Aachen.DE>
Source record: 25692

Howdy folks

I added CardGrabber and SheepRace to my site (both are game sfor use with the MultiJoy interface) and corrected the link in the webcam paragraph.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6573. Re: 8-Bit-Show

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 12:18:28 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arl7aolmb1@nets3.rz.RWTH-Aachen.DE>
Source record: 25693

Howdy Andreas

AM: "I would be very enthusiastic to see this show. but I have my doubts, that there will be more buyers/sellers than at the "8bit-boerse" in frankfurt-bornheim (Germany). On the other hand, let`s give it a try. And while thinking about it, in Spring there is already an Atari 8bit fair in schreiersgruen (March 2003) and in Autumn/Fall (usually Spetember) there is the Unconventional in Lengenfeld. Hopefully you find a good date, that does not interfere with those meetings/fairs/conventions. (of course there are also many other fairs and conventions for various computer platforms in foreign countries, like Poland, Czech Republic, Slovakia, etc. I mentioned those two events, because you want to make your show in Germany)"

Your forgetting to mention that the "8bit-boerse" is, like I guess the Sintech 8 bit show will be, a show for ALL 8 bits of ALL brands, incl. commodore, apple, etc. And that "Schreiersgruen" and "Lengenfeld" are Atari only shows/meetings.

CU Mathy van Nisselroy

6574. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 12:26:42 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arl7q3maq1@nets3.rz.RWTH-Aachen.DE>
Source record: 25695

Howdy folks

> You're right it is very impressive. I too, never thought the 8 bit could
> do such things. If this demo had existed back in '83, Atari might still
be
> here today.

I did some testing on my 1MB XEGS and can say that the following demo's are
great (maybe not all as good as numen, but...):

X-Demo, Nonejm, Zero, Atari 130XE Shinny Bubbles, Muppet Movie, Relax, Ergo
Bibamus, Total Daze, De Themo, De Themo 2

Ofcourse, Numen runs on my 1MB XEGS too.

I downloaded a lot more, but some (under 10%) didn't run and some I couldn't
un-ATR.
BTW some of those above need 320kB.

CU Mathy van Nisselroy

6575. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 13:08:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021122080843.28222.00000137@mb-ca.aol.com>
Source record: 25696

One of the last XE boards that Atari released in the U.S. was a "Fits-All". It was labeled as "130XE". It was sold here as both 65XE and 130XE with 64X4 DRAMS and also had configuration sections for both NTSC and PAL versions. It does have the ECI on it. I've got one of these.

Supposedly, one of the reasons that Atari made a run of these was sales to Cable TV operators who used Atari's in their operation. At that time, our cable provider was a small, rural company and they did use 130XE's. Wish I had a 130XE version of this board so that I could see what I need to add to upgrade my 65XE version...

An outfit in CA also made an 8-bit clone with a 16-bit version of the 6502 that could address memory above 64K. It had a version of the Black Box built in as well as 3.5" drive(s) -- again supposedly mainly aimed at cable operators. I saw one of these at the World of Atari show in LasVegas in 1998.

And IIRC there was a company located in Dearborn, MI that had sold memory upgrades for these 4X64 machines. Wish I'd bought one...

Larry

6576. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 13:39:32 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utscs9rd7lmcf5@corp.supernews.com>
Source record: 25547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey! Ben,

Don't let "Percy from the Green Mile" bother you.

Here's General Joseph W. "Vinegar Joe" Stilwell's motto with Percy types,

"Illegitimis non carborundum"

Don
Retired SysOp of the retired Bear Cavern BBS.

P.S. At least he signed his message fittingly, "nobody".

> > > From nobody@remailer.privacy.at Sat Nov 16 18:57:37 2002
> > > Date: Sun, 17 Nov 2002 03:23:12 +0100 (CET)
> > > From: Anonymous <nobody@remailer.privacy.at>
> > > To: atari@aracnet.com
> > > Subject: Howdy Doody Ben!
> > >
> > > This is how it works Benny Boy...
> > > You can either stop posting anything related to Bravo Sierra or we can
continue
> > > to make a mockery out of everything you post. It's very simple.
> > > When you stop, we will stop. That includes all the retards posting in
your
> > > favor. You have various other places to post your useless spam so you
determine
> > > what the best way to go is. Stop posting your adverts on the
newsgroups or
> > > we just keep causing a tremendous amount of trouble. As you can
clearly see,
> > > the atari newsgroup is nothing more than a warzone and we are able to
post
> > > as you using your very own topics. Everyone is going off topic and
it's because
> > > of YOUR postings!
> > >
> > > Simple deal Ben. When you stop, we will stop. Everyone wins the very
moment
> > > that you quit posting advertisments. Make no mistake about it, we
haven't
> > > been kicked from any emailing service or remailer and we will continue
as long
> > > as you continue to post adverts.
> > >

> > > We are prepared to stop *right now* so long as you stop posting *right now*.
> > > Upto you. How do you want to play this out?

6577. Re: 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 13:52:14 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arlcqjrqs1@nets3.rz.RWTH-Aachen.DE>
Source record: 25548

Howdy Larry

> Wish I had
> a 130XE version of this board so that I could see what I need to add to
upgrade
> my 65XE version...

Two 64x4 RAMchips (simular to those that are already in there)
One CO25953 (or you can use a GAL and a 74LS95, see my site)
Capacitors (same as located to the left of existing RAM)

Remove the zero ohm resistors where it says U34.
Solder in a precision socket.
Solder in two precision sockets where RAM should be (below the existing RAM)
Solder in the capacitors next to the new RAM sockets.
Press CO25953 and RAMs into place.
Ready.

BTW I guess your computer uses 64x4 RAMs, I've seen 65XE with 64x1 chips.
In that case you need 8 of those plus 8 sockets.

CU Mathy van Nisselroy

PS I did this upgrade to my 65XE. It works.
You can find the CO25953 at Best for 10 US$ or B&C for 12.50. (or check out
my site an use a GAL and a 74LS95 also known as U35)

6578. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 14:54:26 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arlgbg$9k$1@reader13.wxs.nl>
Source record: 25549

I really have no idea. Sorry.

I live in The Netherlands... and that is lots of miles away from Stephen J.
tucker, so I can't get to him :-)

Greetz.
Marius

"DunxUK" <dunxuk@aol.com> schreef in bericht
news:20021121111655.26137.00000170@mb-fi.aol.com...
> Any idea when Stephen will be back online again? I emailed him recently
about
> the Warp OS recently but no reply.

6579. Re: utility to read / write and copy / move files to / from atari disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 14:54:35 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211220654.5e25dd9e@posting.google.com>
Source record: 25550

This is the program I use:

http://www.hcrburk.de/hpatari.html

When I right click on a file inside an atr imaage and select copy then
I will attempt to open / view another disk image (with enough free
sectors) and select paste and I get the error "Path not found!" I'm
looking for a utility that will let me xfer files back and forth
between disk images.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<V3iD9.3400$It3.297339@newsread2.prod.itd.earthlink.net>...
> Need more data on which utility is in use and what problems were
> encountered.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > I'm having problems with Atari File Management. I can't seem to cut /
> > paste files between disk images. Is there another utility that does
> > the same thing or what could I be doing wrong ?
> >

6580. Re: convert atari ML or BIN files to bootable ATR or XFD images ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 14:55:27 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211220655.1b47d723@posting.google.com>
Source record: 25551

I thought there was a windows based utility?

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<ZXcD9.52535$dr6.46932@news.bellsouth.net>...
> One of the compilers had a utility called makeboot, after it compiled your
> program into a com file I think, it made it bootable. I have the .ATR image
> of makeboot. Just send me an email if you need it.
>
> "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> news:a9758358.0211210900.e7650c1@posting.google.com...
> > isn't there a windows based utility to convert atari ML or BIN (*.OBJ
> > *.COM or *.EXE) or even cartridge images to bootable ATR / XFD format
> > ?
> >
> > Wasn't there also something to convert Atari BASIC to bootable ATR /
> > XFD format ?

6581. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 14:58:04 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arlgiabb1@reader13.wxs.nl>
Source record: 25552

YES! That would be VERY nice. My German is not so well. I was the only one at the JHV that had to talk in English :-)

There will be update releases in future. I think I should set up some kind of simple internet site. That is easier for others to download etc.

Thanks again!
I'm looking forward to read your article in ABBUC.

Marius

"Michael Goroll" <news@goroll.net> schreef in bericht news:3ddddc11.1526004@News.CIS.DFN.DE...
> Dear Marius,
>
> thanks for your fast answer and the MyIDE tool. I just tried it
> yesterday, and I must say, it's exactly what I have missed in the
> original software by Mr. Atari.
>
> MyTool is very easy to install, it recoginses the existing partitions
> and you can name then change their order or switch some partitions
> off.
>
> If you want to, I can write an article n MyTool for the german ABBUC-
> mag.
>
> Bye,
> Michael

6582. Re: Which 256 upgrade - Rambo or Newell?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 15:03:26 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <2HrD9.4132$lt3.373952@newsread2.prod.itd.earthlink.net>
Source record: 25553

"Bob Ryan" <ryanr@one.net> wrote in message news:3DDDB361.D2F0E65@one.net...
> If you could only have one machine would it be an 800XL with Rambo or
> Newell?

If you are a disk based Sparta DOS user depending on the version you would
be better off with Rambo. If you prefer MyDOS go with Newell.

6583. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 15:33:51 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037985481.43475@blade.atari-source.com>
Source record: 25554
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Ben,

First and foremost I would like to publically thank you for coming on here and defending your point of view. Perhaps people are pre-judging you but they had nothing to go off of. Sometimes you have to take a risk of looking like (even more of) an ass in order to get your point across.

Bravo Sierra Computers wrote:

> On Fri, 22 Nov 2002, Aaron Wheeler wrote:
>
>> Do you accept Credit cards yet? Or Paypal? That was the reason I
>> couldnt buy from you the first time, also your prices seem a bit high on
>> some items. But I'd consider buying from you if you took Credit cards
>> now.
>>
>> Other wise, I'll only be supporting those that do.
>

Ben, Your *business* needs to support credit cards. You attribute your lack of success due to x factors which is plain and simply wrong. I've convidered buying from you but I usually turn to ebay. Why? Ease of use. I can pay with credit cards and paypal.

You don't have to use credit cards yourself, you just need a merchant account and the increased business you get from it should pay your fees. Paypal has no monthly fees but simply a per-transaction fee. Albeit higher than visa merchant accounts!

> OK, I'm going to tell you a story. And it's true. When I was 15, I dropped
> out of High School, soon afterward I had an episode, became Hospitalized
> and Disabled. Currently I'm approaching 39 and not only am I still
> disabled, but I have other health problems adding to my condition. I've
> been Disabled for over 20 years and I've been collecting Disability for
> nearly 20 years. I've been an Atarian since maybe 1980. Most of my
> rehabilitation is/was through my local Atari Clubs. Part of what I lost, I
> replaced by learning how to function using my Atari Computers and using
> the Atari Computer Clubs for support, fellowship and an outlet to get
> involved and serve my fellow man in the Atari Community as a Teacher, SIG
> Leader, BBS SysOp, NewsLetter Editor and for a number of years, I've been
> successful as Vice President of my Atari Club. My President warned me that
> all unfilled Board Positions, I would have to fill while they were vacant.
> Lets just say I got quite an education. The Disability I receive is a mere
> pittance, unable to sustain my most basic needs. Still I must survive, and
> my skills lie in Atari. As well as what I love to do. It gives me a reason

> to wake every morning and hope not to give up and go Tango Uniform. I work
> to stay independent. I don't make a MINT doing this & I can't keep enough
> in the Bank to Maintain a Bank Account. What I do have going for me is a
> Family with Land/Homes/Property/Resources supplying me with my Home,
> Wherehouse for my inventory and facilities to run my Business with. As
> well as love and moral support. My Father's words stay with me. Don't use
> Credit Cards as they are a good way to run up Debt. So for myself I have
> no Credit Cards. The Plus side to this is I have almost no Debt. Still, I
> need to be Independent. So besides using my Atari Business as my Career,
> it also serves as Therapy and hope to live and continue. LikeWise, I have
> Moral reasons not to take Credit Cards for my Business. The old Bible
> Quote "The Debtor is the Lenders Slave!" On my Principles I avoid Credit
> Cards. And along with what my Father Taught me. As far as PayPal goes,
> Since the only Computer I use, know how to use, want to use, own, have and
> the only Computer I get on the InterNet with is my Atari ST. And when I
> spoke to PayPal about Atari Compatability, I found with all the encryption
> codes and other problems, PayPal is not compatible with my Web Browser!
> And it won't do for me. As far as Credit Cards go, It's more paperwork and
> more trouble than I need. But then you probably don't believe in Hiring
> the Handicapped. So I forgive your ignorance. On, the other hand when a
> Customer Mails me a Postal Money Order to my P.O. Box, The Post Office
> will Cash it for me on the spot. And with a quick turnaround, the
> customers order goes out the same day, usually from the Post Office. And
> while I'm their, I can mail a Postal Money Order from the Post Office to
> Pay My Bills. So if you still insist on using a Credit Card or PayPal. I
> won't hold it against you. And for those wanting to E-Mail me telling me
> I need to upgrade my Computer to get on the InterNet. I'm not interested.
> The same goes for my Software and Web Browser. I'm comfortable the way it
> is. And I'm not willing to change/upgrade my Web Browser to do PayPal.
>

Therein lies the problem ben. It seems all your life you have been either unwilling or unable to learn to change for the world around you. In most cases that makes sense, but when you try to run a business, YOU have to give in and bite the bullet sometimes. I don't know why I feel like i'm talking to a 2 year old. I would think someone of your caliber running your Atari groups and other such things would know that. Your consumers are a NICE bunch of people that tell you EXACTLY what's wrong. No market studies, no crap. We don't want newsgroup spam and we don't want lack of payment options... and if that means that you have to get up off your ass (or wheel chair (don't know which)) and go out and get a P2-266 (for around $100USD) (because high speed Atari's are a little pricey), so that you can browse paypal and look for an internet visa merchant account, or advertise on local Atari websites, that's what it means. And funny, paypal is neither a credit card nor a merchant account but it does have the added bonus of giving you instant credit card acceptance. But hey.. I'm an idiot and I don't know how to run a business. The customer is ALWAYS right.

Everyone respects your disabilities, though I don't know what they are. Everyone in America understands that disability isn't enough to live on in

this country. But your problem isn't that you CAN'T do something, it's that you WON'T out of pure stubbornness. And frankly, that causes me (and probably other people) to ignore any attached sob stories and chalk you off as a (some 4 letter word).

I've always been willing to respond to you ben. But you'll probably have to go out and get a Winbox (because linux is really really really complicated (laughing)) in order to browse it. Besides. I know for a fact that while CAB doesn't look pretty on my site, it works.

sigh. I don't know why I care enough to respond.

Mark
http://atari-source.com

> ===Ben===
>
>> "Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>> news:Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com...
>> > On Thu, 21 Nov 2002, Sean Connery wrote:
>> >
>> > > I plan on supporting numerous Atari retailers. You are not one of
>> > > them, because of your tactics.
>> >
>> > That's fine. I do Business with and support other Atari Dealers like
>> > Video61, Best Electronics and yes even B & C ComputerVisions. Atari
>> > Dealers are like a BrotherHood. We help each other out. All I ask is my
>> > Share of the Atari Customers. I don't need Terrorists like the one
>> > who's been hounding me mercilessly, all because He Hates my Politics.
>> > No FREE speech here! The Kicker is, I checked and B & C has no record
>> > of ever selling to Him. What a Hypocrite! I believe he only does
>> > Business with Pirate Sites!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
> References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
> at http://BenSells.atari.org Catalogs can be attached to,Requested by &
> Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
> Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
> (503)256-9974!!!

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

6584. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 15:46:21 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037986230.547145@blade.atari-source.com>
Source record: 25555
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Gregory D. George wrote:

> Steve Sweet wrote:
>
>> I define spam as being anything that's of an unwanted advert nature.
>
> So, I guess that means you think TV advertising is SPAM? What about
> radio ads? Or magazine ads? Is all that SPAM too?
>
> I think your definition is far too broad and not one that would be
> accepted by those on the internet.
>

Yes, and Ben's ads are certainly subsidizing the linings of the pockets of
the people who run these usenet servers.. HA!

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.

6585. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 15:49:08 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1037986397.524294@blade.atari-source.com>
Source record: 25556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Bravo Sierra Computers wrote:
>
> Hi James,
>
> this "Terrorist" claims it has not been kicked off of any e-mailer/
> re-mailer service. Could he been lying? This Gutless wonder is just like
> the Terrorists in the News. Except those Terrorists claim responsibility!
> And they die and go to Paradise with their Virgins. This Particular
> Terrorist will Die and go to Hell and be Satan's favorite Sex Toy and be
> regularly abused. This "Terrorist" Claims Anonymity. But most of us are
> sure who he is. Who else has protested so much, hounding me to the point
> of absurdity. All because he hates/loathes my opinions. Stand up for FREE
> SPEECH while you still have it. Before you lose the right and privilege!
>
> ===Ben===
>

Sounds like ti came from the mouth of "dubya" himself.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1
Tower TT030 w/Nova and Catterman.
```

6586. Re: Atari 2600 Video on TV!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 16:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <vimlra-d8f.ln@speaker.rodsbooks.com>
Source record: 25557
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

In article <Pine.LNX.4.44.0211211936260.6754-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> writes:
> Hey,
>
> I was watching Country Music Telivision and I was listening to a Video, I
> think it was called "1980 something" and when I looked, I caught a glimpse
> of Kids playing an Atari 2600, showing the Console and Joysticks on home
> movies! Brings back memories.

Have you watched the sitcom "Do Over?" Last week's episode showed a 2600
console, although it was turned off. (The father took it away from his
son.)

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

6587. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 17:08:11 UTC
From: dunxuk@aol.com
Message-ID: <20021122120811.02824.00000071@mb-cq.aol.com>
Source record: 25558

```
><arlgbg$9k$1@reader13.wxs.nl>
>
>I really have no idea. Sorry.
>
>I live in The Netherlands... and that is lots of miles away from Stephen J.
>tucker, so I can't get to him :-)
>
>Greetz.
>Marius
>
>"DunxUK" <dunxuk@aol.com> schreef in bericht
>news:20021121111655.26137.00000170@mb-fi.aol.com...
>> Any idea when Stephen will be back online again? I emailed him recently
>about
>> the Warp OS recently but no reply.
>

That's no excuse. Lazy Dutch people, what is Europe coming to... :o)

-

There are 10 types of people in the world;
those that understand binary,
and those that don't.
```

6588. Re: utility to read / write and copy / move files to / from atari disk images

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 17:39:46 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CZtD9.4352$lt3.385574@newsread2.prod.itd.earthlink.net>
Source record: 25559

Have not used that; been satisfied with AtrUtil95 1.13 by Ken from:
http://home.earthlink.net/~atari8bit/a8emulators.html

caveats:
no cut & paste support; must export to a file from one image and import that
file to another image.
will not extract/import to Sparta format images nor extended area of 1050
dual density.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211220654.5e25dd9e@posting.google.com...
> This is the program I use:
>
> http://www.hcrburk.de/hpatari.html
>
> When I right click on a file inside an atr imaage and select copy then
> I will attempt to open / view another disk image (with enough free
> sectors) and select paste and I get the error "Path not found!" I'm
> looking for a utility that will let me xfer files back and forth
> between disk images.
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<V3iD9.3400$It3.297339@newsread2.prod.itd.earthlink.net>...
> > Need more data on which utility is in use and what problems were
> > encountered.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "mad ATARI user alternate" <rtdos@rocketmail.com> wrote in message
> > > I'm having problems with Atari File Management. I can't seem to cut /
> > > paste files between disk images. Is there another utility that does
> > > the same thing or what could I be doing wrong ?
> > >
>

6589. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 18:09:11 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <arlrs7$8f7$1@terabinaries.xmission.com>
Source record: 25560

Marius Diepenhorst <grover25@zonnet.nl> wrote:

> I think you are confusing some things. MyDOS is a Disk Operating System. Any
> compatible (hard) disk drive can be used with MyDOS or any other atari DOS.

Obviously I don't have a good understanding of MyIDE yet. My perception
was that there was a MyIDE specific OS that was required.

I do not have a MyIDE specific ROM or ROM update, and only have the
diskettes that were provided. I guess I just need to understand what I
need to do after creating my partitions. I'd also like a better
understanding of how to use the MyIDE with SpartaDos and/or SpartaDos X
and if it (myIDE) can coexist with my BlackBox.

6590. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 18:10:41 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <8BWdneKQ6uW87kOgXTWcqA@comcast.com>
Source record: 25561
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
Bravo Sierra Computers <atari@aracnet.com> wrote:

>> I plan on supporting numerous Atari retailers. You are not one of them,
>> because of your tactics.
>
>That's fine. I do Business with and support other Atari Dealers like
>Video61, Best Electronics and yes even B & C ComputerVisions. Atari
>Dealers are like a BrotherHood. We help each other out. All I ask is my
>Share of the Atari Customers. I don't need Terrorists like the one who's
>been hounding me mercilessly, all because He Hates my Politics. No FREE
>speech here! The Kicker is, I checked and B & C has no record of ever
>selling to Him. What a Hypocrite! I believe he only does Business with
>Pirate Sites!

So because he's fed up with your constant spam, he's a terrorist and a
pirate? Sure.

>Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
>from your posts. Since you find them offensive.

It's called proper formatting of a followup. I don't find them offensive,
I do find them annoying.

>I would like to spend more time in the NewsGroups, but with the Mob
>Mentality, infantile behaviour, plus it gets so depressing seeing people
>Advertising Atari stuff for sale. When I read the Sale Posts, I discover
>it's for auctions, plus I'm persecuted for trying to professionally
>support the Atari. Not making enough to pay my Bills.

You are persecuted for being a spammer.

>I believe most who have decided not to buy from me have Pre-Judged me.
>Another word for Prejudice. Most of you have not given me a chance to
>serve you.

No, you've been judged by your *actions*. And as another poster said,
your lack of accepting credit cards or PayPal are two huge strikes against
you compared to other resources for the same merchandise. Why should
anyone give you a chance when it's a huge pain in the ass?

>Those who want to crucify me over spam need to evaluate this on a case by
>case basis. Judge me on my merits, not on a one-size fits all. Dont throw
>out the Baby with the Bath Water!

What would those merits be? You spam and have a poor selection of payment processing. Your prices seem high and you don't seem to have any merchandise that can't be gotten elsewhere cheaper and easier.

>You try being one of the last of the Atari Dealers still Advertising. It's
>not like they don't need the Business. They just don't want to put up with
>the Mob Mentality, like I have. Not once do I get a reward or even a Pat
>on the Back.

You appear to have a persecution complex.

>Never, have my attackers tried to work this out. Like the Biblical
>Principle. Instead of coming to me to work it out, they RIP-ME-APART
>publicly in the NewsGroups where it get's them the most points.

What is there to work out? You are confusing Internet retailing with marriage.

--
0----------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0----------0

6591. FS : Lots of new ATARI XE carts/some hardware

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 18:39:41 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0211221039.3deab213@posting.google.com>
Source record: 25562

Hi,

I have many ATARI XL/XE cartridge games for sale.

Most of the games are XEGS carts , all boxed/shrinkwrapped , new.

Theyï¿½ll work with all ATARI 800/130 XL/XE computers with 64K.

The old ATARI games such as Moon Patrol/Millipede will work with all
ATARI computers (ATARI 400/800 600 XL/800 XL/XE/130 XE/XEGS) , but
some of the ATARI XE carts like Airball require 64K.

We have : (price : perfect / box slightly damaged)

Ace of Aces (10/7)
Archon (8/6)
Airball (10/8)
Ballblazer (6/5)
Battlezone (15)
Crime Buster (Lightgun req.) (8/6)
Crossbow (Lightgun req.) (5/3)
Davidï¿½s Midnight Magic (7/5)
Desert Falcon (7/5)
Eastern Front (8/6 or 5.- with heavï¿½ly damaged box)
Final Legacy (6/4)
GATO (6/4)
Hardball (6/4)
Joust (6/4)
Lode Runner (8/6)
Millipede (5/3)
Millipede (small box) (5/3)
Moon Patrol (8/6)
One on One Basketball (7/5)
Pole Position (7/5)
RealSports Football (8)
Rescue on Fractalus (10/7)
Star Raiders 2 (8/6)
Tennis (6/4)
Thunderfox (6/4)

Microsoft BASIC/Disk (10)
Mickey in the Great Outdoors/Disk (3)
Scram/Tape (4)
Touch Typing/Tape (7)
Escape from Traam /Tape (1)

price in $ or Euro.

All these games are NTSC and PAL compatible although Lode
Runner/Davidï¿½s Midnight Magic have no color on PAL systems.
Post a follow-up to this message.

Hardware :

CX-30 Paddles (8.-)
CX-50 Keyboard Controllers (8.-)
Footpedals (5.-)

You may also look at my auctions on ebay , there are lots of ATARI
2600/7800 games , too.

http://cgi6.ebay.de/aw-cgi/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospie
le&sort=3&page=1&rows=25&since=-1&showpics=1&stab=0

Mathias

6592. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 19:12:00 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <utt0c06j8ciee3@corp.supernews.com>
Source record: 25563

"James King" <utah_lanman@yahooo.com> wrote in message
news:arlrs7$8f7$1@terabinaries.xmission.com...
> Marius Diepenhorst <grover25@zonnet.nl> wrote:
>
> > I think you are confusing some things. MyDOS is a Disk Operating System.
Any
> > compatible (hard) disk drive can be used with MyDOS or any other atari
DOS.
>
> Obviously I don't have a good understanding of MyIDE yet. My perception
> was that there was a MyIDE specific OS that was required.

The specific OS is booted from either Side A or Side B of the Master
diskette. This is called the soft OS. The soft OS resides under the
original Rom OS. Under the Rom OS is also where programs like Turbobasic
and Spartados put some of there code. The soft OS is replaceable with an
Eprom coded with MrAtari's OS replacement. When you have the new Eprom in
place then the area under the rom becomes available for use by SpartaDos and
Turbobasic and any other software that uses this storage location.

> I do not have a MyIDE specific ROM or ROM update, and only have the
> diskettes that were provided. I guess I just need to understand what I
> need to do after creating my partitions.

Boot with either Master side A or Master side B. Side A is for internally
installed MyIDE's 'wires soldered to card and the required pins inside the
Atari'. Side B is for the cartridge plug in MyIDE 'fitted into a game
cartridge and inserted in game slot.' After booting then place Driver
diskette into floppy drive and press SELECT to continue to load DOS (ie..)
Dos 2.5, Mydos 4.5, or anyother DOS that does not use the memory space under
the OS Rom.
> I'd also like a better
> understanding of how to use the MyIDE with SpartaDos and/or SpartaDos X
> and if it (myIDE) can coexist with my BlackBox.

Sorry I think that SpartaDos uses memory area under rom and will overwrite
your soft OS, destroying access to the Partitions on MyIDE hard drives.

Regards
RoyE

6593. Re: MyIDE !!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 19:33:46 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arm0na$4ff$1@reader13.wxs.nl>
Source record: 25566

BlackBOX

If you don't use a MyIDE rom-chip; you are not able to use blackbox and MyIDE at the same time.

The BlackBOX io routines are turned down at the moment you booted MyIDE Patch.

I don't know if the BlackBOX io is working when you use a my-ide rom-chip, since i don't have that rom.

Marius

6594. DOS 2.5 Command Processor by CHAOS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 21:08:37 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211221308.6b1cedd8@posting.google.com>
Source record: 25564

which versions were there ? Does anyone have a full version, complete
with utils & stuff ?

6595. TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 21:09:54 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211221309.37cffce2@posting.google.com>
Source record: 25565

Which versions were there ? Does anyone have a copy ?

I ran into K-DOS a while back when I purchased the libary to a users group and came across this DOS. Does anyone have any info on it ? Is it by Bob Klaas ?

6596. BBS owner unite

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 23:31:05 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3ddec120$0$75379$e4fe514c@dreader7.news.xs4all.nl>
Source record: 25570

Hi,

I like to compile a list of owners of the following BBS systems:

OASIS 4.x and BBS Pro! 3.x and higher.

When you have a node number registered please contact me private:
txg01@xs4all.nl

TXG / MNX

6597. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 23:31:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dde6872e64aa3@attbi.com>
Source record: 25567

>Hmm,
>this appears strange to me. I used ACVT to convert several ATR images
>into DI format. when I later gave those DI images to a friend who had an
>STE or TT, he told me that none of them were accepted by the XLdeejay.
>So I tried it again, but still the XLdeejay refused to accept these DI
>images (created by ACVT). -Andreas.
>

Well what exactly happened when you tried to load them into
800XLDJ? What did the program say? If you still have those DI
images, zip them into one file and email it to me. I will try them
out here and see what happens...

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6598. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 23:31:41 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dde6872e64aa4@attbi.com>
Source record: 25569

>On Tue, 19 Nov 2002 20:58:33 +0100, Andreas Magenheimer
><magea000@students.uni-mainz.de> wrote:
>
>>Hmm,
>>this appears strange to me. I used ACVT to convert several ATR images
>>into DI format. when I later gave those DI images to a friend who had an
>>STE or TT, he told me that none of them were accepted by the XLdeejay.
>>So I tried it again, but still the XLdeejay refused to accept these DI
>>images (created by ACVT). -Andreas.
>
>I have tried it with several ATR-files (e.g. bossx) and they work fine
>with the DJ, it even shows the directory.
>
>Greetings from Weimar/Germany,
>Michael

Same here. Great isn't it. I am playing all my old favorites that
I bought back in the 80's. My kids are even pulled away from their
N64 and Xbox to play these oldies....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6599. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-22 23:31:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dde6872e64aa5@attbi.com>
Source record: 25568

>in article EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net, Krystian
>Sergiejew at kriss@alphavibes.com wrote on 11/19/02 10:57 PM:
>
>> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
>> you going to get the new Amiga?
>
>I must of missed the word 'amiga' in this usenet group name.
>Since I clicked on this post.. I'd have to say no.
>Amithlon has a much better $ tag.
>
>---
>Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

I would have to say no also since I am waiting for the new Atari
Coldfire computer to come out. I still love my Hades though.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6600. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 00:08:31 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051436.6443.0@dyke.uk.clara.net>
Source record: 25577
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Gregory

"Gregory D. George" <greg@ataritimes.com> wrote in message
news:3DDD4826.C127553E@ataritimes.com...
> Steve Sweet wrote:
>
> > I define spam as being anything that's of an unwanted advert nature.
>
> So, I guess that means you think TV advertising is SPAM? What about
> radio ads? Or magazine ads? Is all that SPAM too?
>
> I think your definition is far too broad and not one that would be
> accepted by those on the internet.

Advertising is expected on commercial media, that's what makes it
commercial, and when it pop's up on a licensed subsidised channel then i
complain. SO it seems the same theory applies.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

6601. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 00:11:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051438.6443.1@dyke.uk.clara.net>
Source record: 25578
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Vidar

> > Since it isn't actually a dictionary recognised term then your
definition
> > isn't really relevant, I define spam as being anything that's of an
> >unwanted advert nature.

> Unwanted by whom ?

The rules of the carrier?, its supposed to be an advert free media.

>I am not a big fan of all the junk in my email, from Hong
> Kong, or whereever, with porn and shit. But I do want Ben's ads, so who is
> to say if it's spam or not then ? And why is your definition better than
the
> others ?

I made no claims as to the quality of my definition, clean your glasses and
read again. If you want to see Ben's ad's with no flames then suggest a
mailing list to him.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

6602. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 00:20:35 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <aQzD9.2337$Li.455337@news02.tsnz.net>
Source record: 25571
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Okay Ben, that's fine, but if you dont take credit cards, then I cant buy off you. Simple as that. It's so much easier for me to pay via a credit card, then to try to get a money order that you can actually cash over there, that it's not worth the effort, not when I can use my CC at other dealers or ebay. Thanks for your answer. I wish you well. Hopefully your local US people will support you.

Aaron

> Pay My Bills. So if you still insist on using a Credit Card or PayPal. I
> won't hold it against you. And for those wanting to E-Mail me telling me
> I need to upgrade my Computer to get on the InterNet. I'm not interested.
> The same goes for my Software and Web Browser. I'm comfortable the way it
> is. And I'm not willing to change/upgrade my Web Browser to do PayPal.

6603. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 00:20:42 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038051440.6443.2@dyke.uk.clara.net>
Source record: 25579
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Michael

> Third, other people use newsgroups to advertise Atari items they have to
> sell. The only difference I see between them and Ben is that he is trying
to
> make a living by it (a feat in and of itself), and posts more frequently
> (which I don't personally see a problem with).

I wouldn't mind an occasional post myself, but his reams of shitte are
downright annoying.

> Fourth, even if it is against the rules, that doesn't make it "off-topic".

What sort of logic is this!. Its against the rules, how off topic is that?.

> It has everything to do with Atari machines (as that's what he primarily
> sells). Please tell me how this is off-topic.

> Finally, the point of my post was not to say, "Everyone must agree with
and
> accept Ben's posting, and submit themselves to off-topic spam". I was
simply
> pointing out that while Ben's posts can be offensive to some people (yes,
I
> was actually allowing for your point of view), the obscenities in the
> idiotic spoof presented as a response to the post was absolutely uncalled
> for, offensive, destructive to the community here, and off-topic, even
more
> than Ben's ads.

I didn't even acknowledge this spoof branch of the thread and completely
agree that if someone has something to say they should do it other than
anonymously as we are now.

> As for the ads, if you don't like them, ignor them. If you can't ignor
them,
> set your newsreader to filter them out. If you can't filter them out, deal
> with them.

Your missing the point entirely, i shouldn't have to filter them, the nature
of the base is such that they shouldn't be here for me to filter in the
first place.

>I don't see how they can hurt you in any way. They may actually
> be helpful to some of us here, and help support the Atari community as a
> whole through offering people wanting to purchase something for their

> machine a place to do that, while supporting a fellow Atarian's career. I
> think that's much more vital for the survival of the Atari community than
> going around bashing each other like this.

I never used to take any notice of an occasional posting, but he's taking
the piss, its getting to the stage where i could quote the crap he posts. If
it was shorter and less frequent you'd not here from me at all.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 21/11/2002

6604. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 02:30:55 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ddee85f$0$1456$272ea4a1@news.execpc.com>
Source record: 25572
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

(Ben don't take credit cards.)
May be a preference, has reasons, but even I can
accept credit cards now. Paypal sets up a whole new
world of online buying and selling. I mean I could
accept credit cards if I signed up for it, which I haven't.
International credit card transactions may actually be
a problem, I don't know if Paypal will do those.
Just rambling some more.
But I can't see how Paypal (or others I don't know about)
would do anything but increase sales, increase convenience for both the
dealer and buyer, and be secure, pretty much.
I guess there are some problems with credit cards, like
someone cancelling payment with their credit card
company after receiving goods.
Russg

6605. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 02:39:39 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3ddeea6d$0$1460$272ea4a1@news.execpc.com>
Source record: 25573

DANG. I didn't realize I was crossposting!
Everyone is crossposting in this thread, pretty much.
Don't forget to delete comp.sys.atari.st and rec.games.video.something if
you wanna comment.

6606. Re: Registered Copy of Ape for Windows

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 03:43:17 UTC
From: Brent Garvey <brentgarvey@skyenet.net>
Message-ID: <BPCD9.60$0n4.37396@newsfeed.slurp.net>
Source record: 25574

Doh!!! I just ordered APE XP from Mr. Tucker's website this morning (online checkout). I have yet to hear from him so fart tonight. I hope Steve is able to ship out my order soon.

I'm using the demo of course right now with my SIO2PC pcb I got from ebay ;-) which by the way works great. I hope Steve is able to ship out my order soon.

"James King" <utah_lanman@yahooo.com> wrote in message news:arhs6v$mg2$2@terabinaries.xmission.com...
> Been trying to reach Steven Tucker for quite some time.. Want to get a
> registered copy of Ape for Windows - for installation on my Win2K test
> server (at home), but in several months, I have had no success reaching
> him.
>
> Steve, you out there?
>
> I can be reached via email at utah_lanman @@ yahoo.com
>
>

6607. Re: SIO2PC PCB

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 03:48:45 UTC
From: Brent Garvey <brentgarvey@skyenet.net>
Message-ID: <IUCD9.63$0n4.39464@newsfeed.slurp.net>
Source record: 25575

Larry,
I have one of these PCB's, I got it from ebay also. But I found this really cool site that seems to be the manufacturer of these and they also some have some other neat Atari boards. Go here : http://www.sunmark.com/

Brent

>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message news:20021106172723.05942.00000108@mb-bd.aol.com...
> > Has anyone else seen these on eBay? From the pictures, it looks like a very
> > nice implementation, including a jumper to select the RI or DSR lines. I had
> > never seen an SIO2PC PCB before. My "creations" work well, but I've got to
> > admit that aesthetically they look pretty lame compared to these. Of course,
> > once the box lid is closed, mine looks fine. :-) What are the quantities
> > required and costs of small-run PCB's?
> > Larry
>
>

6608. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 08:30:48 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <Y0HD9.5659$It3.506268@newsread2.prod.itd.earthlink.net>
Source record: 25576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Let him do his business. He has a right to post here just as you and I do. And we all have the right to click on whatever message we want to read. I see no wrong in what he's done or posted and it doesn't annoy me at all. In my opinion the more Atari dealers the better no matter what tactics apply.

Ben's an Atarian like us all and I can't see any justification behind badgering him because, well, there aren't many of us out there anymore and there sure as hell aren't many like him out there anymore. It just doesn't make sense to me that everybody ridicules him for having his interests, his hobby, his business which is Atari! For God's sake man! He's on our side!

-Trip

"Sean Connery" <bangbond@comcast.netHORMEL> wrote in message news:8BWdneKQ6uW87kOgXTWcqA@comcast.com...
> In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
> Bravo Sierra Computers <atari@aracnet.com> wrote:
>
> >> I plan on supporting numerous Atari retailers. You are not one of them,
> >> because of your tactics.
> >
> >That's fine. I do Business with and support other Atari Dealers like
> >Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> >Dealers are like a BrotherHood. We help each other out. All I ask is my
> >Share of the Atari Customers. I don't need Terrorists like the one who's
> >been hounding me mercilessly, all because He Hates my Politics. No FREE
> >speech here! The Kicker is, I checked and B & C has no record of ever
> >selling to Him. What a Hypocrite! I believe he only does Business with
> >Pirate Sites!
>
> So because he's fed up with your constant spam, he's a terrorist and a
> pirate? Sure.
>
>
> >Oh, BTW, when complaining about my Posts, maybe you should delete my Ads
> >from your posts. Since you find them offensive.
>
> It's called proper formatting of a followup. I don't find them offensive,
> I do find them annoying.
>
>
> >I would like to spend more time in the NewsGroups, but with the Mob
> >Mentality, infantile behaviour, plus it gets so depressing seeing people

> >Advertising Atari stuff for sale. When I read the Sale Posts, I discover
> >it's for auctions, plus I'm persecuted for trying to professionally
> >support the Atari. Not making enough to pay my Bills.
>
> You are persecuted for being a spammer.
>
>
> >I believe most who have decided not to buy from me have Pre-Judged me.
> >Another word for Prejudice. Most of you have not given me a chance to
> >serve you.
>
> No, you've been judged by your *actions*. And as another poster said,
> your lack of accepting credit cards or PayPal are two huge strikes against
> you compared to other resources for the same merchandise. Why should
> anyone give you a chance when it's a huge pain in the ass?
>
>
> >Those who want to crucify me over spam need to evaluate this on a case by
> >case basis. Judge me on my merits, not on a one-size fits all. Dont throw
> >out the Baby with the Bath Water!
>
> What would those merits be? You spam and have a poor selection of payment
> processing. Your prices seem high and you don't seem to have any
> merchandise that can't be gotten elsewhere cheaper and easier.
>
>
> >You try being one of the last of the Atari Dealers still Advertising.
It's
> >not like they don't need the Business. They just don't want to put up
with
> >the Mob Mentality, like I have. Not once do I get a reward or even a Pat
> >on the Back.
>
> You appear to have a persecution complex.
>
>
> >Never, have my attackers tried to work this out. Like the Biblical
> >Principle. Instead of coming to me to work it out, they RIP-ME-APART
> >publicly in the NewsGroups where it get's them the most points.
>
> What is there to work out? You are confusing Internet retailing with
> marriage.
>
> --
> 0---0
> | http://www.unrealtournament2003.com | Have You Played Atari Today? |
> 0---0
>

6609. APE SIO Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 16:56:36 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021123115636.11233.00000125@mb-fh.aol.com>
Source record: 25580

Win APE has a nice SIO monitor, but there doesn't seem to be any way (within APE) to capture the data and print it out. Pressing cntl-C brings up another menu, and a right mouse click brings up a short menu to clear the monitor or "what's this?". Is there another way to get that data from the monitor (not Print Screen!)? (Looked at the DOS docs, but didn't find anything).
Larry

6610. Re: ADV: Atari 20/20 ThanksGiving Discounts! Get them at Bravo Sierra!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 17:12:41 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <utvdo9rd65eled@corp.supernews.com>
Source record: 25581
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You read every message?! And every one of Ben's Bravo Sierra ads clearly states in the Subject line that it is selling something. And yet you read them? Do you read every line? You do know how to skip a message or block a sender don't you? Or are you and those who carry the same attitude have set themselves up as the news group police telling all what they can see and read.

Some of us, myself being one read the Atari news groups for one purpose, to see who is selling what.

Here's a puzzlement: Several criticize Ben's ads because even though he's on topic, posting abut Atari hardware and software, the complainers only criticize. Seems they violate the news group guidelines for being off topic.

Don
Retired SysOp of the Retired Bear Cavern BBS.

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1038051440.6443.2@dyke.uk.clara.net...

> I wouldn't mind an occasional post myself, but his reams of "stuff" are downright annoying.

6611. SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 18:18:48 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211231018.5d43861e@posting.google.com>
Source record: 25582

Last night I talked to Lance of Video 61 and we discussed rtdos and him letting me use SpartaDOS source code in the rtdos operating system project. It was a pleasant conversation. We know the same people in the Atari community, as it turns out. I was telling him my ideas and stuff about rtdos. He was telling me why he does this or that regarding BBS Express Pro. I understood. I'm not gonna give the full details of the conversation here. But it was one of those conversations that you had to sleep on. Ever have one of those? This was one of those. To sum it up, if I have to sign a legal document to allow me to use SpartaDOS source code in rtdos, then I don't need the source code that badly. That legal document would prohibit me from releasing rtdos as freeware / opensource due to the fact all or even some SpartaDOS source code was used. I'm not gonna do that to rtdos. rtdos is my gift to the eight bit communities as a whole. rtdos has been and will always be freeware / open source.

I'm sorry Lance, but I can't do it. I can't have rtdos destroyed by legalities.

I'm working on rtdos on my free time. That's why there is no solid source code yet to publish. Another reason is because I'm learning this as I go along. Its a great learning experience, not just for me, but for others interested in the project as well. Below is a snippet of what I posted on an Atari mailing list in response to the arguments about BBS Express Pro (from both sides). I am not taking either side and I will not have rtdos caught in the middle:

If this is true, then Lance, Steve, and Bob all need to contact a copy right lawyer. There are different levels of copyrights. Just ask Microsoft & Disney. What applies to Microsoft does not apply to Disney and vice versa. Disney thinks they can copyright the Mickey Mouse character for another 20 years but they can't even though people assc. Mickey Mouse with Disney. As for Microsoft, on the other hand, look at the current court cases. Lance might own the name BBS Express Pro but does he have legal rights to the source code ? I believe that is called intellectual property. Not sure. I'm not a lawyer.
Anyone hear of DRDOS / OpenDOS (orginally from CPM which MSDOS also orginated from) ? I think rather than have rtdos in the middle of something I know nothing about, I'll just pass on obtaining the source code to SpartaDOS & BASIC XE / ACTION for now until this is settled. I'm not taking sides here but I don't want rtdos in the middle of something when its development means a lot more to me than obtaining source code. Ever hear of FreeDOS ? It is an MSDOS clone. If Microsoft was really worried about FreeDOS, they would've sent their lawyers after those guys. I'm gonna let the atari community decide

if they want SpartaDOS readability / compatability included in rtdos.
rtdos is my gift to the Atari community as well as the other eight bit
communities. Everyone who reads this email, please check out the
following links:

http://www.freedos.org/

http://www.drdos.com/ (http://www.drdos.net) (
http://www.drdos.org)

http://www.microware.com/oem_products/op-os9.cfm?MS=Microware%20Enhanced%20OS-9%20Solution
(link MAY wrap)

Lance, Bob, and Steve: There are TOO MANY legal complications here
for me to even use the SpartaDOS source code. My apologies to the
Atari and the other eight bit communities. If I were to use the
SpartaDOS source code in rtdos, then considering, legally, what has
been going on here, I could not release rtdos as freeware / opensource
which is what my plan is. Only because I would be tied to whatever
agreement I sign between Lance, Bob, and / or Steve (or whomever). I
am not and will not have rtdos tied down like that. Because the way
rtdos is being designed and developed I cannot and will not stop
anyone from adding or updating rtdos to include SpartaDOS patches.
Legally, I can't. On the flipside, you have an MSDOS emulator for
UNIX but have yet to see Microsoft going after this person. Make
sense?

I hope to unify the eight bit communities (Apple, Atari, Commodore,
TRS80, etc.) with rtdos. But I will not let anything like this tear
my project apart. That is why I have chosen NOT to include SpartaDOS
in rtdos.

I'm sorry, Lance, but there are too many legal issues here that need
to be resolved first before I can consider implementing SpartaDOS into
rtdos and I am not gonna have rtdos destroyed through legalities. I
may write a command line version of MyDOS and go that route (because
the source code is already out there and readily available), but until
then, I'm not jumping in the middle of this.

On Sat, 23 Nov 2002 11:44:40 -0800 "Stephen Carden"
<sjcarden@bellsouth.net> writes:
> From this day forward you are required to remove BAT.COM from any
> disk you
> sell for profit. For thoes of you who do not know what bat.com is.
> It is a
> com file that I wrote for the people who have mux's, it setup a
> slave
> selectable startup batch file. I have inclosed a new version that
> will work
> with SpartaDos as well as real.dos. If you have an old copy of
> bat.com or
> new copy; from the command line processor place a "H", ie:

>
> d1:>dos>bat H
>
> It has built in directions. And Have Fun.
>
> Now back to you Lance. You Own the Name BBS Express professional
> and you
> can sell however many copys you like.
> Have your Programmer go threw the .s files and you will find a large
> amount
> of them have;
> ;---
> ; BBS Express! Professional
> ; Copyright (c) 1995 by K-Products
> ; Source Code is Copyright 1995 Stephen J. Carden
> ;---
> ; BBS_50b.s
> ;
> ;
> ; ~~~~~~
> ;---
> ; Notes: o This source code MAY NOT be placed for download on any
> BBS's!
> ; o "mea" is a macro that loads the address of the first
> field
> ; into the pointer specified by the second field.
> ;---
> ; Assembler: MADMAC (tm) ST Cross Assembler (Atari Corp)
> ; XASM st and IBM VERSIONS
> ;---
>
> ;---
> ; BBS Express! Professional
> ; Copyright (c) 1995 by K-Products
> ; Source Code is Copyright 1995 Stephen J. Carden
> ;---
> ; BBS_50C.s
> ;
> ;
> ; ~~~~~~
>
> In the lance.txt you will see I still own the source. Which means I
> can use
> it in anything I like!
>
>
>
> -----Original Message-----
> From: owner-atari8-l@zwieracz.krap.pl
> [mailto:owner-atari8-l@zwieracz.krap.pl]On Behalf Of Lance

> Ringquist
> Sent: Friday, November 22, 2002 8:32 AM
> To: atari8-l@zwieracz.krap.pl
> Subject: RE: Hello to All
>
>
> stephen,
> yes there are similarities and i plan on going for it.
> if you are burned out on pro then why the offer to program for it?
> go have fun doing other atari work, the atari community needs you.
> send it private e-mail please.
>
> lance
>
>
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>
>

6612. Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 19:13:06 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3ddfd341$1@olaf.komtel.net>
Source record: 25583

Hello!

Does anybody know where I can get a cool-looking Atari related screensaver
for Windows?

Thanks,

Frank

6613. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 19:16:01 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <LV3MQ2AxP939EwFE@atari.org.uk>
Source record: 25586
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1038051438.6443.1@dyke.uk.clara.net>, Steve Sweet
<stevesweet@freeuk.com> writes
>
>Rope me a sheep and I'll make it smile.

So it wasnt just foot n mouth that scared all the sheep off:)

mary had a lil lamb,
its fleece was white n wispy
then it got foot n mouth
n now its black n crispy

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

6614. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 19:17:00 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA0522C5.2810B%nameerf@flash.net>
Source record: 25584
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 1038051440.6443.2@dyke.uk.clara.net, Steve Sweet at stevesweet@freeuk.com wrote on 11/22/02 4:20 PM:

>> Fourth, even if it is against the rules, that doesn't make it "off-topic".
>
> What sort of logic is this!. Its against the rules, how off topic is that?.

Let me clarify what I meant:

1. I define on- and off-topic as whether or not a post is Atari-related.
2. Something can be on-topic subject-wise, yet still be against the rules if the rules say the method of posting (i.e. advertising) is wrong in this venue.

So under this definition, something can be on-topic, yet against the rules. I personally feel that his posts are not against the rules, as many people have posted here selling things without any uproar, and people have posted evidence that it is not against the rules to advertise something here. The only difference in this case is that he advertises more often than most, which is apparently the problem you seem to have with it, according to comments you've made.

In my opinion, since we are such a small (and apparently declining) group, we should be able to make some exceptions for people like Ben, trying to get by through supplying us with things we need, rather than being so hard nosed and rule-oriented about it when it doesn't suit our liking.

> I never used to take any notice of an occasional posting, but he's taking
> the piss, its getting to the stage where i could quote the crap he posts. If
> it was shorter and less frequent you'd not here from me at all.

If you can quote the posts, you must be reading them. Why? Just ignor them when you see who they're from. Turn on a filter and you'll never see them. But to some of us here, his posts are good, important, and on-topic. So why not just let it go, ignor it, filter it, whatever. Don't read them unless you intend on seeing what he's advertising. It's really very simple to do. And it's much better than making a huge fuss over nothing. I really don't understand what the issue is with it. With less energy than it takes to write even one of your posts complaining about it, you could have filtered it out a long time ago.

Just my opinion...

Mike Freeman
nameerf@flash.net

6615. My current Atari eBay auctions (some new)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 19:17:39 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1038078990.44527.0@iris.uk.clara.net>
Source record: 25585

Hello All,

Just a quick reminder of the active auctions I have on eBay:

Page 6 magazine ISSUE ONE (VERY RARE!):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=803315271

11 issues of Page 6/New Atari User mags:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=802361549

10 Issues of Atari User magazine:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=803480119

Rambit Taskmaster Tape to disk software:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=803337545

Commodore P50 Scientific Calculator (nice 1977 vintage!):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2072542316

Don't forget also about my CD-ROMs of Atari software to buy
at: http://www.dgs.clara.net

Dean Garraghty

6616. Re: Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 20:51:39 UTC
From: Paul Barker <pbarker@ntlworld.com>
Message-ID: <BTRD9.30$y43.12070@newsfep1-win.server.ntli.net>
Source record: 25587

Hi Frank

I got one a while back from www.myatari.net. While you're there you might
like to check out the mag too !

Cheers

Paul

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@gmx.de> wrote in message
news:3ddfd341$1@olaf.komtel.net...
> Hello!
>
> Does anybody know where I can get a cool-looking Atari related screensaver
> for Windows?
>
> Thanks,
>
> Frank
>
>

6617. Re: Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 21:47:25 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <xGSD9.2465$Li.493043@news02.tsnz.net>
Source record: 25589

There was one at the Myatari mag website. I forget the URL.
Was kinda cool.

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@gmx.de> wrote in message
news:3ddfd341$1@olaf.komtel.net...
> Hello!
>
> Does anybody know where I can get a cool-looking Atari related screensaver
> for Windows?
>
> Thanks,
>
> Frank
>
>

6618. Re: Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-23 23:21:52 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211231521.4f14f698@posting.google.com>
Source record: 25588

check the downloads section:

http://www.atari7800.com

"Frank Schr der-H ftmann" <bgtzhn@gmx.de> wrote in message
news:<3ddfd341$1@olaf.komtel.net>...
> Hello!
>
> Does anybody know where I can get a cool-looking Atari related screensaver
> for Windows?
>
> Thanks,
>
> Frank

6619. Software Licenses

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 01:02:27 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211231702.f663cda@posting.google.com>
Source record: 25590

http://www.opensource.org/licenses/artistic-license.php

http://www.stromian.com/Public_Licenses.html

Comments ?

6620. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 03:11:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <yrXD9.6545$OZ4.689224@newsread1.prod.itd.earthlink.net>
Source record: 25591

I know TopDos from Eclipse had a ver 1.5 and, I think, a 1.5 Plus and maybe a 1.3... It was mostly 2.0S compatible although it offered the incompatible option of deselecting the file number in each sector so they could alphabetize the directory and avoid error #164 unless you attempted to access the disk from MyDos, etc..

I never saw K-Dos, but did see a review of it once in an old Analog or similar magazine.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211221309.37cffce2@posting.google.com...
> Which versions were there ? Does anyone have a copy ?
>
> I ran into K-DOS a while back when I purchased the libary to a users
> group and came across this DOS. Does anyone have any info on it ? Is
> it by Bob Klaas ?
>

6621. i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 06:01:02 UTC
From: Video61@webtv.net
Message-ID: <23199-3DE06B1E-615@storefull-2114.public.lawson.webtv.net>
Source record: 25593

first off let me say that i hope to never abandon pro for the atari,
but right now someone has made this a tough choice.
i love my atari's and i use them daily, but revenue from pro on the
atari is all but dead, and i do need to pay my bill's.
so what my plans were to do was to develop pro for other platforms
which might bring in enough revenue to pay the programmer's, pay the
bills associated with programming, and to use some of that revenue to
subsidise further development for our beloved atari's.
this would be a money losing venture doing it for the atari, but i love
the machines, and i want to give something back to the atari community
to keep this machine alive.
there was a lot of heated post's on another mail list that i am sure is
a urban legend by now on what a sue happy jerk i am, and there is
nothing i can do to change some minds on this so be it.
but i am willing to lose money on pro in the atari world to give some
here some hope, but i need your input on this or otherwise it will be
doomed from the start.
i cannot release pro to be open source, sorry. there are a few here
that know the terms of the sale to me, and it will never go
pd/shareware/freeware/etc. but it can still be developed for other
platforms, and we will keep the atari in mind as we further pro's
development.
i might need programmers in the future who will be asked to sign a
non-disclosure statement for development work on all platforms, but if
we are successful it will mean further atari pro support.
i also will be doing this with sparta dos 3.3 as soon as some notarized
paper work is delivered to me making certain statements as to the
ownership of 3.3 that was contracted for use with pro, and was to be
distributed only with pro.
my son who put a pro board together at the age of 12 is now interested
in running a pro board again on the net.
we hope to get into the grove again, and he wants to learn pro all over
again, he is now 22.
this will mean hopefully that there will be a place for all pro user's
to come to share information, and yes maybe a little help.
we are a family run business so if this takes a while, or if family
problems arise it might not happen fast or at all so please be patient.
what do you think?
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079

www.atarisales.com

6622. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 06:01:25 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3DE06B35.808790C3@one.net>
Source record: 25592

I have Top-DOS 1.5 Plus. Haven't used it though. I also have DOS-Mod
3.1-DD from Eclipse.

-Bob

Ron Hamilton wrote:
>
> I know TopDos from Eclipse had a ver 1.5 and, I think, a 1.5 Plus and maybe
> a 1.3... It was mostly 2.0S compatible although it offered the incompatible
> option of deselecting the file number in each sector so they could
> alphabetize the directory and avoid error #164 unless you attempted to
> access the disk from MyDos, etc..
>
> I never saw K-Dos, but did see a review of it once in an old Analog or
> similar magazine.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0211221309.37cffce2@posting.google.com...
> > Which versions were there ? Does anyone have a copy ?
> >
> > I ran into K-DOS a while back when I purchased the libary to a users
> > group and came across this DOS. Does anyone have any info on it ? Is
> > it by Bob Klaas ?
> >

6623. Re: APE SIO Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 07:45:52 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <arq00m$se9$1@reader12.wxs.nl>
Source record: 25594

<grin>

You should type it over :-)))))))))

Marius

"LarryWhite" <llppwhite@aol.comnsp> schreef in bericht
news:20021123115636.11233.00000125@mb-fh.aol.com...
> Win APE has a nice SIO monitor, but there doesn't seem to be any way
(within
> APE) to capture the data and print it out. Pressing cntl-C brings up
another
> menu, and a right mouse click brings up a short menu to clear the monitor
or
> "what's this?". Is there another way to get that data from the monitor
(not
> Print Screen!)? (Looked at the DOS docs, but didn't find anything).
> Larry

6624. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 16:04:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211240804.2a449096@posting.google.com>
Source record: 25595

i was asking because i remember getting two or three different
versions of TopDOS from B&C a long time ago and was just curious as to
what other versions there might be.

any in atr or xfd format ?

Bob Ryan <ryanr@one.net> wrote in message news:<3DE06B35.808790C3@one.net>...
> I have Top-DOS 1.5 Plus. Haven't used it though. I also have DOS-Mod
> 3.1-DD from Eclipse.
>
> -Bob
>
>
> Ron Hamilton wrote:
> >
> > I know TopDos from Eclipse had a ver 1.5 and, I think, a 1.5 Plus and maybe
> > a 1.3... It was mostly 2.0S compatible although it offered the incompatible
> > option of deselecting the file number in each sector so they could
> > alphabetize the directory and avoid error #164 unless you attempted to
> > access the disk from MyDos, etc..
> >
> > I never saw K-Dos, but did see a review of it once in an old Analog or
> > similar magazine.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "rtdos" <rtdos@yahoo.com> wrote in message
> > news:845192d9.0211221309.37cffce2@posting.google.com...
> > > Which versions were there ? Does anyone have a copy ?
> > >
> > > I ran into K-DOS a while back when I purchased the libary to a users
> > > group and came across this DOS. Does anyone have any info on it ? Is
> > > it by Bob Klaas ?
> > >

6625. A new eBay auction for Atari disks (some unusual)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 16:53:41 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1038156798.19010.0@iapetus.uk.clara.net>
Source record: 25596

Hello All,

I've just started a new eBay auction, this time for 8 disk-based Atari
software, which includes some very unusual stuff. The link is below:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=803596284

Be sure to check out my other auctions too.

Dean Garraghty

6626. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 20:09:20 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038180428.52502.5@dyke.uk.clara.net>
Source record: 25502
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Steve

> >Rope me a sheep and I'll make it smile.
>
> So it wasnt just foot n mouth that scared all the sheep off:)

8~)

> mary had a lil lamb,
> its fleece was white n wispy
> then it got foot n mouth
> n now its black n crispy

It rhymes!, almost!.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002

6627. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 20:20:26 UTC
From: Frederic Fouche <g213778@coazter.com>
Message-ID: <Pine.SGI.4.10.10211241415470.14911-100000@www.coazter.com>
Source record: 25506
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

what a bunch of cry babies, all for what?
some ad in this newsgroup.
This newsgroup does not generate half the traffic other groups do.
Get a better newsreader and set the filter button if this monthly ad is
too much for you to handle.
Do you write abc network when Intel cuts your favorite show every 5 min
for their latest P4 commercial? can't even set a filter in that case.

This is a pretty ridiculous thread to be honest and I am quite surprised
it lasted this long.

On Sat, 23 Nov 2002, Michael and Nicole Freeman wrote:

> in article 1038051440.6443.2@dyke.uk.clara.net, Steve Sweet at
> stevesweet@freeuk.com wrote on 11/22/02 4:20 PM:
>
> >> Fourth, even if it is against the rules, that doesn't make it "off-topic".
> > >
> > > What sort of logic is this!. Its against the rules, how off topic is that?.
> >
> > Let me clarify what I meant:
> >
> > 1. I define on- and off-topic as whether or not a post is Atari-related.
> > 2. Something can be on-topic subject-wise, yet still be against the rules if
> > the rules say the method of posting (i.e. advertising) is wrong in this
> > venue.
> >
> > So under this definition, something can be on-topic, yet against the rules.
> > I personally feel that his posts are not against the rules, as many people
> > have posted here selling things without any uproar, and people have posted
> > evidence that it is not against the rules to advertise something here. The
> > only difference in this case is that he advertises more often than most,
> > which is apparently the problem you seem to have with it, according to
> > comments you've made.
> >
> > In my opinion, since we are such a small (and apparently declining) group,
> > we should be able to make some exceptions for people like Ben, trying to get
> > by through supplying us with things we need, rather than being so hard nosed
> > and rule-oriented about it when it doesn't suit our liking.
> >
> > > I never used to take any notice of an occasional posting, but he's taking
> > > the piss, its getting to the stage where i could quote the crap he posts. If
> > > it was shorter and less frequent you'd not here from me at all.
> >

> If you can quote the posts, you must be reading them. Why? Just ignor them
> when you see who they're from. Turn on a filter and you'll never see them.
> But to some of us here, his posts are good, important, and on-topic. So why
> not just let it go, ignor it, filter it, whatever. Don't read them unless
> you intend on seeing what he's advertising. It's really very simple to do.
> And it's much better than making a huge fuss over nothing. I really don't
> understand what the issue is with it. With less energy than it takes to
> write even one of your posts complaining about it, you could have filtered
> it out a long time ago.
>
> Just my opinion...
>
> Mike Freeman
> nameerf@flash.net
>
>
>

~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
http://www.coazter.com

6628. **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 20:33:11 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211241233.5d18a27c@posting.google.com>
Source record: 25497

What would patches would you like to see for SpartaDOS, my suggestions are:

512 or 1024 byte sectors
break the 16 meg HD limit
cd rom support (maybe even CDRW)
zip drives
large memory (maybe upto 64 MEG?)

any other suggestions?

6629. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 23:04:09 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211241504.5b7fece9@posting.google.com>
Source record: 25498

Hi Lance,

I ran a Pro BBS for 11 years (Star NET node 449) and had many many
users
even your son (JagMan) was a long time Caller. The BBS was ran in
Bay Harbor Island FL (Miami) where I was the only Atari BBS. I was
competting with some veary powerfull IBM BBS's but pro gave then a
run for the money and features.
In 1995 the internet went public and that started the decline of all
BBS's
I continue to run Star Net till 1999 and then took it off line.
These days all those powerfull BBS's on the PC platform are either
Freeware or shareware and not 1 is being sold. The Atari user dont
have such as shareware base or freeware for the BBS's programs that
run on them, the ones that are avalible are a few Basic AMIS
knockoff's and Express 850. These BBS where great for there day but
fall way short to whats availble for the PC. Infact all the
commercial BBS's for the C=64 BBS are now freeware. The owners of all
those BBS's that are now Freeware and shareware still make a return by
selling addon support modules, networking and other util's.
This is probley the way to go if you sell Pro for any platform.
You need to do some research on this.

-Best Wishes-

-Atari8man-

Video61@webtv.net (Lance Ringquist) wrote in message
news:<23199-3DE06B1E-615@storefull-2114.public.lawson.webtv.net>...
> first off let me say that i hope to never abandon pro for the atari,
> but right now someone has made this a tough choice.
> i love my atari's and i use them daily, but revenue from pro on the
> atari is all but dead, and i do need to pay my bill's.
> so what my plans were to do was to develop pro for other platforms
> which might bring in enough revenue to pay the programmer's, pay the
> bills associated with programming, and to use some of that revenue to
> subsidise further development for our beloved atari's.
> this would be a money losing venture doing it for the atari, but i love
> the machines, and i want to give something back to the atari community
> to keep this machine alive.
> there was a lot of heated post's on another mail list that i am sure is
> a urban legend by now on what a sue happy jerk i am, and there is
> nothing i can do to change some minds on this so be it.
> but i am willing to lose money on pro in the atari world to give some
> here some hope, but i need your input on this or otherwise it will be

> doomed from the start.
> i cannot release pro to be open source, sorry. there are a few here
> that know the terms of the sale to me, and it will never go
> pd/shareware/freeware/etc. but it can still be developed for other
> platforms, and we will keep the atari in mind as we further pro's
> development.
> i might need programmers in the future who will be asked to sign a
> non-disclosure statement for development work on all platforms, but if
> we are successful it will mean further atari pro support.
> i also will be doing this with sparta dos 3.3 as soon as some notarized
> paper work is delivered to me making certain statements as to the
> ownership of 3.3 that was contracted for use with pro, and was to be
> distributed only with pro.
> my son who put a pro board together at the age of 12 is now interested
> in running a pro board again on the net.
> we hope to get into the grove again, and he wants to learn pro all over
> again, he is now 22.
> this will mean hopefully that there will be a place for all pro user's
> to come to share information, and yes maybe a little help.
> we are a family run business so if this takes a while, or if family
> problems arise it might not happen fast or at all so please be patient.
> what do you think?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

6630. Atari music in MIDI format

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 23:19:02 UTC
From: Frank Schr&#65533;der-H&#65533;ftmann <bgtzhn@gmx.de>
Message-ID: <3de15e62@olaf.komtel.net>
Source record: 25499

Hello!

I'm looking for some tunes from A8-games as midi files. Do they exist?

Frank

6631. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 23:30:00 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211241530.1ad578dd@posting.google.com>
Source record: 25500

If I remember correctly Pro V5.0b was programmed around the bat.com
file.
I owne 3 version of the Pro core 3.2 4.0 and 5.0, while I never put
v5.ob online
I did beta test it for months.
I dont think V5.0b would run with out this file due to it programed
around the multiplexer. The owner of Pro (lance) would have to drop
back to a older version of pro for sales.

-Atari8man-

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211231018.5d43861e@posting.google.com>...
> Last night I talked to Lance of Video 61 and we discussed rtdos and
> him letting me use SpartaDOS source code in the rtdos operating system
> project. It was a pleasant conversation. We know the same people in
> the Atari community, as it turns out. I was telling him my ideas and
> stuff about rtdos. He was telling me why he does this or that
> regarding BBS Express Pro. I understood. I'm not gonna give the full
> details of the conversation here. But it was one of those
> conversations that you had to sleep on. Ever have one of those? This
> was one of those. To sum it up, if I have to sign a legal document to
> allow me to use SpartaDOS source code in rtdos, then I don't need the
> source code that badly. That legal document would prohibit me from
> releasing rtdos as freeware / opensource due to the fact all or even
> some SpartaDOS source code was used. I'm not gonna do that to rtdos.
> rtdos is my gift to the eight bit communities as a whole. rtdos has
> been and will always be freeware / open source.
>
> I'm sorry Lance, but I can't do it. I can't have rtdos destroyed by
> legalities.
>
> I'm working on rtdos on my free time. That's why there is no solid
> source code yet to publish. Another reason is because I'm learning
> this as I go along. Its a great learning experience, not just for me,
> but for others interested in the project as well. Below is a snippet
> of what I posted on an Atari mailing list in response to the arguments
> about BBS Express Pro (from both sides). I am not taking either side
> and I will not have rtdos caught in the middle:
>
> If this is true, then Lance, Steve, and Bob all need to contact a copy
> right lawyer. There are different levels of copyrights. Just ask
> Microsoft & Disney. What applies to Microsoft does not apply to
> Disney and vice versa. Disney thinks they can copyright the Mickey
> Mouse character for another 20 years but they can't even though people

> assc. Mickey Mouse with Disney. As for Microsoft, on the other hand,
> look at the current court cases. Lance might own the name BBS Express
> Pro but does he have legal rights to the source code ? I believe that
> is called intellectual property. Not sure. I'm not a lawyer.
> Anyone hear of DRDOS / OpenDOS (orginally from CPM which MSDOS also
> orginated from) ? I think rather than have rtdos in the middle of
> something I know nothing about, I'll just pass on obtaining the source
> code to SpartaDOS & BASIC XE / ACTION for now until this is settled.
> I'm not taking sides here but I don't want rtdos in the middle of
> something when its development means a lot more to me than obtaining
> source code. Ever hear of FreeDOS ? It is an MSDOS clone. If
> Microsoft was really worried about FreeDOS, they would've sent their
> lawyers after those guys. I'm gonna let the atari community decide
> if they want SpartaDOS readability / compatability included in rtdos.
> rtdos is my gift to the Atari community as well as the other eight bit
> communities. Everyone who reads this email, please check out the
> following links:
>
> http://www.freedos.org/
>
> http://www.drdos.com/ (http://www.drdos.net) (
> http://www.drdos.org)
>
>
http://www.microware.com/oem_products/op-os9.cfm?MS=Microware%20Enhanced%20OS-9%20Solution
> (link MAY wrap)
>
> Lance, Bob, and Steve: There are TOO MANY legal complications here
> for me to even use the SpartaDOS source code. My apologies to the
> Atari and the other eight bit communities. If I were to use the
> SpartaDOS source code in rtdos, then considering, legally, what has
> been going on here, I could not release rtdos as freeware / opensource
> which is what my plan is. Only because I would be tied to whatever
> agreement I sign between Lance, Bob, and / or Steve (or whomever). I
> am not and will not have rtdos tied down like that. Because the way
> rtdos is being designed and developed I cannot and will not stop
> anyone from adding or updating rtdos to include SpartaDOS patches.
> Legally, I can't. On the flipside, you have an MSDOS emulator for
> UNIX but have yet to see Microsoft going after this person. Make
> sense?
>
> I hope to unify the eight bit communities (Apple, Atari, Commodore,
> TRS80, etc.) with rtdos. But I will not let anything like this tear
> my project apart. That is why I have chosen NOT to include SpartaDOS
> in rtdos.
>
> I'm sorry, Lance, but there are too many legal issues here that need
> to be resolved first before I can consider implementing SpartaDOS into
> rtdos and I am not gonna have rtdos destroyed through legalities. I
> may write a command line version of MyDOS and go that route (because

```
> the source code is already out there and readily available), but until
> then, I'm not jumping in the middle of this.
>
>
>
> On Sat, 23 Nov 2002 11:44:40 -0800 "Stephen Carden"
> <sjcarden@bellsouth.net> writes:
> > From this day forward you are required to remove BAT.COM from any
> > disk you
> > sell for profit. For thoes of you who do not know what bat.com is.
> > It is a
> > com file that I wrote for the people who have mux's, it setup a
> > slave
> > selectable startup batch file. I have inclosed a new version that
> > will work
> > with SpartaDos as well as real.dos. If you have an old copy of
> > bat.com or
> > new copy; from the command line processor place a "H", ie:
> >
> > d1:>dos>bat H
> >
> > It has built in directions. And Have Fun.
> >
> > Now back to you Lance. You Own the Name BBS Express professional
> > and you
> > can sell however many copys you like.
> > Have your Programmer go threw the .s files and you will find a large
> > amount
> > of them have;
> > ;---------------------------------------------------------------------
> > ; BBS Express! Professional
> > ; Copyright (c) 1995 by K-Products
> > ; Source Code is Copyright 1995 Stephen J. Carden
> > ;---------------------------------------------------------------------
> > ; BBS_50b.s
> > ;
> > ;
> > ; ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> > ;---------------------------------------------------------------------
> > ; Notes: o This source code MAY NOT be placed for download on any
> > BBS's!
> > ; o "mea" is a macro that loads the address of the first
> > field
> > ; into the pointer specified by the second field.
> > ;---------------------------------------------------------------------
> > ; Assembler: MADMAC (tm) ST Cross Assembler (Atari Corp)
> > ; XASM st and IBM VERSIONS
> > ;---------------------------------------------------------------------
> >
> > ;---------------------------------------------------------------------
```

> > ; BBS Express! Professional
> > ; Copyright (c) 1995 by K-Products
> > ; Source Code is Copyright 1995 Stephen J. Carden
> > ;--
> > ; BBS_50C.s
> > ;
> > ;
> > ; ~~~~~~
> >
> > In the lance.txt you will see I still own the source. Which means I
> > can use
> > it in anything I like!
> >
> >
> >
> > -----Original Message-----
> > From: owner-atari8-l@zwieracz.krap.pl
> > [mailto:owner-atari8-l@zwieracz.krap.pl]On Behalf Of Lance
> > Ringquist
> > Sent: Friday, November 22, 2002 8:32 AM
> > To: atari8-l@zwieracz.krap.pl
> > Subject: RE: Hello to All
> >
> >
> > stephen,
> > yes there are similarities and i plan on going for it.
> > if you are burned out on pro then why the offer to program for it?
> > go have fun doing other atari work, the atari community needs you.
> > send it private e-mail please.
> >
> > lance
> >
> >
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
> > www.atarisales.com
> >
> >

6632. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-24 23:32:17 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021124183217.20207.00005778@mb-fu.aol.com>
Source record: 25501

> I ran into K-DOS a while back when I purchased the libary to a users
group and came across this DOS. Does anyone have any info on it ? Is
it by Bob Klaas ? <

A Google search reveals a couple of references:
Kay Enterprises 1981 and K Dos 1982. It was a command-line Dos, mostly
compatible with Dos 2.0s. I remember a demo of it at a user group meeting in
1982.
It was $80 (Ouch!) at the local Atari store.
The computer part of Kay Enterprises was K-Byte whose major claim to fame was
K-razy Shootout. They released several other games (K-Star Patrol, etc.) and
IIRC, then sold out to CBS Games.
Larry

6633. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 00:20:05 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211241620.800a59@posting.google.com>
Source record: 25503

Yes! very impressive demo, I worked with fox on getting it to run on
all real Atari's. When released it would only run in emulation (yuk)
I contacted FOX and discovered that Numen was not loading the correct
memory banks. FOX had a fix in no time and I beta tested it on thses
machines:

130XE (320k) antic pal chip
130XE (576k) antic pal chip
512k XL with antic pal chip

FOX is one of the BEST coders for the 8bit and I want to see more kool
stuff from him.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<arl7q3maq1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> > You're right it is very impressive. I too, never thought the 8 bit could
> > do such things. If this demo had existed back in '83, Atari might still
> be
> > here today.
>
> I did some testing on my 1MB XEGS and can say that the following demo's are
> great (maybe not all as good as numen, but...):
>
> X-Demo, Nonejm, Zero, Atari 130XE Shinny Bubbles, Muppet Movie, Relax, Ergo
> Bibamus, Total Daze, De Themo, De Themo 2
>
> Ofcourse, Numen runs on my 1MB XEGS too.
>
> I downloaded a lot more, but some (under 10%) didn't run and some I couldn't
> un-ATR.
> BTW some of those above need 320kB.
>
> CU Mathy van Nisselroy

6634. Re: Atari music in MIDI format

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 00:51:37 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <arrs5b$laq11$1@ID-165389.news.dfncis.de>
Source record: 25504

Hi Frank,

Yep, I have a few.... M.U.L.E and Action Biker are ones I know of off hand.
If you're interested let me know and maybe I can post them here or via email
to you.

Nolan

"Frank Schr&#65533;der-H&#65533;ftmann" <bgtzhn@gmx.de> wrote in message
news:3de15e62@olaf.komtel.net...
> Hello!
>
> I'm looking for some tunes from A8-games as midi files. Do they exist?
>
> Frank
>
>

6635. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 01:04:38 UTC
From: Video61@webtv.net
Message-ID: <29347-3DE17726-277@storefull-2111.public.lawson.webtv.net>
Source record: 25507

hi guy:)
yes i have heard that before. but what i want to know is what is needed
in the atari world as far as developing pro further?
pro may not always be just a bbs program on other platforms.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6636. Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 01:09:27 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211241709.2a31d778@posting.google.com>
Source record: 25505

With all this talk of Sparta dos and copywrite issue going on these days its just
not true. First I will list all dead items then give some background on all this.

Dead items:

Sparta dos all version!
MIO all versions and os
SDX all versions
OSS carts all of them if part of the ICD deal with FTE

FTE has NOT filed an ANUAL REPORT with the US Copyright office in 8 years.
Failure to file in 4 quarters results in DISOLUTION.

With all the scam deals by FTE its easy to see why the ANUAL REPORT was not filed and
there maybe Judgements on the owner, He can hide behind the corporate shield in most states.

I was the owner of SPEC Publishing corp in the Late 70's-80's and aware of most
copyright laws with Publication.

ANYONE that has bought Sparta dos and the copyrights need to see a Lawer on this issue and may have a case with its seller.

I know most of you guys and dont want to see anyone get burned.

-Atari8man-

6637. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 02:01:11 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <HvfE9.8314$It3.839483@newsread2.prod.itd.earthlink.net>
Source record: 25508

You should try it maybe. It supports batch file type srcipts, powerful
memory access and nice file handling and display possibilities.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Bob Ryan" <ryanr@one.net> wrote in message
> I have Top-DOS 1.5 Plus. Haven't used it though.

6638. Re: Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:25:46 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <ars56b$ll7hc$1@ID-165389.news.dfncis.de>
Source record: 25509

rtdos,

What about your screensaver? Or is that what you're referring to?

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211231521.4f14f698@posting.google.com...
> check the downloads section:
>
> http://www.atari7800.com
>
>
>
> "Frank Schr der-H ftmann" <bgtzhn@gmx.de> wrote in message
news:<3ddfd341$1@olaf.komtel.net>...
> > Hello!
> >
> > Does anybody know where I can get a cool-looking Atari related
screensaver
> > for Windows?
> >
> > Thanks,
> >
> > Frank

6639. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:32:55 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <ars5jo$lp125$1@ID-165389.news.dfncis.de>
Source record: 25510

Hi Lance,

Sounds like a good plan! I know it might be a money losing venture, but if you love to do it why not. Go for it Lance. it's just what the Atari community needs to show those PC's what for :)

As for the BBS, I look forward to the day when you get your BBS back up. Maybe there could be a another BBS or site that could take the place for Pro information, help until your BBS is up and running again? I might know of a few people that might be interested in donating some time and space.

"Lance Ringquist" <Video61@webtv.net> wrote in message news:23199-3DE06B1E-615@storefull-2114.public.lawson.webtv.net...
> first off let me say that i hope to never abandon pro for the atari,
> but right now someone has made this a tough choice.
> i love my atari's and i use them daily, but revenue from pro on the
> atari is all but dead, and i do need to pay my bill's.
> so what my plans were to do was to develop pro for other platforms
> which might bring in enough revenue to pay the programmer's, pay the
> bills associated with programming, and to use some of that revenue to
> subsidise further development for our beloved atari's.
> this would be a money losing venture doing it for the atari, but i love
> the machines, and i want to give something back to the atari community
> to keep this machine alive.
> there was a lot of heated post's on another mail list that i am sure is
> a urban legend by now on what a sue happy jerk i am, and there is
> nothing i can do to change some minds on this so be it.
> but i am willing to lose money on pro in the atari world to give some
> here some hope, but i need your input on this or otherwise it will be
> doomed from the start.
> i cannot release pro to be open source, sorry. there are a few here
> that know the terms of the sale to me, and it will never go
> pd/shareware/freeware/etc. but it can still be developed for other
> platforms, and we will keep the atari in mind as we further pro's
> development.
> i might need programmers in the future who will be asked to sign a
> non-disclosure statement for development work on all platforms, but if
> we are successful it will mean further atari pro support.
> i also will be doing this with sparta dos 3.3 as soon as some notarized
> paper work is delivered to me making certain statements as to the
> ownership of 3.3 that was contracted for use with pro, and was to be
> distributed only with pro.
> my son who put a pro board together at the age of 12 is now interested
> in running a pro board again on the net.
> we hope to get into the grove again, and he wants to learn pro all over

> again, he is now 22.
> this will mean hopefully that there will be a place for all pro user's
> to come to share information, and yes maybe a little help.
> we are a family run business so if this takes a while, or if family
> problems arise it might not happen fast or at all so please be patient.
> what do you think?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

6640. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:41:08 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <ars634$l8uiu$1@ID-165389.news.dfncis.de>
Source record: 25511

Yeah, I know what you mean. I also run a Pro BBS which is, in fact, available via Telnet - which you probably already know. I had the BBS on a regular dial-up line, but very few callers. Once I made it available via the Internet, I starting getting more calls than I thought I would from all over the world.

Reading more and more of what Pro is and can do, I bet that it would make the PC's run for cover :) This is even more of a reason not to make Pro sharware, freeware or pd. Just waiting for the day when I see Pro available to buy at Best Buy. What do you think about that, Lance? :)

"Atari8Man" <atari8man9@netscape.net> wrote in message
news:4e391c6.0211241504.5b7fece9@posting.google.com...
> Hi Lance,
>
> I ran a Pro BBS for 11 years (Star NET node 449) and had many many
> users
> even your son (JagMan) was a long time Caller. The BBS was ran in
> Bay Harbor Island FL (Miami) where I was the only Atari BBS. I was
> competting with some veary powerfull IBM BBS's but pro gave then a
> run for the money and features.
> In 1995 the internet went public and that started the decline of all
> BBS's
> I continue to run Star Net till 1999 and then took it off line.
> These days all those powerfull BBS's on the PC platform are either
> Freeware or shareware and not 1 is being sold. The Atari user dont
> have such as shareware base or freeware for the BBS's programs that
> run on them, the ones that are avalible are a few Basic AMIS
> knockoff's and Express 850. These BBS where great for there day but
> fall way short to whats availble for the PC. Infact all the
> commercial BBS's for the C=64 BBS are now freeware. The owners of all
> those BBS's that are now Freeware and shareware still make a return by
> selling addon support modules, networking and other util's.
> This is probley the way to go if you sell Pro for any platform.
> You need to do some research on this.
>
> -Best Wishes-
>
> -Atari8man-
>
>
>
>
>
> Video61@webtv.net (Lance Ringquist) wrote in message

news:<23199-3DE06B1E-615@storefull-2114.public.lawson.webtv.net>...
> > first off let me say that i hope to never abandon pro for the atari,
> > but right now someone has made this a tough choice.
> > i love my atari's and i use them daily, but revenue from pro on the
> > atari is all but dead, and i do need to pay my bill's.
> > so what my plans were to do was to develop pro for other platforms
> > which might bring in enough revenue to pay the programmer's, pay the
> > bills associated with programming, and to use some of that revenue to
> > subsidise further development for our beloved atari's.
> > this would be a money losing venture doing it for the atari, but i love
> > the machines, and i want to give something back to the atari community
> > to keep this machine alive.
> > there was a lot of heated post's on another mail list that i am sure is
> > a urban legend by now on what a sue happy jerk i am, and there is
> > nothing i can do to change some minds on this so be it.
> > but i am willing to lose money on pro in the atari world to give some
> > here some hope, but i need your input on this or otherwise it will be
> > doomed from the start.
> > i cannot release pro to be open source, sorry. there are a few here
> > that know the terms of the sale to me, and it will never go
> > pd/shareware/freeware/etc. but it can still be developed for other
> > platforms, and we will keep the atari in mind as we further pro's
> > development.
> > i might need programmers in the future who will be asked to sign a
> > non-disclosure statement for development work on all platforms, but if
> > we are successful it will mean further atari pro support.
> > i also will be doing this with sparta dos 3.3 as soon as some notarized
> > paper work is delivered to me making certain statements as to the
> > ownership of 3.3 that was contracted for use with pro, and was to be
> > distributed only with pro.
> > my son who put a pro board together at the age of 12 is now interested
> > in running a pro board again on the net.
> > we hope to get into the grove again, and he wants to learn pro all over
> > again, he is now 22.
> > this will mean hopefully that there will be a place for all pro user's
> > to come to share information, and yes maybe a little help.
> > we are a family run business so if this takes a while, or if family
> > problems arise it might not happen fast or at all so please be patient.
> > what do you think?
> > thanks,
> > lance
> >
> > Video 61 & Atari Sales
> > 22735 Congo ST NE
> > Stacy MN 55079
> > www.atarisales.com

6641. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:45:44 UTC
From: Video61@webtv.net
Message-ID: <27264-3DE19CE8-753@storefull-2113.public.lawson.webtv.net>
Source record: 25514

here is what sparta dos 3.3 is. first off sparta dos- 3.2g maybe g+ was made shareware i believe by FTE.
but bob klass of k-products contracted FTE for sparta dos 3.3 for use exclusively with the pro bbs system, and was to be distributed only with pro.
meanwhile the person's who crafted sparta dos 3.3 as contract programmers for FTE were not paid for the exclusive dos by FTE.
bob klass of k-products was to be the recipient of said dos, and was expected to pay FTE for it.
instead FTE went under, and bob klass paid the contract programmer directy for the source code that bob had contracted for.
so this dos is not a FTE product, but instead a k-product product.
you might or might not have a point on the other FTE products i do not know and i would not infringe even if it were true, but on 3.3 you are not.
as far as all other sparta dos's are concerned if they are shareware, great do what you want.
i am gathering notarized statements as to these facts, and i expect to prove full ownership rights of sparta 3.3 thru litigation if necessary.

lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6642. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:47:25 UTC
From: ejgnandt@netzero.net
Message-ID: <4d2debfd.0211241947.3b8534bc@posting.google.com>
Source record: 25512

K-DOS is Atari 2.0S compatible. Main additional feature is a machine
language monitor. It was written by a U of Michigan student named
Marcus Watts in 1981.

>
> A Google search reveals a couple of references:
> Kay Enterprises 1981 and K Dos 1982. It was a command-line Dos, mostly
> compatible with Dos 2.0s. I remember a demo of it at a user group meeting in
> 1982.
> It was $80 (Ouch!) at the local Atari store.
> The computer part of Kay Enterprises was K-Byte whose major claim to fame was
> K-razy Shootout. They released several other games (K-Star Patrol, etc.) and
> IIRC, then sold out to CBS Games.
> Larry

6643. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 03:49:42 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3de19dd2$0$17642$272ea4a1@news.execpc.com>
Source record: 25513

I don't want to be argumentative.
Michael Current has researched and has a document about copyrights. I wasn't under the impression that copyrights had to be 'registered' every year. Once you've registered it, it is good for 25 years, and renewable for more.
And, if I remember, Michael said that just putting a copyright notice and the 'c' in a circle is sufficient to make the copyright have legal force, even without registering it with the copyright office.
Russg

6644. FS : The Atari Portfolio (Melb, Australia).

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 06:28:11 UTC
From: John <junk@junk.com>
Message-ID: <arsfpv$68e$1@perki.connect.com.au>
Source record: 25515

Own the worlds first PDA!

I have a few of these nifty little devices available (As seen in Terminator II, being used to hack an ATM*).
They are all in mint condition, in box, wrapped in original plastic.

Also available are memory expanders, software, and parallel interfaces.

Available at various international websites for $AU310 to $AU490, I'm willing to sell at $AU200 (open to negotiation).

Remember, they *are* nifty.

Email me at jfairhall@DELETETHISBIThotmail.com

*Not Recommended Usage Of This Device.

6645. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 06:32:18 UTC
From: nick@1632systems.co.uk
Message-ID: <arsg5j$cs2$1@thorium.cix.co.uk>
Source record: 25516
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

OK just climbing on to my soap box from my lofty position as one of the largest Atari resellers.....

I been reading the emails " purporting to be from Ben, personally I don't know either gentlemen and to be bluntly honest my sympathies lies with Ben in this manner. Probably because I put a Kill file on his emails I don't read all of Ben's emails.... and this time Steve I don't totally agree with you- I think SPAM is email crap not newsgroup crap. Ben can conduct business on his terms, not using credit cards acceptance will limit him but thats his choice - it is your choice to buy from him and submit to his terms and conditions, as long as they don't contavene local or national standards. The regularity of news posting shows enthusiam to sell, something all we traders have..... did I mention my web pages? link below.... (grin)

The gentleman using the anon remailer obviously doesn't have faith in his convictions otherwise he would be more open to, shall we say, direct contact. But if you read the terms and conditions of the Frog remailer that is not too suprising, personally I have yet to find a really good reason to use a remailer except to hide your actions. BTW a quick transcript is below..

Unpleasant messages on NG
I do not speak more than 6 languages and I am not interested in all the 70.000 NG I have access to, not even their charters. Besides, I feel no vocation in censorship, and I do not read what emerges from the remailer. In addition, remailers are dedicated to allow expression from minorities, even extremist views. (Cf: F.A.Q. (Questions and Answers) <Pol_EN_Faq.html> about most serious matters.) If your case is strong, convince the trouble-maker. If not, ignore him: he will get bored. Do Not Feed the Troll. On the other hand, in case of persistant and obvious annoyance, one cannot emphasize too much the use of individual *filters*, available on all recent newsreaders. That feature will be quite efficient, because most trolls and trouble-makers *love* to sign their deeds, their are craving for any kind of notoriety, whatever dubious.. And broadcast the information *by private mail* to NewB tempted to react impulsively to the loud-mouthed. It is now possible to ask for such messages to be filtered, against their "From:" Write to Frog-Abuse <mailto:Frog-Abuse@nym.alias.net?Subject=Complaint: Please Block A Regular Obnoxious Nick>.
If you want to contact admin on the Frog remailer try http://www.privacyresources.org/frogadmin, but after reading above I don't think you will have much luck.

--
Nick Harlow

16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6646. Re: The Atari Portfolio (Melb, Australia).

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 06:33:17 UTC
From: Mark Bedingfield <mark@nospamplease.computercom.com.au>
Message-ID: <NujE9.11433$hg1.25983@news-server.bigpond.net.au>
Source record: 25517

G'day, that would have to be from an auction last week I was looking at.
LOL. What software did you get? Anything useful? Also how much for a serial
interface?

Mark Bedingfield

"John" <junk@junk.com> wrote in message
news:arsfpv$68e$1@perki.connect.com.au...
>
> Own the worlds first PDA!
>
> I have a few of these nifty little devices available (As seen in
Terminator
> II, being used to hack an ATM*).
> They are all in mint condition, in box, wrapped in original plastic.
>
> Also available are memory expanders, software, and parallel interfaces.
>
> Available at various international websites for $AU310 to $AU490, I'm
> willing to sell at $AU200 (open to negotiation).
>
> Remember, they *are* nifty.
>
> Email me at jfairhall@DELETETHISBIThotmail.com
>
>
>
> *Not Recommended Usage Of This Device.
>
>
>

6647. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 07:33:01 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <t_6dnaloh8W_T3ygXTWc3Q@comcast.com>
Source record: 25518

Before you go to court you should invest in a shift key. Capital letters
are a sure way to impress the judge.

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:27264-3DE19CE8-753@storefull-2113.public.lawson.webtv.net...
> here is what sparta dos 3.3 is. first off sparta dos- 3.2g maybe g+ was
> made shareware i believe by FTE.
> but bob klass of k-products contracted FTE for sparta dos 3.3 for use
> exclusively with the pro bbs system, and was to be distributed only with
> pro.
> meanwhile the person's who crafted sparta dos 3.3 as contract
> programmers for FTE were not paid for the exclusive dos by FTE.
> bob klass of k-products was to be the recipient of said dos, and was
> expected to pay FTE for it.
> instead FTE went under, and bob klass paid the contract programmer
> directy for the source code that bob had contracted for.
> so this dos is not a FTE product, but instead a k-product product.
> you might or might not have a point on the other FTE products i do not
> know and i would not infringe even if it were true, but on 3.3 you are
> not.
> as far as all other sparta dos's are concerned if they are shareware,
> great do what you want.
> i am gathering notarized statements as to these facts, and i expect to
> prove full ownership rights of sparta 3.3 thru litigation if necessary.
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

6648. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 09:37:05 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211250137.77c989e9@posting.google.com>
Source record: 25519

Hi Russ,

Sorry I mad an error when posting that message.
The Anual Report must be made to a State office to keep the
corperation open.
Once the corperation is gone the copyright is weak, if the Copyright
was issued to a person like me or you then it would be good for 50
years after death.

-Atari8man-

"Russ Gilbert" <russg@en.com> wrote in message
news:<3de19dd2$0$17642$272ea4a1@news.execpc.com>...
> I don't want to be argumentative.
> Michael Current has researched and has a document about copyrights. I
> wasn't under the impression that copyrights had to be 'registered' every
> year. Once you've registered it, it is good for 25 years, and renewable for
> more.
> And, if I remember, Michael said that just putting a copyright notice and
> the 'c' in a circle is sufficient to make the copyright have legal force,
> even without registering it with the copyright office.
> Russg

6649. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 09:41:40 UTC
From: gwhaler <gwhaler@bellsouth.net>
Message-ID: <F0mE9.8384$sT3.7293@news.bellsouth.net>
Source record: 25520

I'd like to see a fix for the R-Time 8 Y2K bug (it shows the day as a day
earlier then it actually is).
If you could fix that, it'd really be something!

gil_whaler@juno.com

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211241233.5d18a27c@posting.google.com...
> What would patches would you like to see for SpartaDOS, my suggestions
are:
>
> 512 or 1024 byte sectors
> break the 16 meg HD limit
> cd rom support (maybe even CDRW)
> zip drives
> large memory (maybe upto 64 MEG?)
>
> any other suggestions?

6650. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 09:54:25 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211250154.2edccbf5@posting.google.com>
Source record: 25521

Hi Russ,

Forgot to reply to the last part of your message
Michael is correct in that the copyright starts at the moment of
creation
and there is SOME grace time to register for a copyright.
I closed my Publishing corp down more than 20 years ago.
I had copyrights that was published by my corperations stollen after
the corp. was no more and could not take action, on the other hand
anything that was copyright by me was never touched.

-Atari8man-

"Russ Gilbert" <russg@en.com> wrote in message
news:<3de19dd2$0$17642$272ea4a1@news.execpc.com>...
> I don't want to be argumentative.
> Michael Current has researched and has a document about copyrights. I
> wasn't under the impression that copyrights had to be 'registered' every
> year. Once you've registered it, it is good for 25 years, and renewable for
> more.
> And, if I remember, Michael said that just putting a copyright notice and
> the 'c' in a circle is sufficient to make the copyright have legal force,
> even without registering it with the copyright office.
> Russg

6651. Re: ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 10:44:13 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211250244.45aab8e9@posting.google.com>
Source record: 25522

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:<gedD9.1219$hV6.22057@news2.e.nsc.no>...
> Is Abbuc german only or in english ? If it's in english, where do I
> subscribe ?
>
> Thanks and take Atarian care
>
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
> news:3DDD4B8D.EDE6E216@students.uni-mainz.de...
> > Hello Folks,
> > at the ABBUC JHV in Germany, the club members of ABBUC decided that it
> > is time for new *quality* A8 software. Therefore the ABBUC now starts a
> > programmers contest. you have to program a game or application (not a
> > demo!) that should be finished until September 15th 2003. The rules
> > (quality control, copyright, etc.) are not completely set yet, but so
> > far I can tell you:
> >
> > 1) ABBUC spends 1000 Euro for all entries; first prize is 500 Euro,
> > second prize is 200 Euro, third price is 100 Euro; and the remaining
> > rest will be split for the remaining programs and places... (note that 1
> > euro is almost one dollar; sometimes more, sometimes less...)
> >
> > 2) if you send your program (must be a finished one, no demo or
> > pre/beta-version!) to ABBUC Germany, and win a price, then ABBUC gets
> > the right to place it onto its ABBUC magazine (which has around 400
> > subscribers)...
> >
> > All other rules are not completely set yet... I will tell you more
> > soon...
> > greetings - andreas.

Most ABBUC Members are germans, but ABBUC has members all over the
world. We speak english too, so this should be no problem.

You find more information on this contest on the pages of the ABBUC
Programmers Group, http://www.strotmann.de/twiki/bin/view/APG/WebHome

There is also an english description of the contest rules and you can
get ideas for programms from the IdeaPool Page there.

Carsten

6652. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 11:45:07 UTC
From: James Hong <cinx@aol.com>
Message-ID: <k424uuo6egbualjjj7pg4087bssm4i75go@4ax.com>
Source record: 25523
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 25 Nov 2002 02:33:40 -0000, Anonymous-Remailer@See.Comment.Header
(Bravo Sierra Computers) wrote:

>Hey there Hi there Ho there!
>
>It's me, Benny! Some of you know me as Benny "the wittle fagboy" Smith!

Aw, do we have a gay fixation because of something that happened at
home?

Were you badly 'reared' by your Pa.

Posting by anon aint clever son, you aint very bright slinging names
like a kid but you are a coward hiding behind a remailer like the drop
of man juice you are..

Go on, post these using the address you normally use in here. Oh but
that would mean being a man and talking face to face while taking the
come backs of your actions which clearly isn't something you have the
balls for you wimp..

James

6653. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 11:51:43 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021125065143.05443.00007745@mb-fw.aol.com>
Source record: 25524

> I ran into K-DOS a while back when I purchased the libary to a users
group and came across this DOS. Does anyone have any info on it ? Is
it by Bob Klaas ? <

Gee, that's odd. I added text as an answer, but only the first part made it to
the post... Anyway, Ill try again...

K-Dos was by Kay Enterprises ~1981. It was a command-line dos, mostly
compatible with Dos 2.0s. The software portion of Kay Ent. was K-Byte, whose
major claim to fame in the Atari world was K-Razy Shootout. They released
another series of games K-Star Patrol, K-Razy Antiks, etc. then IIRC sold out
to CBS Software. We had a demo of K-Dos at our users' group meeting in 1982.
It was $80 at our local Atari dealer. (Ouch!) I did not believe it compared
favorably with OSA+ from OSS.
Larry

6654. Re: ADV: Atari 20/20 ThanksGiving Discounts!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 11:58:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021125115809.52803B@ilaskey.cix.co.uk>
Source record: 25525

In article <Pine.SGI.4.10.10211241415470.14911-100000@www.coazter.com>,
g213778@coazter.com (Frederic Fouche) wrote:
> This is a pretty ridiculous thread to be honest and I am quite surprised
> it lasted this long.
Well indeed. Apart from anything else, I do wonder about the mindset of
people who can get so angry over such a trivial thing and it IS a trivial
thing as many others have pointed out. The rubbish written about it far
outweigh the original postings. Sure, there are numerous Ben postings but
it takes what, half second to read ADV and skip to the next message? If
your life is that busy you can't afford half a second a week, I'd suggest
Ben's postings are not where you need to focus your attentions.

Iain

6655. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 11:58:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021125115811.52803C@ilaskey.cix.co.uk>
Source record: 25526

In article <t_6dnaloh8W_T3ygXTWc3Q@comcast.com>, giffy1@comcast.net (Paul Gifford) wrote:

> Before you go to court you should invest in a shift key. Capital
> letters are a sure way to impress the judge.
Well that was a worthwhile post, wasn't it?

6656. Looking for Guy Ferrante

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 13:19:40 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <art81d$d6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25527

Howdy folks

I'm loking for Guy ferrante. He mentioned the following:

"Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
It now 100% stable works with all Dos'es and fixes the 10 second
delay when rebooting. (I will publish the fix soon - Guy Ferrante); "

I'm interested in the '10 second delay when booting' fix as I hope it will
work on other upgrades too.
Has it been published already? Will it be published soon? (how soon?
-))

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6657. Re: ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 14:27:45 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211250627.2dea764c@posting.google.com>
Source record: 25528

Hi,

Vidar Olavesen wrote:
>
>Hi!
>
>I asked :
>Is Abbuc german only or in english ? If it's in english, where do I
subscribe ?
>
>What I meant was, isn't there a disk or newsletter or something ? I
have a few >ABBUC magazine's demo's and wondered if the magazine is in
German or English ?

Oh sorry, I misunderstood. ABBUC is short for Atari Bit Byter User
Club e. V., a A8 Computer Club with a Headquarter in Herten, Germany.
ABBUC has about 400 Members today. The members getting 4 regular
Magazines per year (on disk and paper, ~40 pages) as well as 2 Special
Magazines and a christmas gift. There is also a Diskdrive and Computer
repair service for members, a big PD-Library, and much more.

We're working on a relaunch of the Clubs homepage,
http://www.abbuc.de, the relaunch will happend end of 2002 / beginning
of 2003 (we're working as fast as we can). There will be more english
information available on the new page.

To subscribe send an email to Wolfgang Burger, the head of Abbuc -->
wolfgang(at)abbuc.de

He will provide you with all information to get into ABBUC. To
translate all content of the magazines into english will be a major
task, i fear we have not enough people to volunteer.

>I'll check out the page you linked!
>
>Thanks and take Atarian care!
>
>BTW : How many active Atari 8-bit users in Germany ? Are people still
coding >demos ? I would really like to get back into the coding now,
since my wife left >me, I guess I'll have some spare time soon. I
coded about 10 demos or so back >in the late 80's I think it was.
Under Hawk and Pokey Soft! My main problem is >that I suck at graphics
and music, well, maybe I suck at coding too, but I was >happy with the
results myself. They are downloadable at :
>http://games.nmi.no/atari/a8dl.htm if you want to comment on them.
Works only >on PAL machines though!

As I wrote the ABBUC has about 400 members, from which I think are ~350 from germany. I think there are about 800 Users still in germany, about 100 active in ABBUC and about another 100 active elsewhere (other regional clubs, not organized). Yes, there are still new demos (look at http://www.strotmann.de/atari/abbuc/bos/2002/index.html, where two new demos are shown during the "Best of Show" Contest) These demos will be published on the next abbuc magazine. You may request them from the authors. There are also some new games.

I will take a look at your page and the programms. If youre looking for a team to programm new demos, you can open a new topic at the ABBUC Programmers Group Demo Coding section at http://www.strotmann.de/twiki/bin/view/APG/WebHome

Ciao

Carsten

6658. Re: Looking for Atari screensaver

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 15:06:15 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211250706.5247ed14@posting.google.com>
Source record: 25529

if you check out the download section of Atari7800.com you'll see
screen savers featuring asteroids, missle command, pong, centipede,
super breakout, tempest.

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:<ars56b$ll7hc$1@ID-165389.news.dfncis.de>...
> rtdos,
>
> What about your screensaver? Or is that what you're referring to?
>
>
>
>
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0211231521.4f14f698@posting.google.com...
> > check the downloads section:
> >
> > http://www.atari7800.com
> >
> >
> >
> > "Frank Schr der-H ftmann" <bgtzhn@gmx.de> wrote in message
> news:<3ddfd341$1@olaf.komtel.net>...
> > > Hello!
> > >
> > > Does anybody know where I can get a cool-looking Atari related
> screensaver
> > > for Windows?
> > >
> > > Thanks,
> > >
> > > Frank

6659. What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 15:30:35 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211250730.7ca42fb8@posting.google.com>
Source record: 25530

Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell has happened to this community ? Is it Ben's fault ? Maybe or Maybe not. Is it Lance's fault ? Maybe or Maybe not. I am not and will not take sides, but want to know what the hell happened to this community. Did we all get greedy or what ?

I'm doing rtdos because I want to. It is my gift to the Atari community. As it stands, it has been and will always be freeware / open source. rtdos, I hope, will be supported by the Atari community itself as well as the other eight bit communities. Right now I am working on rtdos in my own free time. It will be developed when I have the time. I hope that rtdos will unify the eight bit communities and allow our eight bits access to today's technology such as 80Gig HD, DVD/RW, 512Meg RAM, USB, etc. But don't expect a miracle.

Within the next 5 or 10 years, parts for these old machines (or the systems themselves) will be increasingly harder to find. I don't know about you, but I've invested way too much time money and fun into my eight bits to see them fade away or donated to the smithsonian. If we can't preserve the horse, maybe we can preserve the cart.

http://groups.yahoo.com/group/rtdos

http://groups.yahoo.com/group/atariswapnshop

http://groups.yahoo.com/group/classicemulators

6660. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 18:03:00 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <aru74dsck1@bob.news.rcn.net>
Source record: 25537

Take the high road, and leave the rest behind.

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211250730.7ca42fb8@posting.google.com...
> Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell
> has happened to this community ? Is it Ben's fault ? Maybe or Maybe
> not. Is it Lance's fault ? Maybe or Maybe not. I am not and will
> not take sides, but want to know what the hell happened to this
> community. Did we all get greedy or what ?
>
> I'm doing rtdos because I want to. It is my gift to the Atari
> community. As it stands, it has been and will always be freeware /
> open source. rtdos, I hope, will be supported by the Atari community
> itself as well as the other eight bit communities. Right now I am
> working on rtdos in my own free time. It will be developed when I
> have the time. I hope that rtdos will unify the eight bit communities
> and allow our eight bits access to today's technology such as 80Gig
> HD, DVD/RW, 512Meg RAM, USB, etc. But don't expect a miracle.
>
> Within the next 5 or 10 years, parts for these old machines (or the
> systems themselves) will be increasingly harder to find. I don't know
> about you, but I've invested way too much time money and fun into my
> eight bits to see them fade away or donated to the smithsonian. If we
> can't preserve the horse, maybe we can preserve the cart.
>
> http://groups.yahoo.com/group/rtdos
>
> http://groups.yahoo.com/group/atariswapnshop
>
> http://groups.yahoo.com/group/classicemulators

6661. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 18:40:06 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92D183A37PrivacyLabs@209.143.0.11>
Source record: 25531

gwhaler@bellsouth.net (gwhaler) wrote in
<F0mE9.8384$sT3.7293@news.bellsouth.net>:

>I'd like to see a fix for the R-Time 8 Y2K bug (it shows the day as a day
>earlier then it actually is).
>If you could fix that, it'd really be something!
>

Hi Gil,

Already done. Check out CTHTDL.ZIP on Russ' web page at:
http://my.en.com/~russg/

Best,
Tom

6662. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 19:00:08 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <YquE9.488$yy.176373@newsread1.prod.itd.earthlink.net>
Source record: 25532

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0211250730.7ca42fb8@posting.google.com...
> Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell
> has happened to this community ?

Actually chaos is an Atari tradition.

6663. Re: convert atari ML or BIN files to bootable ATR or XFD images ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 20:17:43 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92D190548PrivacyLabs@209.143.0.11>
Source record: 25533

I think that utility is on Ken Sider's site.

Best,
Tom

>> > Wasn't there also something to convert Atari BASIC to bootable ATR /
>> > XFD format ?
>

--

6664. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 20:51:58 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <O3wE9.8881$Go1.1678@news4.srv.hcvlny.cv.net>
Source record: 25534

That's true, Richard, but if you think chaos is a tradition that's LIMITED to the Atari community, you have another guess coming.

I think that newsgroups, mailing lists, just about any kind of forum degenerates into this kind of chaos from time to time. It gets personal, it gets annoying to those who lurk and don't participate, and it forces some people to pick up their marbles and go home. It's not pleasant to see. But I've actually seen positive things result from clashes like we've recently witnessed here. There was one case I witnessed (I won't mention the community -- there actually may be many like it) where the protagonists were actually saying the same thing in different ways. When they finally cooled off enough to let somebody else explain that to them, they agreed to cooperate and a major piece of progress resulted.

That just might happen here, if we allow things to work their way out.

Take care.

Alan

"richard cortese" <ricortes@earthlink.net> wrote in message
news:YquE9.488$yy.176373@newsread1.prod.itd.earthlink.net...
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0211250730.7ca42fb8@posting.google.com...
> > Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell
> > has happened to this community ?
>
> Actually chaos is an Atari tradition.
>
>

6665. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 21:42:59 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92D1A43FEPrivacyLabs@209.143.0.11>
Source record: 25535
Body handling: 1 inline base64-encoded payload block was not displayed

The rtdos project sounds interesting. It sounds like something I'd
like to work on, if only I had some spare time. The problem is that I
couldn't get any busier with everything I'm juggling now. I even had to
resign as an active team member on the real dos project because of this.
Of course, I'd be happy to act in an advisory capacity as long as all it
takes is just a few occasional emails.

Best,
Tom

Version: 6.5.8ckt http://www.ipgpp.com/
Comment: KeyID: 0xDFC14713
Comment: Fingerprint: 471F 0A69 E731 B28A 1194 C5A7 83E5 E3BF

[Inline base64-encoded payload not displayed]

=tqAL

6666. Re: The Atari Portfolio (Melb, Australia).

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-25 22:12:08 UTC
From: John <junk@junk.com>
Message-ID: <aru73r$cj3$1@perki.connect.com.au>
Source record: 25536

"Mark Bedingfield" <mark@nospamplease.computercom.com.au> wrote in message
news:NujE9.11433$hg1.25983@news-server.bigpond.net.au...
> G'day, that would have to be from an auction last week I was looking at.
> LOL. What software did you get? Anything useful? Also how much for a
serial
> interface?
>
> Mark Bedingfield

Hi Mark, yup, this was from an actual auction :). I've got chess, file
manager and finance.
I only got one serial interface in the lot, so I'm a bit leery about
selling... however...

email me at jfairhall@DELETETHISBIThotmail.com

>
>
> "John" <junk@junk.com> wrote in message
> news:arsfpv$68e$1@perki.connect.com.au...
> >
> > Own the worlds first PDA!
> >
> > I have a few of these nifty little devices available (As seen in
> Terminator
> > II, being used to hack an ATM*).
> > They are all in mint condition, in box, wrapped in original plastic.
> >
> > Also available are memory expanders, software, and parallel interfaces.
> >
> > Available at various international websites for $AU310 to $AU490, I'm
> > willing to sell at $AU200 (open to negotiation).
> >
> > Remember, they *are* nifty.
> >
> > Email me at jfairhall@DELETETHISBIThotmail.com
> >
> >
> >
> > *Not Recommended Usage Of This Device.
> >
> >
> >
>
>

6667. (26) 8-bit atari games on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 01:15:28 UTC
From: JP <email@home.com>
Message-ID: <QWzE9.115870$__1.67234@rwcrnsc51.ops.asp.att.net>
Source record: 25538

Hello,

Heads up for 26 different Atari 8-bit carts.

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=jpandbd

6668. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 01:22:33 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <K16dnRigwepSUX-gXTWc3Q@comcast.com>
Source record: 25539

The irony of your post isn't lost on me. I hope you didn't miss it either
:)

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20021125115811.52803C@ilaskey.cix.co.uk...
> In article <t_6dnaloh8W_T3ygXTWc3Q@comcast.com>, giffy1@comcast.net (Paul
> Gifford) wrote:
>
> > Before you go to court you should invest in a shift key. Capital
> > letters are a sure way to impress the judge.
> Well that was a worthwhile post, wasn't it?
>

6669. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 02:08:07 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3de2d787$0$1451$272ea4a1@news.execpc.com>
Source record: 25540

Tom Hunt has spoken.
After Tom fixed TDLINE, I actually read the documentation
to FTe DOS 3.2f or g and Somebody had fixed TDLINE
for FTe. So I guess you need to start using 3.2g, which
has some anoyances, but is probably better than,
what I guess you're using, 3.2d.
Russ

6670. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 02:10:38 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <g5h5uucqbimm2ohlejangaja6918solhje@4ax.com>
Source record: 25541

On 25 Nov 2002 07:30:35 -0800, rtdos@yahoo.com (rtdos) wrote:

>Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell
>has happened to this community ? Is it Ben's fault ? Maybe or Maybe
>not. Is it Lance's fault ? Maybe or Maybe not. I am not and will
>not take sides, but want to know what the hell happened to this
>community. Did we all get greedy or what ?

A little unfair imho, there have always been retailers of refurbed /
re-released material and I don't begrudge a single one of their
living. I myself have had chats with Ben and Lance re their sales
practices in the past but I respect their dedication to the community
100%.

My initial beef with Lance was if he was getting authority to publish
these titles which he happily confirmed to me and with Ben I didn't
like his stance on Ebay BUT where the community is failing is by
devoting too much time to the destroyers of the dream.

We all love our Atari's and in a perfect world we would be happy to
see whatever work we have done enjoyed by the happy masses but since
we all need to live some make a living from the Atari. Surely we all
agree that not every thing comes for free no matter how nice the
notion is.

I salute all that give their free time to making new items, thank you
, we all appreciate the work and it's more important than anything
else.

As for those that seek to attack the community with stupid snide
emails etc, grow up. You are not as invisible as you think you are and
in the end you really are doing more damage to what you claim to love.
A person's point of view is important, those that have problems should
make them known in a civil manner, anything else is more destructive
than that they moan about.

Lets get back to the thing we love....
--
Paul

*** remove YOURFINGER to email me ****

6671. ??? EMULATION: Atari 800 Emulators for Windows XP ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 02:45:42 UTC
From: todd_e_bryant@http-guide.com
Message-ID: <f4de5d8e.0211251845.57600d0a@posting.google.com>
Source record: 25542

I hope this isn't a FAQ, but I haven't been able to find the answer.

Is there an excellent quality Atari 800 emulator available that works on Windows XP? Most of the suggested emulators seem to warn against use on Windows XP.

Anyone have personal experience with this? Thanks so much...

-todd

6672. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 03:27:40 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3de2ea0f.43096870@news>
Source record: 25543

atari8man9@netscape.net (Atari8Man):
>Yes! very impressive demo, I worked with fox on getting it to run on
>all real Atari's. When released it would only run in emulation (yuk)

It grieves me to think that this game might never be released. I think
that Fox should release it with only one or two levels and the tools
required to design/build additional levels. Let people play what is ready
now, and compile more levels as people build them.

Shawn Jefferson (atariguy(at)telus(dot)net)

6673. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 03:31:24 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3de3eb2e.43384230@news>
Source record: 25544

rtdos@yahoo.com (rtdos):
>What would patches would you like to see for SpartaDOS, my suggestions are:
>
>512 or 1024 byte sectors
>break the 16 meg HD limit
>cd rom support (maybe even CDRW)
>zip drives
>large memory (maybe upto 64 MEG?)

All that sounds cool, but wouldn't you need the hardware first (all except
the 16 meg limit.)

Shawn Jefferson (atariguy(at)telus(dot)net)

6674. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 03:37:00 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DE2EC96.B5601161@rogers.com>
Source record: 25545

rtdos wrote:

> Between the Bravo Sierra fiasco and this BBX Pro crap, what the hell
> has happened to this community ? Is it Ben's fault ? Maybe or Maybe
> not. Is it Lance's fault ? Maybe or Maybe not. I am not and will
> not take sides, but want to know what the hell happened to this
> community. Did we all get greedy or what ?
>
> I'm doing rtdos because I want to. It is my gift to the Atari
> community. As it stands, it has been and will always be freeware /
> open source. rtdos, I hope, will be supported by the Atari community
> itself as well as the other eight bit communities. Right now I am
> working on rtdos in my own free time. It will be developed when I
> have the time. I hope that rtdos will unify the eight bit communities
> and allow our eight bits access to today's technology such as 80Gig
> HD, DVD/RW, 512Meg RAM, USB, etc. But don't expect a miracle.
>
> Within the next 5 or 10 years, parts for these old machines (or the
> systems themselves) will be increasingly harder to find. I don't know
> about you, but I've invested way too much time money and fun into my
> eight bits to see them fade away or donated to the smithsonian. If we
> can't preserve the horse, maybe we can preserve the cart.
>
> http://groups.yahoo.com/group/rtdos
>
> http://groups.yahoo.com/group/atariswapnshop
>
> http://groups.yahoo.com/group/classicemulators

I for one am very bothered by the idiocy (not that I'd call ben or lance
idiots). But if you think this is bad take a look at the ST and a few other
newsgroups. At least yourself and a few others are making good
contributions. If we could do more of that and less arguing about bollox
we'd all be better off

6675. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 04:32:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3de2f95e$0$1456$272ea4a1@news.execpc.com>
Source record: 25546

I should keep my mouth shut.
This (Lance's post) is the best explanation of the
origins of ???.DOS 3.3 I've seen. Hope nobody gets
their shorts in a bunch.
Russg

6676. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 04:52:42 UTC
From: mo <momo@atariland.com>
Message-ID: <u6DE9.55251$Gc.1297970@twister.austin.rr.com>
Source record: 25597

Well, I may not make a post everyday but I do read the posts daily (nightly). It's very entertaining at times, kind of like a ping pong match. I for one have no problem with heated debates, I'd rather see that than a dead bored newsgroup. As for the vulgarities, that's just the nature of the usenet and as offensive as I may find it, I would never say don't do it because it's that kind of freedom that built the usenet. I was amusing to myself at how much more action my Atari sees today than it did in 1981. I had a modem back then but it was only Compuserve (very expensive might I add), no-one ever told me about bulletin boards and for the most part my machine was nothing but a game console. I think because of the freedom of the internet, surviving software (due to piracy), and this newsgroup- the Atari community is probably aliver than it ever was even though the company's long gone.

Rambling like Russ does...
Mo

6677. Re: ??? EMULATION: Atari 800 Emulators for Windows XP ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 06:41:37 UTC
From: bill@newbreedsoftware.com
Message-ID: <BIEE9.50958$lk.1372731@typhoon.sonic.net>
Source record: 25598

Todd E. Bryant <todd_e_bryant@http-guide.com> wrote:
> I hope this isn't a FAQ, but I haven't been able to find the answer.
>
> Is there an excellent quality Atari 800 emulator available that works
> on Windows XP? Most of the suggested emulators seem to warn against
> use on Windows XP.
>
> Anyone have personal experience with this? Thanks so much...

Does Atari800Win PLus have such a warning? (I don't see one on their
website)

http://atariarea.nostalgia.pl/PLus/index_us.htm

-bill!

6678. ABBUC Programming contest (500, 200, 100 and 50 Euro's can be won)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 11:25:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arvlmpbpc1@nets3.rz.RWTH-Aachen.DE>
Source record: 25599

```
Howdy folks

The Atari Bit Byter User Club ev (ABBUC) has anounced that a programming
contest shall take place from now untill september 15th 2003. The following
prices can be won:

First Place 500 Euro
Second Price 200 Euro
Thirst Price 100 Euro
Fourth 'till Seventh Place 50 Euro each.

1 Euro is approximately 1 US Dollar.

Tool, utilities and games can enter.

For the rules, check out:
http://www.strotmann.de/twiki/bin/view/APG/AbbucProgrammingContestEng

CU Mathy van Nisselroy
```

6679. USB cartridge, schematics now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 11:29:36 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arvlv0$c2n$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25600

Howdy folks

The schematics to Guus Assmann's USB cartridge are now available at:
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

It has not one but two USB connectors and uses the cartridge port of your
Atari 8 bit computer.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6680. XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 11:40:56 UTC
From: tina <tiggergirl@mchsi.com>
Message-ID: <85JE9.121336$%m4.59341@rwcrnsc52.ops.asp.att.net>
Source record: 25601

hi guys,
Digging up info on one of my first computers,
It was definitely an XE and was bought around 1988 in the UK
I think it was an 800 if they were available there if not it may have been a
130 or 65??
But definitely an XE from browsing the web and looking at the styles.

2 questions for you...

1)Where can i get one from desperately ??
2)Does anyone know the retail prices for them at the time of release
65XE
130XE
800XE

6681. ASPI source now in Mac65

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 12:27:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arvpbpfpg1@nets3.rz.RWTH-Aachen.DE>
Source record: 25602

Howdy folks

The source to ASPI is now available on my site in Mac65 format. Check out:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/aspi.htm

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6682. SIO2IDE version 4.0 out now (including software and USB connector)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 13:37:53 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <arvtfi$k8d$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25603

Howdy folks

Check out http://www.atari.cuprum.com.pl/sio2ide.htm version 4.0 of the SIO2IDE interface is out now. Including software. It seems that the USB port can be used to connect the harddrive to a PC for setting up the harddrive.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6683. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 15:05:07 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260705.12d79c96@posting.google.com>
Source record: 25604

I've got several various pieces of laptops with differing
configurations I can try. Some I've prevoiusly mentioned.

atariguy@DELETETHIS.telusDOTnet (Shawn Jefferson) wrote in message
news:<3de3eb2e.43384230@news>...
> rtdos@yahoo.com (rtdos):
> >What would patches would you like to see for SpartaDOS, my suggestions are:
> >
> >512 or 1024 byte sectors
> >break the 16 meg HD limit
> >cd rom support (maybe even CDRW)
> >zip drives
> >large memory (maybe upto 64 MEG?)
>
> All that sounds cool, but wouldn't you need the hardware first (all except
> the 16 meg limit.)
>
> ---
> Shawn Jefferson (atariguy(at)telus(dot)net)

6684. Re: ??? EMULATION: Atari 800 Emulators for Windows XP ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 15:05:53 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260705.501ee5f9@posting.google.com>
Source record: 25605

Atari800Win Plus WILL work with Windows XP! :o)

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<BIEE9.50958$Ik.1372731@typhoon.sonic.net>...
> Todd E. Bryant <todd_e_bryant@http-guide.com> wrote:
> > I hope this isn't a FAQ, but I haven't been able to find the answer.
> >
> > Is there an excellent quality Atari 800 emulator available that works
> > on Windows XP? Most of the suggested emulators seem to warn against
> > use on Windows XP.
> >
> > Anyone have personal experience with this? Thanks so much...
>
> Does Atari800Win PLus have such a warning? (I don't see one on their
> website)
>
> http://atariarea.nostalgia.pl/PLus/index_us.htm
>
> -bill!

6685. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 15:08:11 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260708.36d14e41@posting.google.com>
Source record: 25606

oh, i don't have a prob with heated debates, it just gets old. esp.
when its continued on this or that mailing list or forum. and its the
same damn subject after several years. On the other hand I'm glad I'm
not Lance or Ben where I feel I have to spend every waking minute
defending myself. :o)

"mo" <momo@atariland.com> wrote in message
news:<u6DE9.55251$Gc.1297970@twister.austin.rr.com>...
> Well, I may not make a post everyday but I do read the posts daily
> (nightly). It's very entertaining at times, kind of like a ping pong match.
> I for one have no problem with heated debates, I'd rather see that than a
> dead bored newsgroup. As for the vulgarities, that's just the nature of the
> usenet and as offensive as I may find it, I would never say don't do it
> because it's that kind of freedom that built the usenet. I was amusing to
> myself at how much more action my Atari sees today than it did in 1981. I
> had a modem back then but it was only Compuserve (very expensive might I
> add), no-one ever told me about bulletin boards and for the most part my
> machine was nothing but a game console. I think because of the freedom of
> the internet, surviving software (due to piracy), and this newsgroup- the
> Atari community is probably aliver than it ever was even though the
> company's long gone.
>
> Rambling like Russ does...
> Mo

6686. Re: Sparta dos copyright issue (DEAD)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 15:09:39 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260709.75b4aeec@posting.google.com>
Source record: 25607

But what about SpartaDOS 3.2 and earlier ?

Video61@webtv.net (Lance Ringquist) wrote in message
news:<27264-3DE19CE8-753@storefull-2113.public.lawson.webtv.net>...
> here is what sparta dos 3.3 is. first off sparta dos- 3.2g maybe g+ was
> made shareware i believe by FTE.
> but bob klass of k-products contracted FTE for sparta dos 3.3 for use
> exclusively with the pro bbs system, and was to be distributed only with
> pro.
> meanwhile the person's who crafted sparta dos 3.3 as contract
> programmers for FTE were not paid for the exclusive dos by FTE.
> bob klass of k-products was to be the recipient of said dos, and was
> expected to pay FTE for it.
> instead FTE went under, and bob klass paid the contract programmer
> directy for the source code that bob had contracted for.
> so this dos is not a FTE product, but instead a k-product product.
> you might or might not have a point on the other FTE products i do not
> know and i would not infringe even if it were true, but on 3.3 you are
> not.
> as far as all other sparta dos's are concerned if they are shareware,
> great do what you want.
> i am gathering notarized statements as to these facts, and i expect to
> prove full ownership rights of sparta 3.3 thru litigation if necessary.
>
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

6687. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 15:10:11 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260710.7f5bf106@posting.google.com>
Source record: 25608

thanks tom. i promise, small emails. :o)

NoOne@FakeEmail.invalid (Tom Hunt) wrote in message
news:<92D1A43FEPrivacyLabs@209.143.0.11>...
> -----BEGIN PGP SIGNED MESSAGE-----
>
> The rtdos project sounds interesting. It sounds like something I'd
> like to work on, if only I had some spare time. The problem is that I
> couldn't get any busier with everything I'm juggling now. I even had to
> resign as an active team member on the real dos project because of this.
> Of course, I'd be happy to act in an advisory capacity as long as all it
> takes is just a few occasional emails.
>
> Best,
> Tom
>
>
> -----BEGIN PGP SIGNATURE-----
> Version: 6.5.8ckt http://www.ipgpp.com/
> Comment: KeyID: 0xDFC14713
> Comment: Fingerprint: 471F 0A69 E731 B28A 1194 C5A7 83E5 E3BF
>
> iQIVAwUBPeKYZQyOyV3fwUcTAQGKzhAAypmf3kDDf1qfBb3IuY3ZXvQLAXorMHEy
> QIJI7DielPpBxSEZvnkCqS378mblD9iwaPYHZ4LtpbKOThzXpU5EQA6qLHu7dF07
> tzA9xbsYAx5tY0N2B5/uHUorr0kivrLHZ15x0DFU47oyHJi4/PuQCnCFLHGZgoZ3
> 7c73EXpz3mIdGyBLNudvvCaz46uhNNObmHl/b26xMnlPJvBTOoAYAPms2YnHfmug
> RaGEcgHsJQ2Z98ZZk7b9CjnXQG9WL/q5YR/Fq0OeVVHhQZKaFTRNhiqTJQDqR6RX
> wFBjZ16k9vdz/TXQfRQyxnPfEAeu7VIDoh+DQCXhDZhBd2OUad8fvGeJbulDLPp6
> kLmENNPMiItI0rLpCErHM2kbEOra7HRvaGJoS+h3oqNa7OGTkXPilN9mPEN7UydO
> A8Hn0qP++8hNAeG1OO/NBpaJjJNxpRHKEeoGDE2Ca/5hlAJw63huCE1Tf9S+XHYN
> zRmyVy/KNAUOtTIngVI0acoehx5d2n/GAoZboJqs2WPNFFsKfKajTovAZJ2Z1dyq
> MigzUk65TJvvm6VG1R6/bkXUIOK/3roqa+wKioU0aTAlkJM/n5jixhBk4n2Z9lZM
> QLLnYw3TGYFBCbvso4ub9UhuWQ2+fT/8a1h5TUMqkvTntrC4b2B60med/1cZd64A
> 4KhIla+e358=
> =tqAL
> -----END PGP SIGNATURE-----

6688. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 16:09:23 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211260809.63abac6e@posting.google.com>
Source record: 25609

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211241233.5d18a27c@posting.google.com>...
> What would patches would you like to see for SpartaDOS, my suggestions are:
>
> 512 or 1024 byte sectors
> break the 16 meg HD limit
> cd rom support (maybe even CDRW)
> zip drives
> large memory (maybe upto 64 MEG?)
>
> any other suggestions?

Hello,

I can think of sector caching in extended ram. Like smartdrv in old
ms-dos.
So on each call to SIO-Vector, a routine inside dos checks if the
sector is already in externded ram. if not, it will read from disk and
placed into extended ram. if yes, it will be fetched from the extended
ram.

Possible Problems:

a) how to detect a diskchange on standard 1050/810?
b) need for programming rules on how to use the extended ram with more
than one pgm (like ems or xms api on M$-DOS)

Carsten

6689. *PING* Mathy van Nisselroy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 16:22:28 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211260822.270cc839@posting.google.com>
Source record: 25610

http://www-users.rwth-aachen.de/mathy.van_nisselroy/wishlist.htm

Hopefully, with rtdos, I can make these things work. :o)

6690. Nostalgia

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 16:27:45 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <5iNE9.25816$Go1.14122@news4.srv.hcvlny.cv.net>
Source record: 25611

Hello All,

I just found an article at Optimum Online's Web Site from the Associated Press.

Does the name Alan Kay mean anything to anyone here?

Alan Kay was chief computer scientist at Atari from 1981 to 1984, and he's just joined Hewlett-Packard Labs as a senior fellow at age 62. He'll be working on developing new software platforms, the underlying code for which will be distributed as open source, a la Linux.

The article said that Kay had a role in developing ARPAnet in the '60s, was at XEROX PARC from 1972 to his stay at Atari. He developed the forerunner of today's notebook computers, invented Smalltalk, and played a role in developing bitmap displays.

After Atari, Kay worked as a fellow at Apple until 1996, when he joined Walt Disney Imagineering. He left Disney last year. His current projects include Squeak, which is a programming language for children that relies on images instead of words.

How many of us can boast about starting a new job at age 62? Heck, I'm 62, I've been retired from teaching for more than six years, and I'm not about to quit now!

Take care.

Alan

6691. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 16:41:38 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211260841.2ce2d9c3@posting.google.com>
Source record: 25612

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211231018.5d43861e@posting.google.com>...
> Last night I talked to Lance of Video 61 and we discussed rtdos and
[...]

> >
> >

Hello rtdos,

did you know BEWE Dos? BEWE Dos is a Sparta Dos compatible Dos. It's
written by Jiri Berkasek from czeck republic, I think it's freeware.
Maybe Jiri can donate his source to your project.

please correct me if I'm wrong.

Carsten

6692. what's wrong here?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 16:43:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <as087h$p57$1@reader12.wxs.nl>
Source record: 25613

I'm not receiving any mails here for days. Is there something wrong here?

Please respond by email, since I might not be able to read your reaction.

Marius

6693. Re: ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:06:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3B81C.1D4832FD@students.uni-mainz.de>
Source record: 25614

Well,
thats the problem right now: ABBUC is german! The paper magazine is
completely german, the disk-magazine sometimes contains international
software with english manuals, but most times even those docs are
translated into german language. sorry!! Nevertheless, every Atarian is
invited to join the ABBUC software contest and win a price / prices...
-Andreas.

Vidar Olavesen schrieb:
>
> Is Abbuc german only or in english ? If it's in english, where do I
> subscribe ?
>
> Thanks and take Atarian care
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
> news:3DDD4B8D.EDE6E216@students.uni-mainz.de...
> > Hello Folks,
> > at the ABBUC JHV in Germany, the club members of ABBUC decided that it
> > is time for new *quality* A8 software. Therefore the ABBUC now starts a
> > programmers contest. you have to program a game or application (not a
> > demo!) that should be finished until September 15th 2003. The rules
> > (quality control, copyright, etc.) are not completely set yet, but so
> > far I can tell you:
> >
> > 1) ABBUC spends 1000 Euro for all entries; first prize is 500 Euro,
> > second prize is 200 Euro, third price is 100 Euro; and the remaining
> > rest will be split for the remaining programs and places... (note that 1
> > euro is almost one dollar; sometimes more, sometimes less...)
> >
> > 2) if you send your program (must be a finished one, no demo or
> > pre/beta-version!) to ABBUC Germany, and win a price, then ABBUC gets
> > the right to place it onto its ABBUC magazine (which has around 400
> > subscribers)...
> >
> > All other rules are not completely set yet... I will tell you more
> > soon...
> > greetings - andreas.

6694. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:10:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <as0dbg$4fk$1@reader12.wxs.nl>
Source record: 25619

It is spartados compatible indeed.

I'm using BeweDOS on a 16mb partition right now with myIDE.

I had to trick the partition a little. First I formatted an empty ATR image (65535) sectors. Saved the XBW130.DOS file on it, and then made that partition bootable.

Last but not least I copied the first 37 sectors to the MyIDE 16mb partition. And there it was... the 16mb partition... spartados compatbile with MyIDE.

Hdinit (from spartados) didnt run with bewedos/myide ... nor did the fmtdir.com software from Bob Puff for the black box. So I had to do this trick.

Marius

"CarstenStrotmann" <cas_news@strotmann.de> schreef in bericht news:bfb6c428.0211260841.2ce2d9c3@posting.google.com...
> rtdos@yahoo.com (rtdos) wrote in message news:<845192d9.0211231018.5d43861e@posting.google.com>...
> > Last night I talked to Lance of Video 61 and we discussed rtdos and
> [...]
>
> > >
> > >
>
> Hello rtdos,
>
> did you know BEWE Dos? BEWE Dos is a Sparta Dos compatible Dos. It's
> written by Jiri Berkasek from czeck republic, I think it's freeware.
> Maybe Jiri can donate his source to your project.
>
> please correct me if I'm wrong.
>
> Carsten

6695. Re: what's wrong here?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:10:53 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <as0dcb$4hk$1@reader12.wxs.nl>
Source record: 25620

I reinstalled the newsgroup, and now everything seems to work fine again.

Marius

"Marius Diepenhorst" <grover25@zonnet.nl> schreef in bericht
news:as087h$p57$1@reader12.wxs.nl...
> I'm not receiving any mails here for days. Is there something wrong here?
>
> Please respond by email, since I might not be able to read your reaction.
>
> Marius
>
>
>

6696. Re: Which 256 upgrade - Rambo or Newell?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:12:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3B9A2.90BF7023@students.uni-mainz.de>
Source record: 25615

Well,
both enhancements/upgrades exist in more than one form, for example
Newell is available as 256k upgrade (64k RAM + 192k RD), as a 1MB
upgrade (+1MB-RD), as a 4MB upgrade (+4MB-RD) and also as many selfmade
"compatible" upgrades. Rambo exists as 256k upgrade (64kRAM + 192k-RD,
the same as newell!) and as a 512k upgrade. As you see the 256k Newell
and Rambo are compatible to each other, so the main question would be:
How much extra RAM do you need ?!? Besides, I don`t know why the Atari
800 Emulator calls one 320k setup "Compyshop" (which is ok, they do
exist in that form!) and the other one "Rambo" (which did originally not
exist in a 320kbyte form)... -Andreas.

Bob Ryan schrieb:
>
> If you could only have one machine would it be an 800XL with Rambo or
> Newell?
>
> -Bob

6697. Re: MyIDE tool 1.1b ready to test

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:20:52 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3BB84.1A970C97@students.uni-mainz.de>
Source record: 25616

Hello,
by the way MyTool can be streamed and shortened a little bit. Afaik, Marius used a Basic compiler to compile the Basic listing. Most, if not all Basic compilers (except the TB compiler!) tend to create more segments than nescessary. for example if you have segments like 2000-2fff, 3000-3fff,4000-4fff,5000-5fff,6000-6380, run 2000 - then you can "stream" or shorten them into 2000-6380, run 2000; and save a lot of extra/surplus segments and bytes. I did this with Marius MyTool and saved some 900 bytes and over 200 segments!! How? Simple! - I used the Streamliner program from antic or analog magazine. Right after that I used the Flashpacker and packed the program from 182 to 114 sectors. It still works fine... -Andreas.

P.S.: E-Mail me if you are interested in the Streamliner program or any packer programs...

Michael Goroll schrieb:
>
> Dear Marius,
>
> thanks for your fast answer and the MyIDE tool. I just tried it
> yesterday, and I must say, it's exactly what I have missed in the
> original software by Mr. Atari.
>
> MyTool is very easy to install, it recoginses the existing partitions
> and you can name then change their order or switch some partitions
> off.
>
> If you want to, I can write an article n MyTool for the german ABBUC-
> mag.
>
> Bye,
> Michael

6698. Re: 8-Bit-Show

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:23:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3BC2F.9F23BEC@students.uni-mainz.de>
Source record: 25617

Yes,
but even the "8bit-boerse" did not have many more visitors than those
Atari-only shows. It would be somehow strange to see a show with over 50
vendors and only 40-80 visitors...
-Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Andreas
>
> AM: "I would be very enthusiastic to see this show. but I have my doubts,
> that there will be more buyers/sellers than at the "8bit-boerse" in
> frankfurt-bornheim (Germany). On the other hand, let`s give it a try.
> And while thinking about it, in Spring there is already an Atari 8bit
> fair in schreiersgruen (March 2003) and in Autumn/Fall (usually
> Spetember) there is the Unconventional in Lengenfeld. Hopefully you find
> a good date, that does not interfere with those
> meetings/fairs/conventions. (of course there are also many other fairs
> and conventions for various computer platforms in foreign countries,
> like Poland, Czech Republic, Slovakia, etc. I mentioned those two
> events, because you want to make your show in Germany)"
>
> Your forgetting to mention that the "8bit-boerse" is, like I guess the
> Sintech 8 bit show will be, a show for ALL 8 bits of ALL brands, incl.
> commodore, apple, etc. And that "Schreiersgruen" and "Lengenfeld" are Atari
> only shows/meetings.
>
> CU Mathy van Nisselroy

6699. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:31:26 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3BDFE.562DB0DE@students.uni-mainz.de>
Source record: 25618

Well,
the TIT-Demo from Madtream (you don`t see any tits there!) has also 2-3
great parts, The Journey Demo from Polynomials is very nice (but needs 4
disksides!), Asskicker and Trip 6 from Shadows are also good demos, as
well as Timekeep(er) by NG and Sheol by BB (they both need 8ACE
RD-blocks!). Other demos of interest (to me) are Khai-et by AIDS,
Impossible but Real by Mac Gyver/AIDS, The Bill-Pie Gr.9-Demo (someone
throwing a pie at Billy Gates!), The Worms-Gr.9-Demo (intro of the game
"Worms", something that lacks the Atari Jaguar cart!) and a few more
demos. Of course the good old XANTH demo is also very nice...
-andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> > You're right it is very impressive. I too, never thought the 8 bit could
> > do such things. If this demo had existed back in '83, Atari might still
> be
> > here today.
>
> I did some testing on my 1MB XEGS and can say that the following demo's are
> great (maybe not all as good as numen, but...):
>
> X-Demo, Nonejm, Zero, Atari 130XE Shinny Bubbles, Muppet Movie, Relax, Ergo
> Bibamus, Total Daze, De Themo, De Themo 2
>
> Ofcourse, Numen runs on my 1MB XEGS too.
>
> I downloaded a lot more, but some (under 10%) didn't run and some I couldn't
> un-ATR.
> BTW some of those above need 320kB.
>
> CU Mathy van Nisselroy

6700. Re: DOS 2.5 Command Processor by CHAOS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:40:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C024.5DF391C0@students.uni-mainz.de>
Source record: 25621

Well,
I only have one version - and it looks like this file merely works with
DOS 2.5 (and no other DOs). Besides there are also other DOS 2 Command
processors - I have 3-4 in my collection, but never used them. I guess
the best known one is the CP by BBK (Bryan Schappel and Barry Kolbe)
released in Analog Computing... -Andreas.

rtdos schrieb:
>
> which versions were there ? Does anyone have a full version, complete
> with utils & stuff ?

6701. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:43:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C0DE.D697945E@students.uni-mainz.de>
Source record: 25622

Well,
I know & have Version 1.5 of Top DOS by R.K. Bennett; there is also a Top DOs version called TOP-DOS Professionel (up to 16MB partitions, subdirs, etc.) which I don`t know/have. K-DOS ??? Well, I don`t have any version of that DOS, besides I am not sure if it was a real DOS or merely a GameDOS / Gameloader (like Multiboot, Alphaload, Howfen-DOS, etc.)... -Andreas.

rtdos schrieb:
>
> Which versions were there ? Does anyone have a copy ?
>
> I ran into K-DOS a while back when I purchased the libary to a users
> group and came across this DOS. Does anyone have any info on it ? Is
> it by Bob Klaas ?

6702. Re: 800XL Deejay V2.41

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:44:57 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C129.9803A808@students.uni-mainz.de>
Source record: 25623

Oh well,
I have to ask my friend what exactly happened. if he still has those
images... -Andreas.

"Edward S. Baiz Jr." schrieb:
>
> >Hmm,
> >this appears strange to me. I used ACVT to convert several ATR images
> >into DI format. when I later gave those DI images to a friend who had an
> >STE or TT, he told me that none of them were accepted by the XLdeejay.
> >So I tried it again, but still the XLdeejay refused to accept these DI
> >images (created by ACVT). -Andreas.
> >
>
> Well what exactly happened when you tried to load them into
> 800XLDJ? What did the program say? If you still have those DI
> images, zip them into one file and email it to me. I will try them
> out here and see what happens...
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6703. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:53:27 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C327.24BC67D1@students.uni-mainz.de>
Source record: 25624
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Well,
> mary had a lil lamb,
> its fleece was white n wispy
> then it got [a] foot n mouth
> n now its black n crispy.

Now it rhymes !! -Andreas.

Steve Sweet schrieb:
>
> Hi Steve
>
> > >Rope me a sheep and I'll make it smile.
> >
> > So it wasnt just foot n mouth that scared all the sheep off:)
>
> 8~)
>
> > mary had a lil lamb,
> > its fleece was white n wispy
> > then it got foot n mouth
> > n now its black n crispy
>
> It rhymes!, almost!.
>
> --
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.422 / Virus Database: 237 - Release Date: 20/11/2002
```

6704. Re: **POLL** SpartaDOS Patches ? What would you like to see ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:55:19 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C397.625E4547@students.uni-mainz.de>
Source record: 25625

Well,
speeder support for many different floppy speeders, including the XF551.
At the moment Sparta doesn`t like the XF very much...
-Andreas.

rtdos schrieb:
>
> What would patches would you like to see for SpartaDOS, my suggestions are:
>
> 512 or 1024 byte sectors
> break the 16 meg HD limit
> cd rom support (maybe even CDRW)
> zip drives
> large memory (maybe upto 64 MEG?)
>
> any other suggestions?

6705. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 18:58:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C441.5C3EC51B@students.uni-mainz.de>
Source record: 25626

Well,
I only wanna see one thing: Vector! Ready and fully playable...
Hopefully he joins the ABBUC software contest... -Andreas.

Atari8Man schrieb:
>
> Yes! very impressive demo, I worked with fox on getting it to run on
> all real Atari's. When released it would only run in emulation (yuk)
> I contacted FOX and discovered that Numen was not loading the correct
> memory banks. FOX had a fix in no time and I beta tested it on thses
> machines:
>
> 130XE (320k) antic pal chip
> 130XE (576k) antic pal chip
> 512k XL with antic pal chip
>
> FOX is one of the BEST coders for the 8bit and I want to see more kool
> stuff from him.
>
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<arl7q3maq1@nets3.rz.RWTH-Aachen.DE>...
> > Howdy folks
> >
> > > You're right it is very impressive. I too, never thought the 8 bit could
> > > do such things. If this demo had existed back in '83, Atari might still
> > be
> > > here today.
> >
> > I did some testing on my 1MB XEGS and can say that the following demo's are
> > great (maybe not all as good as numen, but...):
> >
> > X-Demo, Nonejm, Zero, Atari 130XE Shinny Bubbles, Muppet Movie, Relax, Ergo
> > Bibamus, Total Daze, De Themo, De Themo 2
> >
> > Ofcourse, Numen runs on my 1MB XEGS too.
> >
> > I downloaded a lot more, but some (under 10%) didn't run and some I couldn't
> > un-ATR.
> > BTW some of those above need 320kB.
> >
> > CU Mathy van Nisselroy

6706. Re: FS : The Atari Portfolio (Melb, Australia).

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 19:03:18 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C576.1187B689@students.uni-mainz.de>
Source record: 25627

Well,
do you also have this program to hack an ATM ??? ;-) Andreas.

John schrieb:
>
> Own the worlds first PDA!
>
> I have a few of these nifty little devices available (As seen in Terminator
> II, being used to hack an ATM*).
> They are all in mint condition, in box, wrapped in original plastic.
>
> Also available are memory expanders, software, and parallel interfaces.
>
> Available at various international websites for $AU310 to $AU490, I'm
> willing to sell at $AU200 (open to negotiation).
>
> Remember, they *are* nifty.
>
> Email me at jfairhall@DELETETHISBIThotmail.com
>
> *Not Recommended Usage Of This Device.

6707. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 19:14:09 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DE3C801.8F5D87AF@students.uni-mainz.de>
Source record: 25628

Well,
there is also DOS II+D by Stefan Dorndorf, if you need a command line
DOS. Version 4.5 is for Single and Enhanced, Version 6.1 is for S+E+D
(but enhanced is not DOS 2.5 compatible). Both DOS versions are PD!
Version 6.1 (or the patched version 6.4) also supports use of
batchfiles, which you can see in many polish demos, like X-demo, Igor,
Timekeep and many others...

At the moment Stefan is still working on X-DOS which will at least
support S+E+D+Q (up to 360kbytes), but *maybe* also higher formats and
subdirs. X-DOS is DOS 2 and DOS 2.5 compatible (you can select if you
wanna have Enhanced density in DOS 2.5 or in MyDOS mode!), but uses a
command processor. It also supports Batch-files and an XF551
speeder... -Andreas.

LarryWhite schrieb:
>
> > I ran into K-DOS a while back when I purchased the libary to a users
> group and came across this DOS. Does anyone have any info on it ? Is
> it by Bob Klaas ? <
>
> Gee, that's odd. I added text as an answer, but only the first part made it to
> the post... Anyway, Ill try again...
>
> K-Dos was by Kay Enterprises ~1981. It was a command-line dos, mostly
> compatible with Dos 2.0s. The software portion of Kay Ent. was K-Byte, whose
> major claim to fame in the Atari world was K-Razy Shootout. They released
> another series of games K-Star Patrol, K-Razy Antiks, etc. then IIRC sold out
> to CBS Software. We had a demo of K-Dos at our users' group meeting in 1982.
> It was $80 at our local Atari dealer. (Ouch!) I did not believe it compared
> favorably with OSA+ from OSS.
> Larry

6708. Re: ??? EMULATION: Atari 800 Emulators for Windows XP ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 21:29:03 UTC
From: todd_e_bryant@http-guide.com
Message-ID: <f4de5d8e.0211261329.323fa797@posting.google.com>
Source record: 25629

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211260705.501ee5f9@posting.google.com>...
> Atari800Win Plus WILL work with Windows XP! :o)

Thanks so much!

-todd

6709. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 22:43:57 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211261443.7a7c5936@posting.google.com>
Source record: 25630

Where can I find TopDOS 1.5 ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message news:<3DE3C0DE.D697945E@students.uni-mainz.de>...
> Well,
> I know & have Version 1.5 of Top DOS by R.K. Bennett; there is also a
> Top DOs version called TOP-DOS Professionel (up to 16MB partitions,
> subdirs, etc.) which I don`t know/have. K-DOS ??? Well, I don`t have any
> version of that DOS, besides I am not sure if it was a real DOS or
> merely a GameDOS / Gameloader (like Multiboot, Alphaload, Howfen-DOS,
> etc.)... -Andreas.
>
>
> rtdos schrieb:
> >
> > Which versions were there ? Does anyone have a copy ?
> >
> > I ran into K-DOS a while back when I purchased the libary to a users
> > group and came across this DOS. Does anyone have any info on it ? Is
> > it by Bob Klaas ?

6710. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 22:45:49 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211261445.3d4b663@posting.google.com>
Source record: 25631

Where can we find DOS II+D v4.5 and v6.1 ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DE3C801.8F5D87AF@students.uni-mainz.de>...
> Well,
> there is also DOS II+D by Stefan Dorndorf, if you need a command line
> DOS. Version 4.5 is for Single and Enhanced, Version 6.1 is for S+E+D
> (but enhanced is not DOS 2.5 compatible). Both DOS versions are PD!
> Version 6.1 (or the patched version 6.4) also supports use of
> batchfiles, which you can see in many polish demos, like X-demo, Igor,
> Timekeep and many others...
>
> At the moment Stefan is still working on X-DOS which will at least
> support S+E+D+Q (up to 360kbytes), but *maybe* also higher formats and
> subdirs. X-DOS is DOS 2 and DOS 2.5 compatible (you can select if you
> wanna have Enhanced density in DOS 2.5 or in MyDOS mode!), but uses a
> command processor. It also supports Batch-files and an XF551
> speeder... -Andreas.
>
>
>
> LarryWhite schrieb:
> >
> > > I ran into K-DOS a while back when I purchased the libary to a users
> > group and came across this DOS. Does anyone have any info on it ? Is
> > it by Bob Klaas ? <
> >
> > Gee, that's odd. I added text as an answer, but only the first part made it to
> > the post... Anyway, Ill try again...
> >
> > K-Dos was by Kay Enterprises ~1981. It was a command-line dos, mostly
> > compatible with Dos 2.0s. The software portion of Kay Ent. was K-Byte, whose
> > major claim to fame in the Atari world was K-Razy Shootout. They released
> > another series of games K-Star Patrol, K-Razy Antiks, etc. then IIRC sold out
> > to CBS Software. We had a demo of K-Dos at our users' group meeting in 1982.
> > It was $80 at our local Atari dealer. (Ouch!) I did not believe it compared
> > favorably with OSA+ from OSS.
> > Larry

6711. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 22:48:09 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3de3fa8b$0$11750$e4fe514c@news.xs4all.nl>
Source record: 25632

Hi,

What to put inside PRO:

1) Message base limit of 32 to 255
2) File base limit from 32 to 255
3) zmodem download/upload
4) real internet gateway software for PC/Atari ST-TT-Falcon030 and/or maybe MAC.
5) import / export usenet format
6) maybe when possible support higher speed 38400 or 57600 the blackbox can be modified for this and it works.
And more... maybe some other sysops like Fox-1 / Marius can add somethings...

Sysop*TXG

"Lance Ringquist" <Video61@webtv.net> wrote in message news:23199-3DE06B1E-615@storefull-2114.public.lawson.webtv.net...
> first off let me say that i hope to never abandon pro for the atari,
> but right now someone has made this a tough choice.
> i love my atari's and i use them daily, but revenue from pro on the
> atari is all but dead, and i do need to pay my bill's.
> so what my plans were to do was to develop pro for other platforms
> which might bring in enough revenue to pay the programmer's, pay the
> bills associated with programming, and to use some of that revenue to
> subsidise further development for our beloved atari's.
> this would be a money losing venture doing it for the atari, but i love
> the machines, and i want to give something back to the atari community
> to keep this machine alive.
> there was a lot of heated post's on another mail list that i am sure is
> a urban legend by now on what a sue happy jerk i am, and there is
> nothing i can do to change some minds on this so be it.
> but i am willing to lose money on pro in the atari world to give some
> here some hope, but i need your input on this or otherwise it will be
> doomed from the start.
> i cannot release pro to be open source, sorry. there are a few here
> that know the terms of the sale to me, and it will never go
> pd/shareware/freeware/etc. but it can still be developed for other
> platforms, and we will keep the atari in mind as we further pro's
> development.
> i might need programmers in the future who will be asked to sign a
> non-disclosure statement for development work on all platforms, but if
> we are successful it will mean further atari pro support.
> i also will be doing this with sparta dos 3.3 as soon as some notarized

> paper work is delivered to me making certain statements as to the
> ownership of 3.3 that was contracted for use with pro, and was to be
> distributed only with pro.
> my son who put a pro board together at the age of 12 is now interested
> in running a pro board again on the net.
> we hope to get into the grove again, and he wants to learn pro all over
> again, he is now 22.
> this will mean hopefully that there will be a place for all pro user's
> to come to share information, and yes maybe a little help.
> we are a family run business so if this takes a while, or if family
> problems arise it might not happen fast or at all so please be patient.
> what do you think?
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com
>

6712. Re: DOS 2.5 Command Processor by CHAOS Software

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 22:49:55 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211261449.55bd70bb@posting.google.com>
Source record: 25633

would you mind emailing me these? I'm looking for a command line dos
that i feel comfortable using with an emulator such as Atari800Win
Plus 3.1

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DE3C024.5DF391C0@students.uni-mainz.de>...
> Well,
> I only have one version - and it looks like this file merely works with
> DOS 2.5 (and no other DOs). Besides there are also other DOS 2 Command
> processors - I have 3-4 in my collection, but never used them. I guess
> the best known one is the CP by BBK (Bryan Schappel and Barry Kolbe)
> released in Analog Computing... -Andreas.
>
>
>
> rtdos schrieb:
> >
> > which versions were there ? Does anyone have a full version, complete
> > with utils & stuff ?

6713. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 22:53:43 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211261453.4cd9e788@posting.google.com>
Source record: 25634

Thanks! Where can I get a hold of jiri? Does he have a website or an
email address?

cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211260841.2ce2d9c3@posting.google.com>...
> rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211231018.5d43861e@posting.google.com>...
> > Last night I talked to Lance of Video 61 and we discussed rtdos and
> [...]
>
> > >
> > >
>
> Hello rtdos,
>
> did you know BEWE Dos? BEWE Dos is a Sparta Dos compatible Dos. It's
> written by Jiri Berkasek from czeck republic, I think it's freeware.
> Maybe Jiri can donate his source to your project.
>
> please correct me if I'm wrong.
>
> Carsten

6714. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 23:07:34 UTC
From: gozarcollins@nospamhotmail.com
Message-ID: <as0urm014nm@enews4.newsguy.com>
Source record: 25635

Lance Ringquist <Video61@webtv.net> wrote:
> first off let me say that i hope to never abandon pro for the atari,
> but right now someone has made this a tough choice.
> i love my atari's and i use them daily, but revenue from pro on the
> atari is all but dead, and i do need to pay my bill's.
> so what my plans were to do was to develop pro for other platforms
> which might bring in enough revenue to pay the programmer's, pay the
> bills associated with programming, and to use some of that revenue to
> subsidise further development for our beloved atari's.
> this would be a money losing venture doing it for the atari, but i love
> the machines, and i want to give something back to the atari community
> to keep this machine alive.

While I have the utmost respect for those still trying to make a
living working with the Atari, I think putting any further
effort into a dying software genre (BBSs) could not ever
be profitable. If you are doing it as a hobby, that's one
thing. Back in '95-'96 I started running BBS. I started under
OS/2, but then decided to look at a dedicated solution. Even being
a Atari fan, with multiple computers, I decided to pick up a cheap
386sx and a copy of Red Hat 3.0. The result was lot more flexible
and powerful than any BBS software could hope to be.

Anyway, more power too you, but I don't see how you would
recoup the time and energy put into it.

--
Ryan 'Gozar' Collins

6715. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 23:09:11 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414282.45901.6@despina.uk.clara.net>
Source record: 25456
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Ben

> I believe most who have decided not to buy from me have Pre-Judged me.
> Another word for Prejudice. Most of you have not given me a chance to
> serve you.

The fact that you choose to ignore criticism says to me that if a customer were to have a problem you would treat it in the same manner, by ignoring the complaint. Your attitude in here speaks volumes as to your attitude to customer relations.

> Those who want to crucify me over spam need to evaluate this on a case by
> case basis. Judge me on my merits, not on a one-size fits all. Don't throw
> out the Baby with the Bath Water!

A public acceptance that you yourself agree that its spam, that will thwart you defenders.

BTW, do you realise that some of us have to pay to download your crap.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

6716. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 23:13:48 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414285.45901.8@despina.uk.clara.net>
Source record: 25457
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Hi Trip

> Let him do his business.

>He has a right to post here just as you and I do.

He has no such right, this is a base that specifically excludes commercial
advertising.

Its us that has the right not to have to suffer it.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

6717. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 23:16:57 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414286.45901.9@despina.uk.clara.net>
Source record: 25458
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Andreas

> Well,
> > mary had a lil lamb,
> > its fleece was white n wispy
> > then it got [a] foot n mouth
> > n now its black n crispy.
>
>
> Now it rhymes !! -Andreas.

> > > mary had a lil lamb,
> > > its fleece was white n wispy
> > > then it got foot n mouth
> > > n now its black n crispy
> >
> > It rhymes!, almost!.

<Groan>

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

6718. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-26 23:32:12 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1038414287.45901.10@despina.uk.clara.net>
Source record: 25459
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Nick

<nick@1632systems.co.uk> wrote in message
news:arsg5j$cs2$1@thorium.cix.co.uk...
> OK just climbing on to my soap box from my lofty position as one of the
> largest Atari resellers.....
>
> I been reading the emails " purporting to be from Ben, personally I don't
> know either gentlemen and to be bluntly honest my sympathies lies with Ben
> in this manner.

I think that anyone with anything to say should do it as we are, using real
names and email address that can be replied to.

> Probably because I put a Kill file on his emails I don't
> read all of Ben's emails....

So you've obviously been offended by this shitte at some time.

> and this time Steve I don't totally agree with you- I think SPAM is email
crap not newsgroup crap.

That's really besides the point, its against the local rules, besides, its
his whole attitude to potential customers that pisses me off, I've requested
a number of time that he curb his mailouts and I've never yet had a
response, you all seem to forget that at one stage we'd have to wade through
about 30 Atari message bases to kill his crap, do you call that reasonable
behaviour, if you conducted business that way then I'd soon be down to
Rochester to piss through your letterbox, never to open my wallet and peruse
your endless Atari packed shelves again.

>Ben can conduct business on his terms,

No he cannot, there are rules, put in to prevent this sort of abusive
practise.

> The regularity of news posting shows enthusiam to sell, something all we
> traders have......

It show nothing but a blatant disregard for everyone that isn't pro Ben

>did I mention my web pages? link below.... (grin)

What, this one?. My that's unobtrusive and completely inoffensive and also
quite reasonable.

> Nick Harlow
> 16/32 Systems
> Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
> Web Site: http://www.1632systems.co.uk

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002

6719. DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 00:01:03 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211261601.5d4f8c27@posting.google.com>
Source record: 25636

wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one time? By Atari in one of their field service manuals?

6720. Re: Taquart - Numen Demo

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 01:40:11 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211261740.6394d6d@posting.google.com>
Source record: 25637

Hi,

There are many many great Atari demo! I like SHEOL,X-Demo,The BIG
demo,Timekeeper, Sweet Illusions and many many more.
I want to see new stuff by the MAD TEAM (there great!)and Shadows its
been a while since they released anything since Trip6. I still watch
some older demos like the TOP 3! Great stuff by WFMH.

-Atari8man-

6721. Re: ??? EMULATION: Atari 800 Emulators for Windows XP ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 01:47:03 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <av88uukd7l7836gp54qo0h6fpsgdqcr1f3@4ax.com>
Source record: 25638

On Tue, 26 Nov 2002 06:41:37 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>Todd E. Bryant <todd_e_bryant@http-guide.com> wrote:
>> I hope this isn't a FAQ, but I haven't been able to find the answer.
>>
>> Is there an excellent quality Atari 800 emulator available that works
>> on Windows XP? Most of the suggested emulators seem to warn against
>> use on Windows XP.
>>
>> Anyone have personal experience with this? Thanks so much...
>
>Does Atari800Win PLus have such a warning? (I don't see one on their
>website)

No warning, works happily on XP..
--
Paul

*** remove YOURFINGER to email me ****

6722. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 02:49:43 UTC
From: Mark Duckworth <mduckworth@spaamnot.atari-source.com>
Message-ID: <1038370835.860131@blade.atari-source.com>
Source record: 25639
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

James Hong wrote:

> On 25 Nov 2002 02:33:40 -0000, Anonymous-Remailer@See.Comment.Header
> (Bravo Sierra Computers) wrote:
>
>>Hey there Hi there Ho there!
>>
>>It's me, Benny! Some of you know me as Benny "the wittle fagboy" Smith!
>
> Aw, do we have a gay fixation because of something that happened at
> home?
>
> Were you badly 'reared' by your Pa.
>
> Posting by anon aint clever son, you aint very bright slinging names
> like a kid but you are a coward hiding behind a remailer like the drop
> of man juice you are..
>
> Go on, post these using the address you normally use in here. Oh but
> that would mean being a man and talking face to face while taking the
> come backs of your actions which clearly isn't something you have the
> balls for you wimp..
>
> James

Nevermind the fact that it's very easy to trace the point of origin of any person going through an "anonymous" remailer by having the right contacts and knowledge. The internet is a huge paper trail that reflects your decisions, good and poor.

--
Mark
- http://atari-source.com
- Tower F030, 2 Tower MSTes, 2 Jaguars, 1 Jaguar toilet unit, 1 Lynx, 1 Tower TT030 w/Nova and Catterman.

6723. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 03:14:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <4MWE9.2893$ta5.425358@newsread2.prod.itd.earthlink.net>
Source record: 25640

Atari released the Dup.Sys source, but I have never seen it... Compute!
published "Inside Atari DOS" from OSS, Shepardson Microsystems, Bill
Wilkerson, etc. which included the Dos.Sys source.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
> wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one
> time? By Atari in one of their field service manuals?
>

6724. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 03:31:14 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92D2E5A4FPrivacyLabs@209.143.0.11>
Source record: 25641

rtdos@yahoo.com (rtdos) wrote in
<845192d9.0211261443.7a7c5936@posting.google.com>:

>Where can I find TopDOS 1.5 ?

ftp://ftp.spudster.org/pub/atari/CTH/Utilities/DOS/TopDos/

6725. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 05:13:08 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211262113.1081fd70@posting.google.com>
Source record: 25642

Hi,

Im at a lost trying to get your point when you say Pro will make the
PC run for cover? While its a nice thought, you realy need to stop
smoking the cheap stuff. First of all ALL third party support is gone
for good. Back in the 90's there was the best Atari programmers
writing mods and updates for pro but its all gone now. I love Pro BBS
and know it like the back of my hand and may someday even put the
ALLMIGHTY Star NET back online. Star NET was ran on 3 upgraded Atari
XL 1}1088k 2}512k with 500 megs of storage (Multi-line) I put over 500
hours of programming into the software alone. All this power with all
these Atari still cant out-do 1 cheap $25.00 386 pc running the FREE
Wildcat BBS.
Im not going to steer the Atari users in the wrong direction and will
never do so. This is what Pro is: Its the most powerfull Atari BBS
program, it runs like the Big rigs on the PC and it run on our beloved
Atari 8bit.
Unless you live in a remote area the BBS scene is dead on all
platforms.

Sure I would like to see Pro support return but its not going to
happen K_P chased away all the Atari gru's years ago. And when I say
chase them away I mean with lawsuits, strong-arming them to turn over
there code or be sued etc
it was an ulgy mess, then K-P was not making money with Pro and K-P
had a Blow-out sale for $15.00 a node and then after that was over
dumped it on lance.
{Sorry Lance I feel they took advantage of you}
But anyways I still love Pro and will allways remember the good old
days.
I strongly think that if Pro was shareware this MAY bring back some of
the old time Atari programmers and all the Atari folks will have
downloaded it and set it up on the 8bits, while Lance could sell the
stuff like the OUTSTANDING Pro-Term, Highspeed Networking cmd's and
the Powermain cmd. Anybody that wanted to put there BBS's up would
buy those awesome util and Lance would make money.
Thats what I would do if I owned Pro but I do not.

-Atari8man-

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:<ars634$l8uiu$1@ID-165389.news.dfncis.de>...
> Yeah, I know what you mean. I also run a Pro BBS which is, in fact,
> available via Telnet - which you probably already know. I had the BBS on a
> regular dial-up line, but very few callers. Once I made it available via the

> Internet, I starting getting more calls than I thought I would from all over
> the world.
>
> Reading more and more of what Pro is and can do, I bet that it would make
> the PC's run for cover :) This is even more of a reason not to make Pro
> sharware, freeware or pd. Just waiting for the day when I see Pro available
> to buy at Best Buy. What do you think about that, Lance? :)

6726. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 05:38:13 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211262138.7a110a3f@posting.google.com>
Source record: 25643

Hi Lance!!

The stuff I would like to see in Pro, that I told K-P in 94 was Good
documentation for starts, there's a ton of cmd's that are not
documented at all.
I also wanted these features:

Zmodem for file transfer (16bit crc is perfect)
A QWK door for offline message reading (All PC boards have them)
A gateway to the internet (telnet)
An AUCTION Door! (like a small ebay) Can be done its just a
database
ANSI in the Message bases is a MUST!

While the list is not that big, those features would make people stop
and look.
the AUCTION door will let the Callers make a few buck! and have them
calling back. Zmodem can be done easy by just having it drop down to
16bit crc (like Ice-T dose) the QWK door for DL pre-packaged messages
for offline reading lots of people dont have the time to read every
message on the BBS but with a QWK door they can at there own time.
ANSI in the message bases is not hard either, this can be done by
breaking up the base.cmd in to 5 cmd to do the job and its not to
hard.

What do you think lance?

-Atari8man-

Video61@webtv.net (Lance Ringquist) wrote in message
news:<29347-3DE17726-277@storefull-2111.public.lawson.webtv.net>...
> hi guy:)
> yes i have heard that before. but what i want to know is what is needed
> in the atari world as far as developing pro further?
> pro may not always be just a bbs program on other platforms.
> thanks,
> lance
>
> Video 61 & Atari Sales
> 22735 Congo ST NE
> Stacy MN 55079
> www.atarisales.com

6727. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 06:04:52 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <as1n9t$1h0h$1@news.nextra.cz>
Source record: 25644

Jirka Bernasek (BEWESOFT) has not website and no email.
You may send me any text and i may send it Your hold to him, or by
telephone.
He prefer anonymity.
Fanny, Prague.

----
semecky@saul-is.cz
http://fanny.atari.org
Atari XL/XE
ICQ:161264419
Prague

"rtdos" <rtdos@yahoo.com> p�se v diskusn�m pr�spevku
news:845192d9.0211261453.4cd9e788@posting.google.com...
> Thanks! Where can I get a hold of jiri? Does he have a website or an
> email address?
>
> cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211260841.2ce2d9c3@posting.google.com>...
> > rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211231018.5d43861e@posting.google.com>...
> > > Last night I talked to Lance of Video 61 and we discussed rtdos and
> > [...]
> >
> > > > > >
> > > > > >
> > >
> > Hello rtdos,
> >
> > did you know BEWE Dos? BEWE Dos is a Sparta Dos compatible Dos. It's
> > written by Jiri Berkasek from czeck republic, I think it's freeware.
> > Maybe Jiri can donate his source to your project.
> >
> > please correct me if I'm wrong.
> >
> > Carsten

6728. a question from my website

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 06:12:26 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <as1nqn$cu9$1@news.chatlink.com>
Source record: 25645

I recently received this email, and am still trying to figure out if its for real or if someone actually wants to ask such a question. The sender's name has been omitted to protect the innocent (or guilty as the case may be). I'm also trying to think of an appropriate witty reply. Maybe something like... "Well, no actually. But it would work the other way around: burn the eprom (any one will do...) into the processor (just cut off the extra pins so it will fit in your burner). Put it all back together and your Atari will never execute a legal instruction again."
-kinda low on patience today.
-Dan

>TO: webmaster@retrobits.net
>FROM: <???>
>SUBJECT: 65C02
>
>Do you know where I would be able to get the 65C02
>processor? Also, If I get it, would I be able to just
>burn it to a 27128 eprom and pop it into the os
>socket? I currently have a 3 os board with XL/XE os,
>standard 800 os, and Omnimon XL in it.. Would I be
>able to just replace one of these with the 65C02 to
>get the new instructions such as STZ, etc..?
>

6729. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 08:04:23 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211270004.5bb14e3@posting.google.com>
Source record: 25646

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211261453.4cd9e788@posting.google.com>...
> Thanks! Where can I get a hold of jiri? Does he have a website or an
> email address?
>
>

Unfortunatly Jiri is not online (to my knowledge), and I haven't found
any webpage. I will start one when I find some spare time next week.

His mail address is (from BEWE Dos Docs):
Jiri Bernasek (BEWESOFT)
Na Hrebenkach 42
150 00 Praha 5
Czech Republic

Maybe there is someone on this list with more information. I think
there are some other A8 User in Praha who know Jiri, have eMail and
can contact him.

you can find BEWE Dos at
ftp://ftp.spudster.org/pub/atari/CTH/Utilities/DOS/BeweDos/

6730. Defending Ben

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 11:12:55 UTC
From: Brent Eamer <breamer@nb.sympatico.ca>
Message-ID: <XM1F9.16617$wy.1439478@ursa-nb00s0.nbnet.nb.ca>
Source record: 25447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Happy Canadian customer

Ben phoned me prior to shipping my order to confirm items and method of
delivery and products were received in great shape.

Give the guy a break, it is tough enough to make margin on mainstream
computer stuff, let alone older stuff.

No flames please ......

"Trip Cannon" <TCannon@NOSPAMteleport.com> wrote in message
news:Y0HD9.5659$It3.506268@newsread2.prod.itd.earthlink.net...
> Let him do his business. He has a right to post here just as you and I do.
> And we all have the right to click on whatever message we want to read. I
> see no wrong in what he's done or posted and it doesn't annoy me at all.
In
> my opinion the more Atari dealers the better no matter what tactics apply.
>
> Ben's an Atarian like us all and I can't see any justification behind
> badgering him because, well, there aren't many of us out there anymore and
> there sure as hell aren't many like him out there anymore. It just doesn't
> make sense to me that everybody ridicules him for having his interests,
his
> hobby, his business which is Atari! For God's sake man! He's on our side!
>
> -Trip
>
>
>
> "Sean Connery" <bangbond@comcast.netHORMEL> wrote in message
> news:8BWdneKQ6uW87kOgXTWcqA@comcast.com...
> > In article <Pine.LNX.4.44.0211211956550.6754-100000@shell1.aracnet.com>,
> > Bravo Sierra Computers <atari@aracnet.com> wrote:
> >
> > >> I plan on supporting numerous Atari retailers. You are not one of
> them,
> > >> because of your tactics.
> > >
> > >That's fine. I do Business with and support other Atari Dealers like
> > >Video61, Best Electronics and yes even B & C ComputerVisions. Atari
> > >Dealers are like a BrotherHood. We help each other out. All I ask is my
> > >Share of the Atari Customers. I don't need Terrorists like the one
who's
> > >been hounding me mercilessly, all because He Hates my Politics. No FREE

> > >speech here! The Kicker is, I checked and B & C has no record of ever
> > >selling to Him. What a Hypocrite! I believe he only does Business with
> > >Pirate Sites!
> >
> > So because he's fed up with your constant spam, he's a terrorist and a
> > pirate? Sure.
> >
> >
> > >Oh, BTW, when complaining about my Posts, maybe you should delete my
Ads
> > >from your posts. Since you find them offensive.
> >
> > It's called proper formatting of a followup. I don't find them
offensive,
> > I do find them annoying.
> >
> >
> > >I would like to spend more time in the NewsGroups, but with the Mob
> > >Mentality, infantile behaviour, plus it gets so depressing seeing
people
> > >Advertising Atari stuff for sale. When I read the Sale Posts, I
discover
> > >it's for auctions, plus I'm persecuted for trying to professionally
> > >support the Atari. Not making enough to pay my Bills.
> >
> > You are persecuted for being a spammer.
> >
> >
> > >I believe most who have decided not to buy from me have Pre-Judged me.
> > >Another word for Prejudice. Most of you have not given me a chance to
> > >serve you.
> >
> > No, you've been judged by your *actions*. And as another poster said,
> > your lack of accepting credit cards or PayPal are two huge strikes
against
> > you compared to other resources for the same merchandise. Why should
> > anyone give you a chance when it's a huge pain in the ass?
> >
> >
> > >Those who want to crucify me over spam need to evaluate this on a case
by
> > >case basis. Judge me on my merits, not on a one-size fits all. Dont
throw
> > >out the Baby with the Bath Water!
> >
> > What would those merits be? You spam and have a poor selection of
payment
> > processing. Your prices seem high and you don't seem to have any
> > merchandise that can't be gotten elsewhere cheaper and easier.
> >

> >
> > >You try being one of the last of the Atari Dealers still Advertising.
> It's
> > >not like they don't need the Business. They just don't want to put up
> with
> > >the Mob Mentality, like I have. Not once do I get a reward or even a
Pat
> > >on the Back.
> >
> > You appear to have a persecution complex.
> >
> >
> > >Never, have my attackers tried to work this out. Like the Biblical
> > >Principle. Instead of coming to me to work it out, they RIP-ME-APART
> > >publicly in the NewsGroups where it get's them the most points.
> >
> > What is there to work out? You are confusing Internet retailing with
> > marriage.
> >
> > --
> > 0--0
> > | http://www.unrealtournament2003.com | Have You Played Atari Today? |
> > 0--0
> >
>
>

6731. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 11:55:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as2bro$6s7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25448

Howdy rene

> 6) maybe when possible support higher speed 38400 or 57600 the blackbox
can
> be modified for this and it works.

You mean you've got your BB running at thse speeds? Tell us more!!!

CU Mathy van Nisselroy

6732. Re: a question from my website

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 12:01:06 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as2c67$78j$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25449

Howdy Dan

> I recently received this email, and am still trying to figure out if its
for
> real or if someone actually wants to ask such a question.

I think (s)he really doesn't have a clue.

CU Mathy van Nisselroy

6733. Re: *PING* Mathy van Nisselroy

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 12:37:41 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as2eam$9sf$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25450

Howdy Jeff

> http://www-users.rwth-aachen.de/mathy.van_nisselroy/wishlist.htm
>
> Hopefully, with rtdos, I can make these things work. :o)

I hope so. That would mean most for them would work with MyDOS too. As
you've probably seen on my site, I'm a MyDOS fan.

CU Mathy van Nisselroy

6734. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 15:01:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211270701.3f53fe62@posting.google.com>
Source record: 25451

thanks again.

cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211270004.5bb14e3@posting.google.com>...
> rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211261453.4cd9e788@posting.google.com>...
> > Thanks! Where can I get a hold of jiri? Does he have a website or an
> > email address?
> >
> >
>
> Unfortunatly Jiri is not online (to my knowledge), and I haven't found
> any webpage. I will start one when I find some spare time next week.
>
> His mail address is (from BEWE Dos Docs):
> Jiri Bernasek (BEWESOFT)
> Na Hrebenkach 42
> 150 00 Praha 5
> Czech Republic
>
> Maybe there is someone on this list with more information. I think
> there are some other A8 User in Praha who know Jiri, have eMail and
> can contact him.
>
> you can find BEWE Dos at
> ftp://ftp.spudster.org/pub/atari/CTH/Utilities/DOS/BeweDos/

6735. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 15:03:26 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211270703.4f30c8a@posting.google.com>
Source record: 25452

thanks tom.

NoOne@FakeEmail.invalid (Tom Hunt) wrote in message
news:<92D2E5A4FPrivacyLabs@209.143.0.11>...
> rtdos@yahoo.com (rtdos) wrote in
> <845192d9.0211261443.7a7c5936@posting.google.com>:
>
> >Where can I find TopDOS 1.5 ?
>
> ftp://ftp.spudster.org/pub/atari/CTH/Utilities/DOS/TopDos/

6736. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 15:04:14 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211270704.4dfcf19@posting.google.com>
Source record: 25453

i guess it is another trip to ebay then. :)

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<4MWE9.2893$ta5.425358@newsread2.prod.itd.earthlink.net>...
> Atari released the Dup.Sys source, but I have never seen it... Compute!
> published "Inside Atari DOS" from OSS, Shepardson Microsystems, Bill
> Wilkerson, etc. which included the Dos.Sys source.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> > wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one
> > time? By Atari in one of their field service manuals?
> >

6737. Re: XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 15:18:10 UTC
From: Pockets <jp@pockets.dummy.cix.co.uk>
Message-ID: <as2nnjff1@thorium.cix.co.uk>
Source record: 25454

"tina" <tiggergirl@mchsi.com> wrote in message
news:85JE9.121336$%m4.59341@rwcrnsc52.ops.asp.att.net...
> hi guys,
> Digging up info on one of my first computers,
> It was definitely an XE and was bought around 1988 in the UK
> I think it was an 800 if they were available there if not it may have been
a
> 130 or 65??
> But definitely an XE from browsing the web and looking at the styles.
>
> 2 questions for you...
>

I'm Uk based

> 1)Where can i get one from desperately ??
> 2)Does anyone know the retail prices for them at the time of release
> 65XE

I seem to remeber £99 + cassette deck from dixons

> 130XE

£129, same package, your could get a bundle with a 1050 drive for £250

> 800XE

Not aware of them over here, Apparently Germany, Poland and Czechoslovakia
got most of them!

>
>
>

6738. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 16:03:06 UTC
From: Slor <slor@comcast.net>
Message-ID: <as2qbr$n62qn$1@ID-164868.news.dfncis.de>
Source record: 25455

Bill Wilkinson, actually. In case you're doing a search :)

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:4MWE9.2893$ta5.425358@newsread2.prod.itd.earthlink.net...
> Atari released the Dup.Sys source, but I have never seen it... Compute!
> published "Inside Atari DOS" from OSS, Shepardson Microsystems, Bill
> Wilkerson, etc. which included the Dos.Sys source.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> > wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one
> > time? By Atari in one of their field service manuals?
> >
>
>

6739. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 16:34:51 UTC
From: Mark Duckworth <mducksub@no-spam.atari-source.com>
Message-ID: <1038420421.945612@blade.atari-source.com>
Source record: 25460
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Steve Sweet wrote:

> Hi Ben

<snip>

>> Those who want to crucify me over spam need to evaluate this on a case by
>> case basis. Judge me on my merits, not on a one-size fits all. Don't
>> throw out the Baby with the Bath Water!
>
> A public acceptance that you yourself agree that its spam, that will
> thwart you defenders.
>
> BTW, do you realise that some of us have to pay to download your crap.
>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Indeed I pay per kb... :(
Mark http://atari-source.com

6740. does this usenet thread bring back memories (considering SIO2PC & APE) ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 21:45:46 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211271345.114dcaf8@posting.google.com>
Source record: 25461

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=15484%40cup.portal.com&rnum=198&prev=/groups%3Fq%3Ddos%2Bgroup:comp.sys.atari.8bit%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26scoring%3Dd%26as_drrb%3Db%26as_mind%3D12%26as_minm%3D5%26as_miny%3D1981%26as_maxd%3D27%26as_maxm%3D11%26as_maxy%3D1991%26start%3D190%26sa%3DN
(link WILL wrap)

6741. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 21:52:23 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <r8bF9.3992$yy.540693@newsread1.prod.itd.earthlink.net>
Source record: 25462

I might locate an "Inside Atari DOS" for reasonable; I know I have my copy
and may have seen a spare in a recently acquired box of A8 material...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
> i guess it is another trip to ebay then. :)
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > Atari released the Dup.Sys source, but I have never seen it... Compute!
> > published "Inside Atari DOS" from OSS, Shepardson Microsystems, Bill
> > Wilkerson, etc. which included the Dos.Sys source.
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "rtdos" <rtdos@yahoo.com> wrote in message
> > > wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one
> > > time? By Atari in one of their field service manuals?
> > >
>

6742. Re: connecting my atari eight HD (thru MIO of course) to PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-27 22:30:13 UTC
From: The_Shadow@pdx.cc
Message-ID: <3DE5481A.2A737377@pdx.cc>
Source record: 25463

Greetings Ron!

Unlike the PC, the Atari is willing to send the carrier, then the PC
only does a normal ATA answer command. I generally use BobTerm, if that
helps. Again the trick is to do the send carrier from the Atari end,
the PC doesn't seem to want to do that.

The Shadow

Ron Hamilton wrote:
>
> Exactly how did you manage that? I tried the phone cord direct method and
> never got one machine to see the other. Also our local phone system never
> goes dead; after the rapid busy tones, it repeats a recorded message that
> seems to prevent transfer unless one had two lines.
>
> On the original question, a scsi card might allow access if you had the
> software to understand the directory structure and copy it over.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> <The_Shadow@pdx.cc> wrote in message
> > mad ATARI user alternate wrote:
> > >
> > > SIO2IDE / MyIDE don't seem to do what I want to do. Is there a way to
> > > connect my Atari eight HD (MFM) to my PC so that I can transfer all of
> > > my stuff from my Atari to my PC ?
> > >
> > This may or may not help you, but I regularly transfer files from my
> > Atari's to my PC by connecting a simple phone line between the two, tell
> > the PC to auto answer, and the Atari to send carrier. Not terribly
> > fast, but it does work.
> > >
> > If your two computers are in other rooms, I take the hone off the hook
> > until the line goes completely dead, then follow the above proceedure.
> > >
> > Hope this helps...
> > >
> > The Shadow
> > >

--

Try the net's best Meta-Search Engine! http://websearch.cc

6743. Re: Defending Ben

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 00:34:51 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0ACEDA.AB91%gfa@basic.net>
Source record: 25464
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article XM1F9.16617$wy.1439478@ursa-nb00s0.nbnet.nb.ca, Brent Eamer at breamer@nb.sympatico.ca wrote on 11/27/02 6:12 AM:

> Happy Canadian customer
>
> Ben phoned me prior to shipping my order to confirm items and method of
> delivery and products were received in great shape.
>
> Give the guy a break, it is tough enough to make margin on mainstream
> computer stuff, let alone older stuff.
>
> No flames please ......

I've placed 3 orders with Ben so far, all were quite satisfactory
and he saved me alot on shipping. He also called me with his own
nickle. I do killfile the ads, it's not so hard.
I don't understand why others simply can't manually skip the ads
or killfile them. I know where Ben is, if I need something I go
to his site and order it. The whole thing really is a non-issue.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

6744. Re: USB cartridge, schematics now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 01:32:28 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3de571d2.14713096@news>
Source record: 25465

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de>:
>Howdy folks
>
>The schematics to Guus Assmann's USB cartridge are now available at:
>http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart
>
>It has not one but two USB connectors and uses the cartridge port of your
>Atari 8 bit computer.

So this would be used as a Host to connect the Atari to USB devices (like keyboards, mice, joysticks, cameras, hard drives, etc...) ?

What types of devices is Guus/people thinking to access from the Atari?

I've been reading a little about USB and it is very software intensive, especially for the Host, since you need drivers for all the classes of devices as well as the basic control stuff. It's a neat idea though, I'm going to look into building one and messing around with it early next year maybe.

Shawn Jefferson (atariguy(at)telus(dot)net)

6745. Re: what's wrong here?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 01:33:55 UTC
From: atariguy@DELETETHIS.telusDOTnet
Message-ID: <3de672b3.14937933@news>
Source record: 25466

"Marius Diepenhorst" <grover25@zonnet.nl>:
>I reinstalled the newsgroup, and now everything seems to work fine again.

Did you try rebooting the Internet? j/k ;)

Shawn Jefferson (atariguy(at)telus(dot)net)

6746. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 01:48:21 UTC
From: "Ernest R. Schreurs" <ernest@wxs.nl>
Message-ID: <o9tauuka1j9qq4e3q85fkogjd2s4fn9fdd@4ax.com>
Source record: 25467

On 27 Nov 2002 07:04:14 -0800, rtdos@yahoo.com (rtdos) wrote:

>i guess it is another trip to ebay then. :)
>
>
>"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<4MWE9.2893$ta5.425358@newsread2.prod.itd.earthlink.net>...
>> Atari released the Dup.Sys source, but I have never seen it... Compute!
>> published "Inside Atari DOS" from OSS, Shepardson Microsystems, Bill
>> Wilkerson, etc. which included the Dos.Sys source.
>>
>> --
>> Ron
>>
>> http://www.atariland.com/members/oldatarian
>> and mirror
>> http://www.powow.com/oldatarian
>> "rtdos" <rtdos@yahoo.com> wrote in message
>> > wasn't the source code to Atari DOS 2.0S or DOS 2.5 released at one
>> > time? By Atari in one of their field service manuals?
>> >

On the Pooldisk in the stack directory you can find the file
recdos25.atr. This seems to be a reconstructed source of DOS 2.5 in
Mac/65 format, appearantly created by Rob Bishoff.
Probably some disassembly commented.

Keep those XL's/XE's humming.
Ernest.

6747. 512k XL Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 02:05:06 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211271805.1a37882e@posting.google.com>
Source record: 25468

Im getting ready to relase the 512k XL upgrade that works.
As some of you allready know the 512k upgrade on the British underground dont work, cheer up cause I have the fix. It also fixes the 10 second re-boot delay that Rambo has. The Upgrade is easy and its only 1 chip plus the 8 extra rams. You will also need a Fully working Rambo computer or the Claus Buchholz.

Stay tuned!

Atari8man

6748. new vintage computer stuf website

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 02:13:51 UTC
From: Spike's Systems <jpittz@kih.net>
Message-ID: <3DE57BDF.54E7AFE8@kih.net>
Source record: 25469

I am an atari user from way back to 1984. Check out my new
website:

http://spikessystems.com/spikes.html

"spikestuf" on Ebay

6749. Re: DOS 2.0S or DOS 2.5 source code ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 02:28:48 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0211271828.2157bb2c@posting.google.com>
Source record: 25470

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211270704.4dfcf19@posting.google.com>...
> i guess it is another trip to ebay then. :)

Or go to www.atariarchives.org. I think Kevin just posted it today.

6750. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 04:14:06 UTC
From: Video61@webtv.net
Message-ID: <14708-3DE5980E-82@storefull-2112.public.lawson.webtv.net>
Source record: 25471

hi all,
thanks for the input. you never know we might be able to do most, or
just some things, or nothing.
and guy, yes i know a 386 is more powerful, but you said it all, pro
runs like the big rigs, and its only on a 64k machine. you said it
better than i did,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6751. Inside Atari DOS on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 06:50:52 UTC
From: Kevin Savetz <savetz@northcoast.com>
Message-ID: <savetz-FB8460.22513827112002@news.west.cox.net>
Source record: 25472

The full text of the classic book Inside Atari DOS is now online at AtariArchives.org. The book was written by Bill Wilkinson, founder of Optimized Systems Software, a company that created many great programming tools for the Atari 8-bit computers. Due to copyright restrictions, the site includes the full text of the book, but does not include the actual DOS 2.0S source code as in the physical book.

http://www.atariarchives.org/iad/

--Kevin
--
Kevin Savetz <savetz@northcoast.com>
Curator of Classic Computer Magazine Archive - http://www.atarimagazines.com
& Atariarchives.org - http://www.atariarchives.org
Moderator of news:comp.sys.atari.announce - Atari computer news

6752. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 07:31:39 UTC
From: Trip Cannon <TCannon@NOSPAMteleport.com>
Message-ID: <vDjF9.4672$yy.619506@newsread1.prod.itd.earthlink.net>
Source record: 25473
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

I wish people had this kind of enthusiasm with wiping out all the damn porn spam...

"Steve Sweet" <stevesweet@freeuk.com> wrote in message news:1038414285.45901.8@despina.uk.clara.net...
> Hi Trip
>
>
> > Let him do his business.
>
> >He has a right to post here just as you and I do.
>
> He has no such right, this is a base that specifically excludes commercial
> advertising.
>
> Its us that has the right not to have to suffer it.
>
> --

6753. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 10:21:47 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1038478866@rtfm.mit.edu>
Source record: 25474
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

6754. Re: USB cartridge, schematics now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 10:56:49 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as4sphitg1@nets3.rz.RWTH-Aachen.DE>
Source record: 25475

Howdy Shawn

> So this would be used as a Host to connect the Atari to USB devices (like
> keyboards, mice, joysticks, cameras, hard drives, etc...) ?

I guess so. I don't know that much about USB, I just knew we needed. Most printers nowadays don't have centronics connectors anymore.

> What types of devices is Guus/people thinking to access from the Atari?

Guus was thinking mainly about the printers (I talked him into developing it). I was thinking aboput just about everything you can hook to it. Starting with printers and webcams. But the ability to network with either more Atario's or even a PC (as a replacement for the SIO2PC cables) would be nice to have too.

> I've been reading a little about USB and it is very software intensive,
> especially for the Host, since you need drivers for all the classes of
> devices as well as the basic control stuff. It's a neat idea though, I'm
> going to look into building one and messing around with it early next year
> maybe.

I re-sent your previous message in which you volunteered for this project to Guus. He could find your old message. I'll forward this message to him too. So he might contact you.

CU Mathy van Nisselroy

6755. Re: 512k XL Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:48:46 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <as4vqr$1ot$1@bob.news.rcn.net>
Source record: 25476

Great news!! I'm anxious to install what you describe.

"Atari8Man" <atari8man9@netscape.net> wrote in message
news:4e391c6.0211271805.1a37882e@posting.google.com...
> Im getting ready to relase the 512k XL upgrade that works.
> As some of you allready know the 512k upgrade on the British underground
dont
> work, cheer up cause I have the fix. It also fixes the 10 second re-boot
delay
> that Rambo has. The Upgrade is easy and its only 1 chip plus the 8 extra
rams.
> You will also need a Fully working Rambo computer or the Claus Buchholz.
>
> Stay tuned!
>
> Atari8man

6756. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:59:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021128115920.17959B@ilaskey.cix.co.uk>
Source record: 25477

In article <21bd81f7eb4ec99228bfad025a530848@ecn.org>, cripto@ecn.org
(Anonymous) wrote:

> Oooh how tuff... my name is Mark and I'm a big fag fucker too!
> Let's all welcome Mark to the big gay Benny show!
Well, with the turns of phrase, we at least know you're American. Figures.

6757. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:59:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021128115919.17959A@ilaskey.cix.co.uk>
Source record: 25478

In article <1038414287.45901.10@despina.uk.clara.net>,
stevesweet@freeuk.com (Steve Sweet) wrote:
> > Probably because I put a Kill file on his emails I don't
> > read all of Ben's emails....
> So you've obviously been offended by this shitte at some time.
Not obvious at all - he merely said he had killfile'd it so he didn't need to read them. He said nothing about being offended. TBH if anyone gets 'offended' by one of Ben's posts I'd suggest they need to look inwards first...

> behaviour, if you conducted business that way then I'd soon be down to
> Rochester to piss through your letterbox,
Might I suggest some anger management courses then?

> It show nothing but a blatant disregard for everyone that isn't pro Ben
Hardly. It really beats me how you can get so het up over such a trivial thing.

6758. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:59:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021128115921.17959C@ilaskey.cix.co.uk>
Source record: 25479

In article <1038414282.45901.6@despina.uk.clara.net>,
stevesweet@freeuk.com (Steve Sweet) wrote:

> BTW, do you realise that some of us have to pay to download your crap.
Time to change ISP maybe? Seriously, the crap spouted hereabouts about the
merits or otherwise of Ben's posts grossly outnumber the 'offending' posts
in K terms so you can't all be *that* bothered about it.

6759. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:59:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021128115921.17959D@ilaskey.cix.co.uk>
Source record: 25480

In article <1038414285.45901.8@despina.uk.clara.net>,
stevesweet@freeuk.com (Steve Sweet) wrote:

> He has no such right, this is a base that specifically excludes
> commercial advertising.
Base? I think you'll find it's a newsgroup..

> Its us that has the right not to have to suffer it.
So killfile it and go and get a life.

6760. 2364 Pin Outs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 11:59:29 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <as50et$2lt$1@bob.news.rcn.net>
Source record: 25481

I believe the Basic Rom is a NCR 2364-30. Anyone know the pin outs?
Thanks,
Rick

6761. Re: 2364 Pin Outs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 12:04:46 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <as50or$36q$1@bob.news.rcn.net>
Source record: 25482

Is it the same as a 2764?

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:as50et$2lt$1@bob.news.rcn.net...
> I believe the Basic Rom is a NCR 2364-30. Anyone know the pin outs?
> Thanks,
> Rick
>
>

6762. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 12:55:52 UTC
From: lp <gfa@basic.net>
Message-ID: <BA0B7C87.ABC8%gfa@basic.net>
Source record: 25483

in article memo.20021128115920.17959B@ilaskey.cix.co.uk, Iain Laskey at ilaskeyNOT@cix.co.uk wrote on 11/28/02 6:00 AM:

> In article <21bd81f7eb4ec99228bfad025a530848@ecn.org>, cripto@ecn.org
> (Anonymous) wrote:
>
>> Oooh how tuff... my name is Mark and I'm a big fag fucker too!
>> Let's all welcome Mark to the big gay Benny show!
> Well, with the turns of phrase, we at least know you're American. Figures.

Please don't cast stereo types, I'm American and I buy from Ben.
I know the anonymous posts are more or less pathetic, but it's the
work of an idividual. There are bad apples everywhere. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

6763. Re: 2364 Pin Outs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 13:11:39 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <as54mbmir1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25484

> Is it the same as a 2764?

No, unfortunately it isn't, a 2764 is two pins (i.e. one row) too large.
You require an adaptor. Whether it is a NCR 2364-30 I don't know.

So long,
Thomas

6764. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 13:19:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3de5c2e0f46d31@attbi.com>
Source record: 25485

>out of all the XFD DCM ATR and SCP formats, which offers the best
>compression ratio ? Why one over the other ? Which one is considered
>the standard ? etc.
>
>Comments ?

I would have to say ATR since I see it more often than most. I
however use the DI image format. I just convert the ATR images or
else make my own DI disks....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6765. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 14:34:02 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uucaaptcd8up16@corp.supernews.com>
Source record: 25486
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

You are wrong. There is no such restriction. Advertisements are NEWS and are much more valid than criticism, defamation of character, lies and vomit vocabulary.

Don
Retired SysOp of the retired Bear Cavern BBS

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:1038414285.45901.8@despina.uk.clara.net...
> Hi Trip
>
>
> > Let him do his business.
>
> >He has a right to post here just as you and I do.
>
> He has no such right, this is a base that specifically excludes commercial
> advertising.
>
> Its us that has the right not to have to suffer it.
>
> --
>
>
> Regards Steve
>
> Rope me a sheep and I'll make it smile.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.423 / Virus Database: 238 - Release Date: 25/11/2002
>
>

6766. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 14:57:00 UTC
From: ilaskeyNOT@cix.co.uk
Message-ID: <memo.20021128145751.17959E@ilaskey.cix.co.uk>
Source record: 25487

In article <BA0B7C87.ABC8%gfa@basic.net>, gfa@basic.net (lp) wrote:

> in article memo.20021128115920.17959B@ilaskey.cix.co.uk, Iain Laskey at
> ilaskeyNOT@cix.co.uk wrote on 11/28/02 6:00 AM:
>
> > In article <21bd81f7eb4ec99228bfad025a530848@ecn.org>, cripto@ecn.org
> > (Anonymous) wrote:
> >
> >> Oooh how tuff... my name is Mark and I'm a big fag fucker too!
> >> Let's all welcome Mark to the big gay Benny show!
> > Well, with the turns of phrase, we at least know you're American.
> > Figures.
> Please don't cast stereo types, I'm American and I buy from Ben.
> I know the anonymous posts are more or less pathetic, but it's the
> work of an idividual. There are bad apples everywhere. ;-)
I was just commenting on the use of the word 'fag' which is an American
phrase in that context.

6767. Re: 2364 Pin Outs

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 17:49:15 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0211280949.4c48377c@posting.google.com>
Source record: 25488

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<as50et$2lt$1@bob.news.rcn.net>...
> I believe the Basic Rom is a NCR 2364-30. Anyone know the pin outs?
> Thanks,
> Rick

I can give you the pin out of the Rockwell R2364A which should be compatible.

```
_________
A7 - 1| U |24-VCC
A6 - 2| |23-A8
A5 - 3| |22-A9
A4 - 4| |21-A12
A3 - 5| |20-E/E*
A2 - 6| |19-A10
A1 - 7| |18-A11
A0 - 8| |17-Q7
Q0 - 9| |16-Q6
Q1 -10| |15-Q5
Q2 -11| |14-Q4
GND-12|_________|13-Q3
```

I hope that helps you.

Regards
Frank

6768. Atari 8bit to PC cable (SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 19:07:18 UTC
From: arnymav@hotmail.com
Message-ID: <8cdacfd.0211281107.531553d4@posting.google.com>
Source record: 25489

Does anybody who owns(uses) an Atari 800XL and PC know of any
suppliers - either on the internet or in the UK who has stock of the
PC to Atari 800XL cable so that i can transfer/play games etc on my
pc?

6769. Re: 512k XL Upgrade is here!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 20:24:39 UTC
From: atari8man9@netscape.net
Message-ID: <4e391c6.0211281224.4da86fe@posting.google.com>
Source record: 25490

The NEW 512k XL upgrade is on the CTH Webpage for Downloading.
Anyone that has a Web-Page devoted to Hardware upgarde MODS has my
Permission to add it to there sites, I just ask that you send me the
link in email. Ok guys' breakout the soldering guns and have fun!

ftp://ftp.spudster.org/pub/Atari/CTH/Text/MODS/512kxlr3.doc

Note that some
browsers will not download a direct link through FTP, but must first
access the directory, then click on the file.

1 First go to ftp://ftp.spudster.org/pub/Atari/CTH/Text/MODS
2 Click on the 512kxlr3.doc file to download.

-Atari8man-

6770. Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 20:50:01 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <as5vhvjss1@galileo.ticon.net>
Source record: 25491

Anyone know of a company that still repairs old Indus drives? I turned mine on last night for the first time in a few years and now all that happens are the track LED lights flicker randomly. I tried taking the whole drive apart and then put it back together again looking for loose chips or ribbon connectors but no such luck. Since the same thing happens whether the mechanism is connected or disconnected from the drive mainboard I guess there's a blown chip or trace on the mainboard (i.e, with the Z-80, controller, and EPROM) somewhere. Alternatively, is there a supply of replacement parts that anyone knows of?

Alternatively, I suppose I don't really need the drive; I wrote a spiffy program to emulate an Atari drive on my Amiga (the Amiga provides + and - 12 on the serial port so I didn't have to find some obscure 5-to-12 volt conversion chip like other drive interfaces use and could use standard TTL-to-RS232 driver chips from Radio Shack.) So I could just use my DOS box to get the data off my disks and put everything on the Amiga drive emulator. BUT... I have yet to find a program that reads single-density disks on the PC. (Double density's mostly work fine.) Has the "can't-read-signle-density-disks-with-the-PC-floppy-controller" problem been solved yet? I tried AtariDrive and AnaDisk to no avail.

--
David Pochron dpoch@ticon.net

6771. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-28 21:04:37 UTC
From: mo <momo@atariland.com>
Message-ID: <FxvF9.68804$Gc.1734285@twister.austin.rr.com>
Source record: 25492

If you found someone it would be expensive. I would try GENTLY prying the chips slightly up and then pressing them down again to break any oxidation on the pins, that tends to revive alot of old electronics.
Be careful though, they're easy to bend and break!
Mo

"David Pochron" <dpoch@ticon.net> wrote in message news:as5vhvjss1@galileo.ticon.net...
> Anyone know of a company that still repairs old Indus drives? I turned mine
> on last night for the first time in a few years and now all that happens are
> the track LED lights flicker randomly. I tried taking the whole drive apart
> and then put it back together again looking for loose chips or ribbon
> connectors but no such luck. Since the same thing happens whether the
> mechanism is connected or disconnected from the drive mainboard I guess
> there's a blown chip or trace on the mainboard (i.e, with the Z-80,
> controller, and EPROM) somewhere. Alternatively, is there a supply of
> replacement parts that anyone knows of?
>
> Alternatively, I suppose I don't really need the drive; I wrote a spiffy
> program to emulate an Atari drive on my Amiga (the Amiga provides + and -12
> on the serial port so I didn't have to find some obscure 5-to-12 volt
> conversion chip like other drive interfaces use and could use standard
> TTL-to-RS232 driver chips from Radio Shack.) So I could just use my DOS box
> to get the data off my disks and put everything on the Amiga drive emulator.
> BUT... I have yet to find a program that reads single-density disks on the
> PC. (Double density's mostly work fine.) Has the
> "can't-read-signle-density-disks-with-the-PC-floppy-controller" problem been
> solved yet? I tried AtariDrive and AnaDisk to no avail.
>
>
> --
> David Pochron dpoch@ticon.net
>
>

6772. Re: Inside Atari DOS on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 03:21:38 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <63BF9.5790$yy.740422@newsread1.prod.itd.earthlink.net>
Source record: 25493

Kevin;

It may not be *that* important, but the info in Chap 2 and the chart concerning the sector links and byte counts is precisely direct from the book and completely incorrect. The byte count is actually in the last byte (# 127 or 255) and the file number-forward pointer link are in the two bytes before that. I really don't know what type of editorial note would be appropriate.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Kevin Savetz" <savetz@northcoast.com> wrote in message
news:savetz-FB8460.22513827112002@news.west.cox.net...
> The full text of the classic book Inside Atari DOS is now online at
> AtariArchives.org. The book was written by Bill Wilkinson, founder of
> Optimized Systems Software, a company that created many great
> programming tools for the Atari 8-bit computers. Due to copyright
> restrictions, the site includes the full text of the book, but does not
> include the actual DOS 2.0S source code as in the physical book.
>
> http://www.atariarchives.org/iad/
>
> --Kevin
> --
> Kevin Savetz <savetz@northcoast.com>
> Curator of Classic Computer Magazine Archive -
http://www.atarimagazines.com
> & Atariarchives.org -
http://www.atariarchives.org
> Moderator of news:comp.sys.atari.announce - Atari computer news
>

6773. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 03:26:25 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <B7BF9.5797$yy.741459@newsread1.prod.itd.earthlink.net>
Source record: 25494

ATR *has* become the standard, but its compression value is negative as it
adds 16 bytes.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
> >out of all the XFD DCM ATR and SCP formats, which offers the best
> >compression ratio ? Why one over the other ? Which one is considered
> >the standard ? etc.
> >
> >Comments ?
>
> I would have to say ATR since I see it more often than most. I
> however use the DI image format. I just convert the ATR images or
> else make my own DI disks....
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva
>

6774. Re: USB cartridge, schematics now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 09:02:08 UTC
From: bill@newbreedsoftware.com
Message-ID: <k2GF9.51677$lk.1395393@typhoon.sonic.net>
Source record: 25495

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> it). I was thinking aboput just about everything you can hook to it.
> Starting with printers and webcams. But the ability to network with either
> more Atario's or even a PC (as a replacement for the SIO2PC cables) would be
> nice to have too.

The nice thing about SIO2PC (vs., say, a cartridge solution like this one sounds like) is that the Atari doesn't need to do anything special to talk to it. SIO2PC and APE connect to the SIO port on the Atari and emulate standard peripherals.

With something connected via the cartridge slot, there'd most likely need to be some software (booted via the cartridge itself, in a ROM, or booted off of a disk, or perhaps place in a replacement OS ROM) that would know how to talk to it. (Not unlike the MUX cartridges.)

This would no doubt conflict with various assortments of software out there.

Cool idea, though.

-bill!

6775. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 09:03:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <x3GF9.51678$lk.1395289@typhoon.sonic.net>
Source record: 25496

Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>out of all the XFD DCM ATR and SCP formats, which offers the best
>>compression ratio ? Why one over the other ? Which one is considered
>>the standard ? etc.
>>
>>Comments ?
>
> I would have to say ATR since I see it more often than most. I
> however use the DI image format. I just convert the ATR images or
> else make my own DI disks....

Hehe - I assume you were answering the "which is considered the standard"
question, and not the "which offers the best compression ratio" one. ;^)

-bill!

6776. Re: ABBUC programmers contest...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 10:00:37 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as7ds6vp1@nets3.rz.RWTH-Aachen.DE>
Source record: 25397

Howdy folks

Let's make one thing clear:

YOU DON'T HAVE TO BE AN ABBUC MEMBER TO PARTICIPATE IN THE PROGRAMMING CONTEST.

But everybody's welcome to join. It helps if you speak atleast a wee bit of German as the magazin is in german, but most people speak at least a little bit of English.

CU Mathy van Nisselroy

6777. Re: USB cartridge, schematics now available

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 10:03:30 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as7e1k$16v$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25398

Howdy Bill, folks

> The nice thing about SIO2PC (vs., say, a cartridge solution like this one
> sounds like) is that the Atari doesn't need to do anything special to
> talk to it. SIO2PC and APE connect to the SIO port on the Atari and
> emulate standard peripherals.

Well, the Sio2IDE interface version 4.0 has a USB port too. Maybe that can
be used as some kind of SIO2PC interface.

CU Mathy van Nisselroy

6778. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 10:05:21 UTC
From: Joseph Gerth <HiroProtagonistX@hotmail.com>
Message-ID: <as7ed80sef@enews2.newsguy.com>
Source record: 25400
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

Krystian Sergiejew <kriss@alphavibes.com> wrote in message
news:EKDC9.58118$%m4.26691@rwcrnsc52.ops.asp.att.net...
> AmigaOneG3-SE and AmigaOne-XE systems are now available for purchase. Are
> you going to get the new Amiga?
>
> Please cast your vote at:
> http://www.vintagehomecomputers.com
>
> Regards!
> Krystian
>
Undecided, perhaps if there is no new(er) tech Atari 8-bit clone anytime
soon.
If no such machine happens then I'd go for an AmigaOne or a C1. But I'd have
little attatchment to either. I went from Atari 8-bit to Amiga in my younger
days
bacuse I had designer loyalty, not brand loyalty.

-=JG=-

6779. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 10:15:35 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <as7eo8$1v7$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25399

Howdy folks

Future systems Inc.
21634 Lassen Street
Chatsworth, CA 91311
(818) 407-1647

took over everything that was left of Indus, including the GT and developed an St compatible version of it, plus a new drive for 3.5" disk (also for the ST). Maybe they still exist.

CU Mathy van Nisselroy

PS maybe somebody can get them to release schematics and repair manuals, so that somebody can put them up on the net.

6780. Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 12:17:07 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211290406410.14287-100000@shell1.aracnet.com>
Source record: 25401
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Here is a Second Anonymous E-Mail from the Terrorist! He wants to take
away my right to FREE Speech! At least the Terrorists in the News take
credit for their Acts! Don't succumb to Terrorism! Fight for Free Speech!

===Ben===

==========
From nobody@nox.lemuria.org Wed Nov 27 05:42:34 2002
Date: Wed, 27 Nov 2002 07:25:12 +0100 (CET)
From: Anonymous <nobody@nox.lemuria.org>
To: atari@aracnet.com
Subject: Bravo

Either you have no clue, dropped on your head too many times as a baby or are
just very stupid. Which is it? We've already mentioned that the very moment
you stop posting your spams to the newsgroups is the same moment that we stop
posting. You haven't stopped, we haven't stopped. How much longer shall we
do this? Take your spams to a private email list and stop posting Bravo Sierra
crap to the newsgroups. If you want to keep posting all of your emails to
the newsgroups than you'll just be annoying everyone else with them since that
will be an indication that you are unwilling to listen and we'll continue on
with all this crap.
You will receive no further email from us after this point. Either learn to
listen or learn the hard way. Everything stops the moment you do so it will
all go on as long as you decide to continue with your spamming.

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6781. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 12:26:16 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0211290421580.14287-100000@shell1.aracnet.com>
Source record: 25402
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs at http://BensCatalogs.atari.org or goto http://BenSells.atari.org http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

I've updated all 8 of my Atari Catalogs, added to my Catalogs as well as sold some. First Come, First Serve! Cant Call me Today?Call me Tomorrow!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at http://BenSells.atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6782. Re: Atari 8bit to PC cable (SIO2PC)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 13:51:04 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0211290551.4837740c@posting.google.com>
Source record: 25403

arnymav@hotmail.com (Andrew Arnold) wrote in message
news:<8cdacfd.0211281107.531553d4@posting.google.com>...
> Does anybody who owns(uses) an Atari 800XL and PC know of any
> suppliers - either on the internet or in the UK who has stock of the
> PC to Atari 800XL cable so that i can transfer/play games etc on my
> pc?

Hello,

look at http://www.strotmann.de/~tgrasel/raf/restarte.htm

but there are others on the web.

Best regards

Carsten

6783. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 16:42:09 UTC
From: naottp@mailcity.com
Message-ID: <4ef02aa1.0211290842.3a2edfb2@posting.google.com>
Source record: 25404
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

Burt <c64dungeon@nospamyahoo.com> wrote in message
news:<3DDD99B6.DD697D3F@nospamyahoo.com>...
> Only if: I see Amiga OS 4 guarantee, see MAC OS 9 (and MAC OS X) running as
> well as java applications / ides on the G4 CPU... Otherwise, i am concerned
> about the number of applications for Amiga OS 4 out there... hmmm....

A good question....do you think it would be possible to dual-boot the
Amiga into OS4 or MacOS 9 ?

I yes, than it's 2 computers at the price of one.

Thumbs up !!!

The Godfather.

6784. BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 16:51:16 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <as84le$26rp$1@innferno.news.tiscali.de>
Source record: 25405

While changing some lines to make BOSS-X full compatible with BeWe-DOS, I have a problem: there seems to be no XIO-command to set a default directory (D1:). In MyDOS, it is the function 'XIO 41,#1,0,0,"D1:Programme>Spiele01"', that makes, that "D:" (without drive-numbers) will point at exactly this dirctory. Is there a function in BeWe-DOS, that does the same?

Mirko

www.atarixle.de

6785. Re: Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 16:57:58 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <hMacnXXgNfIbAXqgXTWcog@comcast.com>
Source record: 25406
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Geez, just man up and deal with it. What do you think anyone here can do? Talk to your ISP or try to trace the message. Complaining in USENET won't help you, especially if you don't post the full headers.

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0211290406410.14287-100000@shell1.aracnet.com...
> Here is a Second Anonymous E-Mail from the Terrorist! He wants to take
> away my right to FREE Speech! At least the Terrorists in the News take
> credit for their Acts! Don't succumb to Terrorism! Fight for Free Speech!
>
> ===Ben===
>
> ==========
> From nobody@nox.lemuria.org Wed Nov 27 05:42:34 2002
> Date: Wed, 27 Nov 2002 07:25:12 +0100 (CET)
> From: Anonymous <nobody@nox.lemuria.org>
> To: atari@aracnet.com
> Subject: Bravo
>
> Either you have no clue, dropped on your head too many times as a baby or
are
> just very stupid. Which is it? We've already mentioned that the very
moment
> you stop posting your spams to the newsgroups is the same moment that we
stop
> posting. You haven't stopped, we haven't stopped. How much longer shall
we
> do this? Take your spams to a private email list and stop posting Bravo
Sierra
> crap to the newsgroups. If you want to keep posting all of your emails to
> the newsgroups than you'll just be annoying everyone else with them since
that
> will be an indication that you are unwilling to listen and we'll continue
on
> with all this crap.
> You will receive no further email from us after this point. Either learn
to
> listen or learn the hard way. Everything stops the moment you do so it
will
> all go on as long as you decide to continue with your spamming.
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/

> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or
at
> http://BenSells.atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

6786. Re: Bravo/Ben's Threatening E-Mail!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 17:01:32 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <0_ecnVFeVcrEAHqgXTWcog@comcast.com>
Source record: 25407

No you weren't. Clearly from what you wrote you were implying that
Americans are more likely to post such nonsense. Perhaps the poster was a
brit trying to sound american. Heck, I could post anonymously and throw out
words like "colour", "whilst", "pram" to make people think I'm a limey...

"Iain Laskey" <ilaskeyNOT@cix.co.uk> wrote in message
news:memo.20021128145751.17959E@ilaskey.cix.co.uk...
> In article <BA0B7C87.ABC8%gfa@basic.net>, gfa@basic.net (lp) wrote:
>
> > in article memo.20021128115920.17959B@ilaskey.cix.co.uk, Iain Laskey at
> > ilaskeyNOT@cix.co.uk wrote on 11/28/02 6:00 AM:
> >
> > > In article <21bd81f7eb4ec99228bfad025a530848@ecn.org>, cripto@ecn.org
> > > (Anonymous) wrote:
> > >
> > >> Oooh how tuff... my name is Mark and I'm a big fag fucker too!
> > >> Let's all welcome Mark to the big gay Benny show!
> > > Well, with the turns of phrase, we at least know you're American.
> > > Figures.
> > Please don't cast stereo types, I'm American and I buy from Ben.
> > I know the anonymous posts are more or less pathetic, but it's the
> > work of an idividual. There are bad apples everywhere. ;-)
> I was just commenting on the use of the word 'fag' which is an American
> phrase in that context.

6787. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 18:20:17 UTC
From: Ant <spam_mail250@yahoo.com>
Message-ID: <9098110032541120.NC-1.54.spam_mail250@news.lineone.net>
Source record: 25408
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

> A good question....do you think it would be possible to dual-boot the
> Amiga into OS4 or MacOS 9 ?
>
> I yes, than it's 2 computers at the price of one.
>
> Thumbs up !!!

Buy one obscure operating system, get one free! Bargain of the week,
must be.

6788. Re: Bravo/Ben's Threatening E-Mail(2)!

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 18:59:49 UTC
From: nick@1632systems.co.uk
Message-ID: <as8dfd$qi2$1@thorium.cix.co.uk>
Source record: 25409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Look Ben, just ignore it now.... he can postall the crap he wants and most intelligent people will just kill file it...eventually he wil go away. If he tries something nasty like a DOS attack or Email blockage you can report it to your ISP who willl take necessary action, or ISP of the remailer organisation who if they want to stay in business will certainly take action

--
Nick Harlow
16/32 Systems
Webshop: http://www.1632-sales.zenwebhosting.com/acatalog/
Web Site: http://www.1632systems.co.uk

6789. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 21:09:00 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <as8kul$t3h$1@reader10.wxs.nl>
Source record: 25380

I don't know, but there is a small program that comes with BEWEDOS called 'autocwd.com' ... perhaps you can look into the code of that program to know more.

This program auto sets the directory when reset is pressed...
Marius

"Mirko Sobe" <atarixle@12move.de> schreef in bericht news:as84le$26rp$1@innferno.news.tiscali.de...
> While changing some lines to make BOSS-X full compatible with BeWe-DOS, I
> have a problem: there seems to be no XIO-command to set a default directory
> (D1:). In MyDOS, it is the function 'XIO 41,#1,0,0,"D1:Programme>Spiele01"',
> that makes, that "D:" (without drive-numbers) will point at exactly this
> dirctory. Is there a function in BeWe-DOS, that does the same?
>
> Mirko
>
>
> www.atarixle.de
>
>
>

6790. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 21:15:32 UTC
From: Sam Gillett <samgillett@msn.com>
Message-ID: <UNQF9.1555$ic6.1222@nwrddc01.gnilink.net>
Source record: 25410
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

Joseph Gerth wrote ...

>Undecided, perhaps if there is no new(er) tech Atari 8-bit clone anytime
>soon. If no such machine happens then I'd go for an AmigaOne or a C1. But
>I'd have little attatchment to either. I went from Atari 8-bit to Amiga in
>my younger days bacuse I had designer loyalty, not brand loyalty.

Following that line of reasoning... We 8-bit Commodore users should have gone to the Atari ST rather than the Amiga. Personally, I was saving for an Amiga when Commodore discontinued the C128. As I saw it, Commodore had no loyalty to their users, so deserved none in return. I upgraded to a PC instead.

I still use my C128 to run a small BBS, but do most of my other computing on the PC.

Best regards,

Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
Last 8-bit BBS in the Dallas area. Commodore lives!

6791. OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 22:41:14 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <kPRF9.37274$sT3.15340@news.bellsouth.net>
Source record: 25411

Have been buddhists or have learned anything about buddhism? Atari 800 was my first computer, I'm just taking an unofficial poll... your help appreciated.

6792. Re: Inside Atari DOS on the Web

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-29 22:47:05 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0211291447.6c4ae4d0@posting.google.com>
Source record: 25412

at least it is a start. thanks ron, thanks kevin!

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<63BF9.5790$yy.740422@newsread1.prod.itd.earthlink.net>...
> Kevin;
>
> It may not be *that* important, but the info in Chap 2 and the chart
> concerning the sector links and byte counts is precisely direct from the
> book and completely incorrect. The byte count is actually in the last byte
> (# 127 or 255) and the file number-forward pointer link are in the two bytes
> before that. I really don't know what type of editorial note would be
> appropriate.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Kevin Savetz" <savetz@northcoast.com> wrote in message
> news:savetz-FB8460.22513827112002@news.west.cox.net...
> > The full text of the classic book Inside Atari DOS is now online at
> > AtariArchives.org. The book was written by Bill Wilkinson, founder of
> > Optimized Systems Software, a company that created many great
> > programming tools for the Atari 8-bit computers. Due to copyright
> > restrictions, the site includes the full text of the book, but does not
> > include the actual DOS 2.0S source code as in the physical book.
> >
> > http://www.atariarchives.org/iad/
> >
> > --Kevin
> > --
> > Kevin Savetz <savetz@northcoast.com>
> > Curator of Classic Computer Magazine Archive -
> http://www.atarimagazines.com
> > & Atariarchives.org -
> http://www.atariarchives.org
> > Moderator of news:comp.sys.atari.announce - Atari computer news
> >

6793. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 03:11:47 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m31y53bvkc.fsf@europa.pienet>
Source record: 25413

"Son of man" <bcozier@bellsouth.net> writes:
> Have been buddhists or have learned anything about buddhism? Atari 800 was
> my first computer, I'm just taking an unofficial poll... your help
> appreciated.

Yes. The 400 was my first.

Gregm

6794. LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 03:29:25 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021129222925.03090.00000129@mb-bd.aol.com>
Source record: 25414

I've been adding some LED's to a few drives, and in all the project info that I've seen, some type of a current-limiting resistor is recommended. But when I have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've hooked up a few to test directly to a +5V source, and they don't seem to fail (for several hours in test, at least). Do many/most LED's have enough internal resistance built in not to require added resistors? Is there some way to tell how much (if any) added resistance is required?
Thanks,
Larry

6795. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 03:53:37 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92D5E2271PrivacyLabs@209.143.0.11>
Source record: 25415

Hi Mirko. I'm not sure about BeWe-DOS, but in Sparta x3.x there is no equivalent. You should always specify the drive number in your program. But there is an XIO you can use to change working directory:

XIO 44, #IOCB,0,0,"Dd:path"

After doing this you can reference the desired drive without an explicit reference to the path. So

DIR Dd:

would show the contents of the path specificed in the first step. The IOCB must first be closed.

Another technique is to copy the desired command-line string in to the LBUF buffer, set BUFOFF to zero, and do a JSR VXCOMLI. The trouble with this technique is that there is no published global error variable to examine after returning to your program.

Best,
Tom

6796. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 04:03:54 UTC
From: Fox-1
Message-ID: <as9dbd$3n4$1@news1.tilbu1.nb.home.nl>
Source record: 25416

"LarryWhite" wrote

> I've been adding some LED's to a few drives, and in all the project info that
> I've seen, some type of a current-limiting resistor is recommended.

It's even required.

> But when I
> have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
> hooked up a few to test directly to a +5V source, and they don't seem to fail

I usually use 560 Ohm for 12V source and 220 or 330 Ohm for 5V source.

> (for several hours in test, at least). Do many/most LED's have enough internal
> resistance built in not to require added resistors?

They do exist, but usually no internal resistor is used.

> Is there some way to tell
> how much (if any) added resistance is required?

Only if you know the current a LED requires. I typical red one uses about 30mA at 1.5V.

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6797. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 05:19:37 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <JOXF9.96922$%j3.32243@news.bellsouth.net>
Source record: 25417

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m31y53bvkc.fsf@europa.pienet...
> "Son of man" <bcozier@bellsouth.net> writes:
> > Have been buddhists or have learned anything about buddhism? Atari 800
was
> > my first computer, I'm just taking an unofficial poll... your help
> > appreciated.
>
> Yes. The 400 was my first.

If you are buddhist, have you pretty much given up Christianity or do you
still have some ties to it?

>
> Gregm

6798. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 05:43:08 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-f5RbblcloX2u@localhost>
Source record: 25418

ry a known good power supply before anything else.

Ken

On Thu, 28 Nov 2002 20:50:01, "David Pochron" <dpoch@ticon.net> wrote:

> Anyone know of a company that still repairs old Indus drives? I turned mine
> on last night for the first time in a few years and now all that happens are
> the track LED lights flicker randomly. I tried taking the whole drive apart
> and then put it back together again looking for loose chips or ribbon
> connectors but no such luck. Since the same thing happens whether the
> mechanism is connected or disconnected from the drive mainboard I guess
> there's a blown chip or trace on the mainboard (i.e, with the Z-80,
> controller, and EPROM) somewhere. Alternatively, is there a supply of
> replacement parts that anyone knows of?
>
> Alternatively, I suppose I don't really need the drive; I wrote a spiffy
> program to emulate an Atari drive on my Amiga (the Amiga provides + and - 12
> on the serial port so I didn't have to find some obscure 5-to-12 volt
> conversion chip like other drive interfaces use and could use standard
> TTL-to-RS232 driver chips from Radio Shack.) So I could just use my DOS box
> to get the data off my disks and put everything on the Amiga drive emulator.
> BUT... I have yet to find a program that reads single-density disks on the
> PC. (Double density's mostly work fine.) Has the
> "can't-read-signle-density-disks-with-the-PC-floppy-controller" problem been
> solved yet? I tried AtariDrive and AnaDisk to no avail.
>
>

--

6799. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 09:29:07 UTC
From: dunxuk@aol.com
Message-ID: <20021130042907.03129.00000105@mb-cs.aol.com>
Source record: 25421

Remember you can buy constant current LEDs (at 5v and 12v) that require no series resistor as they have built-in regulators.

6800. Re: Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 10:21:39 UTC
From: mo <momo@atariland.com>
Message-ID: <Ti0G9.92437$8D.2216605@twister.austin.rr.com>
Source record: 25419

I've been a druid myself for about the past 15 years (seriously). I've always thought druidism is very much like budhism in a lot of ways, yet in most ways it's completely different. I guess I don't really know enough about budhism to make any real statements. I know that both of the philosophies predate christianity by thousands of years, which to me says alot.
Mo

"Son of man" <bcozier@bellsouth.net> wrote in message news:kPRF9.37274$sT3.15340@news.bellsouth.net...
> Have been buddhists or have learned anything about buddhism? Atari 800 was
> my first computer, I'm just taking an unofficial poll... your help
> appreciated.
>
>
>

6801. Holmes dead cont...

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 10:24:45 UTC
From: mo <momo@atariland.com>
Message-ID: <NI0G9.92438$8D.2216894@twister.austin.rr.com>
Source record: 25420

Has anyone come up with an alternate archive site for Holmes' material yet?
Just trying to keep up as time is getting short.
Mo

6802. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 12:24:57 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <nabhuu4qvi428jnq9mqame83kdor16np82@4ax.com>
Source record: 25422

On Fri, 29 Nov 2002 17:41:14 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>Have been buddhists or have learned anything about buddhism? Atari 800 was
>my first computer, I'm just taking an unofficial poll... your help
>appreciated.
>
I owned from the 400 up through all the UK released models but none of
them turned me into a Buddhist...

Also in my experience as tech sales for them I can't say any of our
1000's of customers were ever converted. Was any one machine more
prone to causing this phenomenon?
--
Paul

*** remove YOURFINGER to email me ****

6803. Re: Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 12:26:46 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <4ibhuuolj88be0am0f3uoskhei5mrhui2t@4ax.com>
Source record: 25423

On Sat, 30 Nov 2002 10:21:39 GMT, "mo" <momo@atariland.com> wrote:

>I've been a druid myself for about the past 15 years (seriously). I've
>always thought druidism is very much like budhism in a lot of ways, yet in
>most ways it's completely different. I guess I don't really know enough
>about budhism to make any real statements. I know that both of the
>philosophies predate christianity by thousands of years, which to me says
>alot.
>Mo

Lets hope we don't start a religious thread, they turn right nasty and
considering world events that's a likely outcome.

Peace to the world!
--
Paul

*** remove YOURFINGER to email me ****

6804. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 12:28:00 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <slbhuus2hetr3i1n29uhtuu1pat034ll22@4ax.com>
Source record: 25424

On 30 Nov 2002 09:29:07 GMT, dunxuk@aol.com (DunxUK) wrote:

>Remember you can buy constant current LEDs (at 5v and 12v) that require no
>series resistor as they have built-in regulators.

Yep, they cost a bit more but are handy..
--
Paul

*** remove YOURFINGER to email me ****

6805. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 14:02:51 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3y97bjgtw.fsf@europa.pienet>
Source record: 25425

"Son of man" <bcozier@bellsouth.net> writes:

> "Greg Menke" <gregm-news@toadmail.com> wrote in message
> news:m31y53bvkc.fsf@europa.pienet...
> > "Son of man" <bcozier@bellsouth.net> writes:
> > > Have been buddhists or have learned anything about buddhism? Atari 800
> was
> > > my first computer, I'm just taking an unofficial poll... your help
> > > appreciated.
> >
> > Yes. The 400 was my first.
>
> If you are buddhist, have you pretty much given up Christianity or do you
> still have some ties to it?
>

It is my cultural heritage so I observe a few of the Christian
holidays, but they have no religious meaning for me. I never found
Christianity relevant to me, so I've never "given up on it".
Generally, I found its liturgical features overcomplex at times and
require excessive suspension of disbelief, so it was never appealing
to me. The particular sect I'm involved with also makes a variety of
claims that it is possible for me to not take a position on yet still
maintain a viable and I hope, sincere practice.

I depend on buddhism in all sorts of ways on a daily basis. The first
principles and meditations are a welcome solace when I am conflicted
and upset. It makes me a better person and a better husband. Beyond
that, its a very personal thing, so I'd rather not get deeply into it
at this time.

I would like to stress that this is only a personal opinion, and if a
particular religion works for someone than more power to them.

Since you are taking data, what have you found so far?

Gregm

6806. New eBay auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 14:27:07 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1038666100.3627.0@despina.uk.clara.net>
Source record: 25426

Hello All,

I've just started a few new Atari 8-bit auctions on eBay:

Atariwriter Plus on disk:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183219

130XE Handbook (Century Communications - a UK book):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183412

Advanced Programming Techniques (Atari XL/XE book)

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183657

I have some other auctions still running, including the very rare Page 6
magazine Issue 1, so be sure to click to see my other auctions.

I have lots more stuff due to be auctioned, so keep an eye out on eBay.

Dean Garraghty

6807. 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 14:38:02 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021130093802.25056.00008314@mb-mp.aol.com>
Source record: 25427

The clock has been ticking, and my recent checks show that the major makers of floppy media have now quit supplying any type of 5-1/4" media. (I'm not saying that it's terribly hard to find right now, but it is getting scarcer by the month.) Headed right behind it is Low Density 3-1/2" diskettes. There are manufacturers that probably would be willing to make limited runs of 5-1/4" or 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk prices, pehaps for unbranded disks.

I know from past threads that some folks don't believe that there is any real-world difference between LD and HD disks, and for some brands that is *close* to being true. I would also be the first to say that the degree of difference is nowhere as much as with 5-1/4" diskettes. (Just how good did you think those "bargain" disks were in 1985? ;-) In my experience (FWIW) double density applied to 3-1/2" "name-brand" diskettes is as good as it gets from a data retention standpoint. I've also had very good luck with single density on 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.

So, there is something of a problem still headed our way (ever closer). It strikes me that a fairly easy solution to this 3-1/2" storage issue might be a modification to a 3-1/2" mechanism to allow manual selection (a switch) of the higher write current needed for HD disks. Getting a little fancy, it could also be tied to the HD "hole" so that one couldn't accidently write with high current to a regular (LD) diskette.

Before I reinvent the wheel, has anyone looked into this before?

Larry

6808. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 14:57:42 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <Hg4G9.100870$%j3.36716@news.bellsouth.net>
Source record: 25428

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3y97bjgtw.fsf@europa.pienet...
> "Son of man" <bcozier@bellsouth.net> writes:
>
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
> > news:m31y53bvkc.fsf@europa.pienet...
> > > "Son of man" <bcozier@bellsouth.net> writes:
> > > > Have been buddhists or have learned anything about buddhism? Atari
800
> > was
> > > > > my first computer, I'm just taking an unofficial poll... your help
> > > > > appreciated.
> > > >
> > > Yes. The 400 was my first.
> > >
> > If you are buddhist, have you pretty much given up Christianity or do
you
> > still have some ties to it?
> >
>
> It is my cultural heritage so I observe a few of the Christian
> holidays, but they have no religious meaning for me. I never found
> Christianity relevant to me, so I've never "given up on it".
> Generally, I found its liturgical features overcomplex at times and
> require excessive suspension of disbelief, so it was never appealing
> to me. The particular sect I'm involved with also makes a variety of
> claims that it is possible for me to not take a position on yet still
> maintain a viable and I hope, sincere practice.
>
> I depend on buddhism in all sorts of ways on a daily basis. The first
> principles and meditations are a welcome solace when I am conflicted
> and upset. It makes me a better person and a better husband. Beyond
> that, its a very personal thing, so I'd rather not get deeply into it
> at this time.
>
> I would like to stress that this is only a personal opinion, and if a
> particular religion works for someone than more power to them.
>
> Since you are taking data, what have you found so far?

Glad you asked :) I hope you find the below useful. It's something I put
together with the intention of reconciling the teachings of the Buddha and
Jesus. It's an interesting read.

The Father :

Still they called him by his name and addressed him as "friend Gotama." When they had thus received the Blessed One, he said: "Do not call the Tathagata by his name nor address him as 'friend,' for he is the Buddha, the Holy One. The Buddha looks with a kind heart equally on all living beings, and they therefore call him 'Father.' To disrespect a father is wrong; to despise him, is wicked. The Tathagata, the Buddha continued, does not seek salvation in austerities, but neither does he for that reason indulge in worldly pleasures, nor live in abundance. The Tathagata has found the middle path."
-- Excerpt from the Sermon at Benares
http://www.tbsn.org/ebooks/life/benares.htm

The Father had a plan in mind for us. This is evidenced in the conversation he had with his close companion and attendant Ananda, shortly before his passing away :

Ananda's Appeal
48. The Venerable Ananda spoke to the Blessed One, saying: "May the Blessed One remain, O Lord! May the Happy One remain, O Lord, throughout the world-period, for the welfare and happiness of the multitude, out of compassion for the world, for the benefit, well being, and happiness of gods and men!"
49. And the Blessed One answered, saying: "Enough, Ananda. Do not entreat the Tathagata, for the time is past, Ananda, for such an entreaty."
50-51. But for a second and a third time, the Venerable Ananda said to the Blessed One: "May the Blessed One remain, O Lord! May the Happy One remain, O Lord, throughout the world-period, for the welfare and happiness of the multitude, out of compassion for the world, for the benefit, well being, and happiness of gods and men!"
52. Then the Blessed One said: "Do you have faith, Ananda, in the Wisdom of the Tathagata?" And the Venerable Ananda replied: "Indeed, Lord!"
"Then why, Ananda, do you trouble the Tathagata even up to the third time?"
-- Excerpt from Maha-parinibbana Sutta, Digha Nikaya 16
http://www.accesstoinsight.org/canon/digha/dn16.html

The Son :

"If he is endowed with five qualities, O monks, the eldest son of a World-ruling Monarch righteously turns the Wheel of sovereignty that had been turned by his father. And that Wheel of Sovereignty cannot be overturned by any hostile human being. What are the five qualities? The eldest son of a World-ruling Monarch knows what is beneficial, knows the Law, knows the right measure, knows the right time and knows the society (with which he has to deal, parisa).
Similarly, O monks, is Sariputta endowed with five qualities and rightly turns the supreme Wheel of Dhamma, even as I have turned it. And this Wheel cannot be overturned by ascetics, or priests, by deities or Brahma, nor by anyone else in the world. What are those five qualities? Sariputta, O monks, knows what is beneficial, knows the Teaching, knows the right measure, knows the right time and knows the assembly (he is to address)."
-- Excerpt from Anguttara Nikaya, V. 132
http://www.accesstoinsight.org/lib/bps/wheels/wheel090.html

"Bhikkus, rightly speaking, were it said to be said of anyone : 'He has attained mastery and perfection in virtue, attained mastery and perfection in concentration, attained mastery and perfection in wisdom, attained mastery and perfection in deliverance,' it is of Sariputta indeed that rightly speaking this should be said.
"Bhikkus, rightly speaking, were it to be said of anyone: 'He is the son of the Blessed One, born of his breast, born of his mouth, born of the Dhamma, created by the Dhamma, an heir in the Dhamma, not an heir in material things,' it is of Sariputta indeed that rightly speaking this should be said. Bhikkus, the matchless Wheel of the Dhamma set rolling by the Tathagata is kept rolling rightly by Sariputta."
-- Excerpt from the Anupada Sutta, Majjhima Nikaya 111

Interesting how Buddha says "created by the Dhamma" and the Dhamma is the word of the Buddha, and also Jesus is said to be the word made flesh. That's an interesting parallel. It also shows how greatly the Father respected or honored the Son.

John:8:54: Jesus answered, If I honour myself, my honour is nothing: it is my Father that honoureth me; of whom ye say, that he is your God.

"You claim full enlightenment,"
the brahmin Sela said,
"You tell me, O Gotama,
'I am supreme king of the Dhamma,
I make the Wheel of Dhamma revolve,
The wheel that non can stop."

Who is your general, that disciple
Who follows in the Master's own way?
Who is it who helps you to turn
The wheel set in motion by you?

Buddha replied :

"The wheel set in motion by me,"
That same supreme Wheel of Dhamma,
Sariputta the Tathagata's son
Helps me in turning this wheel.
-- Excerpt from the Majjhima Nikaya 92

God :

The Buddha never did claim to be God, but he refered to himself often as the Blessed One. It's interesting to note how on several occasions when Jesus was asked if he is the Son of God he responds, "You say that I am" but when asked if he is the Son of the Blessed, he responds directly "I am." But even more suprising is that there seems to be a definite pattern which may have been conspired by the gospel authors to show that Jesus favors being called "Son of the Blessed" rather than "Son of God." It is the same event told by Matthew and Mark.

Mark:14:61: But he held his peace, and answered nothing. Again the high priest asked him, and said unto him, Art thou the *Christ, the Son of the

Blessed* ?
62: And Jesus said, *I am* : and ye shall see the Son of man sitting on the right hand of power, and coming in the clouds of heaven.

Now this same event is told in Matthew, and it is quite suprising to note how different the response is that Jesus gives even though one may attribute the language of the question being asked simply as a preference of the author, using "Christ, Son of God" as opposed to "Christ, Son of the Blessed." But there definitely is a difference in the answer that each author represents Jesus gives.

Matt:26:63: But Jesus held his peace. And the high priest answered and said unto him, I adjure thee by the living God, that thou tell us whether thou be the *Christ, the Son of God*.
64: Jesus saith unto him, *Thou hast said* : nevertheless I say unto you, Hereafter shall ye see the Son of man sitting on the right hand of power, and coming in the clouds of heaven.

What we see in Matt:26:63 is a direct avoidance of the question *only when it is asked as Son of God* Now this is important. Why? Because it seems unlikely that in recollecting this event that two people would represent Christ as giving two different answers to the supposedly same question. However upon further investigation we find a similar occurence in the gospel of Luke.

Luke:22:70: Then said they all, Art thou then the *Son of God*? And he said unto them, *Ye say* that I am.

The pattern can be discerned. "Son of God" gets an indirect answer, however "Son of the Blessed" gets a direct "I am" answer from Jesus. Futhermore Jesus most often uses the term "Son of man" and not "Son of God." Jesus came 500 years after the passing away of the Buddha and Sariputta. Jesus also explained to the Jews who it was that they called "God"

John:8:54: Jesus answered, If I honour myself, my honour is nothing: it is my Father that honoureth me; of whom *ye say*, that he is *your God*.

I believe Jesus is identifying what the Jews believed of their God as "the Highest," with what he considered his Father to be, greater than all :

John:10:29: My Father, which gave them me, is greater than all; and no man is able to pluck them out of my Father's hand.

"The Highest" was also used by the Buddha in describing his own nature :

Agganna Sutta :
9. 'He whose faith in the Tathagata is steady, established and firm, a faith not to be destroyed by any recluse or brahman, by any heavenly being, or Mara or Brahma, or anyone in the world, can say : "I am a true son of the Master, born from his mouth, born of the Dhamma, created by the Dhamma, heir of the Dhamma."
10. 'How so? Because these are the names tantamount to the Tathagata : "The Dhamma-Body" and, "Of the Highest", and "Of the same nature as Dhamma", and

"Of the same nature as the Highest".

Luke:1:32: He shall be great, and shall be called the Son of the Highest.

So if I were to be asked what is the single most defining attribute of God, I would answer God is the Highest of all beings, and this the Buddha did claim to be, who was enlightened only 500 years before the appearance in this world of the Son of the Highest, or Son of God. Jesus also used the term the Highest when describing the Father :

Luke:6:35: Love ye your enemies, and do good, and lend, hoping for nothing again; and your reward shall be great, and ye shall be *the children of the Highest* : for he is kind unto the unthankful and to the evil.

The Father became unbound when the Son was on the cross :

Mark:15:34: And at the ninth hour Jesus cried with a loud voice, saying, Eloi, Eloi, lama sabachthani? which is, being interpreted, My Father, my Father, why hast thou forsaken me?

The nature of the unbound Father :

"Freed from the classification of form, the Tathagata is deep, boundless, hard to fathom, like the sea. 'Reappears' doesn't apply. 'Does not reappear' doesn't apply. 'Both does & does not reappear' doesn't apply. 'Neither reappears nor does not reappear' doesn't apply."
-- Excerpt from the Majjhima Nikaya 72
http://www.accesstoinsight.org/canon/majjhima/mn072.html

The gift of the Holy Ghost :

Matt:17:20: And Jesus said unto them, Verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you.

Mark:11:23: For verily I say unto you, That whosoever shall say and shall not doubt in his heart, but shall believe that those things which he saith shall come to pass; he shall have whatsoever he saith.

Luke:23:46: And when Jesus had cried with a loud voice, he said, Father, into thy hands I commend my spirit: and having said thus, he gave up the ghost.

So according to Jesus, because of his unfailing faith, after he died his spirit was within the unbound Father, which the Buddha described as being deep and boundless, hard to fathom, like the sea-- even so, boundless.

The Holy Ghost is another alias for the Father.

John:7:37: In the last day, that great day of the feast, Jesus stood and cried, saying, If any man thirst, let him come unto me, and drink.
38: He that believeth on me, as the scripture hath said, out of his belly shall flow rivers of living water.
39: (But this spake he of the Spirit, which they that believe on him should

receive: for the Holy Ghost was not yet given; because that Jesus was not yet glorified.)

So do you see how Jesus being "in the hands of the Father" which is like a boundless sea relates to him saying out of his belly shall flow rivers of living water? And by that he meant the Holy Ghost of the Father which was not yet given, because he had not yet been "glorified" in the unbound Father.

What we read in John:7:39 tells us what was gained by the suffering of Jesus, the gift of the Holy Ghost, after Jesus was "glorified" in the *unbound* Father. The Spirit of Christ is the door to the Father's kingdom.

Revelation:3:8: I know thy works: behold, I have set before thee an open door, and no man can shut it: for thou hast a little strength, and hast kept my word, and hast not denied my name.

John:10:9: I am the door: by me if any man enter in, he shall be saved, and shall go in and out, and find pasture.

Luke:12:32: Fear not, little flock; for it is your Father's good pleasure to give you the kingdom.

Ephesians:1:5: Having predestinated us unto the adoption of children by Jesus Christ to himself, according to the good pleasure of his will,

Ephesians:1:9: Having made known unto us the mystery of his will, according to his good pleasure which he hath purposed in himself:

1Corinthians:12:13: For by one Spirit (Christ) are we all baptized into one body and have been all made to drink into one Spirit.

Ephesians:3:14: For this cause I bow my knees unto the Father of our Lord Jesus Christ,

Ephesians:2:18: For through him we both have access by one Spirit unto the Father.

Revelation:3:20: Behold, I stand at the door, and knock: if any man hear my voice, and open the door, I will come in to him, and will sup with him, and he with me.

Luke:12:36: And ye yourselves like unto men that wait for their lord, when he will return from the wedding; that when he cometh and knocketh, they may open unto him immediately.

John:17:22: And the glory which thou gavest me I have given them; that they may be one, even as we are one:

John:18:9: That the saying might be fulfilled, which he spake, Of them which thou gavest me have I lost none.

The Spirit of Christ is one with the Father's boundless parinirvana.

Someone asked me why do they appear to say such different things? For one thing, Jesus purposefully tried to mask the fact that the Buddha was his Father or else no one would have followed him, especially the Jews who had their own ideas about God and the Sabbath and circumcision of which the Buddha did not place any importance, and the Jews being his primary audience. Jesus also said :

Luke:10:22: All things are delivered to me of my Father: and no man knoweth who the Son is, but the Father; and who the Father is, but the Son, and he to whom the Son will reveal him.

2000 years ago it was important that the Father, the Buddha, remain anonymous or no one would have paid Jesus any attention if they only knew he was just a disciple of a mere mortal man.

But they did teach many things in common. There's a book available "Jesus and Buddha : The parallel sayings" which covers many of them.

Also, here's just an example of what I found as a parallel :

"The Dharma and the Vinaya proclaimed by the Tathagata shine forth when they are displayed, and not when they are concealed. But let not this doctrine, so full of truth and so excellent, fall into the hands of those unworthy of it, where it would be despised and contemned, treated shamefully, ridiculed and censured."

Matt:7:6: Give not that which is holy unto the dogs, neither cast ye your pearls before swine, lest they trample them under their feet, and turn again and rend you.

"I now grant you, O bhikkhus, this permission. Confer henceforth in the different countries the ordination upon those who are eager to receive it, when you find them worthy. "Go ye now, O bhikkhus, for the benefit of the many, for the welfare of mankind, out of compassion for the world. Preach the doctrine which is glorious in the beginning, glorious in the middle, and glorious in the end, in the spirit as well as in the letter. There are beings whose eyes are scarcely covered with dust, but if the doctrine is not preached to them they cannot attain salvation. Proclaim to them a life of holiness. They will understand the doctrine and accept it."
-- Excerpt from the Sermon at Benares
http://www.tbsn.org/ebooks/life/benares.htm

Mark:16:15: And he said unto them, Go ye into all the world, and preach the gospel to every creature.

Matt:10:13: And if the house be worthy, let your peace come upon it: but if it be not worthy, let your peace return to you.

Matt:22:8: Then saith he to his servants, The wedding is ready, but they which were bidden were not worthy.

How true Matt:22:8 seems to be in the world today.

Revelation:10:7: But in the days of the voice of the seventh angel, when he shall begin to sound, the mystery of God should be finished, as he hath

declared to his servants the prophets.

The Buddha, who is the Father, is our Lord and Jesus is his Christ :

Revelation:11:15: And the seventh angel sounded; and there were great voices in heaven, saying, The kingdoms of this world are become the kingdoms of our Lord, and of his Christ; and he shall reign for ever and ever.

Revelation:16:17: And the seventh angel poured out his vial into the air; and there came a great voice out of the temple of heaven, from the throne, saying, It is done.

I also discovered some interesting coincidences, and you know what they say, there's a fine line between fate and coincidence.

http://www.mbhs.edu/~bconnell/anagrams.html

It's basically an anagram generator which uses all the letters you provide and it displays various word combinations created out of those letters.

I tried entering the name Siddhartha Gautama but it could not fit, so I tried using the other spelling of his last name Siddhartha Gotama it almost fit, just missing the 'a' at the end.

The Buddha is also known as Shakyamuni so I tried this first and got the following :

AIM SAY HUNK
AM AS YUH KIN

:)

Then I decided to try SIDDHARTHAGOTAM :

A DADA GHOST MIRTH
A ADAM THIRD GHOST
A DHARMA SIGHT DOT
AH ADAM GOD THIRST
A DAD STRAIGHT OHM
A DAD AH RIGHTMOST
A DAD SMART HIGH TO
A DAD ART HIGH MOST
A DAD ART GHOST HIM
A DAD AS MIGHT THOR

:)

I also put in George W Bush :

HE BEG GROW US
BUSH EGO GREW

:)

I tried OSAMA BIN LADEN :

ALIAS NAB DEMON

And ADOLF HITLER :

LETHAL RID OF

The romans have a saying : Nomen est omen. (Name is destiny.)

I believe the name of the Father is Siddhartha Gotama.

Revelation:14:1: And I looked, and, lo, a Lamb stood on the mount Sion, and with him an hundred forty and four thousand, having his Father's name written in their foreheads.

The fact that only so few know the name of the Father of Jesus lends credibility to it being Siddhartha Gotama, because most Buddhists don't believe the Buddha is the Father Jesus refers to, and most Christians don't believe the Buddha is the Spirit Father of Jesus also. I won't bother mentioning Muslims, who recently destroyed ancient Buddhist statues.

>
> Gregm

6809. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 15:00:39 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <e9ycnZp_Oa4UT3WgXTWcpQ@comcast.com>
Source record: 25429

I suppose sitting in front of the computer all the time could give one the large belly...

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message news:nabhuu4qvi428jnq9mqame83kdor16np82@4ax.com...
> On Fri, 29 Nov 2002 17:41:14 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
>
> >Have been buddhists or have learned anything about buddhism? Atari 800 was
> >my first computer, I'm just taking an unofficial poll... your help
> >appreciated.
> >
> I owned from the 400 up through all the UK released models but none of
> them turned me into a Buddhist...
>
> Also in my experience as tech sales for them I can't say any of our
> 1000's of customers were ever converted. Was any one machine more
> prone to causing this phenomenon?
> --
> Paul
>
> *** remove YOURFINGER to email me ****

6810. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 15:02:53 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <yl4G9.100894$%j3.70668@news.bellsouth.net>
Source record: 25430

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:nabhuu4qvi428jnq9mqame83kdor16np82@4ax.com...
> On Fri, 29 Nov 2002 17:41:14 -0500, "Son of man"
> <bcozier@bellsouth.net> wrote:
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> them turned me into a Buddhist...
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> Also in my experience as tech sales for them I can't say any of our
> 1000's of customers were ever converted. Was any one machine more
> prone to causing this phenomenon?

Hahahahahaha! No, I just felt that the Atarians I might meet here are pretty
logical people especially since most mayhave dabbled in programming, and if
among you there are those who have some knowledge of both Buddhism and
Christianity, I wanted to get some feedback on what I found in my own
research. It's in the reply thread to Greg Menke. It's specifically meant
for those who've had more than a passing interest in both buddhism and
christianity. I wouldn't expect it to have much meaning to a Muslim or Jew,
it could also appeal to a hindu I guess.

> --
> Paul
>
> *** remove YOURFINGER to email me ****

6811. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 15:10:21 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <ys4G9.100937$%j3.40692@news.bellsouth.net>
Source record: 25431

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:e9ycnZp_Oa4UT3WgXTWcpQ@comcast.com...
> I suppose sitting in front of the computer all the time could give one the
> large belly...

:) Actually Paul the historical Buddha of India 500 BC isn't the fat
laughing buddha that you see depicted by the chinese which is really the God
of luck, you rub his belly and make a wish. The historical Buddha was an
ascetic who lived in caves and wandered around, depending on alms for
sustenance. They typical portrayal of the Buddha who is known as Shakyamuni
has him with a begging bowl in his hands and he has a slender figure, not
pot bellied :)

>
>
> "Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
> news:nabhuu4qvi428jnq9mqame83kdor16np82@4ax.com...
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> > Paul
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6812. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 15:13:20 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <kv4G9.100970$%j3.81621@news.bellsouth.net>
Source record: 25432

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3y97bjgtw.fsf@europa.pienet...
> "Son of man" <bcozier@bellsouth.net> writes:
>
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
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> > > >
> > > Yes. The 400 was my first.
> > >
> > If you are buddhist, have you pretty much given up Christianity or do
you
> > still have some ties to it?
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>
> It is my cultural heritage so I observe a few of the Christian
> holidays, but they have no religious meaning for me. I never found
> Christianity relevant to me, so I've never "given up on it".
> Generally, I found its liturgical features overcomplex at times and
> require excessive suspension of disbelief, so it was never appealing
> to me. The particular sect I'm involved with also makes a variety of
> claims that it is possible for me to not take a position on yet still
> maintain a viable and I hope, sincere practice.
>
> I depend on buddhism in all sorts of ways on a daily basis. The first
> principles and meditations are a welcome solace when I am conflicted
> and upset. It makes me a better person and a better husband. Beyond
> that, its a very personal thing, so I'd rather not get deeply into it
> at this time.
>
> I would like to stress that this is only a personal opinion, and if a
> particular religion works for someone than more power to them.
>
> Since you are taking data, what have you found so far?
>
> Gregm

I think I misunderstood your question now that I've re-read it :) I only
just started taking the data.

6813. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 17:05:12 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3k7ivm1iv.fsf@europa.pienet>
Source record: 25433

"Son of man" <bcozier@bellsouth.net> writes:
> "Greg Menke" <gregm-news@toadmail.com> wrote in message
> news:m3y97bjgtw.fsf@europa.pienet...
> > "Son of man" <bcozier@bellsouth.net> writes:
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> >
> > Since you are taking data, what have you found so far?
> >
> > Gregm
>
> I think I misunderstood your question now that I've re-read it :) I only
> just started taking the data.

You did misunderstand. Thank you for clarifying that.

Gregm

6814. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 18:07:08 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <g77G9.7532$yy.1012727@newsread1.prod.itd.earthlink.net>
Source record: 25434

.. and remember that the Indus power supply is *NOT* the same as the
standard Atari brick!

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
<kenames@pacbell.net> wrote in message
> Try a known good power supply before anything else.
>
> Ken
>
> On Thu, 28 Nov 2002 20:50:01, "David Pochron" <dpoch@ticon.net> wrote:
>
> > Anyone know of a company that still repairs old Indus drives? I turned
mine
> > on last night for the first time in a few years and now all that happens
are
> > the track LED lights flicker randomly. I tried taking the whole drive
apart
> > and then put it back together again looking for loose chips or ribbon
> > connectors but no such luck. Since the same thing happens whether the
> > mechanism is connected or disconnected from the drive mainboard I guess
> > there's a blown chip or trace on the mainboard (i.e, with the Z-80,
> > controller, and EPROM) somewhere. Alternatively, is there a supply of
> > replacement parts that anyone knows of?
> >
> > Alternatively, I suppose I don't really need the drive; I wrote a spiffy
> > program to emulate an Atari drive on my Amiga (the Amiga provides +
and - 12
> > on the serial port so I didn't have to find some obscure 5-to-12 volt
> > conversion chip like other drive interfaces use and could use standard
> > TTL-to-RS232 driver chips from Radio Shack.) So I could just use my DOS
box
> > to get the data off my disks and put everything on the Amiga drive
emulator.
> > BUT... I have yet to find a program that reads single-density disks on
the
> > PC. (Double density's mostly work fine.) Has the
> > "can't-read-signle-density-disks-with-the-PC-floppy-controller" problem
been
> > solved yet? I tried AtariDrive and AnaDisk to no avail.
>

6815. SIO2IDE Questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 18:48:18 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <asb15j$df2$1@bob.news.rcn.net>
Source record: 25435

Please excuse my ignorance for those that consider these stupid questions.
I got the Version 1.0/3.2e PCB yesterday. I can't read the .jpg file of the
schematic very well. Its too blurry for me. The docs don't describe
building it. Is there a parts list for the board components, or does
someone know what parts to use? Do you have to program the Atmel
ATMega161-8PC? Is Digikey the best source for this chip here in US?
-Rick

6816. Re: New eBay auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 18:52:08 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <vy7G9.43824$sT3.29630@news.bellsouth.net>
Source record: 25436

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1038666100.3627.0@despina.uk.clara.net...
> Hello All,
>
> I've just started a few new Atari 8-bit auctions on eBay:
>
> Atariwriter Plus on disk:

Ah the good ole days of Atariwriter Plus. I remember using it and saying, I
will never need another word processor in my entire life :)

>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183219
>
> 130XE Handbook (Century Communications - a UK book):
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183412
>
> Advanced Programming Techniques (Atari XL/XE book)
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804183657
>
> I have some other auctions still running, including the very rare Page 6
> magazine Issue 1, so be sure to click to see my other auctions.
>
> I have lots more stuff due to be auctioned, so keep an eye out on eBay.
>
> Dean Garraghty
>
>
>

6817. Re: does this usenet thread bring back memories (considering SIO2PC & APE) ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 19:29:35 UTC
From: euskara@aol.com
Message-ID: <20021130142935.05495.00006819@mb-mq.aol.com>
Source record: 25437

```
Wow, I didn't know you could go that far to see messages from usenet. That
could be a good research tool.
>Subject: does this usenet thread bring back memories (considering SIO2PC &
>APE) ? :o)
>From: rtdos@yahoo.com (rtdos)
>Date: 11/27/2002 4:45 PM Eastern Standard Time
>Message-id: <845192d9.0211271345.114dcaf8@posting.google.com>
>
>
>http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=15484
%40cup.portal.com&rnum=198&prev=/groups%3Fq%3Ddos%2Bgroup:comp.sys.atari.8
bit%26hl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26scoring%3Dd%26as_drrb%3D
b%26as_mind%3D12%26as_minm%3
>D5%26as_miny%3D1981%26as_maxd%3D27%26as_maxm%3D11%26as_maxy%3D1991%26star
t%3D190%26sa%3DN
```

6818. ADV: Atari 8-bit CDs/Products by e-mail service from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 20:05:57 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1038686692.43939.0@damia.uk.clara.net>
Source record: 25438

Hello All,

Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial software are still available to buy. For full info, and to buy via PayPal with a credit card, please visit http://www.dgs.clara.net

Recently, I launched a new way of buying commercial products from us. 'Products by e-mail' allows you to buy commercial Atari 8-bit products from us at minimal cost. Instead of a physical shipment, the products you choose will be e-mailed to you as a ZIP file containing both ATR and DCM versions of the disk, along with a manual in text format (or PDF if the file is small enough). You can order on-line using your credit card (using PayPal). This now allows you to order products at a much reduced cost, and to have them within 24 hours (usually less).

At present, only a few of our products are available on this service, but more are to be added soon.

Prices start at just US$2.

Please visit the website at http://www.dgs.clara.net and click the 'products by e-mail' button.

Dean Garraghty

6819. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 22:01:09 UTC
From: Burt <c64dungeon@nospamyahoo.com>
Message-ID: <3DE93525.BCEC8182@nospamyahoo.com>
Source record: 25439
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

```
from what i heard its possible to boot Mac OS 9.x and Mac OS X.
Linux PPC and Amiga OS will be ok too.
Gonna see a guy i know whos closer to this scene...
--

___
/ __|__ Burt /Terminator / /
/ / |_/ www.museum.c64.org / /
\ \__|_\ Adoring C= 64 / 128 and \ \/ /
\___| Getting into Amiga, too... \/\/
```

6820. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 22:20:45 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3de8e4b8511c20@attbi.com>
Source record: 25440

>Edward S. Baiz Jr. <edbaizjr@attbi.com> wrote:
>>>out of all the XFD DCM ATR and SCP formats, which offers the best
>>>compression ratio ? Why one over the other ? Which one is considered
>>>the standard ? etc.
>>>
>>>Comments ?
>>
>> I would have to say ATR since I see it more often than most. I
>> however use the DI image format. I just convert the ATR images or
>> else make my own DI disks....
>
>Hehe - I assume you were answering the "which is considered the standard"
>question, and not the "which offers the best compression ratio" one. ;^)
>
>-bill!

You got it Bill. I really do not care about the compression ratio.
The only thing that concerns me is if the image disk works.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6821. Re: does this usenet thread bring back memories (considering SIO2PC & APE) ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-11-30 23:21:50 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <3uhiuuk7pi9isfsg6o4m8trdssfmin87ma@4ax.com>
Source record: 25441

On 30 Nov 2002 19:29:35 GMT, euskara@aol.com (Euskara) wrote:

>Wow, I didn't know you could go that far to see messages from usenet. That
>could be a good research tool.

You will find many of us in the current group were in there then
--
Paul

*** remove YOURFINGER to email me ****

6822. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 06:40:48 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <qbbjuugdh4s3d0rqunht0fi4qkm4a01dcq@4ax.com>
Source record: 25442

On 30 Nov 2002 03:29:25 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:

>I've been adding some LED's to a few drives, and in all the project info that
>I've seen, some type of a current-limiting resistor is recommended. But when I
>have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
>hooked up a few to test directly to a +5V source, and they don't seem to fail
>(for several hours in test, at least). Do many/most LED's have enough internal
>resistance built in not to require added resistors? Is there some way to tell
>how much (if any) added resistance is required?
>Thanks,
>Larry

The way to calculate it is as follows:

Each LED has a slight voltage drop (about 0,7 V), so a resistor in series with
it should be able to take the rest of the voltage. At the same time, the current
flowing throutgh the LED shouldn't exceed the maximum for which it's rated.
So R=(V -0,7V)/Imax is the value for your resistor.
If you have several diodes in parallel, this is still valid, since each one is
in a different "branch" with independent currents...
If you have diodes in series, OTOH, it should be R=(V -n*0,7V)/Imax, assuming
you have n identical diodes in series...
If your voltage is lower than 0,7V maybe you shouldn't need a resistor...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

6823. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 14:08:56 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m33cph6dc7.fsf@europa.pienet>
Source record: 25443

machf <no_me_j.machf@terra.com.pe> writes:

> On 30 Nov 2002 03:29:25 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> >I've been adding some LED's to a few drives, and in all the project info that
> >I've seen, some type of a current-limiting resistor is recommended. But when I
> >have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
> >hooked up a few to test directly to a +5V source, and they don't seem to fail
> >(for several hours in test, at least). Do many/most LED's have enough internal
> >resistance built in not to require added resistors? Is there some way to tell
> >how much (if any) added resistance is required?
> >Thanks,
> >Larry
>
> The way to calculate it is as follows:
>
> Each LED has a slight voltage drop (about 0,7 V), so a resistor in series with
> it should be able to take the rest of the voltage. At the same time, the current
> flowing throutgh the LED shouldn't exceed the maximum for which it's rated.
> So R=(V -0,7V)/Imax is the value for your resistor.
> If you have several diodes in parallel, this is still valid, since each one is
> in a different "branch" with independent currents...
> If you have diodes in series, OTOH, it should be R=(V -n*0,7V)/Imax, assuming
> you have n identical diodes in series...
> If your voltage is lower than 0,7V maybe you shouldn't need a resistor...
> A

It may be there is already a resistor in series. One test is to rig a
volt/ohmmeter to measure current, then insert it between the LED and
supply. If the current is 20ma or less, then you're fine without an
extra resistor. If its more than 25/30, then its a bit much and you
might consider adding small resistors- maybe in increments of 10 or 20
to get the current down.

Gregm

6824. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 14:39:33 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212010639.4e561598@posting.google.com>
Source record: 25444

Contrary to popular belief both 5 1/4" and low density 3.5" are DOD
requirement to be manufactured for many years to come. That's
Deparpartment of Defense or Armed Services, or Military to most. I called
3M Diskette Hotline about the low down on HD disk vs DD disk so that
I wouldn't buy anymore than the one box of HD disks anymore -
1-800-328-9438. I also asked 'where to buy?' and when will it end? I
was told that due to DOD requirement it will probably never end. Each
manufacturer that ever had a contract with DOD is required to supply
those disks forever? I assume this also means 8". But amoung the
'group' of disk makers they have agreed to share the responsibilities of
that requirement. One company will make them for all others and the
ones that don't make them anymore will pay for the first company to make
them for them - you see. They were sharing and rotating the duties of
supplying those disks some 5 years ago when I called - so things might
have changed since then, but Verbatim was then the current maker of
those DOD required disks. Call them and order some new ones. They won't
likely ever offer them in stores or catalogs....
And don't forget your friendly Atari Vendor either - they weren't just
sitting on the fence when those disks began to disappear off the shelves.
They were the ones buying them up by the pallet out of the back room.

As to tricking the 3.5" to do 1.44 meg its more than just messing with the
density selector hole/sensor. There may be higher RPM (300 vs 360), but
for sure there is a higher data rate involved too which also requires a
faster main clock or oscillator to drive the higher data rate requirement
for the 1.44 meg format. In the ST I think it is that you use the density
sensor to shift in a 16 MHz clock where the 720k mode used 8 MHz in order
to get the ST to read and write 1.44 disks. I think you may also have to
use different drives that are even capable of 1.44 meg.

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20021130093802.25056.00008314@mb-mp.aol.com>...
> The clock has been ticking, and my recent checks show that the major makers of
> floppy media have now quit supplying any type of 5-1/4" media. (I'm not saying
> that it's terribly hard to find right now, but it is getting scarcer by the
> month.) Headed right behind it is Low Density 3-1/2" diskettes. There are
> manufacturers that probably would be willing to make limited runs of 5-1/4" or
> 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk
> prices, pehaps for unbranded disks.
>
> I know from past threads that some folks don't believe that there is any
> real-world difference between LD and HD disks, and for some brands that is
> *close* to being true. I would also be the first to say that the degree of
> difference is nowhere as much as with 5-1/4" diskettes. (Just how good did you
> think those "bargain" disks were in 1985? ;-) In my experience (FWIW) double

> density applied to 3-1/2" "name-brand" diskettes is as good as it gets from a
> data retention standpoint. I've also had very good luck with single density on
> 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
>
> So, there is something of a problem still headed our way (ever closer). It
> strikes me that a fairly easy solution to this 3-1/2" storage issue might be a
> modification to a 3-1/2" mechanism to allow manual selection (a switch) of the
> higher write current needed for HD disks. Getting a little fancy, it could
> also be tied to the HD "hole" so that one couldn't accidently write with high
> current to a regular (LD) diskette.
>
> Before I reinvent the wheel, has anyone looked into this before?
>
> Larry

6825. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 16:03:09 UTC
From: Bralgar <brentgarvey@skyenet.net>
Message-ID: <3rqG9.47779$0n4.3243548@newsfeed.slurp.net>
Source record: 25446

I have a project of sorts (pics to come later) that I require a 3.5" floppy mounted internally on my 8-bit and I was thinking along the lines of an IDE solution.I was wanting to use a SuperDisk drive which is an IDE drive that reads and writes to 1.44 meg 3.5" disks. But it also r/w's to (optical?) 120meg 3.5" superdisks. Will IDE eliminate this need for 16 mhz to run a standard 1.44 3.5" drive? It would be like haveing a 120meg removable harddrive.

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0212010639.4e561598@posting.google.com...
> Contrary to popular belief both 5 1/4" and low density 3.5" are DOD
> requirement to be manufactured for many years to come. That's
> Deparpartment of Defense or Armed Services, or Military to most. I called
> 3M Diskette Hotline about the low down on HD disk vs DD disk so that
> I wouldn't buy anymore than the one box of HD disks anymore -
> 1-800-328-9438. I also asked 'where to buy?' and when will it end? I
> was told that due to DOD requirement it will probably never end. Each
> manufacturer that ever had a contract with DOD is required to supply
> those disks forever? I assume this also means 8". But amoung the
> 'group' of disk makers they have agreed to share the responsibilities of
> that requirement. One company will make them for all others and the
> ones that don't make them anymore will pay for the first company to make
> them for them - you see. They were sharing and rotating the duties of
> supplying those disks some 5 years ago when I called - so things might
> have changed since then, but Verbatim was then the current maker of
> those DOD required disks. Call them and order some new ones. They won't
> likely ever offer them in stores or catalogs....
> And don't forget your friendly Atari Vendor either - they weren't just
> sitting on the fence when those disks began to disappear off the shelves.
> They were the ones buying them up by the pallet out of the back room.
>
> As to tricking the 3.5" to do 1.44 meg its more than just messing with the
> density selector hole/sensor. There may be higher RPM (300 vs 360), but
> for sure there is a higher data rate involved too which also requires a
> faster main clock or oscillator to drive the higher data rate requirement
> for the 1.44 meg format. In the ST I think it is that you use the density
> sensor to shift in a 16 MHz clock where the 720k mode used 8 MHz in order
> to get the ST to read and write 1.44 disks. I think you may also have to
> use different drives that are even capable of 1.44 meg.
>
> llppwhite@aol.comnsp (LarryWhite) wrote in message
> news:<20021130093802.25056.00008314@mb-mp.aol.com>...
> > The clock has been ticking, and my recent checks show that the major
makers of

> > floppy media have now quit supplying any type of 5-1/4" media. (I'm not
saying
> > that it's terribly hard to find right now, but it is getting scarcer by
the
> > month.) Headed right behind it is Low Density 3-1/2" diskettes. There
are
> > manufacturers that probably would be willing to make limited runs of
5-1/4" or
> > 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2
disk
> > prices, pehaps for unbranded disks.
> >
> > I know from past threads that some folks don't believe that there is any
> > real-world difference between LD and HD disks, and for some brands that
is
> > *close* to being true. I would also be the first to say that the degree
of
> > difference is nowhere as much as with 5-1/4" diskettes. (Just how good
did you
> > think those "bargain" disks were in 1985? ;-) In my experience (FWIW)
double
> > density applied to 3-1/2" "name-brand" diskettes is as good as it gets
from a
> > data retention standpoint. I've also had very good luck with single
density on
> > 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
> >
> > So, there is something of a problem still headed our way (ever closer).
It
> > strikes me that a fairly easy solution to this 3-1/2" storage issue
might be a
> > modification to a 3-1/2" mechanism to allow manual selection (a switch)
of the
> > higher write current needed for HD disks. Getting a little fancy, it
could
> > also be tied to the HD "hole" so that one couldn't accidently write with
high
> > current to a regular (LD) diskette.
> >
> > Before I reinvent the wheel, has anyone looked into this before?
> >
> > Larry

6826. Re: Holmes dead cont...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 16:03:23 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212010803.6efbe434@posting.google.com>
Source record: 25445

i don't know if him and Tom Hunt got together to upload to spudster.org yet? :-\

"mo" <momo@atariland.com> wrote in message
news:<Nl0G9.92438$8D.2216894@twister.austin.rr.com>...
> Has anyone come up with an alternate archive site for Holmes' material yet?
> Just trying to keep up as time is getting short.
> Mo

6827. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 17:53:04 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021201125304.02474.00009487@mb-fv.aol.com>
Source record: 25297

Hi Lee-

> As to tricking the 3.5" to do 1.44 meg its more than just messing with the density selector hole/sensor. There may be higher RPM (300 vs 360), but for sure there is a higher data rate involved too which also requires a faster main clock or oscillator to drive the higher data rate requirement for the 1.44 meg format. <

Good to hear that HD 5-1/4" and LD 3.5" disks will be made for future use. I will check with Verbatim, especially since Verbatim is my "disk of choice".

But my idea for the 3.5" HD disk does not involve writing at high density. Since 3.5" HD disks continue to be commonly available (Best Buy, Office Depot, etc.), the issue/idea that I see is being able to reliably use HD disks *in a 720K, LD application* (such as a converted XF 551). Although a converted XF 551 will format a 1.44 HD disk to 720K (by covering the HD sensing hole), the longevity of the data is suspect since both the magnetic coating and compositions are different. So the trick involves only using the higher write current to assure proper magnetizing. The beauty of the 3.5" standard is that the track widths are the same (135 TPI) and the rotational speed is the same (300 RPM) in both LD and HD (and even the 2.88 MB SHD).

OTOH, if Verbatim is going to continue supplying LD 3.5's (and I guess that I should add at reasonable prices and quantity restrictions), maybe there is no need to try this.

Larry

6828. Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 18:44:59 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <IHsG9.109051$%j3.38301@news.bellsouth.net>
Source record: 25298

I noticed the centipede movement has smooth horizontal movement but in the computer XE version it moves one whole segment at a time and looks a bit jerky in comparison, sort of like how millipede looks. The 5200 millipede is not smooth like the 5200 centipede though...

6829. Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 21:42:43 UTC
From: "Dr. Fossil" <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212011527310.10775-100000@shell1>
Source record: 25299

On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
->I called 3M Diskette Hotline ... 1-800-328-9438. ...
->And don't forget your friendly Atari Vendor either -

Uh, well, ... you know, <grin> that's all well and good to say that we should remember the few Atari vendors who are still around, but you're overlooking something.... <sarcasm ON> How are we supposed to know who those few remaining Atari vendors are when they're not supposed to or not allowed to post their notices here!? Don't forget how much bandwidth the vendor-haters use up any time those few remaining Atari vendors post something! <sarcasm still on> (Not to mention how much complaining we have to put up with from certain people in third-world economies who "have to" download these boatloads of bandwidth, paying for every byte and bit of time [and wailing and moaning the whole time], so they can read this newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>

The time appears to have come for serious examination (again?) of the moderation issue. Do we need a new Atari 8-bit newsgroup that's moderated? Let's face it, folks: It's getting late in the day for the Atari 8-bit platform. This should not be the time for the few remaining Atari 8-bit enthusiasts to have to try to create a new, moderated Usenet newsgroup. I say "try to" because my research into this issue a couple of years ago (for an entirely different subject field) showed that the trend during the last half-dozen years has been leaning more and more against successful creation of new newsgroups in the major heirarchies (such as "comp").

Creating a new moderated Atari 8-bit newsgroup would probably be neither easy nor likely to succeed. However, to sum it up in one word, the situation on this newsgroup has become, well, disgusting. I haven't spoken up until now, but like Richard Nixon's famous "silent majority," I've been watching with diminishing patience. Circumstances have reached the point where dramatic action may be needed, and thus I raise the question about moving to a moderated group.

One side in the pro-vendor vs. anti-vendor war has repeatedly been off-topic and annoyed the majority. That one side has posted irresponsible messages, used abusive language, or posted insults aimed at one of the few remaining vendors, or posted messages pre-tending to be somebody else, and/or doing all this with anonymized addresses. There's only one way to eliminate the "noise" factor on this newsgroup and limit it to on-topic, technical-related talk. (*Including* occasional commercial information or announcements of

Atari 8-bit-related equipment for sale or trade.) That's to move
to moderation.

A moderated newsgroup would be a radical step. The questions we
need to consider are (1) whether it's the best move? and (2) whether
it's practical? Subsidiary issues include: (3) will there be enough
message traffic during the next 5 to 10 years (or more) to justify
all the work that would need to be done to TRY to push a newsgroup
proposal thru the required Usenet red tape? and (4) who, if anybody,
is willing to help chip in to do all that work required by the
Usenet red tape rules? [Also: (5) can this group be changed to
moderated status without going thru all the red tape for creating
a new group? The answer is probably not, but if it's possible I
suggest implementing it ASAP -- as soon as possible.]

If nothing else, let's hope that the "Nimzovitch Rule" (you won't
know what this refers to unless you're a chessplayer) works here:
Namely, that the THREAT of eliminating the troublemakers may be
strong enough to cause them to think twice before they continue
posting their tirades. If they do continue such postings, there
will be no choice but for the majority to take action and move to a
moderated Atari 8-bit newsgroup which (1) will allow ONLY the
responsible postings; and (2) will be tolerant toward those few
remaining Atari vendors.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

6830. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 21:59:19 UTC
From: "Dr. Fossil" <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212011654110.10775-100000@shell1>
Source record: 25300

```
On Fri, 29 Nov 2002 at 11:15:35 +0100, "Mathy van Nisselroy"
of Aachen University of Technology scribbled:
->Future systems Inc. [of] Chatsworth, CA 91311 ... took over
->everything that was left of Indus, ... Maybe they still exist.

That's old news. They disappeared over a dozen years ago.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)
```

6831. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 22:15:56 UTC
From: "Dr. Fossil" <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212011700030.10775-100000@shell1>
Source record: 25301

On 30 Nov 2002 at 14:38:02 GMT, "Larry White" of munged address
scribbled:
->Just how good did you think those "bargain" disks were in 1985?
->... I've also had very good luck with single density on 5-1/4"
->disks, but certainly not double density applied to 5-1/4" disks.

Answer: very good. All the generic 5 1/4" floppies I bought in
the late '80s and early '90s were completely equal in quality to
the name brands, and their prices were vastly cheaper! Also,
regarding DD, I was a double-density Indus user from Day One of
when I got a floppy drive (almost 19 years ago) and I never had
any problem with either DD or data retention.

That is to say, no problem as long as I abided by the quality
rating provided by the manufacturer. I learned early on not to try
to use the second side of disks rated as "one-sided." Also, as I
pointed out on this newsgroup several times over the years, my
disks were never subjected to tobacco smoke or dank basement
conditions. When I obtained some disks from ex-8-bitters in the
early '90s, I quickly discovered that grime and smoke are killers
for floppy disks, as well as drive heads. As far as I can tell,
all of my own disks maintained in a clean environment are as good
now as they were when new, and the recorded data is still intact.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

6832. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 22:23:04 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <iOKdnUVHT_4rFnegXTWcqA@comcast.com>
Source record: 25302

Don't be silly. No one is anti-vendor. Some people want vendor postings to be less frequent but I don't think anyone has said they should go away. (My issue with BS involves his slamming of auction sellers to further his own business. Basically stabbing one part of the community in the back to make money).

As for the trolls, ignore them and they go away. They want attention. Eventually they'll get bored and find something else to do.

Your suggestion that the threat of eliminating trolls will by itself eliminate them is nonsense. If everyone sticks to the topic at hand and doesn't fall for the trolls' postings, and if the vendors exercise restraint in adverstisements, then all will be good.

"Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> ->And don't forget your friendly Atari Vendor either -
>
> Uh, well, ... you know, <grin> that's all well and good to say
> that we should remember the few Atari vendors who are still around,
> but you're overlooking something.... <sarcasm ON> How are we
> supposed to know who those few remaining Atari vendors are when
> they're not supposed to or not allowed to post their notices here!?
> Don't forget how much bandwidth the vendor-haters use up any time
> those few remaining Atari vendors post something! <sarcasm still
> on> (Not to mention how much complaining we have to put up with
> from certain people in third-world economies who "have to" download
> these boatloads of bandwidth, paying for every byte and bit of time
> [and wailing and moaning the whole time], so they can read this
> newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
>
> The time appears to have come for serious examination (again?) of
> the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> moderated? Let's face it, folks: It's getting late in the day for
> the Atari 8-bit platform. This should not be the time for the few
> remaining Atari 8-bit enthusiasts to have to try to create a new,
> moderated Usenet newsgroup. I say "try to" because my research
> into this issue a couple of years ago (for an entirely different
> subject field) showed that the trend during the last half-dozen
> years has been leaning more and more against successful creation of
> new newsgroups in the major heirarchies (such as "comp").
>
> Creating a new moderated Atari 8-bit newsgroup would probably be

> neither easy nor likely to succeed. However, to sum it up in one
> word, the situation on this newsgroup has become, well, disgusting.
> I haven't spoken up until now, but like Richard Nixon's famous
> "silent majority," I've been watching with diminishing patience.
> Circumstances have reached the point where dramatic action may be
> needed, and thus I raise the question about moving to a moderated
> group.
>
> One side in the pro-vendor vs. anti-vendor war has repeatedly
> been off-topic and annoyed the majority. That one side has posted
> irresponsible messages, used abusive language, or posted insults
> aimed at one of the few remaining vendors, or posted messages pre-
> tending to be somebody else, and/or doing all this with anonymized
> addresses. There's only one way to eliminate the "noise" factor on
> this newsgroup and limit it to on-topic, technical-related talk.
> (*Including* occasional commercial information or announcements of
> Atari 8-bit-related equipment for sale or trade.) That's to move
> to moderation.
>
> A moderated newsgroup would be a radical step. The questions we
> need to consider are (1) whether it's the best move? and (2) whether
> it's practical? Subsidiary issues include: (3) will there be enough
> message traffic during the next 5 to 10 years (or more) to justify
> all the work that would need to be done to TRY to push a newsgroup
> proposal thru the required Usenet red tape? and (4) who, if anybody,
> is willing to help chip in to do all that work required by the
> Usenet red tape rules? [Also: (5) can this group be changed to
> moderated status without going thru all the red tape for creating
> a new group? The answer is probably not, but if it's possible I
> suggest implementing it ASAP -- as soon as possible.]
>
> If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> know what this refers to unless you're a chessplayer) works here:
> Namely, that the THREAT of eliminating the troublemakers may be
> strong enough to cause them to think twice before they continue
> posting their tirades. If they do continue such postings, there
> will be no choice but for the majority to take action and move to a
> moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> responsible postings; and (2) will be tolerant toward those few
> remaining Atari vendors.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
> (Headers munged to foil spammers; real info in taglines)

6833. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 22:35:31 UTC
From: "Dr. Fossil" <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212011716210.10775-100000@shell1>
Source record: 25303

On Sat, 30 Nov 2002 at 18:07:08 GMT, "Ron Hamilton" (the "old
atarian"? <Ha!>) scribbled:
->.. and remember that the Indus power supply is *NOT* the same as
->the standard Atari brick!

This reminds me of the story of when a certain vendor at one of
the late and great Atari shows in Indianapolis back in the mid-1990s
INSISTED that the Indus P.S. was the same as the Atari 1050's. This
guy just wouldn't hear of the idea that they were different. He
plugged in a 1050 P.S. to an Indus and the red lights went out.
"Guess that one's blown out," he said. Then he plugged the 1050
P.S. into another Indus and again the red lights quickly went out.
"That one's blown out too," he noted. The guy was good at creating
instant high-tech junk. I moved on to the next booth. <grin>

(Incidentally, does anybody know whether those Induses were
really ruined? Or did he just trigger a fuse inside? I don't know
about Indus power supplies, but I've replaced fuses a few times in
P.S. "bricks" for other Atari items.)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

6834. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 22:45:38 UTC
From: "Dr. Fossil" <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212011735570.10775-100000@shell1>
Source record: 25304

On Thu, 28 Nov 2002 at 20:50:01, "David Pochron" scribbled:
->>Anyone know of a company that still repairs old Indus drives?

Well, there are a couple of dealer types who are known to still
be involved in doing such repairs, but if they post here or others
post on their behalf, "The Other Side" (to use Dean Rusk's notorious
phrase from Vietnam War days) gets mighty upset about it.

Which is why we need a moderated newsgroup! <exclamation mark>
Anyhow, you can contact me by e-mail and I'll be happy to pass along
some info.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

6835. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 22:52:46 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DEA9304.B19B0546@rogers.com>
Source record: 25305

machf wrote:

> On 30 Nov 2002 03:29:25 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>
> >I've been adding some LED's to a few drives, and in all the project info that
> >I've seen, some type of a current-limiting resistor is recommended. But when I
> >have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
> >hooked up a few to test directly to a +5V source, and they don't seem to fail
> >(for several hours in test, at least). Do many/most LED's have enough internal
> >resistance built in not to require added resistors? Is there some way to tell
> >how much (if any) added resistance is required?
> >Thanks,
> >Larry
>
> The way to calculate it is as follows:
>
> Each LED has a slight voltage drop (about 0,7 V), so a resistor in series with
> it should be able to take the rest of the voltage. At the same time, the current
> flowing throutgh the LED shouldn't exceed the maximum for which it's rated.
> So R=(V -0,7V)/Imax is the value for your resistor.
> If you have several diodes in parallel, this is still valid, since each one is
> in a different "branch" with independent currents...
> If you have diodes in series, OTOH, it should be R=(V -n*0,7V)/Imax, assuming
> you have n identical diodes in series...
> If your voltage is lower than 0,7V maybe you shouldn't need a resistor...

I dunno where you found that info but it sounds rather odd. A resistance (usually small, under 300 ohms is typical) is there to limit current. With nearly all LED's if no resistance is in series with the LED the current will tend to get out of hand (like a short circuit realy) and blow the LED. I've heard mention of LED's with "built in" current limiting resistors but those are rare in the extreme.

6836. Cosmic Balance II manual and scans

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-01 23:07:33 UTC
From: Dan Vernon <newsgroups@retrobits.net>
Message-ID: <ase4o3$l89$1@news.chatlink.com>
Source record: 25306

on http://retrobits.net. I've also updated the site to contain media and package scans of all (well, at least most of) the OSS Supercart products and accessories.

enjoy!
-Dan

P.S. for those interested, here's some retrobits stuff that I'm working on during my vacation time this year:
- Atari810 (new version is being beta tested right now)
- SSI Six Gun Shootout (scanning and ocr complete, needs formatting)
- Valpar ValForth documentation (scanning and ocr complete, needs major formatting)
- Omnitrend's Universe (scanning in progress, whew... this is a biggie!)

6837. Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 00:31:33 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ase9l6$43v$1@bob.news.rcn.net>
Source record: 25307

Which versions of Spartados support the XF551? Does Mydos support it?

6838. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 00:36:32 UTC
From: Video61@webtv.net
Message-ID: <9641-3DEAAB10-237@storefull-2118.public.lawson.webtv.net>
Source record: 25309

hi dr. fossil,
i and two other well known atari dealer's fear posting here because of the totalitarians that think they own comp.sys.atari8.
we do not want to have whats happened to ben happen to us.
and you are right, there are lots of readers of any newsgroup that is active that do not partake in the discussions, they are only interested readers.
if they cannot find a place to replace the occasional part or hardware they love they might just move on to something else.
now is not the time to wipe out whats left of the atari dealers in the world.
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

6839. 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 00:37:10 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <ase9vn$4ub$1@bob.news.rcn.net>
Source record: 25308

When I boot my 130XE, I get a blank yellow screen. I'd like to fix it. Any suggestions?

6840. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 00:52:36 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <o9yG9.8752$31.4492@nwrddc03.gnilink.net>
Source record: 25310

> Anyone know of a company that still repairs old Indus drives? I turned
mine

Remember the Indus used a 9VDC power supply. Do not use an Atari 9VAC supply
or you will get smoke.
Paul (Alhart Enterprises Presents)

6841. Alhart Enterprises Presents (ad)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 01:03:45 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <RjyG9.8753$31.2317@nwrddc03.gnilink.net>
Source record: 25311

```
Atari 8-bit Software - Hardware - Repair

E-Mail paulalhart@hotmail for a complete list.
```

6842. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 01:32:15 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <svyG9.596$nd5.183@news.bellsouth.net>
Source record: 25312

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ase9vn$4ub$1@bob.news.rcn.net...
> When I boot my 130XE, I get a blank yellow screen. I'd like to fix it.
Any
> suggestions?

Someone brought a 65 XE to me once that had a similar problem, not yellow
though. I just opened it up and checked out everything, pressing all chips
in the sockets and just tapping lightly on the different parts of the system
board.

When I put it back together after not finding anything I could idently as
obviously wrong, I tried it and it worked. You just never know. Give it a
try.

6843. Re: Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 02:56:00 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <4ZzG9.24920$%r6.13@nwrddc02.gnilink.net>
Source record: 25313

I use 3.2g with mine all the time. I rarely use MyDOS at all but I am
pretty sure it will work with the XF551.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ase9l6$43v$1@bob.news.rcn.net...
> Which versions of Spartados support the XF551? Does Mydos support it?
>
>

6844. 800XL | Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 03:55:36 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <YQAG9.199619$P31.77533@rwcrnsc53>
Source record: 25314

Hi there,

Does anybody have a schematic and a tutorial on how to upgrade Atari 800XL to have more RAM? I'd like an upgrade that is compatible with 130XE. I don't care about the size of the upgrade, but it should be based on components that are easily obtainable these days.

Any info would be highly appreciated.

Krystian

6845. 810 Drive for Free

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 04:31:34 UTC
From: albertm@netaxs.com
Message-ID: <GmBG9.1686$az.1263325@monger.newsread.com>
Source record: 25315

Hi,

Does anyone in the Philadelphia area want an 810 drive with power supply and data cable for free? I also have a tiny monitor in a case that will fit a 130XE and two drives perfectly. I think the monitor will also run off of 12V.

Please reply to albertm13@juno.com if you are interested.

Thanks,
Albert

6846. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 05:29:26 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <aser3o$nuv2d$1@ID-165389.news.dfncis.de>
Source record: 25316

You could always check the power supply. I've seen quite a few times if the screen goes red the power supply is bad.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message news:ase9vn$4ub$1@bob.news.rcn.net...
> When I boot my 130XE, I get a blank yellow screen. I'd like to fix it. Any
> suggestions?
>
>

6847. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 05:35:03 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <aserea$qepdk$1@ID-165389.news.dfncis.de>
Source record: 25317

Just a simple suggestion that may help in all these ad posting wars......
What about just adding a signature, like so many have here, to the postings?
That way you wouldn't be posting any huge ads, just a one or two line thing
at the bottom and you would be participating in the group as well. Just my
two cents worth :)

"Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> ->And don't forget your friendly Atari Vendor either -
>
> Uh, well, ... you know, <grin> that's all well and good to say
> that we should remember the few Atari vendors who are still around,
> but you're overlooking something.... <sarcasm ON> How are we
> supposed to know who those few remaining Atari vendors are when
> they're not supposed to or not allowed to post their notices here!?
> Don't forget how much bandwidth the vendor-haters use up any time
> those few remaining Atari vendors post something! <sarcasm still
> on> (Not to mention how much complaining we have to put up with
> from certain people in third-world economies who "have to" download
> these boatloads of bandwidth, paying for every byte and bit of time
> [and wailing and moaning the whole time], so they can read this
> newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
>
> The time appears to have come for serious examination (again?) of
> the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> moderated? Let's face it, folks: It's getting late in the day for
> the Atari 8-bit platform. This should not be the time for the few
> remaining Atari 8-bit enthusiasts to have to try to create a new,
> moderated Usenet newsgroup. I say "try to" because my research
> into this issue a couple of years ago (for an entirely different
> subject field) showed that the trend during the last half-dozen
> years has been leaning more and more against successful creation of
> new newsgroups in the major heirarchies (such as "comp").
>
> Creating a new moderated Atari 8-bit newsgroup would probably be
> neither easy nor likely to succeed. However, to sum it up in one
> word, the situation on this newsgroup has become, well, disgusting.
> I haven't spoken up until now, but like Richard Nixon's famous
> "silent majority," I've been watching with diminishing patience.
> Circumstances have reached the point where dramatic action may be
> needed, and thus I raise the question about moving to a moderated
> group.

>
> One side in the pro-vendor vs. anti-vendor war has repeatedly
> been off-topic and annoyed the majority. That one side has posted
> irresponsible messages, used abusive language, or posted insults
> aimed at one of the few remaining vendors, or posted messages pre-
> tending to be somebody else, and/or doing all this with anonymized
> addresses. There's only one way to eliminate the "noise" factor on
> this newsgroup and limit it to on-topic, technical-related talk.
> (*Including* occasional commercial information or announcements of
> Atari 8-bit-related equipment for sale or trade.) That's to move
> to moderation.
>
> A moderated newsgroup would be a radical step. The questions we
> need to consider are (1) whether it's the best move? and (2) whether
> it's practical? Subsidiary issues include: (3) will there be enough
> message traffic during the next 5 to 10 years (or more) to justify
> all the work that would need to be done to TRY to push a newsgroup
> proposal thru the required Usenet red tape? and (4) who, if anybody,
> is willing to help chip in to do all that work required by the
> Usenet red tape rules? [Also: (5) can this group be changed to
> moderated status without going thru all the red tape for creating
> a new group? The answer is probably not, but if it's possible I
> suggest implementing it ASAP -- as soon as possible.]
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> If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> know what this refers to unless you're a chessplayer) works here:
> Namely, that the THREAT of eliminating the troublemakers may be
> strong enough to cause them to think twice before they continue
> posting their tirades. If they do continue such postings, there
> will be no choice but for the majority to take action and move to a
> moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> responsible postings; and (2) will be tolerant toward those few
> remaining Atari vendors.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
> (Headers munged to foil spammers; real info in taglines)

6848. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 05:46:15 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212012146.6f7bfb9@posting.google.com>
Source record: 25318

"Bralgar" <brentgarvey@skyenet.net> wrote in message
news:<3rqG9.47779$0n4.3243548@newsfeed.slurp.net>...
> I have a project of sorts (pics to come later) that I require a 3.5" floppy
> mounted internally on my 8-bit and I was thinking along the lines of an IDE
> solution.I was wanting to use a SuperDisk drive which is an IDE drive that
> reads and writes to 1.44 meg 3.5" disks. But it also r/w's to (optical?)
> 120meg 3.5" superdisks. Will IDE eliminate this need for 16 mhz to run a
> standard 1.44 3.5" drive? It would be like haveing a 120meg removable
> harddrive.
>

Since that is a true IDE controller driven floppy, I would think that
16 MHz wouldn't be even close to what is required. Probably 16 bit wide
and really humming, so the 'toss out the upper half of 16 bit' approach
wouldn't work as is sometimes used for 8 bit IDE systems. But I have no
real idea of how to do it either - I would start with a PC I/0
controller that you know supports that IDE floppy and search for its
data sheets and possibly application notes to glean exactly what the
I/O chip needs as far as data and commands to interface with the IDE
floppy. I know my PC don't do those and that's about all I know on the
IDE floppy.

6849. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 06:12:50 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212012212.2cdf8e69@posting.google.com>
Source record: 25319

There's only one little thing wrong with your plan... I'm pretty sure
you've got the requirement for higer write current confused with the
format that it belongs to. Its 720k that needs the higher current. A
better way to put it is - the 720k bias is so high that it tends to
erase more than it records when used on the finer particles of the 1.44
disks. That bias current has been AC since about the 40's, is common to
all magnetic tape recording that I know of and if set too high does
tend to erase the very record that one is trying to make in the first
place. The better way to think of this is that the 1.44 needs the bias
set to a lower level so as to avoid erasing its own data since the data is
going into half the space physically. The particles are actually weaker
for the 1.44 format in that they don't 'set' as strong a feild when
magnetised either, again, in an attempt to cram more data into half
the space. Consequently, the signal read is also weaker on a 1.44 meg
disk, but that can be compensated by higher gain amplifiers to a point.

It was a good plan though!

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20021201125304.02474.00009487@mb-fv.aol.com>...
> Hi Lee-
>
> > As to tricking the 3.5" to do 1.44 meg its more than just messing with the
> density selector hole/sensor. There may be higher RPM (300 vs 360), but for
> sure there is a higher data rate involved too which also requires a faster main
> clock or oscillator to drive the higher data rate requirement for the 1.44 meg
> format. <
>
> Good to hear that HD 5-1/4" and LD 3.5" disks will be made for future use. I
> will check with Verbatim, especially since Verbatim is my "disk of choice".
>
> But my idea for the 3.5" HD disk does not involve writing at high density.
> Since 3.5" HD disks continue to be commonly available (Best Buy, Office Depot,
> etc.), the issue/idea that I see is being able to reliably use HD disks *in a
> 720K, LD application* (such as a converted XF 551). Although a converted XF
> 551 will format a 1.44 HD disk to 720K (by covering the HD sensing hole), the
> longevity of the data is suspect since both the magnetic coating and
> compositions are different. So the trick involves only using the higher write
> current to assure proper magnetizing. The beauty of the 3.5" standard is that
> the track widths are the same (135 TPI) and the rotational speed is the same
> (300 RPM) in both LD and HD (and even the 2.88 MB SHD).
>
> OTOH, if Verbatim is going to continue supplying LD 3.5's (and I guess that I
> should add at reasonable prices and quantity restrictions), maybe there is no
> need to try this.

>
> Larry

6850. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 06:22:57 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212012222.d089c97@posting.google.com>
Source record: 25320

One very good way to find out who the vendors are is to read the group
FAQ entitled 'Welcome to Comp.sys.Atari.8bit' that is posted on a
regular basis. In there, if anyone is interested, is a vendors list
with email addresses and phone numbers. Not to hard.

The trolls need feeding from time to time, the little ankle biters don't
bother me enough to warrent a moderator.

"Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
news:<Pine.GSO.4.50.0212011527310.10775-100000@shell1>...
> On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> ->And don't forget your friendly Atari Vendor either -
>
> Uh, well, ... you know, <grin> that's all well and good to say
> that we should remember the few Atari vendors who are still around,
> but you're overlooking something.... <sarcasm ON> How are we
> supposed to know who those few remaining Atari vendors are when
> they're not supposed to or not allowed to post their notices here!?
> Don't forget how much bandwidth the vendor-haters use up any time
> those few remaining Atari vendors post something! <sarcasm still
> on> (Not to mention how much complaining we have to put up with
> from certain people in third-world economies who "have to" download
> these boatloads of bandwidth, paying for every byte and bit of time
> [and wailing and moaning the whole time], so they can read this
> newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
>
> The time appears to have come for serious examination (again?) of
> the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> moderated? Let's face it, folks: It's getting late in the day for
> the Atari 8-bit platform. This should not be the time for the few
> remaining Atari 8-bit enthusiasts to have to try to create a new,
> moderated Usenet newsgroup. I say "try to" because my research
> into this issue a couple of years ago (for an entirely different
> subject field) showed that the trend during the last half-dozen
> years has been leaning more and more against successful creation of
> new newsgroups in the major heirarchies (such as "comp").
>
> Creating a new moderated Atari 8-bit newsgroup would probably be
> neither easy nor likely to succeed. However, to sum it up in one
> word, the situation on this newsgroup has become, well, disgusting.
> I haven't spoken up until now, but like Richard Nixon's famous
> "silent majority," I've been watching with diminishing patience.
> Circumstances have reached the point where dramatic action may be
> needed, and thus I raise the question about moving to a moderated

> group.
>
> One side in the pro-vendor vs. anti-vendor war has repeatedly
> been off-topic and annoyed the majority. That one side has posted
> irresponsible messages, used abusive language, or posted insults
> aimed at one of the few remaining vendors, or posted messages pre-
> tending to be somebody else, and/or doing all this with anonymized
> addresses. There's only one way to eliminate the "noise" factor on
> this newsgroup and limit it to on-topic, technical-related talk.
> (*Including* occasional commercial information or announcements of
> Atari 8-bit-related equipment for sale or trade.) That's to move
> to moderation.
>
> A moderated newsgroup would be a radical step. The questions we
> need to consider are (1) whether it's the best move? and (2) whether
> it's practical? Subsidiary issues include: (3) will there be enough
> message traffic during the next 5 to 10 years (or more) to justify
> all the work that would need to be done to TRY to push a newsgroup
> proposal thru the required Usenet red tape? and (4) who, if anybody,
> is willing to help chip in to do all that work required by the
> Usenet red tape rules? [Also: (5) can this group be changed to
> moderated status without going thru all the red tape for creating
> a new group? The answer is probably not, but if it's possible I
> suggest implementing it ASAP -- as soon as possible.]
>
> If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> know what this refers to unless you're a chessplayer) works here:
> Namely, that the THREAT of eliminating the troublemakers may be
> strong enough to cause them to think twice before they continue
> posting their tirades. If they do continue such postings, there
> will be no choice but for the majority to take action and move to a
> moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> responsible postings; and (2) will be tolerant toward those few
> remaining Atari vendors.

6851. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 08:08:01 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <1n4muu48k2esli7tj64vgqrh4th5i3s92s@4ax.com>
Source record: 25321

On Sun, 01 Dec 2002 22:52:46 GMT, James Alexander <james-m-alexander@rogers.com>
wrote:

>machf wrote:
>
>> On 30 Nov 2002 03:29:25 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
>>
>> >I've been adding some LED's to a few drives, and in all the project info that
>> >I've seen, some type of a current-limiting resistor is recommended. But when I
>> >have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
>> >hooked up a few to test directly to a +5V source, and they don't seem to fail
>> >(for several hours in test, at least). Do many/most LED's have enough internal
>> >resistance built in not to require added resistors? Is there some way to tell
>> >how much (if any) added resistance is required?
>> >Thanks,
>> >Larry
>>
>> The way to calculate it is as follows:
>>
>> Each LED has a slight voltage drop (about 0,7 V), so a resistor in series with
>> it should be able to take the rest of the voltage. At the same time, the current
>> flowing throutgh the LED shouldn't exceed the maximum for which it's rated.
>> So R=(V -0,7V)/Imax is the value for your resistor.
>> If you have several diodes in parallel, this is still valid, since each one is
>> in a different "branch" with independent currents...
>> If you have diodes in series, OTOH, it should be R=(V -n*0,7V)/Imax, assuming
>> you have n identical diodes in series...
>> If your voltage is lower than 0,7V maybe you shouldn't need a resistor...
>
>I dunno where you found that info but it sounds rather odd. A resistance (usually
>small, under 300 ohms is typical) is there to limit current. With nearly all LED's
>if no resistance is in series with the LED the current will tend to get out of hand
>(like a short circuit realy) and blow the LED. I've heard mention of LED's with
>"built in" current limiting resistors but those are rare in the extreme.

What I was trying to say with the comment in the last line, was that if the
voltage is too low, well, maybe the LED won't glow if it's in series with a
resistor. But usually, yes, you use a resistor to limit the current and also
take the rest of the voltage, the way I explained.
Let's say V=5V, Imax=20mA (100% hypothetical! check the proper values for
a given case!), you'd have Rmin=(5V -0,7V)/20mA=215ohm, so with a 220ohm
resistor it would be enough. Higher values would provide a lower current
(hence, more safety).

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

6852. Re: Holmes dead cont...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 09:39:19 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <zRFG9.4123$Li.835929@news02.tsnz.net>
Source record: 25322

Yep, I'll get in contact with Tom as soon as I can, to get a Holmes directory on his ftp. Still waiting to here back from my webmaster about my files, they may remain online, but wont be accessable from my pages come 31st Dec.

Dont worry, the files WILL be available from somewhere. :-)

Aaron

"rtdos" <rtdos@yahoo.com> wrote in message news:845192d9.0212010803.6efbe434@posting.google.com...
> i don't know if him and Tom Hunt got together to upload to spudster.org yet? :-\
>
>
> "mo" <momo@atariland.com> wrote in message news:<Nl0G9.92438$8D.2216894@twister.austin.rr.com>...
> > Has anyone come up with an alternate archive site for Holmes' material yet?
> > Just trying to keep up as time is getting short.
> > Mo

6853. Re: 512k XL Upgrade is here!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 10:23:01 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asfca5$ht6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25323

Howdy Guy

> The NEW 512k XL upgrade is on the CTH Webpage for Downloading.

I guess the Claus Buchholz and RAMBO are the same thing, hardware wise?
I checked the file, the most interesting stuff seems to what happen to the
pins on the right side of the LS139. One of them is connected to the LS153
on the RAMBO. I hope to find a description of either the RAMBO or the
Buchholz upgrade today. So I can check what's really going on. Maybe then
I can figure out what the ..... your doing with the selftest and why? And
if that might be the cause of the 'poweron/poweroff delay' going byebye.

CU Mathy van Nisselroy

6854. Re: Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 10:49:59 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asfdso$jh8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25324

Howdy Richard

> Which versions of Spartados support the XF551? Does Mydos support it?

MyDOS does support the XF551.

CU Mathy van Nisselroy

6855. RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 11:03:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asfelr$kc6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25325

Howdy folks

Who knows where I can find a schematic (preferably in electronic form) on the RAMBO XL or Claus Bucholz 256kB upgrade?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6856. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 12:22:40 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <kgIG9.150$kz2.39004@newsread1.prod.itd.earthlink.net>
Source record: 25326

Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ase9vn$4ub$1@bob.news.rcn.net...
> When I boot my 130XE, I get a blank yellow screen. I'd like to fix it.
Any
> suggestions?

Yellow screen means your GTIA/ANTIC/Clock circuits and probably ROM/CPU are mostly working. As someone else mentioned, look at power supply and most likely RAM.

My first try at getting one back up is to insure I have a good power supply then leave it on overnight. Quite a few times it will boot the next day. Just a combination of the heat and a thermal cycle is enough to dry them out and get them working again.

6857. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 12:37:10 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <asfk3m$qm3$1@bob.news.rcn.net>
Source record: 25327

I should have added that I started to put my RAM chips in sockets. I wonder
if I have a bad solder connection, or maybe a bad ram chip?

"richard cortese" <ricortes@earthlink.net> wrote in message
news:kgIG9.150$kz2.39004@newsread1.prod.itd.earthlink.net...
> Richard Heldmann" <rheldmann@rcn.com> wrote in message
> news:ase9vn$4ub$1@bob.news.rcn.net...
> > When I boot my 130XE, I get a blank yellow screen. I'd like to fix it.
> Any
> > suggestions?
>
> Yellow screen means your GTIA/ANTIC/Clock circuits and probably ROM/CPU
are
> mostly working. As someone else mentioned, look at power supply and most
> likely RAM.
>
> My first try at getting one back up is to insure I have a good power
supply
> then leave it on overnight. Quite a few times it will boot the next day.
> Just a combination of the heat and a thermal cycle is enough to dry them
out
> and get them working again.
>
>

6858. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 13:06:36 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <wVIG9.173$kz2.45707@newsread1.prod.itd.earthlink.net>
Source record: 25328

"Lance Ringquist" <Video61@webtv.net> wrote in message
news:9641-3DEAAB10-237@storefull-2118.public.lawson.webtv.net...
> hi dr. fossil,
> i and two other well known atari dealer's fear posting here because of
> the totalitarians that think they own comp.sys.atari8.

No, I don't think that is it. They are mistaken of course, but it *was* the tradition not to have commercial posts to the newsgroup in the early days. The reason for this was back then time and storage was money and a lot of the internet ran on school systems. Simply put sysadmins would not carry the newsgroup if it had commercial posts in it, something about public money<schools> going to support private business. Everyone was interested in the growth of the internet back then and not having commercial posts in your newsgroup was the way to get carried on more systems. Since then I have had second thoughts on the merits of uncontrolled growth of course.

but...
****
http://www.faqs.org/faqs/atari-8-bit/welcome/
NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.
****

We don't have a charter that prohibits commercial posting and the way the internet works has *legally* changed since that Al Gore legislation thing.

I don't want the newsgroup cluttered up with a bunch of commercial posts and eBay auctions myself.<The 'rare Atari PacMan cart' ones make me groan> Unless there is something special going on, like maybe someone really found a 1450XL and wants to sell it, a once a month post is about right and once a week is just starting to push it. With only ~4 Atari suppliers left in business I don't see a real danger of that happening.

That is pretty much the way it is done in other newsgroups anyway. For instance j131 will occasionally drop by and post a link with a short message about his SIO2PC cables for sale on eBay. The messages are short, infrequent, and you only get the details if you are interested and click on the link. Nobody<?> complains about his messages.

6859. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 13:20:31 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <z6JG9.188$kz2.46595@newsread1.prod.itd.earthlink.net>
Source record: 25329

"Richard Heldmann" <sales@vulcantool.com> wrote in message
news:asfk3m$qm3$1@bob.news.rcn.net...
> I should have added that I started to put my RAM chips in sockets. I
wonder
> if I have a bad solder connection, or maybe a bad ram chip?

I have had quite a few go out because of bad RAM. Usually they will get as far as initiallizing the display chips<solid color screen, usually green> or will have random garbage appear on screen after they boot i.e. READY prompt will => !EADY =>_EADY ... or odd characters appear where the screen should be blank.

The power supply problems usually have a lousy display as they are going bad, grey bands that look like RFI noise moving vertically down the screen. Next phase of bad is a solid color display followed by not enough juice to even get the screen chips initialized.

6860. FA: SIO2PC / 1050-2-PC cables on Ebay by j131

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 14:13:51 UTC
From: j131@inetia.pl
Message-ID: <asfpqv$29v$1@korweta.task.gda.pl>
Source record: 25330

If you think about connecting 8bit Atari and a PC - check it out:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076438799
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076159703

j131

6861. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 14:40:11 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3deb70c9$0$223$4d4ebb8e@news.nl.uu.net>
Source record: 25331

"Anonymous" <nobody@remailer.privacy.at> schreef in bericht
news:3355ed2b6b505c1efd55baa7fa6d89ab@remailer.privacy.at...

<incoherent rant snipped>

Well, at least Mr. Schmidt tries to communicate in a civilised manner.
Right or wrong, I'm more inclined to listen to someone who says what
s/he has to say without resorting to foul language.

Wef...

6862. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 15:11:23 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212020711.6782e473@posting.google.com>
Source record: 25332

well said. nothing wrong with ebay posts. and if you ignore the
trolls they WILL go away. they thrive on attention. BS seems to be
the only left feeding them.

"Paul Gifford" <giffy1@comcast.net> wrote in message
news:<iOKdnUVHT_4rFnegXTWcqA@comcast.com>...
> Don't be silly. No one is anti-vendor. Some people want vendor postings to
> be less frequent but I don't think anyone has said they should go away. (My
> issue with BS involves his slamming of auction sellers to further his own
> business. Basically stabbing one part of the community in the back to make
> money).
>
> As for the trolls, ignore them and they go away. They want attention.
> Eventually they'll get bored and find something else to do.
>
> Your suggestion that the threat of eliminating trolls will by itself
> eliminate them is nonsense. If everyone sticks to the topic at hand and
> doesn't fall for the trolls' postings, and if the vendors exercise restraint
> in adverstisements, then all will be good.
>
>
> "Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
> news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> > On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> > ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> > ->And don't forget your friendly Atari Vendor either -
> >
> > Uh, well, ... you know, <grin> that's all well and good to say
> > that we should remember the few Atari vendors who are still around,
> > but you're overlooking something.... <sarcasm ON> How are we
> > supposed to know who those few remaining Atari vendors are when
> > they're not supposed to or not allowed to post their notices here!?
> > Don't forget how much bandwidth the vendor-haters use up any time
> > those few remaining Atari vendors post something! <sarcasm still
> > on> (Not to mention how much complaining we have to put up with
> > from certain people in third-world economies who "have to" download
> > these boatloads of bandwidth, paying for every byte and bit of time
> > [and wailing and moaning the whole time], so they can read this
> > newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
> >
> > The time appears to have come for serious examination (again?) of
> > the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> > moderated? Let's face it, folks: It's getting late in the day for
> > the Atari 8-bit platform. This should not be the time for the few

> > remaining Atari 8-bit enthusiasts to have to try to create a new,
> > moderated Usenet newsgroup. I say "try to" because my research
> > into this issue a couple of years ago (for an entirely different
> > subject field) showed that the trend during the last half-dozen
> > years has been leaning more and more against successful creation of
> > new newsgroups in the major heirarchies (such as "comp").
> >
> > Creating a new moderated Atari 8-bit newsgroup would probably be
> > neither easy nor likely to succeed. However, to sum it up in one
> > word, the situation on this newsgroup has become, well, disgusting.
> > I haven't spoken up until now, but like Richard Nixon's famous
> > "silent majority," I've been watching with diminishing patience.
> > Circumstances have reached the point where dramatic action may be
> > needed, and thus I raise the question about moving to a moderated
> > group.
> >
> > One side in the pro-vendor vs. anti-vendor war has repeatedly
> > been off-topic and annoyed the majority. That one side has posted
> > irresponsible messages, used abusive language, or posted insults
> > aimed at one of the few remaining vendors, or posted messages pre-
> > tending to be somebody else, and/or doing all this with anonymized
> > addresses. There's only one way to eliminate the "noise" factor on
> > this newsgroup and limit it to on-topic, technical-related talk.
> > (*Including* occasional commercial information or announcements of
> > Atari 8-bit-related equipment for sale or trade.) That's to move
> > to moderation.
> >
> > A moderated newsgroup would be a radical step. The questions we
> > need to consider are (1) whether it's the best move? and (2) whether
> > it's practical? Subsidiary issues include: (3) will there be enough
> > message traffic during the next 5 to 10 years (or more) to justify
> > all the work that would need to be done to TRY to push a newsgroup
> > proposal thru the required Usenet red tape? and (4) who, if anybody,
> > is willing to help chip in to do all that work required by the
> > Usenet red tape rules? [Also: (5) can this group be changed to
> > moderated status without going thru all the red tape for creating
> > a new group? The answer is probably not, but if it's possible I
> > suggest implementing it ASAP -- as soon as possible.]
> >
> > If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> > know what this refers to unless you're a chessplayer) works here:
> > Namely, that the THREAT of eliminating the troublemakers may be
> > strong enough to cause them to think twice before they continue
> > posting their tirades. If they do continue such postings, there
> > will be no choice but for the majority to take action and move to a
> > moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> > responsible postings; and (2) will be tolerant toward those few
> > remaining Atari vendors.
> > --
> > >>>--<<<

> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>---<<<
> > * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
> >
> > (Headers munged to foil spammers; real info in taglines)

6863. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 15:12:39 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212020712.22bca866@posting.google.com>
Source record: 25333

another really good idea. i've got one just as good.

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:<aserea$qepdk$1@ID-165389.news.dfncis.de>...
> Just a simple suggestion that may help in all these ad posting wars......
> What about just adding a signature, like so many have here, to the postings?
> That way you wouldn't be posting any huge ads, just a one or two line thing
> at the bottom and you would be participating in the group as well. Just my
> two cents worth :)
>
>
> "Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
> news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> > On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> > ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> > ->And don't forget your friendly Atari Vendor either -
> >
> > Uh, well, ... you know, <grin> that's all well and good to say
> > that we should remember the few Atari vendors who are still around,
> > but you're overlooking something.... <sarcasm ON> How are we
> > supposed to know who those few remaining Atari vendors are when
> > they're not supposed to or not allowed to post their notices here!?
> > Don't forget how much bandwidth the vendor-haters use up any time
> > those few remaining Atari vendors post something! <sarcasm still
> > on> (Not to mention how much complaining we have to put up with
> > from certain people in third-world economies who "have to" download
> > these boatloads of bandwidth, paying for every byte and bit of time
> > [and wailing and moaning the whole time], so they can read this
> > newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
> >
> > The time appears to have come for serious examination (again?) of
> > the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> > moderated? Let's face it, folks: It's getting late in the day for
> > the Atari 8-bit platform. This should not be the time for the few
> > remaining Atari 8-bit enthusiasts to have to try to create a new,
> > moderated Usenet newsgroup. I say "try to" because my research
> > into this issue a couple of years ago (for an entirely different
> > subject field) showed that the trend during the last half-dozen
> > years has been leaning more and more against successful creation of
> > new newsgroups in the major heirarchies (such as "comp").
> >
> > Creating a new moderated Atari 8-bit newsgroup would probably be
> > neither easy nor likely to succeed. However, to sum it up in one
> > word, the situation on this newsgroup has become, well, disgusting.

> > I haven't spoken up until now, but like Richard Nixon's famous
> > "silent majority," I've been watching with diminishing patience.
> > Circumstances have reached the point where dramatic action may be
> > needed, and thus I raise the question about moving to a moderated
> > group.
> >
> > One side in the pro-vendor vs. anti-vendor war has repeatedly
> > been off-topic and annoyed the majority. That one side has posted
> > irresponsible messages, used abusive language, or posted insults
> > aimed at one of the few remaining vendors, or posted messages pre-
> > tending to be somebody else, and/or doing all this with anonymized
> > addresses. There's only one way to eliminate the "noise" factor on
> > this newsgroup and limit it to on-topic, technical-related talk.
> > (*Including* occasional commercial information or announcements of
> > Atari 8-bit-related equipment for sale or trade.) That's to move
> > to moderation.
> >
> > A moderated newsgroup would be a radical step. The questions we
> > need to consider are (1) whether it's the best move? and (2) whether
> > it's practical? Subsidiary issues include: (3) will there be enough
> > message traffic during the next 5 to 10 years (or more) to justify
> > all the work that would need to be done to TRY to push a newsgroup
> > proposal thru the required Usenet red tape? and (4) who, if anybody,
> > is willing to help chip in to do all that work required by the
> > Usenet red tape rules? [Also: (5) can this group be changed to
> > moderated status without going thru all the red tape for creating
> > a new group? The answer is probably not, but if it's possible I
> > suggest implementing it ASAP -- as soon as possible.]
> >
> > If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> > know what this refers to unless you're a chessplayer) works here:
> > Namely, that the THREAT of eliminating the troublemakers may be
> > strong enough to cause them to think twice before they continue
> > posting their tirades. If they do continue such postings, there
> > will be no choice but for the majority to take action and move to a
> > moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> > responsible postings; and (2) will be tolerant toward those few
> > remaining Atari vendors.
> > --
> > >>>---<<<
> > >>> david moeser -- erasmus39 on yahoo <<<
> > >>> Censornati, Ohio - USA <<<
> > >>>---<<<
> > * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
> >
> > (Headers munged to foil spammers; real info in taglines)

6864. Re: Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 15:13:48 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212020713.155a9f9b@posting.google.com>
Source record: 25334

yes, mydos supports it beautifully.

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:<ase9l6$43v$1@bob.news.rcn.net>...
> Which versions of Spartados support the XF551? Does Mydos support it?

6865. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 15:29:26 UTC
From: dorofans2 <dorofans2@comcast.net>
Message-ID: <IzSdnb3POMdD53agXTWcpg@comcast.com>
Source record: 25335
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

"Sam Gillett" <samgillett@msn.com> wrote in message
news:UNQF9.1555$ic6.1222@nwrddc01.gnilink.net...
>
> Joseph Gerth wrote ...
>
> >Undecided, perhaps if there is no new(er) tech Atari 8-bit clone anytime
> >soon. If no such machine happens then I'd go for an AmigaOne or a C1.
But
> >I'd have little attatchment to either. I went from Atari 8-bit to Amiga
in
> >my younger days bacuse I had designer loyalty, not brand loyalty.
>
> Following that line of reasoning... We 8-bit Commodore users should have
> gone to the Atari ST rather than the Amiga. Personally, I was saving for
> an Amiga when Commodore discontinued the C128. As I saw it, Commodore had
> no loyalty to their users, so deserved none in return. I upgraded to a PC
> instead.
??????? First off, as I'm sure you know...the Atari ST was designed around
the Amiga's schematics("borrowed" from Amiga Company before Commodore bought
them. Atari and Commodore were both after the company.) And how can you say
they had no loyalty? Granted, I'm as pissed off as the next guy about their
lack of marketing...and how they screwed up financially...but I can't say
they gave us no loyalty. The 128 was designed as a next step up, while
holding onto the past(with a built in 64), the Amiga was a whole new
concept, and burried the 128 all the way around. That was progress. I'm not
knocking the 128, I've got 2 of them. The Amiga was just ahead of it's time.
The PCs are still trying to catch up in many ways(multitasking being the BIG
one)...They still lack the finesse to do two major things at once, and not
bog the system down.
Especially if you factor in the fact that the Amiga was doing them in
1985....17 years ago!

I'm now jumping down off my soap-box. (LOL)

> I still use my C128 to run a small BBS, but do most of my other computing
> on the PC.
>
> Best regards,
>
> Sam Gillett aka Mars Probe @ Starship Intrepid 1-972-221-4088
> Last 8-bit BBS in the Dallas area. Commodore lives!
>
>
>

6866. *PING* Ben & Lance & anyone who has atari stuff for sale/trade (also moderated newsgroups)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 16:02:36 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212020802.2bc9a18c@posting.google.com>
Source record: 25336

http://groups.yahoo.com/groups/atariswapnshop

I created the atari swap n shop to connect buyers with sellers (and to help with rtdos development). Now, I do not have a problem with Lance or Ben posting adverts on the newsgroup. In fact, I encourage it. Along with the regularly posting of the A8 FAQ, it provides a solid foundation (along with the A8 webring and a host of other webrings / websites) for the quickly diminishing Atari 8 bit community. I do have a problem with Ben's remarks about posting ebay links. The only thing I can think of is that he is afraid of the "competition" ebay provides. I think of ebay as just another source of Atari 8 bit related equipment (esp. hard to find stuff). Given the next five years, hardware itself will be increasingly difficult to find if at all, so another source such as ebay is a big plus in my book. Ben's logic to ebay simply doesn't make any sense when you look from other angles or as an example the point of view I just provided.

As far as moderated newsgroups and trolling: No, we do not need a moderated newsgroup. In fact, we already have several moderated forums (such as my swap n shop which admittedly I rarely moderate if at all but encourage posting of anything atari related as well as others such as atari.org atariage, etc). The only trolling I've ever seen lately has to deal with Ben & Bravo Sierra. They stick around because Ben encourages them or leads them on. If only he'd take everyone's advice and ignore them they'd go away. But for some reason he thinks he has to post EVERY "threatening" email to the group. Why? Doesn't make sense. It only seems to encourage the trolls. Oh well. The same thing happened in alt.comp.freeware and everyone agreed that if you ignore them, they usually go away and if you aren't interested in a posting simply ignore it. Of course that last part is kinda hard considering how active this newsgroup has been lately.

The atari community is not dead or dying but thriving elsewhere. A lot of people have probably chosen to stay way from the email list or this group due to the fact of this or that (we know what I am talking about don't we as I won't mention names :o)). Those same people don't seem to realize that they are not only pushing people away from the newsgroup or email list or even the whole community but away from whatever Atari stuff they are developing or selling. Make sense? All this in-fighting is useless and worthless. You are not only hurting the community but driving people away from your ideas or your products or your services.

We need to find ways to encourage people back into the newsgroup or mailing list or to post more frequently Atari 8 related stuff. Moderation is not the answer but self control & personal responsability is. Besides, you want to see rtdos developed don't you? :o)

I know I do, so lets get back to posting Atari 8 related material and let Ben fight his own battles & let Steve and Lance duke it out in court where it should be (esp. after all these years).

6867. Re: ADV: Atari 8-bit CDs/Products by e-mail service from DGS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 17:54:43 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212020954.674c4d27@posting.google.com>
Source record: 25337

is the quick programming language like or compatible with Action ?

"Dean Garraghty" <dgs@clara.net> wrote in message
news:<1038686692.43939.0@damia.uk.clara.net>...
> Hello All,
>
> Just a quick reminder that my two Atari 8-bit PC CD-ROMs of Atari commercial
> software are still available to buy. For full info, and to buy via PayPal
> with a credit card, please visit http://www.dgs.clara.net
>
>
> Recently, I launched a new way of buying commercial products from us.
> 'Products by e-mail' allows you to buy commercial Atari 8-bit products
> from us at minimal cost. Instead of a physical shipment, the products you
> choose will be e-mailed to you as a ZIP file containing both ATR and DCM
> versions of the disk, along with a manual in text format (or PDF if the
> file is small enough). You can order on-line using your credit card (using
> PayPal). This now allows you to order products at a much reduced cost, and
> to have them within 24 hours (usually less).
>
> At present, only a few of our products are available on this service, but
> more are to be added soon.
>
> Prices start at just US$2.
>
> Please visit the website at http://www.dgs.clara.net and click the 'products
> by e-mail' button.
>
> Dean Garraghty

6868. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:12:47 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3deba358$1_2@nopics.sjc>
Source record: 25338

From everything I can tell, the HD 3.5 is usable as a DD disk. If you do an XF551 with a 720K 3.5 mechanism, either HD or DD disks work just fine. If you use a 1.44 mechanism, you have to be careful only to use DD diskettes. The reasoning is that the drive itself senses the 1.44 HD diskette and alters the reading and writing electronics for HD operation. If your controller tries to send DD data streams, the process fails on the HD format. A DD diskette sets the drive to 720K and it all works OK. A 720K mechanism does not "see" a HD diskette - so it works OK with either diskette. So, the solution could be to just use 720K drive mechanisms and any old 3.5 diskette. But, just try to find a good 720K drive..... You will probably do better to just block the sensor on a 1.44 drive so that it cannot sense the 1.44 disks. Just be careful if you send the disk to someone who has an unmodified 1.44 drive in an XF551.

Bottom line on the XF551 3.5s, you do not want to go to HD at all - don't even try. Stay in DD.

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021130093802.25056.00008314@mb-mp.aol.com...
> The clock has been ticking, and my recent checks show that the major
makers of
> floppy media have now quit supplying any type of 5-1/4" media. (I'm not
saying
> that it's terribly hard to find right now, but it is getting scarcer by
the
> month.) Headed right behind it is Low Density 3-1/2" diskettes. There
are
> manufacturers that probably would be willing to make limited runs of
5-1/4" or
> 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk
> prices, pehaps for unbranded disks.
>
> I know from past threads that some folks don't believe that there is any
> real-world difference between LD and HD disks, and for some brands that is
> *close* to being true. I would also be the first to say that the degree
of
> difference is nowhere as much as with 5-1/4" diskettes. (Just how good
did you
> think those "bargain" disks were in 1985? ;-) In my experience (FWIW)
double
> density applied to 3-1/2" "name-brand" diskettes is as good as it gets
from a
> data retention standpoint. I've also had very good luck with single

density on
> 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
>
> So, there is something of a problem still headed our way (ever closer).
It
> strikes me that a fairly easy solution to this 3-1/2" storage issue might
be a
> modification to a 3-1/2" mechanism to allow manual selection (a switch) of
the
> higher write current needed for HD disks. Getting a little fancy, it
could
> also be tied to the HD "hole" so that one couldn't accidently write with
high
> current to a regular (LD) diskette.
>
> Before I reinvent the wheel, has anyone looked into this before?
>
> Larry
>
>
>
>

6869. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:21:33 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3deba566$1_7@nopics.sjc>
Source record: 25339

Yeah - I have a supply of SuperDisks also. One day I'll finish the 16-bit IDE interface and make up a SuperDisk Atari. The SuperDisk also writes to 720K diskettes but I'm pretty sure that we can't use them on an XF551 (dang!). It would be very nice to dump files on the PC and read them on the Atari with a SuperDisk.

The 120 meg disks are just magnetic...

Bob

"Bralgar" <brentgarvey@skyenet.net> wrote in message
news:3rqG9.47779$0n4.3243548@newsfeed.slurp.net...
> I have a project of sorts (pics to come later) that I require a 3.5"
floppy
> mounted internally on my 8-bit and I was thinking along the lines of an
IDE
> solution.I was wanting to use a SuperDisk drive which is an IDE drive that
> reads and writes to 1.44 meg 3.5" disks. But it also r/w's to (optical?)
> 120meg 3.5" superdisks. Will IDE eliminate this need for 16 mhz to run a
> standard 1.44 3.5" drive? It would be like haveing a 120meg removable
> harddrive.
>
>
> "Lee" <melee5@my-deja.com> wrote in message
> news:a57ea28d.0212010639.4e561598@posting.google.com...
> > Contrary to popular belief both 5 1/4" and low density 3.5" are DOD
> > requirement to be manufactured for many years to come. That's
> > Deparpartment of Defense or Armed Services, or Military to most. I
called
> > 3M Diskette Hotline about the low down on HD disk vs DD disk so that
> > I wouldn't buy anymore than the one box of HD disks anymore -
> > 1-800-328-9438. I also asked 'where to buy?' and when will it end? I
> > was told that due to DOD requirement it will probably never end. Each
> > manufacturer that ever had a contract with DOD is required to supply
> > those disks forever? I assume this also means 8". But amoung the
> > 'group' of disk makers they have agreed to share the responsibilities of
> > that requirement. One company will make them for all others and the
> > ones that don't make them anymore will pay for the first company to make
> > them for them - you see. They were sharing and rotating the duties of
> > supplying those disks some 5 years ago when I called - so things might
> > have changed since then, but Verbatim was then the current maker of
> > those DOD required disks. Call them and order some new ones. They
won't
> > likely ever offer them in stores or catalogs....
> > And don't forget your friendly Atari Vendor either - they weren't just

> > sitting on the fence when those disks began to disappear off the
shelves.
> > They were the ones buying them up by the pallet out of the back room.
> >
> > As to tricking the 3.5" to do 1.44 meg its more than just messing with
the
> > density selector hole/sensor. There may be higher RPM (300 vs 360), but
> > for sure there is a higher data rate involved too which also requires a
> > faster main clock or oscillator to drive the higher data rate
requirement
> > for the 1.44 meg format. In the ST I think it is that you use the
density
> > sensor to shift in a 16 MHz clock where the 720k mode used 8 MHz in
order
> > to get the ST to read and write 1.44 disks. I think you may also have
to
> > use different drives that are even capable of 1.44 meg.
> >
> > llppwhite@aol.comnsp (LarryWhite) wrote in message
> > news:<20021130093802.25056.00008314@mb-mp.aol.com>...
> > > The clock has been ticking, and my recent checks show that the major
> makers of
> > > floppy media have now quit supplying any type of 5-1/4" media. (I'm
not
> saying
> > > that it's terribly hard to find right now, but it is getting scarcer
by
> the
> > > month.) Headed right behind it is Low Density 3-1/2" diskettes.
There
> are
> > > manufacturers that probably would be willing to make limited runs of
> 5-1/4" or
> > > 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2
> disk
> > > prices, pehaps for unbranded disks.
> > >
> > > I know from past threads that some folks don't believe that there is
any
> > > real-world difference between LD and HD disks, and for some brands
that
> is
> > > *close* to being true. I would also be the first to say that the degr
ee
> of
> > > difference is nowhere as much as with 5-1/4" diskettes. (Just how
good
> did you
> > > think those "bargain" disks were in 1985? ;-) In my experience
(FWIW)

> double
> > > density applied to 3-1/2" "name-brand" diskettes is as good as it gets
> from a
> > > data retention standpoint. I've also had very good luck with single
> density on
> > > 5-1/4" disks, but certainly not double density applied to 5-1/4"
disks.
> > >
> > > So, there is something of a problem still headed our way (ever
closer).
> It
> > > strikes me that a fairly easy solution to this 3-1/2" storage issue
> might be a
> > > modification to a 3-1/2" mechanism to allow manual selection (a
switch)
> of the
> > > higher write current needed for HD disks. Getting a little fancy, it
> could
> > > also be tied to the HD "hole" so that one couldn't accidently write
with
> high
> > > current to a regular (LD) diskette.
> > >
> > > Before I reinvent the wheel, has anyone looked into this before?
> > >
> > > Larry
>
>

6870. Re: Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:25:47 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3deba61c$0$11737$e4fe514c@news.xs4all.nl>
Source record: 25340

SpartaDOS X supports the XF551... even high-speed all other SpartaDOS
versions also support the XF551 up to 360Kb...
There are also some patches for the 3.x series

TXG/MNX

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:ase9l6$43v$1@bob.news.rcn.net...
> Which versions of Spartados support the XF551? Does Mydos support it?
>
>

6871. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:32:02 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3deba7db$1_5@nopics.sjc>
Source record: 25342

The forward voltage drop on an LED is 1.7 volts, not .7 volts. For 20ma. on 5 volts, you would use 165 ohms (180 ohm resistor). If you are driving a LED with no current limiting resistor, the 5 volt source is probably an IC, which has inherent current limiting to some extent. If you hook the LED to a 5 volt power source directly, it will let all the smoke out of it....

Bob

"machf" <no_me_j.machf@terra.com.pe> wrote in message news:1n4muu48k2esli7tj64vgqrh4th5i3s92s@4ax.com...
> On Sun, 01 Dec 2002 22:52:46 GMT, James Alexander <james-m-alexander@rogers.com>
> wrote:
>
> >machf wrote:
> >
> >> On 30 Nov 2002 03:29:25 GMT, llppwhite@aol.comnsp (LarryWhite) wrote:
> >>
> >> >I've been adding some LED's to a few drives, and in all the project info that
> >> >I've seen, some type of a current-limiting resistor is recommended. But when I
> >> >have added a (typical) 1/4W, 100 Ohm resistor, the LED's get really dim. I've
> >> >hooked up a few to test directly to a +5V source, and they don't seem to fail
> >> >(for several hours in test, at least). Do many/most LED's have enough internal
> >> >resistance built in not to require added resistors? Is there some way to tell
> >> >how much (if any) added resistance is required?
> >> >Thanks,
> >> >Larry
> >>
> >> The way to calculate it is as follows:
> >>
> >> Each LED has a slight voltage drop (about 0,7 V), so a resistor in series with
> >> it should be able to take the rest of the voltage. At the same time, the current
> >> flowing throutgh the LED shouldn't exceed the maximum for which it's rated.
> >> So R=(V -0,7V)/Imax is the value for your resistor.
> >> If you have several diodes in parallel, this is still valid, since each one is

> >> in a different "branch" with independent currents...
> >> If you have diodes in series, OTOH, it should be R=(V -n*0,7V)/Imax,
assuming
> >> you have n identical diodes in series...
> >> If your voltage is lower than 0,7V maybe you shouldn't need a
resistor...
> >
> >I dunno where you found that info but it sounds rather odd. A resistance
(usually
> >small, under 300 ohms is typical) is there to limit current. With nearly
all LED's
> >if no resistance is in series with the LED the current will tend to get
out of hand
> >(like a short circuit realy) and blow the LED. I've heard mention of
LED's with
> >"built in" current limiting resistors but those are rare in the extreme.
>
> What I was trying to say with the comment in the last line, was that if
the
> voltage is too low, well, maybe the LED won't glow if it's in series with
a
> resistor. But usually, yes, you use a resistor to limit the current and
also
> take the rest of the voltage, the way I explained.
> Let's say V=5V, Imax=20mA (100% hypothetical! check the proper values for
> a given case!), you'd have Rmin=(5V -0,7V)/20mA=215ohm, so with a 220ohm
> resistor it would be enough. Higher values would provide a lower current
> (hence, more safety).
>
> --
> __________ ____---____ Marco Antonio Checa Funcke
> _________D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

6872. Re: Alhart Enterprises Presents (ad)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:34:29 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <VING9.27575$%r6.7764@nwrddc02.gnilink.net>
Source record: 25341

address cirrection: paulalhart@hotmail.com I left off the .com in the original post. Sorry. Paul

6873. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:48:40 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <asg9ul$a8s$1@galileo.ticon.net>
Source record: 25343

"Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
news:Pine.GSO.4.50.0212011654110.10775-100000@shell1...
> That's old news. They disappeared over a dozen years ago.

Interestingly, my current Indus *is* a refurbished FutureSystems drive. The history of my drive goes something like this:

1984 - bought original Indus
1985 - drive broke, got out-of-warrenty replacement from Indus
1989?90?91? - replacement broke, got flat-fee replacement from FutureSystems.

The middle drive didn't have the nice twist lock/ejector lever like my first and current drive has - it had a Rana-style tab/level on the front which I didn't like. I like the twist-style levers that you get with the Tandon mechanisms.

--
David Pochron dpoch@ticon.net

6874. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 18:55:22 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <asgaau$b96$1@galileo.ticon.net>
Source record: 25344
Body handling: HTML body converted to readable text

"Paul Alhart" wrote in message
news:o9yG9.8752$31.4492@nwrddc03.gnilink.net...
> Remember the Indus used a 9VDC power supply. Do not use an Atari 9VAC
> supply or you will get smoke.

Hmm, interestingly the power supply that came with the 1985 replacement Rana-style drive is an oddball power supply with the label "DataByte" on the top. This power supply outputs 11.5V DC at 1.25A. My original power supply was sent back to Indus in 1985 and when I got my current drive from FutureSystems they didn't ask for the power supply, and I didn't get a new one back. I don't remember what the original Indus power supply was rated at.

Although, theoretically the 7805 regulators on the main circuit board should be able to handle 2.5 extra volts without too much of a strain.

In any case, I tried the drive with my variable power supply I use for projects set to 9V and it didn't make a difference as to the drive working.

--
David Pochron dpoch@ticon.net

6875. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:01:26 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <asgami$c1d$1@galileo.ticon.net>
Source record: 25345

"mo" <momo@atariland.com> wrote in message
news:FxvF9.68804$Gc.1734285@twister.austin.rr.com...
> I would try GENTLY prying the chips slightly up and then pressing them
> down again to break any oxidation on the pins

I removed and reinserted the largest chip (I think it's the UART) and the contacts are totally clean. I can try that on the other socketed chips as well, although they all look good except for the EPROM which does look a bit oxidized.

One thing I noticed is the glue/resin they used to glue the two connectors that connect the spin motor to the drive mechanism circuit board seems to have corroded away the metal. (I see blue-green oxide underneath the glue. Why they glued the connectors together is beyond me.) I'm not sure what I can use to remove the glue and see if the connectors are messed up without damaging the connector.

--
David Pochron dpoch@ticon.net

6876. Re: TopDOS & K-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:08:34 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBAFB2.4805C53E@students.uni-mainz.de>
Source record: 25346

Well,
I will e-mail them to you tomorow. They can be found on the net, try
Umich or Closer to Home (Tom Hunt) or other archives... -Andreas.

rtdos schrieb:
>
> Where can we find DOS II+D v4.5 and v6.1 ?
>
> Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DE3C801.8F5D87AF@students.uni-mainz.de>...
> > Well,
> > there is also DOS II+D by Stefan Dorndorf, if you need a command line
> > DOS. Version 4.5 is for Single and Enhanced, Version 6.1 is for S+E+D
> > (but enhanced is not DOS 2.5 compatible). Both DOS versions are PD!
> > Version 6.1 (or the patched version 6.4) also supports use of
> > batchfiles, which you can see in many polish demos, like X-demo, Igor,
> > Timekeep and many others...
> >
> > At the moment Stefan is still working on X-DOS which will at least
> > support S+E+D+Q (up to 360kbytes), but *maybe* also higher formats and
> > subdirs. X-DOS is DOS 2 and DOS 2.5 compatible (you can select if you
> > wanna have Enhanced density in DOS 2.5 or in MyDOS mode!), but uses a
> > command processor. It also supports Batch-files and an XF551
> > speeder... -Andreas.
> >
> >
> >
> > LarryWhite schrieb:
> > >
> > > > I ran into K-DOS a while back when I purchased the libary to a users
> > > group and came across this DOS. Does anyone have any info on it ? Is
> > > it by Bob Klaas ? <
> > >
> > > Gee, that's odd. I added text as an answer, but only the first part made it to
> > > the post... Anyway, Ill try again...
> > >
> > > K-Dos was by Kay Enterprises ~1981. It was a command-line dos, mostly
> > > compatible with Dos 2.0s. The software portion of Kay Ent. was K-Byte, whose
> > > major claim to fame in the Atari world was K-Razy Shootout. They released
> > > another series of games K-Star Patrol, K-Razy Antiks, etc. then IIRC sold out
> > > to CBS Software. We had a demo of K-Dos at our users' group meeting in 1982.
> > > It was $80 at our local Atari dealer. (Ouch!) I did not believe it compared
> > > favorably with OSA+ from OSS.
> > > Larry

6877. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:10:33 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <asgb7u$d59$1@galileo.ticon.net>
Source record: 25347

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-f5RbblcloX2u@localhost...
> ry a known good power supply before anything else.

Ok, I used my good old 24V variable power supply and set it to 11V to match the output of the Indus power supply and that fixed the flickering, but the drive still doesn't spin up.

Here's the sequence of events when I turn the power switch on the drive on:

- Drive briefly displays "AA" in the track LED display which is normal for a drive set to drive 1. (Set it to drive 2 and you get "HH", etc.)

- Drive then immediately displays a Stormtrooper-style "SS":

|_ |_
| |

in the track display. Unfortunately, I've totally forgotten what the error codes are for the Indus drives, and I can't remember where my manual is. (I'm not even sure that's a valid error code.) I know it's not blown segments because the dark segments come on during the drive # identification display previously described.

In any case, that's what I was seeing as the "flicking segments" but now with a reliable power supply I can see that it's this sort-of "SS" image. The power LED and busy light also come on and stay lit.

I forgot to mention that none of the motors come on during any of this. All I get are the above two displays and the drive stops there. Could that be a display indicating it can't spin up the motor?

--
David Pochron dpoch@ticon.net

6878. Re: SpartaDOS source code and the rtdos operating system project

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:15:01 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBB135.4C54913D@students.uni-mainz.de>
Source record: 25348

Hello,
unfortunately Jiri Bernasek / Bewesoft does not have a website nor
e-mail. But his programs are all freeware, except one game (Midnight by
LK Avalon). His programs can be found on the net, take a look at some
polish atari archives to find them or e-mail me for a copy of bewe-dos.
greetings, andreas.

rtdos schrieb:
>
> Thanks! Where can I get a hold of jiri? Does he have a website or an
> email address?
>
> cas_news@strotmann.de (CarstenStrotmann) wrote in message
news:<bfb6c428.0211260841.2ce2d9c3@posting.google.com>...
> > rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0211231018.5d43861e@posting.google.com>...
> > > Last night I talked to Lance of Video 61 and we discussed rtdos and
> > [...]
> >
> > > > >
> > > > >
> > >
> > Hello rtdos,
> >
> > did you know BEWE Dos? BEWE Dos is a Sparta Dos compatible Dos. It's
> > written by Jiri Berkasek from czeck republic, I think it's freeware.
> > Maybe Jiri can donate his source to your project.
> >
> > please correct me if I'm wrong.
> >
> > Carsten

6879. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:26:17 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <loOG9.4184$bq3.1774@news.bellsouth.net>
Source record: 25349

"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m3k7ivm1iv.fsf@europa.pienet...
>
> "Son of man" <bcozier@bellsouth.net> writes:
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
> > news:m3y97bjgtw.fsf@europa.pienet...
> > > "Son of man" <bcozier@bellsouth.net> writes:
> > >
> > >
> > > Since you are taking data, what have you found so far?
> > >
> > > Gregm
> >
> > I think I misunderstood your question now that I've re-read it :) I only
> > just started taking the data.
>
> You did misunderstand. Thank you for clarifying that.

Let me know if it made any sense to you, my email should be in the header.

>
> Gregm

6880. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:33:54 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <CAOG9.689$kz2.99100@newsread1.prod.itd.earthlink.net>
Source record: 25350

Hi Mathy;
I have a Xerox copy of Claus's BYTE article; do not know how well it might
scan for readability...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy folks
>
> Who knows where I can find a schematic (preferably in electronic form) on
> the RAMBO XL or Claus Bucholz 256kB upgrade?
>
> CU Mathy van Nisselroy
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

6881. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:41:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBB77E.F8B96A79@students.uni-mainz.de>
Source record: 25351

Well,
I once converted the XF551 into a 3,5" drive. therefore I used a 3,5" HD floppy, a new (patched) OS and some other stuff (to fit the 3,5" into the 5,25" hole; to convert 5,25" power cables into 3,5" power cables, etc.). Now the drive was a HD drive, but the XF floppy controller could only handle DD and refused to accept HD disks. The solution for this case was very simple: I used the 5,25" write protect stickers/stamps (or whatever they are called) and put them on the 3,5" HD-holes. This way the drive could not detect the disk being a HD disk. so everything worked fine. But after a while I gave up using 3,5" disks on the Atari, because none of my friends had them or could use them, besides no software, no programs and no magazines were delivered on 3,5". So my 3,5"XF drive was merely used as an archive - and therefore SIO2PC was a much better choice... greetings, Andreas.

LarryWhite schrieb:
>
> The clock has been ticking, and my recent checks show that the major makers of
> floppy media have now quit supplying any type of 5-1/4" media. (I'm not saying
> that it's terribly hard to find right now, but it is getting scarcer by the
> month.) Headed right behind it is Low Density 3-1/2" diskettes. There are
> manufacturers that probably would be willing to make limited runs of 5-1/4" or
> 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk
> prices, pehaps for unbranded disks.
>
> I know from past threads that some folks don't believe that there is any
> real-world difference between LD and HD disks, and for some brands that is
> *close* to being true. I would also be the first to say that the degree of
> difference is nowhere as much as with 5-1/4" diskettes. (Just how good did you
> think those "bargain" disks were in 1985? ;-) In my experience (FWIW) double
> density applied to 3-1/2" "name-brand" diskettes is as good as it gets from a
> data retention standpoint. I've also had very good luck with single density on
> 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
>
> So, there is something of a problem still headed our way (ever closer). It
> strikes me that a fairly easy solution to this 3-1/2" storage issue might be a
> modification to a 3-1/2" mechanism to allow manual selection (a switch) of the
> higher write current needed for HD disks. Getting a little fancy, it could
> also be tied to the HD "hole" so that one couldn't accidently write with high
> current to a regular (LD) diskette.
>
> Before I reinvent the wheel, has anyone looked into this before?
>
> Larry

>
>

6882. Re: 5,25" DD disks (was: 3.5" High Density Disks?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 19:50:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBB99B.9FAB325B@students.uni-mainz.de>
Source record: 25352

Well,
ABBUC Germany is searching for vendors of 5,25" DD-disks. they produce a
magazine for 400+ members plus run a PD-library. so this club needs
approx. 5000 disks per year. Anyone have an e-mail adress or webpage
where to order those 5,25" DD disks ?!? I called ten firms a few months
ago (including BASF/Emtec, TDK, Philips, JVC, Kodak, Agfa and others),
but they all told me that they no longer produce these diskettes nor
have any left of them... -Andreas.

Lee schrieb:
>
> Contrary to popular belief both 5 1/4" and low density 3.5" are DOD
> requirement to be manufactured for many years to come. That's
> Deparpartment of Defense or Armed Services, or Military to most. I called
> 3M Diskette Hotline about the low down on HD disk vs DD disk so that
> I wouldn't buy anymore than the one box of HD disks anymore -
> 1-800-328-9438. I also asked 'where to buy?' and when will it end? I
> was told that due to DOD requirement it will probably never end. Each
> manufacturer that ever had a contract with DOD is required to supply
> those disks forever? I assume this also means 8". But amoung the
> 'group' of disk makers they have agreed to share the responsibilities of
> that requirement. One company will make them for all others and the
> ones that don't make them anymore will pay for the first company to make
> them for them - you see. They were sharing and rotating the duties of
> supplying those disks some 5 years ago when I called - so things might
> have changed since then, but Verbatim was then the current maker of
> those DOD required disks. Call them and order some new ones. They won't
> likely ever offer them in stores or catalogs....
> And don't forget your friendly Atari Vendor either - they weren't just
> sitting on the fence when those disks began to disappear off the shelves.
> They were the ones buying them up by the pallet out of the back room.
>
> As to tricking the 3.5" to do 1.44 meg its more than just messing with the
> density selector hole/sensor. There may be higher RPM (300 vs 360), but
> for sure there is a higher data rate involved too which also requires a
> faster main clock or oscillator to drive the higher data rate requirement
> for the 1.44 meg format. In the ST I think it is that you use the density
> sensor to shift in a 16 MHz clock where the 720k mode used 8 MHz in order
> to get the ST to read and write 1.44 disks. I think you may also have to
> use different drives that are even capable of 1.44 meg.
>
> llppwhite@aol.comnsp (LarryWhite) wrote in message
> news:<20021130093802.25056.00008314@mb-mp.aol.com>...
> > The clock has been ticking, and my recent checks show that the major makers of

> > floppy media have now quit supplying any type of 5-1/4" media. (I'm not saying
> > that it's terribly hard to find right now, but it is getting scarcer by the
> > month.) Headed right behind it is Low Density 3-1/2" diskettes. There are
> > manufacturers that probably would be willing to make limited runs of 5-1/4" or
> > 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk
> > prices, pehaps for unbranded disks.
> >
> > I know from past threads that some folks don't believe that there is any
> > real-world difference between LD and HD disks, and for some brands that is
> > *close* to being true. I would also be the first to say that the degree of
> > difference is nowhere as much as with 5-1/4" diskettes. (Just how good did you
> > think those "bargain" disks were in 1985? ;-) In my experience (FWIW) double
> > density applied to 3-1/2" "name-brand" diskettes is as good as it gets from a
> > data retention standpoint. I've also had very good luck with single density on
> > 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
> >
> > So, there is something of a problem still headed our way (ever closer). It
> > strikes me that a fairly easy solution to this 3-1/2" storage issue might be a
> > modification to a 3-1/2" mechanism to allow manual selection (a switch) of the
> > higher write current needed for HD disks. Getting a little fancy, it could
> > also be tied to the HD "hole" so that one couldn't accidently write with high
> > current to a regular (LD) diskette.
> >
> > Before I reinvent the wheel, has anyone looked into this before?
> >
> > Larry

6883. Re: Spartados Support for Xf551

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 20:04:30 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBBCCE.E530959A@students.uni-mainz.de>
Source record: 25353

Well,
MyDOS works properly with the XF551. When using a normal/unpatched
disk-version of sparta-DOS with an XF551 you normally receive an
error-mesage like this: "Error - no DOS!" and have to reboot (try it a
second time and then it works). there are several XF551 patches for
sparta dos available, but certain programs don`t like these XF-patches.
I guess the problem only occurs with the disk-based versions of sparta
and not the cart version Sparta DOS X.
-Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Richard
>
> > Which versions of Spartados support the XF551? Does Mydos support it?
>
> MyDOS does support the XF551.
>
> CU Mathy van Nisselroy

6884. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 20:07:46 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBBD92.6D85264F@students.uni-mainz.de>
Source record: 25354

Well,
use this easy trick: put a write protect sticker on the HD-hole of the
3,5" disk. Now the drive will think its a DD-disk and won`t have any
problems with it (so you can still use a 3,5" HD drive with an
XF-floppy)... -Andreas.

Bob Woolley schrieb:
>
> From everything I can tell, the HD 3.5 is usable as a DD disk. If you do an
> XF551 with a 720K 3.5 mechanism, either HD or DD disks work just fine. If
> you use a 1.44 mechanism, you have to be careful only to use DD diskettes.
> The reasoning is that the drive itself senses the 1.44 HD diskette and
> alters the reading and writing electronics for HD operation. If your
> controller tries to send DD data streams, the process fails on the HD
> format. A DD diskette sets the drive to 720K and it all works OK. A 720K
> mechanism does not "see" a HD diskette - so it works OK with either
> diskette. So, the solution could be to just use 720K drive mechanisms and
> any old 3.5 diskette. But, just try to find a good 720K drive..... You will
> probably do better to just block the sensor on a 1.44 drive so that it
> cannot sense the 1.44 disks. Just be careful if you send the disk to someone
> who has an unmodified 1.44 drive in an XF551.
>
> Bottom line on the XF551 3.5s, you do not want to go to HD at all - don't
> even try. Stay in DD.
>
> Bob
>
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20021130093802.25056.00008314@mb-mp.aol.com...
> > The clock has been ticking, and my recent checks show that the major
> makers of
> > floppy media have now quit supplying any type of 5-1/4" media. (I'm not
> saying
> > that it's terribly hard to find right now, but it is getting scarcer by
> the
> > month.) Headed right behind it is Low Density 3-1/2" diskettes. There
> are
> > manufacturers that probably would be willing to make limited runs of
> 5-1/4" or
> > 3-1/2" diskettes, but then purchasers would likely be facing $1 or $2 disk
> > prices, pehaps for unbranded disks.
> >
> > I know from past threads that some folks don't believe that there is any
> > real-world difference between LD and HD disks, and for some brands that is

> > *close* to being true. I would also be the first to say that the degree
> of
> > difference is nowhere as much as with 5-1/4" diskettes. (Just how good
> did you
> > think those "bargain" disks were in 1985? ;-) In my experience (FWIW)
> double
> > density applied to 3-1/2" "name-brand" diskettes is as good as it gets
> from a
> > data retention standpoint. I've also had very good luck with single
> density on
> > 5-1/4" disks, but certainly not double density applied to 5-1/4" disks.
> >
> > So, there is something of a problem still headed our way (ever closer).
> It
> > strikes me that a fairly easy solution to this 3-1/2" storage issue might
> be a
> > modification to a 3-1/2" mechanism to allow manual selection (a switch) of
> the
> > higher write current needed for HD disks. Getting a little fancy, it
> could
> > also be tied to the HD "hole" so that one couldn't accidently write with
> high
> > current to a regular (LD) diskette.
> >
> > Before I reinvent the wheel, has anyone looked into this before?
> >
> > Larry
> >
> >
> >
> >

6885. Ramdisk infos... (version 2.2)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 20:21:50 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DEBC0DE.B9BA80C2@students.uni-mainz.de>
Source record: 25355

Hello folks,
once again here is my monthly "spam" of the atari ramdisk info text.
this time it is just one big text (instead of three smaller ones). I
corrected many bugs and added some new infos, just to many things to
count or mention them all here. Anyway, have fun reading it or just
ignore it! Anyone may update or correct this article, as well as putting
it on his/her own homepage (since I don`t have a homepage). If there are
no further corrections or updates, this might be the last version I post
here... greetings, Andreas.

--------------------------------snip here

8.10 Atari Ramdisks - An (incomplete) Overview:
[This is version 2.2 from December 2002]

Right from the start of the Atari 8-bit computer era in the late 70`s,
Atari users wanted to have as much RAM as possible (or as their purse
could afford). Having a 16k machine with a tape device was nice and
cheap, but having full 48k or 64k and a floppy drive was much nicer
(and very expensive). Thus many Atari users began to create selfmade
RAM extensions and enhancements, just to save some money. Also a lot of
firms provided extra RAM, RAM enhancements, RAM extensions and Ramdisks.
Besides Atari there were (and still are) quite a lot of producers,
manufacturers, distributors and authors of such RAM enhancements...

This "short" and incomplete overview does not provide any docs or
manuals,
but gives some info about the various Ramdisks on the market. Since
these
notes are written by me, they will merely contain the information I
have.
And as you all can see - it isn`t much information. So any help and
extra
info, as well as corrections, are very welcome. It would be nice to see
this text & info growing. For now let us start here, the info-section
is
divided into 8 groups:

1) Name (Name of the RD, e.g. Megaram 2 or Rambo XL or MIO, etc.);
2) Vendor/Author (or distributor, manufacturer, producer, etc.);
3) Size (size of the Ramdisk only; NOT the full computer memory);
4) [Bankswitching] Area (for XL/XE computers usually 4000-7FFF);
5) Banks (hexadecimal input count, as in MyDOS or RAMDTEST.BIN);
6) Control Bits (which bits are used to control the Rambanks);
7) Port (control Port - usually Port B for XL/XE machines);

8) Notes (any extra info, comments, miscelleanous things, etc.);

If you wish to add any other type of info, let me know. The above
information should be enough for most programmers to support a RD in
their programs (especially to support more than just one type of RD).
Hopefully future programs will take care about this info or just use
a small setup program to setup any kind of RD. Now let me begin:

A) Atari 400/800 Ramdisks:

Name Vendor Size Area
Banks Bits Port Notes

- Axlon Axlon/Atari 64k 4000-7FFF
0 thru 3 0,1 (CFFF) plug-in-board
Note: total memory = 96kbytes (32k RAM + 64k RD);

- Axlon Axlon/Atari 128k 4000-7FFF
0 thru 7 0,1,2 (CFFF) plug-in-board
Note: total memory = 160kbytes (32k RAM + 128k RD);

- 288k800 D.Byrd and others 256k 4000-7FFF
0 thru 15 0,1,2,3 (CFFF) selfmade-board
Note: total memory = 288kbytes, Axlon compatible;

- 544k800 various authors 512k 4000-7FFF
0 thru 31 0,1,2,3,4 (CFFF) selfmade-board
Note: total memory = 544kbytes, Axlon compatible;

- 1056k800 various authors 1024k 4000-7FFF
0 thru 63 0,1,2,3,4,5 (CFFF) selfmade-board
Note: total memory = 1056kbytes, Axlon compatible;

- 2080k800 various authors 2048k 4000-7FFF
0 thru 127 0,1,2,3,4,5,6 (CFFF) selfmade-board
Note: total memory = 2080kbytes, Axlon compatible;

- 4128k800 various authors 4096k 4000-7FFF
0 thru 255 0,1,2,3,4,5,6,7 (CFFF) selfmade-board
Note: total memory = 4128kbytes, Axlon compatible;

=> Note that all so-called Axlon "compatible" (256k-4096k) Ramdisks
normally do not homebank when RESET is pressed (a fix should be
available somewhere), whereas original Axlon Ramdisks do homebank
properly !! (Special thanks to Lee Barnes for this note !!)

- Mosaic RAMpower by Mosaic Electronics is actually a Ramboard, that
enhances the memory of your Atari 800; avaiable in 3 sizes: 16k,
32k and 64k (where max. 52k can be utilized from 64k). Looks like
these are no Ramdisks, just (normal/main) RAM enhancements. But maybe
the 64k Ramboard can be patched in some way to gain a small 16k or
32k Ramdisk (48k RAM + 16k RD or 32k RAM + 32k RD) ?!?

- ...

B) Atari XL/XE Ramdisks:

Name Vendor Size
Area Bits Port
Banks
Notes

=> Note that bit 4 is always used in all Port B type memory upgrades to
turn on the CPU's access to the extended memory. Thus, it is not
reported
in bit use tables as a used bit as it does not control which bank gets
switched into the 4000-7FFF region. This seems to be a standard
convention
as the majority of ramdisk users don't want bit 4 counted as a control
bit.
And it's not a control bit - its the 'on' bit. Likewise, bit 5 is the
'on'
bit for ANTIC's access to the extended memory for 'compatible' (to
130XE)
machines as well. If bit 5 does show up in a bit use table, one can
only
assume that this is an incompatible machine which doesn't have or use
ANTIC
access at all. In that special case, bit 5 is then available for use in
switching in the various banks and thus gets counted as a control bit in
bit use tables. (Special thanks to Lee Barnes for this note !!)

- 130XE-Ramdisk Atari 64k
4000-7FFF 2,3 B ($D301)
Banks: E3,E7,EB,EF;
Notes: old=8kbyte chips (west), new=32kbyte chips (east);
XE`s made in China have faulty GTIAs => replace them!;
XE`s and XEGS made in China also have a new OS which causes
some incompatibility problems (try: Encounter / disk version
by Novagen or try: Muad`Dib-Demo by Hurek, etc.); just replace
the new OS with an older XL/XE one if you want less trouble!;
standard Atari RD - available with all XE-compatible ramdisks;
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 192k-600XL Compyshop 128k
4000-7FFF ??? B ($D301)
Banks: e3,e7,eb,ef,a3,a7,ab,af;
Notes: early CS upgrade version for 600XL only!;
afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-800XL Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;

Notes: afaik this was a piggy-back version...;
Antic access: no! Atari Basic: YES! XL/XE Selftest: YES!;

- 320k-130XE Compyshop 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2b,2f,63,67,6b,6f,a3,a7,ab,af,e3,e7,eb,ef;
Notes: afaik this was a piggy-back version with sep. Antic!;
(XE meant 130XE only! this excluded 65XE and 800XE!);
Antic access: YES! Atari Basic: YES! XL/XE Selftest: YES!;

- 576k XL various authors 512k
4000-7FFF 2,3,4,5,6,7 B ($D301)
Banks: ef,eb,e7,e3,cf,cb,c7,c3,af,ab,a7,a3,8f,8b,87,83
6f,6b,67,63,4f,4b,47,43,2f,2b,27,23,0f,0b,07,03
Notes: This 512k upgrade is not the same as the one thats on the
British Underground. That one dont work, I had to fix it years ago.
It now 100% stable works with all Dos'es and fixes the 10 second
delay when rebooting. (I will publish the fix soon - Guy Ferrante);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- A.M. Ramdisk Atari Magazin 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: manual and schematics, as well as a parts list can be found
in german Atari Magazin 2/1987 (includes a Basic test program!);
bugfixes and updates in Atari Magazin 3/1987, 4/1988 and 5/1988;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!;

- Bob Woolley`s Atari 1200XL 1MB upgrade 960k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: EF, ED, EB, E9, E7, E5, E3, E1
CF, CD, CB, C9, C7, C5, C3, C1
AF, AD, AB, A9, A7, A5, A3, A1
8F, 8D, 8B, 89, 87, 85, 83, 81
4F, 4D, 4B, 49, 47, 45, 43, 41
2F, 2D, 2B, 29, 27, 25, 23, 21
0F, 0D, 0B, 09, 07, 05, 03, 01
Notes: this upgrade uses 64k as main RAM and 960k as Ramdisk;
Selftest: Yes!, Basic: "no" (1200XLs don`t have Basic built-in!);
Antic access: no! (can be upgraded to 1088k / 64k RAM + 1024k RD);

- Mathy`s RD M.v.Nisselroy 1024k
4000-7FFF 0,1,2,3,6,7 B ($D301)
Banks: EF EE ED EC EB EA E9 E8 E7 E6 E5 E4 E3 E2 E1 E0
AF AE AD AC AB AA A9 A8 A7 A6 A5 A4 A3 A2 A1 A0
6F 6E 6D 6C 6B 6A 69 68 67 66 65 64 63 62 61 60
2F 2E 2D 2C 2B 2A 29 28 27 26 25 24 23 22 21 20
Notes: uses a PC-SIMM (30-Pin-SIMM), pin-switching in RD: 4,5;
XL/XE/XEGS: Selftest+Basic=YES, XEGS: Missile Command=YES!;
no use of any switches!; Antic access: YES!; (CS-compatible!);

- Megaram 1 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: used 16kbyte Chips x16 (very big/huge pcb);
originally designed (and maybe produced?) by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 2 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 128kbyte Chips x2 (much smaller pcb);
originally designed (and maybe produced?) by Ralf David;
newer MegaRAM version; fully compatible to Megaram 1;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 256k
4000-7FFF 2,3,6,7 B ($D301)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
Notes: uses 256kx4 Chips (514256-70); fully compatible to
K.P./R.D. Megaram 1+2; originally designed by Ralf David;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Megaram 3 Klaus Peters 1024k
4000-7FFF 2,3,6,7 B ($D301)
0,1 (or switches) B ($D600)
Banks: 23,27,2B,2F,63,67,6B,6F,A3,A7,AB,AF,E3,E7,EB,EF;
$D600: F3,F7,FB,FF...
Notes: uses 1Mx4 Chips (514400-70); can be a) 1 Ramdisk of 1 Mb
or b) 2 Ramdisks of 512kb each or c) 4 Ramdisks of 256kb each;
uses four switches; the 1MB mode seems to be very incompatible!!;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

=> Note that all XL-type Megaram-Ramdisks (Megaram 1, 2, 3)
have Refresh bugs/problems which can be solved quite easily
with one "AND Gate" (refer to ABBUC magazine 63, pages 19+20);
None of the Megaram Ramdisks do have the separate Antic access
built-in, but XE-types can be upgraded easily for this mode!!;

- Newell Newell Ind. 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: a) older version: 83,87,8B,8F,C3,C7,CB,CF,E3,E7,EB,EF;
b) newer version: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses
64k as main RAM and 192k as Ramdisk/extra RAM (therefore some
RD-testers will see 240k memory or 15 RD-banks which is untrue!);
the older 256k Newell version was not compatible to Rambo XL,
Buchholz and Peterson, since these were not available then;
Newell was earlier on the market than Rambo and Peterson,
while early Buchholz Ramdisks used 32k banks instead of 16k
banks; all this changed with the appearance of the 130XE
and thus Buchholz designed 16k Rambanks and finally Newell
256k Ramdisks became Buchholz/RamboXL/Peterson compatible !!
Atari Basic: YES! XL/XE Selftest: YES! Antic access: YES!

- Newell Newell Ind. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: uses 8 pc. 1Mx1 Chips (511000-80); Basic: To be able to select the internal Basic, connect a toggle switch between ground and the motherboard where PB1 was removed (PIA `Hole' 11). The switch is not much different than the Option Key, and I found it more versatile. (Wes Newell) => see also ABBUC mag. 29, page 6+7; Atari Basic: yes/no! XL/XE Selftest: YES! Antic access: YES!

=> Note that so-called "Newell-compatible" Ramdisks (clones or selfmade ones...) most likely do NOT have Antic access, due to the lazyness of its creators or their intentions of simply not needing it. However, original Newell Ramdisks created and sold by Wes Newell do have the separate Antic access !!

- Newell Newell Ind. 4096k
4000-7FFF 0,1,2,3,4,5,6,7 B ($D301)
Banks: 00,01,02,03,04,05,06,07,08,09,0A,0B,0C,0D,0E,0F
10,11,12,13,14,15,16,17,18,19,1A,1B,1C,1D,1E,1F
20,21,22,23,24,25,26,27,28,29,2A,2B,2C,2D,2E,2F
30,31,32,33,34,35,36,37,38,39,3A,3B,3C,3D,3E,3F
40,41,42,43,44,45,46,47,48,49,4A,4B,4C,4D,4E,4F
50,51,52,53,54,55,56,57,58,59,5A,5B,5C,5D,5E,5F
60,61,62,63,64,65,66,67,68,69,6A,6B,6C,6D,6E,6F
70,71,72,73,74,75,76,77,78,79,7A,7B,7C,7D,7E,7F
80,81,82,83,84,85,86,87,88,89,8A,8B,8C,8D,8E,8F
90,91,92,93,94,95,96,97,98,99,9A,9B,9C,9D,9E,9F
A0,A1,A2,A3,A4,A5,A6,A7,A8,A9,AA,AB,AC,AD,AE,AF
B0,B1,B2,B3,B4,B5,B6,B7,B8,B9,BA,BB,BC,BD,BE,BF
C0,C1,C2,C3,C4,C5,C6,C7,C8,C9,CA,CB,CC,CD,CE,CF
D0,D1,D2,D3,D4,D5,D6,D7,D8,D9,DA,DB,DC,DD,DE,DF
E0,E1,E2,E3,E4,E5,E6,E7,E8,E9,EA,EB,EC,ED,EE,EF
F0,F1,F2,F3,F4,F5,F6,F7,F8,F9,FA,FB,FC,FD,FE,FF
Notes: uses 8 pc. 4Mx1 Chips (541000-80); made by Newell, later by FTE; seems to be very incompatible to existing software and bankswitching cartridges (OSS, Atari, etc.), because normal RAM at 4000-7FFF is NOT available - only extra Ram/Ramdisk banks. With one PIA chip there is simply no bit left to switch between main RAM and extra RAM / Ramdisk. But with the installation of a second PIA chip one would be able to do so. Furthermore one may use (almost) any setup or banks he likes then (with a second PIA chip one could control up to 256 Megabytes of RAM). Basic: To be able to select the internal Basic, connect a toggle switch between ground and the motherboard where PB1 was removed (PIA `Hole' 11). The switch is not much different than the Option Key, and I found it more versatile. (Wes Newell); OS: It is possible to maintain OS bankink using 4 Megs. It requires moving the OS into RAM before any banking of that Bit occurs. Use MOVEOS File on the [Newell-Software-] Disk. (Wes Newell)

Atari Basic: no! XL/XE Selftest: no (?) Antic access: no!

- Peterson 256k S.Peterson 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (most RD-testers will therefore see 240k memory);
Antic access: no!, Atari Basic: YES!, XL/XE Selftest: YES!

- Peterson 320k S.Peterson 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to TOMS (?), incompatible to Compyshop!;
there are still the 64k main RAM plus this 256k extra RAM;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Peterson 576k S.Peterson 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to TOMS-Ramdisk (?);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- Peterson 1088k S.Peterson 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: fully compatible to Newell and TOMS (?) Ramdisks;
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

=> Note that (separate) Antic access can be done to all Peterson
and compatible XE-type Ramdisks; just refer to Ed Bachman`s fine
article (supplied with the manual for the Wedge) on how to
update/upgrade your Peterson or compatible Ramdisk for Antic access;
(Afaik only XE-type computers can be upgraded for separate Antic
access, since XL-type computers don`t have the Freddie and Gate
Array chips; the Freddie chip controls the Gate-Array chip; the
Gate-Array chip is responsible for the separate Antic mode...)

- Quarter-Mega-XL C.Buchholz 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF (=newer version);
Notes: compatible to Peterson, Rambo XL and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and thus uses 64k as main RAM
and 192k as Ramdisk (therefore most RD-testers will see 240k memory);
older versions were designed for 32k banks, but with the appearance of
the 130XE as the new standard, the design had been changed to 16k
banks;
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no!

- Rambo XL ICD 192k
4000-7FFF 2,3,5,6 B ($D301)
Banks: A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: compatible to Buchholz, Peterson and newer Newell versions;
replaces the 8 RAM 4164 with 8 RAM 41256 and uses 64k as main RAM and
192k as Ramdisk (therefore most RD-testprograms will see 240k memory);
built in Atari Basic: YES!, XL/XE Selftest: YES! Antic access: no!

- Rambo=>512k Dan Schmid 512k
4000-7FFF 2,3,5,6,7 B ($D301)
Banks: 00,04,08,0C,20,24,28,2C,40,44,48,4C,60,64,68,6C, (Basic
80,84,88,8C,A0,A4,A8,AC,C0,C4,C8,CC,E0,E4,E8,EC; on??)
Notes: this "project" should upgrade a Rambo XL to 576kbytes;
the docs were found on Pooldisk Too (SUBDIR: ACE/Acec202 a+b);
Atari Basic: YES! XL/XE Selftest: YES! Antic access: no (?)

- Satantronic`s 1MB PC-SIMM Ramdisk 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: Extended RAM is not available from BASIC. But with a small
patch it is possible to access 512 KB from Basic. This is compatible
with 256 KB and 1024 KB SIMM modules. There also exists some light
modified version of this RD with some switches for better
compatibility with some "old" software. (XI of Satantronic);
Atari Basic: no! XL/XE Selftest: YES! Antic access: no!

- TOMS-RD T.O. + M.S. 256k
4000-7FFF 2,3,5,6 B ($D301)
Banks: 83,87,8B,8F,A3,A7,AB,AF,C3,C7,CB,CF,E3,E7,EB,EF;
Notes: made+standard in Poland; supported in most polish demos;
should be fully compatible to A.M. and Scott Peterson Ramdisks (?);
Atari Basic: YES!, XL/XE Selftest: YES!, Antic access: no (?);

- TOMS-RD T.O. + M.S. 512k
4000-7FFF 1,2,3,5,6 B ($D301)
Banks: 81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF,
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF;
Notes: should be fully compatible to S.Peterson Ramdisk (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no! (?)

- TOMS-RD T.O. + M.S. 1024k
4000-7FFF 1,2,3,5,6,7 B ($D301)
Banks: 01,03,05,07,09,0B,0D,0F,21,23,25,27,29,2B,2D,2F
41,43,45,47,49,4B,4D,4F,61,63,65,67,69,6B,6D,6F
81,83,85,87,89,8B,8D,8F,A1,A3,A5,A7,A9,AB,AD,AF
C1,C3,C5,C7,C9,CB,CD,CF,E1,E3,E5,E7,E9,EB,ED,EF
Notes: should be compatible to Newell & S.Peterson (?)
Atari Basic: no! XL/XE Selftest: YES! Antic access: no (?)

C) Parallel-Bus-Devices:
(600XL/800XL = parallel bus, XE = cart-port + ECI and/or adapter)

- Turbo Freezer XL Bernhard Engl 256k
4000-7FFF 2,3,4,5,6 B ($D301)
Banks: E3,E7,EB,EF,93,97,9B,9F,A3,A7,AB,AF,B3,B7,BB,BF;
Notes: The Turbo Freezer XL is an external device for the XL-PBI
with its own Operating-Sytem. It has a built-in Freezer, Monitor
and DOS. The Antic access for the RD can simply be built with one
wire from CPU to PBI. The RD Access works with Port-Bits 2,3 for
Bank Switching, Bits 4,5 for Groups and Bit 6 for "Mode-Select".
PortB D7 = Selftest (0=on)
D6 = Mode (1 = XE, 0 = Groups)
D5 = XE: ANTIC-Access (0 = on), Groups: Group H
D4 = XE: CPU-Access (0 = on), Groups: Group L
D3 = Bank Number H
D2 = Bank Number L
D1 = BASIC ROM (0 = on)
D0 = OS ROM (0 = off)
Atari Basic: YES! XL/XE Selftest: YES! Antic access: optional;

- missing info for the following Ramdisks:
other Bob Woolley Ramdisks, more 600XL Ramdisks, Rambo XL (512k by
ICD), some Irata Ramdisks, MIO, as well as many other types;
- (?) means: info is missing or I am not absolutely sure about this
information; so this has to be verified by other Atarians;

For this 12th edition special thanks and credits go to: Lee Barnes,
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John Picken for writing an excellent article about ramdisks and
cartridges (especially about bank-switching, which both devices can
do). And thanks to Jindrich Kubec (Jindroush) for presenting this fine
article on his homepage... Finally thanks to Michael Current for
publishing/including this "spam" in his A8FAQ and all the nice Atarians
at comp.sys.atari.8bit for their help and patience. -Thank you Folks !!-
Well, thats it for today - there is still a lot of information missing,
I know, but any help is appreciated. If you have some more information
or other things that might help, let me know. Please do also send
corrections since there will always be some updates and corrections
nescessary. Atarian Greetings - Andreas Magenheimer.

8.11 Ramdisk-supporting Software:
(This is Version 2.2 from December 2002)

Well, I will only list those programs here that have BUILT-IN! ramdisk
support. Why? Simply, because most if not all PD programs can support
a RD, as soon as the user a) has a certain DOS or RD driver or b) has

a special OS inside the computer or c) has any kind of special and
non-standard hardware. Just one example: With the use of QMEG+ OS it
is possible to freeze ZORK (or any other protected / unprotected
program)
into the RD, then re-direct the RD as being drive 1 and finally boot
Zork off of the Ramdisk, allthough Zork does not support a RD in any
way.
The same funny things can be done to other copy protected programs and
especially to unprotected public domain programs... Now, let me begin:

A) DOS programs:

a) Name(s) b) Author(s)
c) RD-type(s) d) max. size

- Atari DOS 2.0 (Atari Corp.) OSS/Atari;
a) Axlon-RDs (selfmade drivers!) unknown (maybe 128k?);
b) XE-RDs (selfmade drivers!) afaik 130XE (=64k);
(there are some more selfmade RD-drivers available!)

- Atari DOS 2.5 (Atari Corp.) OSS/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) XE-RDs (selfmade drivers!) max. 2x128 kbytes;
c) Axlon-RDs (selfmade drivers!) unknown;
(there are very many selfmade RD-drivers available!)

- DOS 3.0 (Atari Corp.) ???/Atari;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen any (nor used DOS 3);

- DOS 4.0 (Atari/Antic) Michael Barall;
=> there should be some selfmade drivers for 130XE Ramdisks (and
maybe Axlon), but I have not yet seen them (nor used DOS 4);

- Bewe-DOS Bewesoft/J.Bernasek;
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Rambox (standard driver!) up to 256 kbytes;
(Bewe-DOS is compatible to Sparta-DOS but does not use the RAM
under the OS ROM! many tools can be used under both DOS versions);

- Bibo DOS Compyshop/E.Reuss;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) unknown;

- DOS II+D Version 6.x Stefan Dorndorf;
a) XE-RDs (standard driver!) max. 2x128 kbytes;
b) Rambox (selfmade drivers!) up to 256 kbytes;

- DOS-XE (Atari Corp.) ???/Atari;
a) 130XE-RD (standard driver!) 64 kbytes;
b) other RDs (really?!?) unknown;
=> has the same author as the unpopular (Atari) DOS 3.0 !!;

(in the Atari scene it is as unpopular as DOS 3 and DOS 4!);

- DOS-XF (Atari Germany) Reitershan Comp.
=> similar in function to Turbo-DOS 2.1XF (but with a nice
DOS 2.0 / 2.5 DUP-menu!) => see Turbo-DOS !!

- My-DOS 4.5x Wordmark/R.Puff+C.Marslett
a) XE-RDs (standard driver!) up to 1024 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;
c) other RDs (MIO, BB, etc.) up to 1024 kbytes?;

- Smart-DOS Version 6.1 Ron Bieber;
a) XE-RDs (selfmade drivers!) up to ??? kbytes;
b) Axlon-RDs (selfmade-driver!) up to ??? kbytes;

- Sparta-DOS 1.x (400/800) ICD;
a) Axlon-RDs (??? drivers) up to ??? kbytes;
b) other RDs (??? drivers) up to ??? kbytes;

- Sparta DOS 2.x, 3.x (XL/XE) ICD / FTE;
a) XE-RDs (standard drivers!) up to 1024 kbytes?;
b) others (MIO, BB, etc.) up to 1024 kbytes?;
(maybe also RD-drivers for up to 16 Megabytes ?!?)

- Sparta DOS 3.3x (XL/XE) Stephen J. Carden;
=> see Sparta DOS 2.x and 3.x !!
(especially made for use with BBS-Express-Pro!)

- Sparta DOS X / 4.x (XL/XE cart.) John Harris/FTE;
=> see Sparta DOS 2.x and 3.x !!
(maybe with RD-drivers for up to 16 Megabytes ?!?)

- Super DOS 2.x Paul Nichols;
a) XE-RDs (standard driver!) up to 128 kbytes;
b) Axlon-RDs (standard driver!) up to 128 kbytes;

- Super DOS 5.x Paul Nichols;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) Axlon-RDs (standard driver!) up to ??? kbytes;

- Top-DOS 1.x R.K. Bennett
a) Axlon-RDs (standard driver!) up to 128 kbytes;
b) 130XE-RD (standard driver!) 64 kbytes;
c) other RDs (Mosaic?! driver!) up to ??? kbytes;

- Turbo-DOS 1.x, 2.x Reitershan Comp.;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (MIO, Irata, etc.) up to 256 kbytes;

- X-DOS 2.x Stefan Dorndorf;
a) XE-RDs (standard driver!) up to 256 kbytes;
b) other RDs (selfmade drivers!) up to ??? kbytes;

B) Non-DOS programs:

a) Name(s) b) Author(s)
c) supported memory d) RD-type(s)

- A-Base 130XE (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Adalmar (GAME) F.Buettner (PPP);
64k, 128k 130XE-RD;

- Alphasys-Sample-Software (TOOLs) (Mirage+ANG);
a) 64k, 128k 130XE-Ramdisk;
b) 128k?, 320k 26AE-Ramdisk;
(there are several programs for 64k or 128k memory; there
is also one -and only one- program for 320k Ataris)

- Anime 4ever (DEMO) Sente-Software-Group;
64k, 320k 26AE ???, 8ACE ??? ;
(on 64k Ataris all pics load from disk, on 320k Ataris from Ramdisk)

- A.R.-The Dungeon (GAME) P.Price/Datasoft;
48k, 64k, 128k 130XE-RD;

- A-Text (TOOL) ??? (author unknown);
64k, 128k 130XE-RD;

- Atari-Writer-80 (TOOL) (Atari);
48k, 64k, 128k 130XE-RD;

- Atari-Writer-Plus (TOOL) (Atari);
48k?, 64k?, 128k 130XE-RD;

- Basic-XE (TOOL) OSS/ICD/FTE
64k, 128k 130XE-RD;

- [The] Brundles (GAME) A.R.+C.S.S. (KE-Soft);
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Datei 4.x (database TOOL) Norbert Schlia;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Desktop Atari (TOOL) H.B.S.F
64k, 128k RAM 130XE-RD;
(the Key "7" in the Main Menu copies the whole program into the RD)

- Diskcomm. 2.x, 3.x (TOOL) Robert "Bob" Puff;
a) extra RAM (answer with Yes) detects up to 10 banks (dec.)?;
b) Ramdisk (answer with No) all DOS 2, My-DOS and Sparta RDs;
(Ramdisk size depends on the DOS and RD driver you are using, i.e.
with TurboDOS up to 256k, with MyDOS or Sparta up to 1 Megabyte,
etc.)

- Diskworker 130XE (Tools) PETSOFT
64k, 128k RAM 130XE-RD;

- Extended-Atari-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Extended-Turbo-Basic (TOOL) ??? (author unknown);
64k, 128k (RAM under OS-ROM!) 130XE-RD;

- Fampy 2.3 (Bootdisk; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Fampy 6.1i+ (ML-File; TOOL) Friday-Soft/W.Freitag;
64k, 128k, 192k, 320k 130XE-RD, AE & 26AE Ramdisks;

- Grafik+Sound Demo (DEMO) Dendrit-Soft/P.Sabath;
(48k?) 64k, 128k 130XE-Ramdisk;

- Howfen-DOS 3.x, 4.x (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Howfen-Tape-to-Disk (TOOL) ??? (author unknown);
48k, 64k, 128k and more 130XE-RD and more;

- Inertia 2.9 (TOOL) Mad Team;
a) 64k RAM (16k only) 16k usable memory (1 bank);
b) 128k RAM (16k+64k) 130XE-Ramdisk; (5 banks);
c) 320k RAM (16k+256k) 26AE & 8ACE RDs (17 banks);

- Megablast 1 (GAME) Thorsten Karwoth;
64k, 128k 130XE-Ramdisk;

- Midi-Pattern-Editor (TOOL) Raster/Radek Sterba;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE-RDs?;

- Midi-Player (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Recorder (TOOL) Ireneusz Kuczek;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- Midi-Sequencer (TOOL) Maciej Sygit;
64k, 128k, 320k 130XE-RD, 26AE & 8ACE RDs?;

- MSC-IDE interface software (TOOLs) M.Belitz+S.Birrmanns;
64k, 128k 130XE-Ramdisk
(some programs/drivers use the Ramdisk, if no Ramdisk is
available, they will use & erase the RAM area 4000-7FFF)

- [The] Muppet-Movie (DEMO) Mad Team;
64k, 128k 130XE-Ramdisk;
(on 128k Ataris some pics are loaded from the Ramdisk)

- [The] Page Designer (TOOL) XLent
64k, 128k 130XE-Ramdisk;

- Paperclip II (TOOL) Batteries Included;
48k?, 64k, 128k 130XE-Ramdisk;

- Sweet Fantasy (DEMO) Tight;
64k, 128k 130XE-Ramdisk;
(on 128k machines the gr.9 pics are loaded from the ramdisk,
on 64k Ataris the gr.9 pics are loading from the disk drive);

- Syncalc "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

- Synfile "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

- Synhome "+" (TOOL) Synapse;
48k, 64k and more Axlon-Ramdisks;

(other programs by Synapse should also support Axlon-Ramdisks)

- Textpro 5.x (TOOL) Ronnie Riche;
48k, 64k, 128k and more 130XE-RD, 26AE & 8ACE RDs;
(here the RD-bank Macros *.ADN and/or *.BNK will require extra RAM
/ Ramdisk; simply don`t use them if you merely have 48k or 64k !!)

- The Browser (TOOL) CTH / Tom Hunt;
64k, 128k and more all Sparta-DOS Ramdisks;

- The Top-3 Demo (DEMO) W.F.M.H.;
64k, 128k 130XE-Ramdisk;
(the dancing girl -"Veronika"- supports 64k and 128k memory!)

- Typesetter XL/XE (TOOL) XLent;
64k, 128k 130XE-Ramdisk;

- [The] X-Files Shpoon;
64k, 128k, 320k 130XE-RD, 26AE or 8ACE RDs?;

- thats all I remember right now...

Note: - Axlon means any Axlon compatible Ramdisk;
- 130XE means 128k memory (64k RAM + 64k RD);
- AE means 192k memory (64k RAM + 128k RD);
- 26AE means 320k memory (64k RAM + 256k RD)
=> Compyshop types (and compatibles, like Mathy`s RD);
- ACE means 256k memory (64k RAM + 192k RD)
=> Newell, Buchholz, Peterson, Rambo XL (and compatibles);
- 8ACE means 320k memory (64k RAM + 256k RD)
=> Newell?, TOMS, Peterson, Rambo XL? (and compatibles);
- ? means I am (generally) unsure -or:- I am not sure if
the given information is correct (just check it out!);

Thats all for now. Thanks and credits go to Russ Gilbert, Lee Barnes
and Bernhard Pahl for sharing some info with me. Any further help or
info is welcome !! -Andreas Magenheimer.

8.12 Atari-programs that require Extra-RAM / Ramdisk:
[This is version 2.2 from December 2002]

A) Non-Demo-Programs:

a) name(s): b) author(s):
c) memory (min.): d) RD-Type(s):
e) notes

- 130XE-(Bank-)Tester (TOOL) various authors (PD);
128k memory (64k RAM + 64k RD) 130XE-Ramdisk (E3,E7,EB,EF);
(1 block with 4 banks, overall: 4 banks);

- 192k-Memory-Tester (TOOL) various authors (PD);
192k memory (64k RAM + 128k RD) A,E Ramdisk blocks;
(2 blocks each with 4 banks, overall: 8 banks);

- 256k-Memory-Tester (TOOL) various authors (PD);
256k memory (64k RAM + 192k RD) A,C,E or 8,A,E blocks;
(3 blocks each with 4 banks, overall: 12 banks);

- 320k-Memory-Tester (TOOL) various authors (PD);
320k memory (64k RAM + 256k RD) 8,A,C,E or 2,6,A,E blocks;
(4 blocks each with 4 banks, overall: 16 banks);

- 576k-Memory-Tester (TOOL) various authors (PD);
576k memory (64k RAM + 512k RD) (overall: 32 banks);
(8 blocks x 4 banks -or- 4 blocks x 8 banks);

- 1088k-Memory-Tester (TOOL) various authors (PD);
1088k memory (64k RAM + 1024k RD) (overall: 64 banks);
(4 blocks x 16 banks for Mathy van Nisselroy`s RD and maybe others);
(8 blocks x 8 banks for Newell, Peterson, TOMS and compatibles);
(16 blocks x 4 banks should also be possible, but do not exist
yet!);

- 2112k-Memory Tester (TOOL) Satantronic`s XRAM 0.18;
2112k memory (64k RAM + 2048k RD) (overall: 128 banks);
(8 blocks x 16 banks -or- 16 blocks x 8 banks);

- 4160k-Memory-Tester (TOOL) ??? (authors unknown);
4160k memory (64k RAM + 4096k RD) (overall: 256 banks);
(16 blocks x 16 banks, means blocks 0-F each with banks 0-F);
(note: with 1 PIA chip the main RAM 4000-7FFF is not available!);

- 8256k-Memory-Tester (TOOL) ??? (authors unknown);
8256k memory (64k RAM + 8192k RD) (overall: 512 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

- 16448k-Memory-Tester (TOOL) ??? (authors unknown);
16448k memory (64k RAM + 16384k RD) (overall: 1024 banks);
(afaik, this upgrade requires 2 PIA chips or some uncool tricks!);

=> Note that 2MB-16MB extra RAM / Ramdisks are very uncommon
in the Atari scene! These upgrades were once sold by ICD and
Newell (maybe a few ones also by FTE) and of course they were
and still are selfmade by some crazy Atarians. It is not clear
if there is any software (games, apps., demos) available, that

supports these mega-upgrades fully. Afaik, only few Atarians
have and use them, mostly users of mailboxes / BBS`es...;

- ATOS/ATari Operating System (TOOL) CTH / Tom Hunt;
64k RAM + 16MB-HDD-Partition all Sparta-DOS Ramdisks;

- Boss-X - Version 10.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- Boss-XE - Version 8.x (TOOL) MS-Soft / Mirko Sobe;
128k RAM and more all DOS 2 und MyDOS RD`s;

- CAD-XE (TOOL) (HAPS-PD 0350);
128k RAM 130XE-Ramdisk;

- Castle of Blackthorne (GAME) L.o.D. / Thimo Graef;
128k RAM 130XE-Ramdisk;

- Cavepack (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Degas-View-XE (Tool) Mat*Rat / Mathew Ratcliff;
128k RAM 130XE-Ramdisk;

- Diskettenverwaltung 130XE (TOOL) (ABBUC PD 86);
(database 130XE) 128k RAM 130XE-Ramdisk;

- Draw XE (TOOL) (ABBUC PD 387);
128k RAM 130XE-Ramdisk;

- Dream Vision (TOOL) (ABBUC PD 480);
(IFF-Viewer) 256k RAM 26AE = YES!! ; 8ACE = ??? ;

- Filemanager/Filecopiers (TOOLS) various authors (PD);
128k=> 1 floppy is enough Sparta and DOS 2.x RD`s;

- Fraktale & Colorprint (TOOLS) (ABBUC PD 349); P.Woetzel;
(fractals & colorprint) 128k RAM 130XE-Ramdisk;

- Gizmo`s Castle (GAME) Black Panther / M. Kugler
XE-Version = 128k RAM 130XE-Ramdisk;

- Grafik-Zeilen-Editor (TOOL) (HAPS PD 0296);
(graphic-line-editor) 128k RAM 130XE-Ramdisk;

- Hi-Res Designer (TOOL) (HAPS PD 0015);
(gr.8 drawing program) 128k RAM 130XE-Ramdisk;

- Hires-Dump (TOOL) (ABBUC PD 113);
(gr.8 print-program) 128k RAM 130XE-Ramdisk;

- Inertia 4.5 (MODplayer TOOL) MadTeam
a) 128k RAM 130XE-Ramdisk
b) more than 128k RAM 26AE = YES!!, 8ACE = ??? ;

- Kaiser II (GAME) Phoenix Softcrew / C.Strotmann;
a) 64k RAM Version any 64k XL/XE computer;
b) 128k RAM Version 130XE-Ramdisk;
c) 320k RAM Version 26AE = ???, 8ACE = ???;
(this game comes in 3 separate versions; plays good on 64k
computers, but needs less disk-swaps on bigger machines !!)

- Kassettencopy (TOOL) (ABBUC PD 466); J.Gernreich;
(Cass.copy) Copy64 = 128k RAM 130XE-Ramdisk;

- Kemna-Video (TOOL) (ABBUC PD 185);
(intro-creator) 128k RAM 130XE-Ramdisk;

- Koenigsdiamanten (Game) KE-Soft / Kemal Ezcan;
XE-Version = 128k RAM 130XE-Ramdisk;

- Lightraces (Game) (Power per Post);
XE-Version = 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE 4.32 (TOOL) (ABBUC PD 297); T.Karwoth;
(older version!) 128k RAM 130XE-Ramdisk;

- Macro-Assembler-XE+ 2.x (TOOL) (ABBUC PD 368); T.Karwoth;
(newer version!) a) 128k RAM 130XE-Ramdisk (MyDOS only!);
b) 128k - 1088k (MyDOS only!) 26AE = YES!! ; 8ACE = YES!! ;
(has a rambank-finder program that can be loaded from Basic or the
menu!; the assembler does not work on a CS ramdisk with refresh
bugs!)

- Memdrv10 (RAM-Tester TOOL) Andr, 'MacFalkner' Bertram
$D301 all Portbits 16k up to 4 MB (all standard RD`s);
$D600 up to ??? MB (Klaus Peters Megaram 3 Ramdisk)
includes 16k Bankswitching and exotic 32k (Buchholz) Bankswitching

- Mister X (Game) (Power per Post);
128k RAM 130XE-Ramdisk;

- Monitors, Debuggers & more (TOOLS) (HAPS PD 0109);
some programs require 128k RAM 130XE-Ramdisk;

- Multi-DOS 130 (TOOL) Kuchera/Excellent
128k RAM 130XE-Ramdisk;

- Multi-DOS 320 (TOOL) Kuchera/Excellent
320k RAM 26AE = ???, 8ACE = ???;
(note that Multi-DOS 130 and 320 are no DOS-Versions, they can
be used as *.CMC players; all the rest is unknown to me...)

- Multi-Tasking-OS (various ABBUC magazines);
128k RAM 130XE-Ramdisk (+ST-mouse);

- MTOS XE (Tool) CTH / Tom Hunt;
128k RAM 130XE-Ramdisk;

- MTOS 256 (Tool) CTH / Tom Hunt;
256k RAM (64k+192k) 26AE = NO!! , 8ACE = YES!!;

- [Der] Neffe (Game) (ABBUC PD 52);
(the Nephew) XE-Version = 128k RAM 130XE-Ramdisk;

- Neo-Tracker (TOOL) EPI/Allegresse
192k RAM (64k RAM + 128k RD) 26AE = YES!! , 8ACE = YES!!;

- [The] Newspaper-Editor (TOOL) (HAPS PD 0294 english!);
XE-Version = 128k RAM 130XE-Ramdisk;

- Oelbaron (Game) ??? (author unknown);
XE-Version = 128k RAM 130XE-Ramdisk;

- Programmverwaltung 130XE (TOOL) (HAPS PD 0434);
(database 130XE) 128k RAM 130XE-Ramdisk;

- (various) Ramdisk drivers (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- Rechnen fuer Kinder (TOOLs) (ABBUC PD 85);
(calculations for children) 128k RAM 130XE-Ramdisk;

- Rund um die Ramdisk (TOOLs) (ABBUC PD 383, HAPS PD 1084);
(RD-testers, etc.) 256k RAM and more various XE-RD`s & Axlon-RD`s;

- [The] Small Printery (TOOL) Walter Lojek;
128k RAM or more (up to 1MB) 130XE-Ramdisk (minimum!);

- Snapshot (Tool) ??? (author unknown);
128k RAM 130XE-Ramdisk;

- [The] Sound-Utility (TOOL) CTH / Tom Hunt;
(64k), 128k, 256k, 576k, 1MB 130XE-RD; 8,A,C,E Ramdisks;

- Space Harrier (Game) Sheddy / Chris Hutt;
128k RAM 130XE-Ramdisk;

- Strategy Baseball (Game) (HAPS PD 0302);
128k RAM 130XE-Ramdisk;

- Super-Print-Lab-XE (TOOL) (HAPS PD 0909);
(demo-version) 128k RAM 130XE-Ramdisk;

- System+Memory Tester (TOOLs) various authors (PD);
128k RAM and more XE-RD`s, Axlon-RD`s, etc.;

- T-34 (Game) (ANG / Mirage);
128k RAM 130XE-Ramdisk;

- (various.) Tape-Copiers (TOOLs) various authors (PD);
128k RAM 130XE-Ramdisk;

- Tape-Ramdisk-Drivers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- Textpro "+" (TOOL) Ronnie Riche;
(e.g. Vers. 4.54+) 128k RAM 130XE-Ramdisk;

- The Code Cruncher (TOOL) Soused Teat / A.Bienias
128k RAM and more XE-Ramdisks;

- The Cruncher 5.0 (Tool) MSL / Magnus
128k RAM and more XE-Ramdisks;

- The [Sparta DOS] Wedge (TOOL) Ed Bachman;
128k RAM and more + sep. Antic! XE-RD`s with separate Antic!;

- The Works (Tool) CTH / Tom Hunt;
128k RAM and more 130XE and A,C,E Ramdisks;

- [Die] Wuerttemberger-Disk (TOOLS) (ABBUC PD 361, HAPS PD 1050);
also contains the XE-version of Gizmo`s castle => see Gizmo`s
Castle!;

- (various) XE-Sectorcopiers (TOOLs) various authors (PD);
128k RAM and more XE-Ramdisks;

- XE-Utilities (10 XE-TOOLs) (HAPS PD 0031);
128k RAM 130XE-Ramdisk;

- XL-2 (Tool) John K. Picken;
128k RAM and more all Sparta und DOS 2.x RD`s;

- Zargon (german text-adv. GAME) (ABBUC PD 611, HAPS PD 0485);
128k RAM 130XE-Ramdisk;

- [Der] Zeitungsredakteur (ABBUC PD 121, german!);
(newspaper-editor) 128k RAM 130XE-Ramdisk;

B) Demo-Programs:

- 130XE-Artshow (Koala!) (HAPS PD 0013);
128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k
Ataris!)

- 130XE-Autoshow (Oldtimers!) (ABBUC PD 191, HAPS PD 0637);
(130XE carshow) 128k RAM 130XE-Ramdisk;
(simply exchange the picture viewer for use with 48k or 64k
Ataris!)

- 130XE-Demo S.A.G. (Netherlands);
128k RAM 130XE-Ramdisk;
(written in TB; change all D8: entries into D1: for use with 48k and
64k Ataris; exchange Turbo-Basic XL with TB 3.2q, TB 400 or Frost
Basic for use with older 48k Ataris or (most versions of)
Sparta-DOS)

- 130XE-Impossible-Demo Rudy Haegemann / V.T.B.;
128k RAM 130XE-Ramdisk;

- Amiga-Boink-XE Bob Armour;
128k RAM 130XE-Ramdisk;

- American Natives Fox-1 / R.Verdaasdonk;
256k RAM all DOS 2 und MyDOS RD`s;

- Animkomials meet Boris Valleyo Animkomials+Boris Valleyo;
128k RAM (gr.9+11 pictures!) 130XE-Ramdisk; (has a setup!);

- Base-33 AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT upon bootup to get to the Setup-menu!)

- Bill-Pie-Demo ??? (authors unknown);
a) 128k RAM ($1E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($36 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($4C frames) RD-blocks 8+A+C+E (TOMS,
etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop or compatible RD can merely see the 192k version!)

- BMW-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- CES-XE-Demo XANTH (full version);
128k RAM (580 sectors) 130XE-Ramdisk;

- Cogito-Demo AIDS / AIDZ;
192k RAM 26AE = no?! ; 8ACE = YES!! ;

- Comet-Ani MadTeam;
a) 128k RAM ($36 frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($6D frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($96 frames) RD-blocks 8+A+C+E (TOMS, etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Danielle-(Gr.9-TB-)Ani NBS / Bill Kendrick;
a) 64k RAM (499 sectors) Disk = very slowww!;
b) 128k RAM or Harddisk RD/HD = much faster !!;
(=> use your favourite DOS, Turbo-Basic and a RD/HD driver!)

- Edelweiss-Demo A.R. + C.S.S. + S.V.L.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s you can see all demo-parts, however the mainpart,
known as the Edelweiss-Digi-Sample is shorter & sounds strange!)

- Ergo-Bibamus Quasimodos;
128k RAM (with Setup!) 130XE-Ramdisk;
(well, for 130XE and compatible Ramdisks no setup needed!)

- Extract-Slideshow Bit Busters / Replay;
128k RAM 130XE-Ramdisk;

- Glasshead / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Halle 1994b: Wormhole A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;
(well, this demo does not work at all on 8ACE-Ramdisks!)

- (Atari) Hardware-Demo A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Igor Demo MadTeam;
a) 128k (Part 1, Part 2) 130XE-Ramdisk;
b) 192k (Part 3) 26AE = YES!! ; 8ACE = YES!! ;
c) 320k (Parts 1+2+3) 26AE = NO!! ; 8ACE = YES!! ;
(=> the demo normally runs a setup for 320k memory; but there are
2-3
batch files for each Setup; goto DOS and install the one you want
or
need with the JOB command: JOB @xxxx.BAT [RETURN], then reboot
disk)

- Imperial (Sounddemo) Innovative;
320k RAM 26AE = YES!! ; 8ACE = YES!! ;

- Impossible but Real! MacGyver / AIDS;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> press A for 8ACE-RDs, press B for manual setup of other RDs)

- Isolation Demo Masters of Electric City;
128k RAM 130XE-Ramdisk;

- Journey Polynomials
a) 128k RAM ($36 frames) 130XE-Ramdisk;
b) 320k RAM ($96 frames) 26AE = YES!! ; 8ACE = yes!? ;
(=> this demo chooses the Ramdisk & Setup automatically! the demo
has quite some graphic bugs on 8ACE ramdisks, but is viewable!)

- Journey into Sound DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- Khai-Et AIDS / AIDZ;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> hold down SHIFT key upon bootup for the Setup-menu)

- Killer-Whales MadTeam
a) 128k RAM ($2E frames) 130XE-Ramdisk; RD-block E;
b) 192k RAM ($54 frames) RD-blocks A+E (CS, Rambo, etc.);
b) 320k RAM ($94 frames) RD-blocks 8+A+C+E (TOMS,
etc.);
(=> this demo chooses the Ramdisk & Setup automatically! users of
a Compyshop RD and compatible can merely see the 192k version!)

- Lajf-Demo MadTeam;
128k RAM 130XE-Ramdisk;

- Landscape-XE-Demo Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Megablast-Sounddemo DGS / Dean Garaghty;
128k RAM 130XE-Ramdisk;

- MTV`s-Danielle see: Danielle-Ani.;

- Nascar-Animation MS-Soft / Mirko Sobe;
128k RAM 130XE-Ramdisk;

- Nonjm-Demo TIGHT;
128k RAM 130XE-Ramdisk;

- Numen-Demo Taquart;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the newer/updated version has an auto-setup for 26AE & 8ACE
RD`s!)

- Owca-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Owca-2-Demo Animkomials;
128k RAM 130XE-Ramdisk;

- Parrot-X-MAS-Demo Anthony Ramos;
128k RAM 130XE-Ramdisk;

- Pedrokko-Sounddemos Pedrokko (10 Disks / 20 S.);
128k RAM (some demos) 130XE-Ramdisk;

- P.I.T. - Demo Quasimodos;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> a menu appears automatically; setup 15 banks to run the demo!
this demo does not work correct on Ramdisks with refresh-bugs!)

- Raving Vierpz Pentagram;
128k RAM 130XE-Ramdisk;

- Raytracing 320k Elsni/Stephan Elsner;
320k RAM (TB listings!) 26AE = NO!! ; 8ACE = YES!! ;

- Raytracing 1MB Solocoder of A.C.E.;
1088k RAM (K.Peters Megaram 3) works only on K.P.-1MB-RD !!;
(=> Bootdisk with 8 disksides; loading time: approx. 17 minutes!)

- Raytracing Animation Karl Pelzer;
128k RAM 130XE-Ramdisk;

- Revenge of Hacker Rasero Team;
192k RAM (RD-blocks A+E) 26AE = YES!! ; 8ACE = YES!! ;

- Sweet Fantasy TIGHT;
128k RAM 130XE-Ramdisk;

- Sheol Bit Busters;
320k RAM 26AE = NO!! ; 8ACE = YES!! ;
(on 26AE / CS - Ramdisks you will merely receive an error
message like this: sorry, this demo needs 256k of xms RAM)

- Shiny-Bubbles-XE Brian Paul / LACE;
XE-Version = 128k RAM 130XE-Ramdisk;

- Stash-Demo Rasero-Team;
320k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> in the first menu press A for 8ACE Ramdisks or press B for
manual setup of other Ramdisks like Compyshop; in the second menu
press A for 8ACE Ramdisks or C for manual input of Rambanks; don`t
press B -Compyshop- here, since this CS setup is faulty/wrong)

- Starwars-Demo A.R. + C.S.S.;
320k RAM (hold down Option-Key!) 26AE = YES!! ; 8ACE = yes!? ;
(the program checks if Basic is disabled via the Option key, thus
an OS with inverted Basic / Option-key function does not work
here!;
with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- The Asskicker Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- The Turtles-Demo (Animation!) Ultra-Software;
128k RAM 130XE-Ramdisk;
(the file version by John E. requires 128k, maybe this bootdisk
also)

- Timekeep(er) New Generation;
320k RAM ??? 26AE = NO!! ; 8ACE = YES!! ;
(after loading on an 8ACE-RD be patient! the demo requires some time
for depacking - don`t switch off when you see a black screen, wait!)

- Tit-Demo MadTeam;
256k RAM (with Setup!) 26AE = YES!! ; 8ACE = YES!! ;
(=> the Setup appears automatically; accept or change it !)

- Too-Hard-2 Animkomials (Rippers!);
128k RAM 130XE-Ramdisk;

- Too-Hard-3 Animkomials (Rippers!);
192k RAM 26AE = YES!! ; 8ACE = YES ;
(=> the Setup appears automatically; accept or change it!)

- Total Daze TIGHT;
128k RAM 130XE-Ramdisk;

- Trabant Demo / HTPPD A.R. + C.S.S.;
320k RAM 26AE = YES!! ; 8ACE = yes!? ;
(with 8ACE-RD`s the animation uses only A+E blocks and is shorter!)

- Trip-6-Demo Shadows Computer Group;
128k RAM 130XE-Ramdisk;

- Ultra Taquart;
128k RAM 130XE-Ramdisk;

- Vengeance Excellent;
128k RAM 130XE-Ramdisk;

- Vent Excellent+Pentagram;
128k RAM 130XE-Ramdisk;

- Video Blitz Helvetica Bold;
128k RAM (+sep. Antic!) 130XE-Ramdisk + sep. Antic!;

- WAF-Demo (Side B) ABBUC regional group W.A.F.;
128k RAM (2 Parts!) 130XE-Ramdisk;
(=> here the Raytracing and Vector part require 128k memory!)

- Worms-Demo Datri;
320k RAM 26AE = yes!? ; 8ACE = YES!! ;
(with 8ACE-RD`s you see the complete+bug-free version; with 26AE
RD`s you see a shorter and very buggy version with many deja-vues!)

- X-Demo Mad Team;
320k RAM 26AE = YES!! ; 8ACE = NO!! ;

- Xyberscape-XE Bill Le Masurier;
128k RAM 130XE-Ramdisk;

- Zero-Demo New Generation;
128k RAM 130XE-Ramdisk;

Notes: - 256k Compyshop-Ramdisks, 256k K.Peters-Megaram 1,2,3
and Mathy`s 1024k RD have/use 26AE Ramdisk blocks;
- afaik all other 192k / 256k Ramdisks have ACE (8CE)
or 8ACE blocks (Newell, Peterson, Buchholz, TOMS, etc.);
- ??? means unknown; TB means Turbo-Basic (XL);
- HTPPD means Hobby-Tronic-Power-Pack-Demo;
- YES!! means the demo works as it should (100% correct);
- yes!? means the demo works but has some bugs or is shorter
(50-80% correct);
- no?! means the demo almost does not work and has many bugs
(10-40% correct);
- NO!! means the demo does not work at all - it refuses to load
or crashes shortly after loading (0% correct);
- sep. Antic means separate Antic access of the Ramdisk;
(only 2 programs seem to exist: Video Blitz & The Wedge);

Thanks and credits go to Russ Gilbert and Bernhard Pahl for sharing
their info with me. Any corrections and/or updates are welcome...
- Andreas Magenheimer

(EOF)

6886. Re: FA: SIO2PC / 1050-2-PC cables on Ebay by j131

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 22:16:51 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212021416.1ad24b2a@posting.google.com>
Source record: 25356

I'm happy with the ones I bought.

j131@inetia.pl wrote in message news:<asfpqv$29v$1@korweta.task.gda.pl>...
> If you think about connecting 8bit Atari and a PC - check it out:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076438799
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076159703
>
> j131

6887. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 23:03:15 UTC
From: Jim James <dont@beatwat.com>
Message-ID: <leinuugitar145nqrluckpfhrrc04c6gqg@4ax.com>
Source record: 25357
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

On Mon, 2 Dec 2002 12:18:10 +0100 (CET), Anonymous
<nobody@remailer.privacy.at> wrote:

>Go fuck yourself Don "I am a big ass fucking fag just like Benny" Schmidt!
> For every one time you and all your fag fucking friends post fagboy Benny's
>adverts then we'll just stick around and fuck with the posts here.
>
>You sure are a big shit eater you fag fucking little loser. Go fuck yo daddy
>little fagboy.
>
>Stop advertising and we'll stop or else we'll never fucking go away got that
>shit eater?

What a wastes of space, a cowardl;y little gutless shit for brains,
does it amuse you to write like this hoping no one knows who you are.
I'm no so keen on Ben Smith adverts myself but I would never resort to
treating a fellow person like you are.

eh S

6888. Ram Test

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 23:39:00 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DEBEF14.3AB286A1@asw.cz>
Source record: 25358

Hi,

130xe is going directly to ram test after powerup:

ROM
GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG

RAM
G R G R G R G R G R G R G R G R
R R R R G G R R R R R R R R R R
G R G R G R G R G R G R G R G R

Which chips to throw away? There's 2 x 8 chips. Most of them 4264-15,
except for first, which is Nec 4164C-15. The computer seems untouched
(i.e. not physically broken). None of ram chips is hot.

Computer is old ('85), so that it doesn't contain new 130XE ramtest in
bios.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

6889. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-02 23:48:37 UTC
From: Matthias Reichl <usenet-20021203@hias.horus.com>
Message-ID: <slrnauns92.196.usenet-20021203@camel.hias.horus.com>
Source record: 25359

On Mon, 2 Dec 2002 10:32:02 -0800, Bob Woolley wrote:
> The forward voltage drop on an LED is 1.7 volts, not .7 volts. For 20ma. on
> 5 volts, you would use 165 ohms (180 ohm resistor). If you are driving a LED
> with no current limiting resistor, the 5 volt source is probably an IC,
> which has inherent current limiting to some extent. If you hook the LED to a
> 5 volt power source directly, it will let all the smoke out of it....

BTW: If you are driving an LED with an TTL IC (like 74LSxx), don't
forget that the high output voltage is only approx. 2.4 V, not 5V!
So, in general, it is better to use an inverter instead of a
standard buffer, and connect the cathode ("minus connector") of
the LED to the IC output, and the anode of the LED to +5V.

The standard "low" voltage level for TTL ICs is approx. 0.4 V,
so you get a voltage difference of approx. 4.6V instead of
only 2.6V.

so long,

Hias

6890. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 01:09:25 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212021959360.24360-100000@shell1>
Source record: 25360

On Mon, 2 Dec 2002 at 12:55:22 -0600, David Pochron scribbled:
->... the power supply that came with the 1985 replacement Rana-style
->drive is an oddball power supply with the label "DataByte" on the
->top. This power supply outputs 11.5V DC at 1.25A.

The DataByte label wasn't oddball at all. For years the Induses
came with those. On the contrary, a 9V DC brick would've been an
oddball. All the Indus power supplies I ever saw were 11.5V DC, and
I can say that I accumulated a large number of them over the years.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; read info in taglines)

6891. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:06:41 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212022009420.24360-100000@shell1>
Source record: 25361

On Sun, 1 Dec 2002 at 17:23:04 -0500, Paul Gifford scribbled:
->As for the trolls, ignore them and they go away. They want
->attention. Eventually they'll get bored and find something else
->to do.

My dear sir! (Which is my ever-so-gentle way of providing a teensy-weensy bit of advance notice that I'm going to oh-so-gently say something serious. Okay.... Are we ready?!)

To be pithy yet blunt, I will say plainly and clearly that I profoundly disagree. Several decades of experience in dealing with troublemakers in various social circles cause me to label your above words as mere wishful thinking. It's hopelessly naive to think that trolls, troublemakers, and assorted sociopaths will voluntarily disappear just because they will (supposedly) become "bored." It's also naive to think that trying to ignore them will work as a method to discourage them. That just plays into the troublemakers' hands. They like it if the mainstream of society ignores them, because that means they can continue their trans-gressions without interference.

There's only one way that society can ever successfully deal with such troublemakers. Responsible people must be willing to take a stand against social disruption and the disrupters who cause the problems. Responsible leadership must be adamant in leading the way, cracking down where necessary, and maintaining a just and lawful order. As we've seen, there's as much need for this in the online world as there is in the offline world!

There's more that can be said on this subject, but I want to save some comments for other replies that I'll shortly be posting in this thread. Meanwhile, suffice it to say that the threat of going to a moderated newsgroup must now stand as a warning to the troublemakers.

->Your suggestion that the threat of eliminating trolls will by
->itself eliminate them is nonsense.

<ha-ha!> Well, obviously you're not a chessplayer, and I suggest you don't try to take up the game. In the early 20th Century the professor and grossmeister of chess, Aaron Nimzovitch, said that the threat is often more powerful than the execution. (I think you'll find that people of the stripe of Henry Kissinger and Colin Powell are familiar with Nimzovitch! They apply the same doctrine, except their threats are nuclear-tipped! <grin>) In fact, I believe that Nimzovitch's adage was too mild. The threat must always be stronger

than the execution -- or else it would be a bluff. In this case, here today, the troublemakers need to understand that once the majority are aroused to action, action will follow, and then the troublemakers will be dealt with. Either the troublemakers *must* stop disrupting this newsgroup, or else the formal process of proposing a moderated newsgroup *will* begin.

->If everyone sticks to the topic at hand and doesn't fall for the
->trolls' postings, and if the vendors exercise restraint in
->adverstisements, then all will be good.

Dream on. But for your sake (and indeed, everybody's sake), I hope your dreams pan out.

Final note: This posting contains the tuff stuff. Let's hope that the troublemakers (or trolls if you want to call them that) heed these warnings. If so, then we can all ease up, and then hopefully the newsgroup will be able to return to being a mainly technical-oriented discussion.

>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

6892. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:21:10 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212022107050.24360-100000@shell1>
Source record: 25362

On Sun, 1 Dec 2002 at 23:35:03 -0600, "Ilmarinen" scribbled:
->Just a simple suggestion that may help in all these ad posting
->wars..... What about just adding a signature, like so many have
->here, to the postings? That way you wouldn't be posting any huge
->ads, just a one or two line thing at the bottom and you would be
->participating in the group as well.

This posting is a bit puzzling. The people selling stuff already sign their postings, and/or everybody well knows who they are. And since this post was a reply to my posting, I might note that I sign all of my writings. (See the "taglines" or "footers," not the headers, for real info.)

So who's left? Answer: the trolls and troublemakers. And they're not about to sign their anonymized postings, thereby letting the whole world see who they really are. But if there are any trolls out there so dumb that they can be "persuaded" to sign their postings, then by all means let's ask them to sign their postings! <grin> And while they're at it, they should use their real e-mail addresses! <grin> Yeah! How about it, trolls? Are you brave enough to do it?! <ha-ha>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

6893. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:38:22 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021202213822.07504.00004990@mb-ml.aol.com>
Source record: 25363

Thanks very much to all that replied. It looks like no one has tried what I am suggesting. For those that have suggested using a 1.44 disk by covering up the high density sensing hole -- yes, most any 3.5" drive will successfully format it, but *will your data be there in 5 or 10 years?* Maybe and maybe not. The oxide formulations and thickness of double density and high-density 3.5" disks are different, and being able to properly accomodate that difference is the crux of my idea.
Larry

6894. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:43:00 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212022122110.24360-100000@shell1>
Source record: 25364

On 2 Dec 2002 at 07:11:23 -0800, "rtdos" from yahoo scribbled:
->nothing wrong with ebay posts.

Okay. But responsible people shouldn't be forced to go to E-bay
or Yahoo or some other place just because the trolls rule the roost
here. That's not an acceptable scenario.

-> [A]nd if you ignore the trolls they WILL go away.

Disagree.

-> [T]hey thrive on attention. BS seems to be the only [one] left
->feeding them.

There's been a common idea running thru, or implied by, a number
of recent postings that Ben is a bad guy because he's been attacked.
Now, I have to hasten to point out that I've never bought anything
from him, nor have I ever had any substantial contact with him.
(It's possible I might have asked him some question by e-mail seven
or eight years ago, but for all practical purposes I've never had
any contact.) So I'm not defending him because of being a customer
or a close friend.

But now, let's consider the matter: Some people have posted
that they would NOT buy anything from Ben simply BECAUSE other
posters have attacked him. In other words, if he's been tarred
by trolls, ergo he must be the bad guy. In a word, this is crazy
logic. Let's remember that it's the trolls who are the bad guys.
It's the trolls who have posted anonymously with irresponsible
language and in irresponsible ways. Any infractions by Ben or
any opinions of his that people may not agree with (such as his
views about auctions), pale in comparison to the actions by the
troublemakers on the other side.

Point made. 'nuff said. "Finis." (Latin for "The End.")
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

6895. porn? no! My ISP filters it out

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:55:04 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212022147200.24360-100000@shell1>
Source record: 25365

A couple of days ago, in a posting in the Sierra Bravo thread,
on Thu, 28 Nov 2002 at 07:31:39 GMT, "Trip Cannon" scribbled:
->I wish people had this kind of enthusiasm with wiping out all the
->damn porn spam...

There hasn't been any porn in any newsgroups I've looked at for
nigh on half a dozen years now. Apparently my ISP runs better
filters than yours does. It sounds like you should consider either
changing ISPs, or asking your ISP to run more effective filtering
programs.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* eS<hEw 0bFu$[aT|oN! *

(Headers munged to foil spammers; real info in taglines)

6896. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 02:56:00 UTC
From: lp <gfa@basic.net>
Message-ID: <BA118770.ACF2%gfa@basic.net>
Source record: 25366

in article 845192d9.0212020711.6782e473@posting.google.com, rtdos at
rtdos@yahoo.com wrote on 12/2/02 10:11 AM:

> well said. nothing wrong with ebay posts. and if you ignore the
> trolls they WILL go away. they thrive on attention. BS seems to be
> the only left feeding them.

Simply learning to use filters/rules/killfiles or whatever your
end might label them can also make a world of difference.
I have several filters set, and thus several so called trouble
makers cease to exist at my end. Just more ideas. ;-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

6897. Sierra Bravo: another nuance

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 03:02:23 UTC
From: "Dr. Fossil" <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.50.0212022156170.24360-100000@shell1>
Source record: 25367

In posting "news colon 1038414285 dot 45901 dot 8 at despina
dot uk dot clara dot net," Steve Sweet scribbled:
->> He has no such right, this is a base that specifically excludes
->> commercial advertising.

Well, we've now been reminded that there supposedly is no charter
for this newsgroup. If so, then how can any kind of content be
"specifically excluded"?
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

6898. Re: porn? no! My ISP filters it out

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 04:18:49 UTC
From: Don Schmidt <dschmidt@pacifier.com>
Message-ID: <uuoc56g4ie78c2@corp.supernews.com>
Source record: 25368

Doc,

Maybe he meant vomit vocabulary. ????

Don
Vancouver, USA

"Dr. Fossil" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.50.0212022147200.24360-100000@shell1...
> A couple of days ago, in a posting in the Sierra Bravo thread,
> on Thu, 28 Nov 2002 at 07:31:39 GMT, "Trip Cannon" scribbled:
> ->I wish people had this kind of enthusiasm with wiping out all the
> ->damn porn spam...
>
> There hasn't been any porn in any newsgroups I've looked at for
> nigh on half a dozen years now. Apparently my ISP runs better
> filters than yours does. It sounds like you should consider either
> changing ISPs, or asking your ISP to run more effective filtering
> programs.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * eS<hEw 0bFu$[aT|oN! *
>
> (Headers munged to foil spammers; real info in taglines)

6899. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 05:40:29 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m37ker7j8y.fsf@europa.pienet>
Source record: 25369

"Son of man" <bcozier@bellsouth.net> writes:

> "Greg Menke" <gregm-news@toadmail.com> wrote in message
>
> Let me know if it made any sense to you, my email should be in the header.

I pasted your text in, formatted as followup to make commenting
easier.

> "Bhikkus, rightly speaking, were it said to be said of anyone : 'He has
> attained mastery and perfection in virtue, attained mastery and perfection
> in concentration, attained mastery and perfection in wisdom, attained
> mastery and perfection in deliverance,' it is of Sariputta indeed that
> rightly speaking this should be said.
> "Bhikkus, rightly speaking, were it to be said of anyone: 'He is the son of
> the Blessed One, born of his breast, born of his mouth, born of the Dhamma,
> created by the Dhamma, an heir in the Dhamma, not an heir in material
> things,' it is of Sariputta indeed that rightly speaking this should be
> said. Bhikkus, the matchless Wheel of the Dhamma set rolling by the
> Tathagata is kept rolling rightly by Sariputta."
> -- Excerpt from the Anupada Sutta, Majjhima Nikaya 111
>
> Interesting how Buddha says "created by the Dhamma" and the Dhamma is the
> word of the Buddha, and also Jesus is said to be the word made flesh. That's
> an interesting parallel. It also shows how greatly the Father respected or
> honored the Son.

So what? If you're a deity seeking incorporation in this world,
you're pretty much stuck with flesh no matter what your doctrine is.

> God :
>
> The Buddha never did claim to be God, but he refered to himself often as the
> Blessed One. It's interesting to note how on several occasions when Jesus
> was asked if he is the Son of God he responds, "You say that I am" but when
> asked if he is the Son of the Blessed, he responds directly "I am." But
> even more suprising is that there seems to be a definite pattern which may
> have been conspired by the gospel authors to show that Jesus favors being
> called "Son of the Blessed" rather than "Son of God." It is the same event
> told by Matthew and Mark.

Blessed One is an English translation of the original wording. I
suggest that you should compare that to the original
greek/hebrew/whatever the original Christian documentation was written
with in order to evaluate the relationship. I have a couple
translations of various parts of the Lotus Sutra, and between the two

of them, Shakyamuni ends up with approximately a gazillion different
names, and thats before they start naming all the other subordinate
Buddhas. Its almost enough to make one start assigning acronyms.

> Mark:14:61: But he held his peace, and answered nothing. Again the high
> priest asked him, and said unto him, Art thou the *Christ, the Son of the
> Blessed* ?
> 62: And Jesus said, *I am* : and ye shall see the Son of man sitting on the
> right hand of power, and coming in the clouds of heaven.
>
> Now this same event is told in Matthew, and it is quite suprising to note
> how different the response is that Jesus gives even though one may attribute
> the language of the question being asked simply as a preference of the
> author, using "Christ, Son of God" as opposed to "Christ, Son of the
> Blessed." But there definitely is a difference in the answer that each
> author represents Jesus gives.
>
> What we see in Matt:26:63 is a direct avoidance of the question *only when
> it is asked as Son of God* Now this is important. Why? Because it seems
> unlikely that in recollecting this event that two people would represent
> Christ as giving two different answers to the supposedly same question.
> However upon further investigation we find a similar occurence in the gospel
> of Luke.
>
> Luke:22:70: Then said they all, Art thou then the *Son of God*? And he said
> unto them, *Ye say* that I am.
>
> The pattern can be discerned. "Son of God" gets an indirect answer, however
> "Son of the Blessed" gets a direct "I am" answer from Jesus. Futhermore
> Jesus most often uses the term "Son of man" and not "Son of God." Jesus
> came 500 years after the passing away of the Buddha and Sariputta. Jesus
> also explained to the Jews who it was that they called "God"

I don't see a pattern. I see different answers to different people in
different circumstances. Perhaps the editors of the various documents
that form the Bible could suggest some better reasons.

> So do you see how Jesus being "in the hands of the Father" which is like a
> boundless sea relates to him saying out of his belly shall flow rivers of
> living water? And by that he meant the Holy Ghost of the Father which was
> not yet given, because he had not yet been "glorified" in the unbound
> Father.

No I do not. Finding passages that refer to sons and passages that
refer to fathers in the two documents, then on the basis of which
mentions the other, to infer that Buddha is Jesus's father- and in
fact, God, is in my opinion, presumptive.

> The Spirit of Christ is one with the Father's boundless parinirvana.
>
> Someone asked me why do they appear to say such different things? For one
> thing, Jesus purposefully tried to mask the fact that the Buddha was his

> Father or else no one would have followed him, especially the Jews who had
> their own ideas about God and the Sabbath and circumcision of which the
> Buddha did not place any importance, and the Jews being his primary
> audience. Jesus also said :

I would think its because they are two very different religions,
formed in vastly different cultures at very different times.

> 2000 years ago it was important that the Father, the Buddha, remain
> anonymous or no one would have paid Jesus any attention if they only knew he
> was just a disciple of a mere mortal man.

How do you know this?

> But they did teach many things in common. There's a book available "Jesus
> and Buddha : The parallel sayings" which covers many of them.
>
> Also, here's just an example of what I found as a parallel :

These kinds of books are interesting. I happened upon one that put
Buddhist doctrine in Christian language and vice versa, I should have
bought it...

> I also discovered some interesting coincidences, and you know what they say,
> there's a fine line between fate and coincidence.

Coincidences are everywhere, but they don't always mean something.

> I believe the name of the Father is Siddhartha Gotama.

Whatever floats your boat. Just keep your garden plowed.

> The fact that only so few know the name of the Father of Jesus lends
> credibility to it being Siddhartha Gotama, because most Buddhists don't
> believe the Buddha is the Father Jesus refers to, and most Christians don't
> believe the Buddha is the Spirit Father of Jesus also. I won't bother

Just because something isn't widely known (for some value of known),
doesn't make it any more or less true than some other more widely
circulated assertion.

I don't think superficially relating figurative senses of "father"
will achieve much. For one thing, your base documents are the modern,
accepted versions of documents that have been retranslated, edited,
revised and tweaked for thousands of years. For you to understand
what Jesus meant by Father with enough precision to relate it to what
the Buddha meant will require far more exhaustive research. You
yourself suggested that the editors and translators of Christian
doctrine might be imposing their opinions (sometimes unavoidably,
other times not), and I imagine similar things could well be the case
in Buddhist text.

I see a lot of parallels between your reasoning and that illustrated
in its extremity in Foucalt's Pendulum by Umberto Eco. Its a great

book IMHO.

Gregm

6900. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 07:36:33 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <thnouuk1fd4te4kii384nr3tbeiu6dm5p7@4ax.com>
Source record: 25370

On Mon, 2 Dec 2002 12:03:23 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>Who knows where I can find a schematic (preferably in electronic form) on
>the RAMBO XL or Claus Bucholz 256kB upgrade?
>
>CU Mathy van Nisselroy

Hmmm... didn't the article contain one? (checks old Atari files on the shelf)
Hmmm... I see, it's just a connections list. But it shouldn't be too difficult
to develop a schematic from that connections list, actually.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

6901. Re: APE SIO Monitor

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 11:45:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asi5h9$dr0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25371

Howdy Larry

> Win APE has a nice SIO monitor, but there doesn't seem to be any way
(within
> APE) to capture the data and print it out. Pressing cntl-C brings up
another
> menu, and a right mouse click brings up a short menu to clear the monitor
or
> "what's this?". Is there another way to get that data from the monitor
(not
> Print Screen!)? (Looked at the DOS docs, but didn't find anything).

I never used APE, so I might be wrong....

Have you tried clicking on 'File' or whatever the first world is in English.
Then 'save as'.....

CU Mathy van Nisselroy

6902. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 12:02:29 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asi6gnese1@nets3.rz.RWTH-Aachen.DE>
Source record: 25372

Howdy Ron, Marco Antonio, folks

> Hmmm... didn't the article contain one? (checks old Atari files on the shelf)
> Hmmm... I see, it's just a connections list. But it shouldn't be too difficult
> to develop a schematic from that connections list, actually.

Oops, I meant 'connections list'. Most memory upgrades come without schematic (mine does).

Andreas told me he has it in electronic form. If not, I'll ask again. 'connections list' will be fine. I just want to know what Guy Ferrante's upgrade does that causes the computer to be able to instantly reboot. Eliminating the 10 second pause otherwise needed to drain the RAMs.

CU Mathy van Nisselroy

6903. Re: OT : Are there any people here who

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 15:37:12 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <s74H9.12538$bq3.7700@news.bellsouth.net>
Source record: 25373

```
"Greg Menke" <gregm-news@toadmail.com> wrote in message
news:m37ker7j8y.fsf@europa.pienet...
> "Son of man" <bcozier@bellsouth.net> writes:
>
> > "Greg Menke" <gregm-news@toadmail.com> wrote in message
> >
> > Let me know if it made any sense to you, my email should be in the
header.
>
> I pasted your text in, formatted as followup to make commenting
> easier.
>
>
>
>
> > "Bhikkus, rightly speaking, were it said to be said of anyone : 'He has
> > attained mastery and perfection in virtue, attained mastery and
perfection
> > in concentration, attained mastery and perfection in wisdom, attained
> > mastery and perfection in deliverance,' it is of Sariputta indeed that
> > rightly speaking this should be said.
> > "Bhikkus, rightly speaking, were it to be said of anyone: 'He is the son
of
> > the Blessed One, born of his breast, born of his mouth, born of the
Dhamma,
> > created by the Dhamma, an heir in the Dhamma, not an heir in material
> > things,' it is of Sariputta indeed that rightly speaking this should be
> > said. Bhikkus, the matchless Wheel of the Dhamma set rolling by the
> > Tathagata is kept rolling rightly by Sariputta."
> > -- Excerpt from the Anupada Sutta, Majjhima Nikaya 111
> >
> > Interesting how Buddha says "created by the Dhamma" and the Dhamma is
the
> > word of the Buddha, and also Jesus is said to be the word made flesh.
That's
> > an interesting parallel. It also shows how greatly the Father respected
or
> > honored the Son.
>
> So what? If you're a deity seeking incorporation in this world,
> you're pretty much stuck with flesh no matter what your doctrine is.
>
>
>
```

> > God :
> >
> > The Buddha never did claim to be God, but he refered to himself often as
the
> > Blessed One. It's interesting to note how on several occasions when
Jesus
> > was asked if he is the Son of God he responds, "You say that I am" but
when
> > asked if he is the Son of the Blessed, he responds directly "I am." But
> > even more suprising is that there seems to be a definite pattern which
may
> > have been conspired by the gospel authors to show that Jesus favors
being
> > called "Son of the Blessed" rather than "Son of God." It is the same
event
> > told by Matthew and Mark.
>
> Blessed One is an English translation of the original wording. I
> suggest that you should compare that to the original
> greek/hebrew/whatever the original Christian documentation was written
> with in order to evaluate the relationship. I have a couple
> translations of various parts of the Lotus Sutra, and between the two
> of them, Shakyamuni ends up with approximately a gazillion different
> names, and thats before they start naming all the other subordinate
> Buddhas. Its almost enough to make one start assigning acronyms.
>
>
>
> > Mark:14:61: But he held his peace, and answered nothing. Again the high
> > priest asked him, and said unto him, Art thou the *Christ, the Son of
the
> > Blessed* ?
> > 62: And Jesus said, *I am* : and ye shall see the Son of man sitting on
the
> > right hand of power, and coming in the clouds of heaven.
> >
> > Now this same event is told in Matthew, and it is quite suprising to
note
> > how different the response is that Jesus gives even though one may
attribute
> > the language of the question being asked simply as a preference of the
> > author, using "Christ, Son of God" as opposed to "Christ, Son of the
> > Blessed." But there definitely is a difference in the answer that each
> > author represents Jesus gives.
> >
> > What we see in Matt:26:63 is a direct avoidance of the question *only
when
> > it is asked as Son of God* Now this is important. Why? Because it seems
> > unlikely that in recollecting this event that two people would represent
> > Christ as giving two different answers to the supposedly same question.

> > However upon further investigation we find a similar occurence in the
gospel
> > of Luke.
> >
> > Luke:22:70: Then said they all, Art thou then the *Son of God*? And he
said
> > unto them, *Ye say* that I am.
> >
> > The pattern can be discerned. "Son of God" gets an indirect answer,
however
> > "Son of the Blessed" gets a direct "I am" answer from Jesus. Futhermore
> > Jesus most often uses the term "Son of man" and not "Son of God." Jesus
> > came 500 years after the passing away of the Buddha and Sariputta. Jesus
> > also explained to the Jews who it was that they called "God"
>
> I don't see a pattern. I see different answers to different people in
> different circumstances. Perhaps the editors of the various documents
> that form the Bible could suggest some better reasons.
>
>
>
> > So do you see how Jesus being "in the hands of the Father" which is like
a
> > boundless sea relates to him saying out of his belly shall flow rivers
of
> > living water? And by that he meant the Holy Ghost of the Father which
was
> > not yet given, because he had not yet been "glorified" in the unbound
> > Father.
>
> No I do not. Finding passages that refer to sons and passages that
> refer to fathers in the two documents, then on the basis of which
> mentions the other, to infer that Buddha is Jesus's father- and in
> fact, God, is in my opinion, presumptive.
>
>
> > The Spirit of Christ is one with the Father's boundless parinirvana.
> >
> > Someone asked me why do they appear to say such different things? For
one
> > thing, Jesus purposefully tried to mask the fact that the Buddha was his
> > Father or else no one would have followed him, especially the Jews who
had
> > their own ideas about God and the Sabbath and circumcision of which the
> > Buddha did not place any importance, and the Jews being his primary
> > audience. Jesus also said :
>
> I would think its because they are two very different religions,
> formed in vastly different cultures at very different times.
>

>
> > 2000 years ago it was important that the Father, the Buddha, remain
> > anonymous or no one would have paid Jesus any attention if they only
knew he
> > was just a disciple of a mere mortal man.
>
> How do you know this?
>
>
> > But they did teach many things in common. There's a book available
"Jesus
> > and Buddha : The parallel sayings" which covers many of them.
> >
> > Also, here's just an example of what I found as a parallel :
>
> These kinds of books are interesting. I happened upon one that put
> Buddhist doctrine in Christian language and vice versa, I should have
> bought it...
>
>
> > I also discovered some interesting coincidences, and you know what they
say,
> > there's a fine line between fate and coincidence.
>
> Coincidences are everywhere, but they don't always mean something.
>
>
> > I believe the name of the Father is Siddhartha Gotama.
>
> Whatever floats your boat. Just keep your garden plowed.
>
>
> > The fact that only so few know the name of the Father of Jesus lends
> > credibility to it being Siddhartha Gotama, because most Buddhists don't
> > believe the Buddha is the Father Jesus refers to, and most Christians
don't
> > believe the Buddha is the Spirit Father of Jesus also. I won't bother
>
> Just because something isn't widely known (for some value of known),
> doesn't make it any more or less true than some other more widely
> circulated assertion.
>
> I don't think superficially relating figurative senses of "father"
> will achieve much. For one thing, your base documents are the modern,
> accepted versions of documents that have been retranslated, edited,
> revised and tweaked for thousands of years. For you to understand
> what Jesus meant by Father with enough precision to relate it to what
> the Buddha meant will require far more exhaustive research. You
> yourself suggested that the editors and translators of Christian
> doctrine might be imposing their opinions (sometimes unavoidably,

> other times not), and I imagine similar things could well be the case
> in Buddhist text.
>
> I see a lot of parallels between your reasoning and that illustrated
> in its extremity in Foucalt's Pendulum by Umberto Eco. Its a great
> book IMHO.
>
> Gregm

Different strokes for different folks. I've received comments that ranged from "It makes perfect sense." and "rarely have I been fascinated -- Ben Stein, who is a Jew and likes the Buddha" to comments similar to yours. I can only guess there are real factors in our lives which predispose us to think one way over another. One of the most surprising things I ever heard Jesus say was this :

John:6:44: No man can come to me, except the Father which hath sent me draw him: and I will raise him up at the last day.

6904. *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 17:27:00 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212030927.10793cb@posting.google.com>
Source record: 25374

is he still around ?

6905. Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 18:52:14 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DECFD5E.5514BF93@students.uni-mainz.de>
Source record: 25375

Hello folks,
a while ago a schematic for a polish CD-Rom interface appeared in ABBUC magazine. This works like a turbo-tape, meaning you can only load programs into your atari (speed = turbo-tape speed). My friend Raimund Altmayer now owns such an interface, but he doesn`t have any software or drivers for it. Is there anyone who owns this software or drivers, e.g. Fox-1 or TXG ?!? If so, can you send me a copy of this software ???
greetings, Andreas.

6906. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 19:34:42 UTC
From: Fox-1
Message-ID: <asj10mium1@news2.tilbu1.nb.home.nl>
Source record: 25376

"Andreas Magenheimer" wrote

> Hello folks,
> a while ago a schematic for a polish CD-Rom interface appeared in ABBUC
> magazine. This works like a turbo-tape

> Fox-1 or TXG ?!? If so, can you send me a copy of this software ???

I have the software. One problem. It's on cartridge...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6907. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 19:43:32 UTC
From: Fox-1
Message-ID: <asj1h8$n70$1@news2.tilbu1.nb.home.nl>
Source record: 25377

"Andreas Magenheimer"wrote

> a while ago a schematic for a polish CD-Rom interface appeared in ABBUC
> magazine. This works like a turbo-tape, meaning you can only load
> programs into your atari (speed = turbo-tape speed).

Almost forgot to mention this. After having received about 33% quoted text, 33% off-topic, and 33% abusing mails again I've
decided to get out of here. If you need to contact me, use email...

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

6908. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 20:08:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3ded0fbf$0$11748$e4fe514c@news.xs4all.nl>
Source record: 25378

Hi,

I think on the web you can find some loaders on czech web-sites...

When I have time I will look...

Also on the german e-bay you can buy these carts. Last month I bought 2
carts which contains utility's and loader.

TXG/MNX
"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DECFD5E.5514BF93@students.uni-mainz.de...
> Hello folks,
> a while ago a schematic for a polish CD-Rom interface appeared in ABBUC
> magazine. This works like a turbo-tape, meaning you can only load
> programs into your atari (speed = turbo-tape speed). My friend Raimund
> Altmayer now owns such an interface, but he doesn`t have any software or
> drivers for it. Is there anyone who owns this software or drivers, e.g.
> Fox-1 or TXG ?!? If so, can you send me a copy of this software ???
> greetings, Andreas.

6909. speaking of NET.MICRO.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-03 20:31:45 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212031231.61ebddc8@posting.google.com>
Source record: 25379

boy this is getting fun:

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&group=net.micro.atari
(link WILL wrap)

6910. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 00:24:42 UTC
From: Michael Limburg <mlimb@gmx.de>
Message-ID: <slrnauqiqa.1s7.mlimb@archimedes.lan1>
Source record: 25381

Bob Woolley wrote:
> The forward voltage drop on an LED is 1.7 volts, not .7 volts. For 20ma. on
> 5 volts, you would use 165 ohms (180 ohm resistor). If you are driving a LED
> with no current limiting resistor, the 5 volt source is probably an IC,
> which has inherent current limiting to some extent. If you hook the LED to a
> 5 volt power source directly, it will let all the smoke out of it....
>
> Bob

Red LED: 1.6-1.7 V
Yellow LED: 2-2.2V
Green LED: 2.5-2.7V
White LEDs: up to 4V

If: 15-20mA
Low current LEDs: 1,5mA

Michael

6911. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 00:57:24 UTC
From: gozarcollins@nospamhotmail.com
Message-ID: <asjjtk01pd1@enews3.newsguy.com>
Source record: 25382

Dr. Fossil <erasmus@6502.chip.old.folks.home> wrote:
> On Sun, 1 Dec 2002 at 23:35:03 -0600, "Ilmarinen" scribbled:
> ->Just a simple suggestion that may help in all these ad posting
> ->wars..... What about just adding a signature, like so many have
> ->here, to the postings? That way you wouldn't be posting any huge
> ->ads, just a one or two line thing at the bottom and you would be
> ->participating in the group as well.
>
> This posting is a bit puzzling. The people selling stuff already
> sign their postings, and/or everybody well knows who they are. And
> since this post was a reply to my posting, I might note that I sign
> all of my writings. (See the "taglines" or "footers," not the head-
> ers, for real info.)

I think here is part of the problem. I have *never* seen Ben post anything in this group besides the weekly advertisement. Others, such as Lance, do add to the discussions.

This would all be a moot point if Ben would limit his advertisements to once a month *AND* join us in the discussions that go on here. By adding to the discussions he could advertise practically everyday and not a single person would compain.

--
Access:Organize:Share your bookmarks online - http://flyrt.com/

6912. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 03:14:41 UTC
From: Ate Bitter <erasmus@tempests.and.teapots>
Message-ID: <Pine.GSO.4.50.0212032208340.2698-100000@shell1>
Source record: 25383

```
On 4 Dec 2002 00:57:24 GMT, "gozarcollins"
->I think here is part of the problem. I have *never* seen Ben
->post anything in this group besides the weekly advertisement.

He posted several messages here just a couple of weeks ago.
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *
```

6913. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 04:23:34 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DED838E.B152E663@rogers.com>
Source record: 25384

rtdos wrote:

> is he still around ?

I remember that name too, possibly on one of the old bbs networks. I've
wondered where he went.

6914. JYBOLAC BBS Back online!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 04:27:50 UTC
From: Chris Martin <vlastaar@yahoo.com>
Message-ID: <6vfH9.20972$pN3.1755@sccrnsc03>
Source record: 25385

All,

Okay, so what would you expect to happen during Thanksgiving vacation? Disk corruption? Yup!

Anyway, the JYBOLAC BBS at (telnet://jybolac.homelinux.com:800) has been down
for the past couple of days thanks to a disk image going bad. Thankfully, I did a backup right before the holidays, so not much was lost. The last message I could recover was from 11/26....not too bad.

Well, come on and telnet to the world's only XEGS connected to the internet! :)

telnet://jybolac.homelinux.com:800

Sorry for the inconvience.

--Chris
_____ Chris Martin ICQ#: 55089522 Current ICQ status: + More ways to contact me
_____

6915. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 04:43:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021203234315.05840.00008708@mb-ms.aol.com>
Source record: 25386

Thanks for all your replies -- I really learned a lot from this! (And made a text file so I can "remember" in the future!)
Larry

6916. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 05:23:17 UTC
From: mo <momo@atariland.com>
Message-ID: <9jgH9.106320$Kj1.4370171@twister.austin.rr.com>
Source record: 25387

Fox has a very valid point. I'm seeing this happen to way too many
newsgroups. Therfore I'm making this solemn promise to myself and this
newsgroup....
I do hereby swear to stay away from off topic threads...
to stay away from abusive and or vulgar
posts
to never include quoted text in a reply

I humbly ask the others to do the same, and 'Son of man'-
there are at least a hundred or so religious newsgroups, why does it have to
mix with Atari?
That's my promise to myself and others, I'll never make an issue of it
again.
8-)
Mo

6917. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 06:08:11 UTC
From: solarinflux@aol.com
Message-ID: <20021204010811.24023.00009290@mb-mm.aol.com>
Source record: 25388

why is 2600 asteroids better that ang 8 bit macines... never was produced a good asteroids game for the 8 bit atari..

go figue.. the vcs had a repeat register or something like that n yy way remember what whoremouse said

oops

solar

6918. Re: 5,25" DD disks (was: 3.5" High Density Disks?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 07:27:59 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212032327.4822cecf@posting.google.com>
Source record: 25389

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DEBB99B.9FAB325B@students.uni-mainz.de>...
> Well,
> ABBUC Germany is searching for vendors of 5,25" DD-disks. they produce a
> magazine for 400+ members plus run a PD-library. so this club needs
> approx. 5000 disks per year. Anyone have an e-mail adress or webpage
> where to order those 5,25" DD disks ?!? I called ten firms a few months
> ago (including BASF/Emtec, TDK, Philips, JVC, Kodak, Agfa and others),
> but they all told me that they no longer produce these diskettes nor
> have any left of them... -Andreas.
>
>

Taking my own advice, I called the 3M hotline number only to
find that in the past 5 years or so since I last called,
Imation is now the company at that number and they don't
know anything other than their own line. They don't have
any as of 2 years ago. I did find some 720k 3.5" disks at
Verbatim, and 5 1/4" HD disks at http://www.pricewatch.com
but no 5 1/4" DD anywhere. Which only leaves the Atari
vendors and maybe a rare find on ebay?

Stephanie at Imation didn't know anything about a DOD
requirement either - perhaps that was just so much BS from a
bored phone support tech? He sent me a catalog that did
have at that time a dozen disk makers' lines of floppies and
there were several to choose from in the 5 1/4" DD catagory.
But that was then and the catalog is long gone too.
There are a lot of surplus houses - if I find a wad of disks
in one of them, I'll drop you a line via email.

6919. Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 10:58:15 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <askn49$sv5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25390

Howdy folks

A friend of mine wants to know the following:

If RESET is pressed on a computer with an AXLON memory upgrade (real AXLON, not AXLON compatible), is the home bank switched back in? (home bank is the bank that's switched in when the computer is powered up)

In other words, is the RESET line used on real Axlon memory upgrades? Axlon compatible upgrades don't seem to use it.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

6920. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 12:15:18 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <askrkq$4bb$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25391

Howdy Mirko, folks

Mirko might have read this in the ABBUC forum already, but others might be interested in this list:
http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd

It has most/all XIO commands for most DOSses.

CU Mathy van Nisselroy

6921. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 12:22:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asks20$4po$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25392

Howdy Jeff, James, folks

> > is he still around ?
>
> I remember that name too, possibly on one of the old bbs networks. I've
> wondered where he went.

IIRC his real name is James King and yes, he does frequent this group.
Atleast he did.

CU Mathy van Nisselroy

6922. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 12:29:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asksf9$566$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25393

Howdy Mo, folks

> to never include quoted text in a reply

I like to leave enough quoted text so that the reader is reminded of what I'm answering/commenting to. It's not only easier on the brain, it also prevents people from getting angry at you because they think your answering/commenting to something different.

But I do cut off most of the unneeded stuff. Heck, internet could be easily twice, three or maybe even four times as fast if people didn't quote EVERYTHING, EVERYTIME. (getting off my soapbox now.....ouch....man this is high....)

CU Mathy van Nisselroy

6923. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 17:09:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <2FqH9.4071$hM3.473885@newsread2.prod.itd.earthlink.net>
Source record: 25394

Hi Mathy;
Interesting chart with at least one small bug... it lists "8" as the "Put
Record" command; I am almost certain that should be "9".

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy Mirko, folks
>
> Mirko might have read this in the ABBUC forum already, but others might be
> interested in this list:
> http://www.strotmann.de/twiki/bin/view/APG/PgmXIOCmd
>
> It has most/all XIO commands for most DOSses.
>
> CU Mathy van Nisselroy
>

6924. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 17:37:06 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <63rH9.4102$hM3.479789@newsread2.prod.itd.earthlink.net>
Source record: 25395

How exactly would you check? I have the Axlon 128 in my favorite 800
utilized for a MyDos ramdisk; I got it used with a single boot disk of 2.0S
modified and no programming docs.

I read in the recent upgrades posting that the $CFFF control port is read
only. Seems like one would need to poke banks and then some unique data into
selected RAM before doing a Reset and peeking to see which bank was active.
Would that be reasonable?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> Howdy folks
>
> A friend of mine wants to know the following:
>
> If RESET is pressed on a computer with an AXLON memory upgrade (real
AXLON,
> not AXLON compatible), is the home bank switched back in? (home bank is
the
> bank that's switched in when the computer is powered up)
>
> In other words, is the RESET line used on real Axlon memory upgrades?
Axlon
> compatible upgrades don't seem to use it.
>
> CU Mathy van Nisselroy
>

6925. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 17:57:28 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212040957.c906fb@posting.google.com>
Source record: 25396

1. I am not forcing people over to ebay or yahoo. Just an
alternative like the MANY MANY other Atari forums already out there.

2. I have NOT accused ben of being a bad guy. I merely stated the
fact that he is the ONLY one feeding the trolls.

"Dr. Fossil" <erasmus@6502.chip.old.folks.home> wrote in message
news:<Pine.GSO.4.50.0212022122110.24360-100000@shell1>...
> On 2 Dec 2002 at 07:11:23 -0800, "rtdos" from yahoo scribbled:
> ->nothing wrong with ebay posts.
>
> Okay. But responsible people shouldn't be forced to go to E-bay
> or Yahoo or some other place just because the trolls rule the roost
> here. That's not an acceptable scenario.
>
> -> [A]nd if you ignore the trolls they WILL go away.
>
> Disagree.
>
> -> [T]hey thrive on attention. BS seems to be the only [one] left
> ->feeding them.
>
> There's been a common idea running thru, or implied by, a number
> of recent postings that Ben is a bad guy because he's been attacked.
> Now, I have to hasten to point out that I've never bought anything
> from him, nor have I ever had any substantial contact with him.
> (It's possible I might have asked him some question by e-mail seven
> or eight years ago, but for all practical purposes I've never had
> any contact.) So I'm not defending him because of being a customer
> or a close friend.
>
> But now, let's consider the matter: Some people have posted
> that they would NOT buy anything from Ben simply BECAUSE other
> posters have attacked him. In other words, if he's been tarred
> by trolls, ergo he must be the bad guy. In a word, this is crazy
> logic. Let's remember that it's the trolls who are the bad guys.
> It's the trolls who have posted anonymously with irresponsible
> language and in irresponsible ways. Any infractions by Ben or
> any opinions of his that people may not agree with (such as his
> views about auctions), pale in comparison to the actions by the
> troublemakers on the other side.
>
> Point made. 'nuff said. "Finis." (Latin for "The End.")

6926. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 19:46:19 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <aslm29$12i$1@innferno.news.tiscali.de>
Source record: 25247

Thanks to all, who anwered me.

Who would like to have a BOSS-X-Version, that runs in BeWe-DOS?

Mirko

"Mirko Sobe" <atarixle@12move.de> schrieb im Newsbeitrag
news:as84le$26rp$1@innferno.news.tiscali.de...
> While changing some lines to make BOSS-X full compatible with BeWe-DOS, I
> have a problem: there seems to be no XIO-command to set a default
directory
> (D1:). In MyDOS, it is the function 'XIO
41,#1,0,0,"D1:Programme>Spiele01"',
> that makes, that "D:" (without drive-numbers) will point at exactly this
> dirctory. Is there a function in BeWe-DOS, that does the same?
>
> Mirko
>
>
> www.atarixle.de
>
>
>

6927. Re: ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 19:55:17 UTC
From: atari4evr@aol.com
Message-ID: <20021204145517.19545.00000158@mb-fs.aol.com>
Source record: 25248

Dear Ben:

You are a true to your convictions and I respect that very much. Atari computers and the Atari community have done much for you, and you have repayed the community with loyalty, hard work, and honesty. Thank you! The Atari community will continue as long as there are dedicated Atarians like you.

Sincerely, An Atarian Forever...

6928. BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 22:05:56 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212041405.1dc07d0e@posting.google.com>
Source record: 25249

How many here have switched from SpartaDOS to BeWeDOS? Why? Good points about one vs. the other? Those who've not switched but tried BeWeDOS, why'd you stick with SpartaDOS? Comments?

6929. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 22:54:29 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dee8859_5@nopics.sjc>
Source record: 25250

Go here and read about drives and disks and stuff...

http://www.island.net/~jfleet/ch13.htm#Heading28

The formulation of DD and HD diskettes is the same, but there are minor
differences in thickness and coercivity....

Look at the differences between DD and HD on a 5 1/4 - that is why they
can't be swapped.

Your data will still be there in 10 years

Bob

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021202213822.07504.00004990@mb-ml.aol.com...
> Thanks very much to all that replied. It looks like no one has tried what
I am
> suggesting. For those that have suggested using a 1.44 disk by covering
up the
> high density sensing hole -- yes, most any 3.5" drive will successfully
format
> it, but *will your data be there in 5 or 10 years?* Maybe and maybe not.
The
> oxide formulations and thickness of double density and high-density 3.5"
disks
> are different, and being able to properly accomodate that difference is
the
> crux of my idea.
> Larry

6930. Re: OSS Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-04 23:35:45 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-236728.17354404122002@news.supernews.com>
Source record: 25251

In article <20020720014658.15619.00000231@mb-ca.news.cs.com>,
llpwhite@cs.com (LLpwhite) wrote:

> Way back when, I subscribed to the OSS Newsletters for several years. They
> were supposedly published quarterly, but in actuality, it was pretty
> sporadic.
> When OSS sold out to ICD, I had just re-subscribed, and ICD never published
> any
> more issues (story of my Atari life). I have printed copies from the Spring
> and Fall of 1984. Then I have disk issues from the Fall of 1986 and Winter
> of
> 1987. I am pretty sure that the Winter of 1987 was the last issue ever
> published. Is anyone aware of any other issues that were published?
> Thanks,
> Larry

Hi Larry,

back on 7.20.02 you asked this question. I saved it until my next visit to my
parents' place, which was last weekend.

We have OSS disk issues Fall 86 and Winter 87 only. That would support your
theory that these may have been the only disk issues published.

I don't remember ever seeing paper issues.

-Michael

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

6931. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 02:14:54 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DEEB6E8.1D82EAD9@rogers.com>
Source record: 25252

Mathy van Nisselroy wrote:

> Howdy Jeff, James, folks
>
> > > is he still around ?
> >
> > I remember that name too, possibly on one of the old bbs networks. I've
> > wondered where he went.
>
> IIRC his real name is James King and yes, he does frequent this group.
> Atleast he did.
>
> CU Mathy van Nisselroy

Righto, now I'm starting to remember a bit.

6932. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 04:07:53 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <hmjtuuob06gintothjqhd5oiqv42d8r0cb@4ax.com>
Source record: 25253

On Tue, 3 Dec 2002 13:02:29 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy Ron, Marco Antonio, folks
>
>> Hmmm... didn't the article contain one? (checks old Atari files on the
>shelf)
>> Hmmm... I see, it's just a connections list. But it shouldn't be too
>difficult
>> to develop a schematic from that connections list, actually.
>
>Oops, I meant 'connections list'. Most memory upgrades come without
>schematic (mine does).
>
>Andreas told me he has it in electronic form. If not, I'll ask again.
>'connections list' will be fine. I just want to know what Guy Ferrante's
>upgrade does that causes the computer to be able to instantly reboot.
>Eliminating the 10 second pause otherwise needed to drain the RAMs.
>
>CU Mathy van Nisselroy
>
I have it too, it was inside some .ATR file IIRC which collects all the
various memory upgrades... there was even one for the 800. From what I
remember, they were two files (maybe they were .ARC instead?). Let
me see... I think they were called MEMUPDATE or something like that.
Ah, found them: ADDMEMA.ARC and ADDMEMB.ARC
You could find them at the UMich archives...

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

6933. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 05:36:40 UTC
From: "Timothy A. Seufert" <tas@mindspring.com>
Message-ID: <tas-94E7FB.21363904122002@corp.supernews.com>
Source record: 25254
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

In article <IzSdnb3POMdD53agXTWcpg@comcast.com>,
"dorofans2" <dorofans2@comcast.net> wrote:

> "Sam Gillett" <samgillett@msn.com> wrote in message
> > Following that line of reasoning... We 8-bit Commodore users should have
> > gone to the Atari ST rather than the Amiga. Personally, I was saving for
> > an Amiga when Commodore discontinued the C128. As I saw it, Commodore had
> > no loyalty to their users, so deserved none in return. I upgraded to a PC
> > instead.
> ??????? First off, as I'm sure you know...the Atari ST was designed around
> the Amiga's schematics("borrowed" from Amiga Company before Commodore bought
> them.

Nonsense. The two machines are just too different for that to be the
case. The ST consists of relatively simple custom gate arrays for video
DMA and system glue, and does almost everything else with a bunch of
off-the-shelf chips. The Amiga is built around several large complex
ASICs and few off-the-shelf chips. The different design philosophies
were why the ST was a lot cheaper, but also not as capable in some
aspects (graphics, sound). They also mean that Atari would not have
benefitted from sneaking a peek at Amiga schematics, because the Amiga
used very different components.

Besides which, the board design was no big deal. The difficult
engineering was all in the custom chip designs, and it's pretty clear
that Atari's custom logic for the ST was not related to the Amiga's in
any way.

--
-- T.

6934. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 10:46:06 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asnapflof1@nets3.rz.RWTH-Aachen.DE>
Source record: 25255

Howdy Ron

> Interesting chart with at least one small bug... it lists "8" as the "Put
> Record" command; I am almost certain that should be "9".

I checked 'tech.doc' that came with MyDOS 4.5x and your right. Atleast for
MyDOS. I'll notify the guy who created the chart.

CU Mathy van Nisselroy

6935. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 10:56:47 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asnbdf$m99$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25256

Howdy Marco Antonio, folks

> Ah, found them: ADDMEMA.ARC and ADDMEMB.ARC
> You could find them at the UMich archives...

I've had these for years. I was only after Andreas sent me this file that I remembered them. Sorry!!

CU Mathy van Nisselroy

6936. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 11:00:57 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asnblamil1@nets3.rz.RWTH-Aachen.DE>
Source record: 25257

Howdy Ron

> How exactly would you check? I have the Axlon 128 in my favorite 800
> utilized for a MyDos ramdisk; I got it used with a single boot disk of
2.0S
> modified and no programming docs.
>
> I read in the recent upgrades posting that the $CFFF control port is read
> only. Seems like one would need to poke banks and then some unique data
into
> selected RAM before doing a Reset and peeking to see which bank was
active.
> Would that be reasonable?

That would be one option. But maybe you can follow traces and see it the RESET line is being used by the board. I guess these boards have documented connectors? If the RESET pin goes somewhere on that board, it's probably used for resetting the memory on it. (I guess.)

CU Mathy van Nisselroy

6937. Re: OSS Newsletters

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 11:07:38 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asnc1r$mt5$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25258

Howdy folks

> > When OSS sold out to ICD, I had just re-subscribed, and ICD never published
> > any more issues (story of my Atari life).

Kinda reminds me of my subscription to Atari Classics. I renewed, but missed one issue because I hadn't expected it so soon. So I contacted Bob Woolley and he sent me the issue before the last one. I had already received the last issue before I noticed that I missed one. I paid for 6 issues and 3 disks while I only got 2 issues and maybe 1 disk (not sure, but I'm under the impression I didn't get that one either.) That was a couple of years ago. Bob Woolley will answer to a lot of questions, but never to questions about Atari Classics, or my money.

CU Mathy van Nisselroy

6938. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 15:02:22 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212050702.1c98f4b5@posting.google.com>
Source record: 25259

although the 5200 OS is similiar than the 400/800 OS (actually closer
to the XL I do believe) it has some video capabilities lacking in our
400/800's. may want to check out atarimagazines.com or ask Savetz if
he remembers which magazine might've carried an article describing the
differences between the 5200 & the 400/800. I know there was an
article and I'm thinking it was Antic, not sure.

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<IHsG9.109051$%j3.38301@news.bellsouth.net>...
> I noticed the centipede movement has smooth horizontal movement but in the
> computer XE version it moves one whole segment at a time and looks a bit
> jerky in comparison, sort of like how millipede looks. The 5200 millipede is
> not smooth like the 5200 centipede though...

6939. atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 15:24:44 UTC
From: JP <myemail@home.com>
Message-ID: <0dKH9.247866$P31.96617@rwcrnsc53>
Source record: 25260

Hello. I just purchased a wico trak-ball on ebay, and it doesn't seem to work right. But I wanted to verify it here as I have no experience with one.

As I understand it "Missile Command" should work with one. I tried it with this and centipede and the only thing that worked was the fire button. I couldn't get the player to move l/r u/d at all.

I ended up opening up the trak-ball to see if there was something visibly wrong with it and all I see is 2 plastic circular wheels that spin inside what looks like laser eyes. This seems very hard to test as there is no physical contact between the wheels and the eyes.

Does anyone have any input or testing procedures they could post?

All help appreciated.
J

6940. another *HUGE* favor

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 15:32:36 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212050732.26483cf9@posting.google.com>
Source record: 25261

ok, here is something i'd like to attempt: anyone have 2 tapes that they can send me, one with ML program (duplicated on both sides) and the other with BASIC program (duplicated on both sides). Both should write some sort of data back to tape if I choose to. I'd like to see if I can get 1050-2-PC or my ProSystem Cables to work with rtdos somehow.

6941. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 15:52:27 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <asnsku$834$1@reader08.wxs.nl>
Source record: 25262

On my MyIDE computer with the software-MyIDE patch I switched to Bewedos.
Because Spartados won't work with myide+software OS

Bewedos 1.3 is a very nice dos.

+ in bewedos:
it runs on atari 800
almost everything that runs with dos 2.5 runs with bewedos
its freeware

- in bewedos
no build-in high-speed SIO
no direct read from other disk formats (you need a special utility to read
dos 2.5 format)
no build in copy command (you need an external command)
- Bobterm won't run on bewedos 1.3

Marius

"rtdos" <rtdos@yahoo.com> schreef in bericht
news:845192d9.0212041405.1dc07d0e@posting.google.com...
> How many here have switched from SpartaDOS to BeWeDOS? Why? Good
> points about one vs. the other? Those who've not switched but tried
> BeWeDOS, why'd you stick with SpartaDOS? Comments?

6942. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 15:54:27 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212050754.6d5b8330@posting.google.com>
Source record: 25263

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<63rH9.4102$hM3.479789@newsread2.prod.itd.earthlink.net>...
> How exactly would you check? I have the Axlon 128 in my favorite 800
> utilized for a MyDos ramdisk; I got it used with a single boot disk of 2.0S
> modified and no programming docs.
>
> I read in the recent upgrades posting that the $CFFF control port is read
> only. Seems like one would need to poke banks and then some unique data into
> selected RAM before doing a Reset and peeking to see which bank was active.
> Would that be reasonable?
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

More than reasonable, it'll about be the only way to tell
for sure. I only have the 'compatible' Axlon upgrade and
these are custom made eight(?) bank units. I'm not sure
who made them or what to call them other than 'custom'.
But on my units, the CFFF 'latch' is write only where it
will accept bank bytes but one does not know which bank is
active by just reading the CFFF location. You only get
garbage at CFFF when a read is done, yet the active bank
remains active. On powerup or RESET the OS 'sets' D301
(port b, 130XE type ramdisks) to FF - that's also an
internal function of the PIA chip whenever the RESET line
is triggered. But the 'custom' latch at CFFF is not reset
to zero _ever_ in the OS which leads to troubles with a
pre-formatted ramdisk in that if the RESET event takes
place when the active 'custom' bank is non-zero then that
bank gets overwritten with the running code of DUP.SYS
which then makes that particular bank corrupt. This is
assuming that for what ever reason the powerup clear ram
routines are run and a DOS boot takes place from a real
floppy and that DUP.SYS is not stored as a file in the
ramdisk. I'm also assuming that the Axlon power up
'home' bank is zero like my 'custom' units are. Banking
bytes are then 01, 02, 03, on up to the maximum size of
the memory upgrade where my banks then begin repeating -
00=08, 01=09 02=0A, etc.

One could peek at 16384 (4000h) then poke 53247 (CFFFh) with one and then peek 16384 again to verify that the value there was different. If not different then make it different with a poke of a random number. Then press RESET and peek at 16384 to see if it compares to the very first peeked value. If it is the same value then the Axlon does home bank correctly on its own.

I can only assume that ramdisks were a new concept when my custom units were designed and the designer simply overlooked this problem due to lack of experiance. There _is_ a latch that has a 'clear reset' function built in and that could have easily been included in the original design if only they had thought too.

In the MyDOS project, I've included a store zero to CFFF in the DOSINI routines, but by then its too late to save much if the clear ram routines have already run. Still, it might save a few 'custom' ramdisks - I was just wondering if the Axlon ones were OK to start with and I didn't have to worry about them at all. Any report from real Axlon owners on any of the subjects above being different than the 'custom' Axlon that I have described would be appreciated - its hell writing software for hardware you don't have. Thanks.

6943. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 16:18:10 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <asnu7t$n0i$1@bob.news.rcn.net>
Source record: 25264

Does BeWeDOS support 16mb partitions?

6944. Re: speaking of NET.MICRO.ATARI

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 16:21:22 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <asnudtnhl1@bob.news.rcn.net>
Source record: 25265

Thanks for the link!

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212031231.61ebddc8@posting.google.com...
> boy this is getting fun:
>
>
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&group=net.micro.
atari
> (link WILL wrap)

6945. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 16:24:09 UTC
From: dunxuk@aol.com
Message-ID: <20021205112409.26137.00000490@mb-fi.aol.com>
Source record: 25266

With Missile Command remember to type Control-T to activate trakball mode.

6946. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 17:53:07 UTC
From: krieg@shell.core.com
Message-ID: <3def9283$0$1405$1dc6e903@news.corecomm.net>
Source record: 25267

The original "Castle Wolfenstein" had synthesized speech. The Nazi guards
would say a variety of things including "Halt" and "Schweinhund"!
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= =
=_ _ _ ___= E-mail: krieg@execpc.SPAM.BLOCK.com.ME.TO =
=_ __ _ __ _ __ _= WWW: http://my.execpc.com/~krieg =

6947. RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 18:47:03 UTC
From: Bralgar <brentgarveyHEAD_FROM_ASS@skyenet.net>
Message-ID: <ycNH9.12246$5P3.898264@newsfeed.slurp.net>
Source record: 25268

I went to RadioShack today to pick up a few parts for some mods I'm doing to my 7800 (svideo)and my 2600 supercharger. I get in the store and their component section has dwindled to almost nothing. A salesman approched me and asked if I needed any assistance and I said, "Yes, where are all your IC's?" He showed me a drawer (everything is condensed to a drawer system) with about 10 different parts in it (timers and such) and said that this is all they have left they are discontinuing them as stock. I was crushed. He did say, though, that they can be ordered or ordered on RS's website. I liked the convienence of a local electronics parts place. What to do? What other places chains in the States stock electronic parts? I can't think of any. If I have to start ordering online I sure won't be doing it from RS's site. I only paid their prices for the convienence of getting it same day.

I was able to get the transistor I was after and some caps but the selection is dismal to say the least. I couldn't even find DIN connectors(cable or pcb mount). Maybe I can find an independant RS franchise owner that has the inclination to continue stocking the good stuff.

6948. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 19:02:36 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m37keop9v7.fsf@europa.pienet>
Source record: 25269

"Bralgar" <brentgarveyHEAD_FROM_ASS@skyenet.net> writes:

> I went to RadioShack today to pick up a few parts for some mods I'm doing to
> my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> component section has dwindled to almost nothing. A salesman approched me
> and asked if I needed any assistance and I said, "Yes, where are all your
> IC's?" He showed me a drawer (everything is condensed to a drawer system)
> with about 10 different parts in it (timers and such) and said that this is
> all they have left they are discontinuing them as stock. I was crushed. He
> did say, though, that they can be ordered or ordered on RS's website. I
> liked the convienence of a local electronics parts place. What to do? What
> other places chains in the States stock electronic parts? I can't think of
> any. If I have to start ordering online I sure won't be doing it from RS's
> site. I only paid their prices for the convienence of getting it same day.
>
> I was able to get the transistor I was after and some caps but the selection
> is dismal to say the least. I couldn't even find DIN connectors(cable or pcb
> mount). Maybe I can find an independant RS franchise owner that has the
> inclination to continue stocking the good stuff.

Digikey, Jameco, BG Micro, Mouser for mail order. Some NTE dealers
have showrooms and can order stuff- I've had pretty good luck that
way, though naturally the store is on the other side of town...

I always liked Radio Shack because I could go in and put my paws on
their stock- its too bad they're slowly getting rid of the parts. I
also find it amazing they <still> ask for customer phone numbers-
though they're less insistent on it nowadays.

Gregm

6949. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 20:05:16 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1039124362.163483@blade.atari-source.com>
Source record: 25270

Bralgar wrote:

> I went to RadioShack today to pick up a few parts for some mods I'm doing
> to my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> component section has dwindled to almost nothing. A salesman approched me
> and asked if I needed any assistance and I said, "Yes, where are all your
> IC's?" He showed me a drawer (everything is condensed to a drawer system)
> with about 10 different parts in it (timers and such) and said that this
> is all they have left they are discontinuing them as stock. I was crushed.
> He did say, though, that they can be ordered or ordered on RS's website. I
> liked the convienence of a local electronics parts place. What to do? What
> other places chains in the States stock electronic parts? I can't think of
> any. If I have to start ordering online I sure won't be doing it from RS's
> site. I only paid their prices for the convienence of getting it same day.
>
> I was able to get the transistor I was after and some caps but the
> selection is dismal to say the least. I couldn't even find DIN
> connectors(cable or pcb mount). Maybe I can find an independant RS
> franchise owner that has the inclination to continue stocking the good
> stuff.

Pick up your phonebook and take a look. The local supply chains that serve repair shops are much much better.

Mark

6950. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 20:20:24 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <QiOH9.25719$nd5.21572@news.bellsouth.net>
Source record: 25271

This sounds closer to the truth, because the 5200 centipede is so arcade like it put's the 400/800 version to shame. I was hoping that 5200 millipede would have been just as smooth, but it's pretty much identical to the 400/800 versions.

"rtdos" <rtdos@yahoo.com> wrote in message news:845192d9.0212050702.1c98f4b5@posting.google.com...
> although the 5200 OS is similiar than the 400/800 OS (actually closer
> to the XL I do believe) it has some video capabilities lacking in our
> 400/800's. may want to check out atarimagazines.com or ask Savetz if
> he remembers which magazine might've carried an article describing the
> differences between the 5200 & the 400/800. I know there was an
> article and I'm thinking it was Antic, not sure.
>
>
> "Son of man" <bcozier@bellsouth.net> wrote in message news:<IHsG9.109051$%j3.38301@news.bellsouth.net>...
> > I noticed the centipede movement has smooth horizontal movement but in the
> > computer XE version it moves one whole segment at a time and looks a bit
> > jerky in comparison, sort of like how millipede looks. The 5200 millipede is
> > not smooth like the 5200 centipede though...

6951. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 21:11:07 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LhPH9.6466$kz2.653507@newsread1.prod.itd.earthlink.net>
Source record: 25272

Sorry, Lee;
I *meant* to say that $CFFF was write only and meaningless garbage when
read...

I will have to do some playing with it and report back... I *do* know that
the Axlon 800 has a cold start switch and the Ramdisk contents are undamaged
after a reboot from disk.

BTW, I thought most Dup.Sys's never exceeded $3600 or tops $38FF which
should allow 48K machines to avoid infringing that $4000-$7FFF block with
both the screen Ram and Dos usage.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
> But on my units, the CFFF 'latch' is write only where it
> will accept bank bytes but one does not know which bank is > active by
just reading the CFFF location.
> snip
> But the 'custom' latch at CFFF is not reset
> to zero _ever_ in the OS which leads to troubles with a
> pre-formatted ramdisk in that if the RESET event takes
> place when the active 'custom' bank is non-zero then that
> bank gets overwritten with the running code of DUP.SYS
> which then makes that particular bank corrupt. This is
> assuming that for what ever reason the powerup clear ram
> routines are run and a DOS boot takes place from a real
> floppy and that DUP.SYS is not stored as a file in the
> ramdisk.

6952. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 21:52:22 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212051352.5c8af0b5@posting.google.com>
Source record: 25273

thanks. anyone else ?

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<asnsku$834$1@reader08.wxs.nl>...
> On my MyIDE computer with the software-MyIDE patch I switched to Bewedos.
> Because Spartados won't work with myide+software OS
>
> Bewedos 1.3 is a very nice dos.
>
> + in bewedos:
> it runs on atari 800
> almost everything that runs with dos 2.5 runs with bewedos
> its freeware
>
> - in bewedos
> no build-in high-speed SIO
> no direct read from other disk formats (you need a special utility to read
> dos 2.5 format)
> no build in copy command (you need an external command)
> - Bobterm won't run on bewedos 1.3
>
> Marius
>
> "rtdos" <rtdos@yahoo.com> schreef in bericht
> news:845192d9.0212041405.1dc07d0e@posting.google.com...
> > How many here have switched from SpartaDOS to BeWeDOS? Why? Good
> > points about one vs. the other? Those who've not switched but tried
> > BeWeDOS, why'd you stick with SpartaDOS? Comments?

6953. Re: 5,25" DD disks (was: 3.5" High Density Disks?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 22:02:10 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <g3jvuu4j2hm7pghco2ua1tsssj53mu6rj3@4ax.com>
Source record: 25274

On 3 Dec 2002 23:27:59 -0800, melee5@my-deja.com (Lee) wrote:

>Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DEBB99B.9FAB325B@students.uni-mainz.de>...
>> Well,
>> ABBUC Germany is searching for vendors of 5,25" DD-disks. they produce a
>> magazine for 400+ members plus run a PD-library. so this club needs
>> approx. 5000 disks per year. Anyone have an e-mail adress or webpage
>> where to order those 5,25" DD disks ?!? I called ten firms a few months
>> ago (including BASF/Emtec, TDK, Philips, JVC, Kodak, Agfa and others),
>> but they all told me that they no longer produce these diskettes nor
>> have any left of them... -Andreas.
>>
>>
>
>Taking my own advice, I called the 3M hotline number only to
>find that in the past 5 years or so since I last called,
>Imation is now the company at that number and they don't
>know anything other than their own line. They don't have

That's because it's no longer 3M, but it's the same company...

>any as of 2 years ago. I did find some 720k 3.5" disks at
>Verbatim, and 5 1/4" HD disks at http://www.pricewatch.com
>but no 5 1/4" DD anywhere. Which only leaves the Atari
>vendors and maybe a rare find on ebay?
>
Maybe I can find some 5 1/4"DD disks around here... I bouht
some 20 boxes some years ago when they were trying to get rid
of them...

>Stephanie at Imation didn't know anything about a DOD
>requirement either - perhaps that was just so much BS from a
>bored phone support tech? He sent me a catalog that did
>have at that time a dozen disk makers' lines of floppies and
>there were several to choose from in the 5 1/4" DD catagory.
>But that was then and the catalog is long gone too.
>There are a lot of surplus houses - if I find a wad of disks
>in one of them, I'll drop you a line via email.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

6954. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 22:11:25 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0212051411.790d0137@posting.google.com>
Source record: 25275

> although the 5200 OS is similiar than the 400/800 OS (actually closer
> to the XL I do believe) it has some video capabilities lacking in our
> 400/800's.

I don't think there are any differences in the way the 5200 handles
ANTIC. The 5200 does have the GTIA and not the CTIA.

> may want to check out atarimagazines.com or ask Savetz if
> he remembers which magazine might've carried an article describing the
> differences between the 5200 & the 400/800. I know there was an
> article and I'm thinking it was Antic, not sure.

I think you are speaking of A.N.A.L.O.G. magazine number 15. You can
read the article on Dan Boris' site at
www.atarihq.com/danb/files/52analog.txt

> I noticed the centipede movement has smooth horizontal movement but in the
> computer XE version it moves one whole segment at a time and looks a bit
> jerky in comparison, sort of like how millipede looks.

It may not be the same game. They may have updated it for the 5200
like they did for others. A disassembly of the game will show that :)

6955. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 23:19:08 UTC
From: Charles Richmond <richmond@ev1.net>
Message-ID: <3DEFFA3B.F9CEF263@ev1.net>
Source record: 25276

Bralgar wrote:
>
> I went to RadioShack today to pick up a few parts for some mods I'm doing to
> my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> component section has dwindled to almost nothing. A salesman approched me
> and asked if I needed any assistance and I said, "Yes, where are all your
> IC's?" He showed me a drawer (everything is condensed to a drawer system)
> with about 10 different parts in it (timers and such) and said that this is
> all they have left they are discontinuing them as stock. I was crushed. He
> did say, though, that they can be ordered or ordered on RS's website. I
> liked the convienence of a local electronics parts place. What to do? What
> other places chains in the States stock electronic parts? I can't think of
> any. If I have to start ordering online I sure won't be doing it from RS's
> site. I only paid their prices for the convienence of getting it same day.
>
Fry's Electronics has a stock of circuits and parts. There are
not many Fry's stores, but if you live in a large metro area,
you may have access to one.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

6956. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-05 23:35:00 UTC
From: JP <myemail@home.com>
Message-ID: <EoRH9.251445$%m4.86537@rwcrnsc52.ops.asp.att.net>
Source record: 25277

dunxuk@aol.com (DunxUK) wrote in
news:20021205112409.26137.00000490@mb-fi.aol.com:

> With Missile Command remember to type Control-T to activate trakball
> mode.

Tried Control-T and the screen flashes, but still doesn't move the target..
Does your target move regardless of the mode? How can you be sure that you
are in 'trakball' mode?

thanks for the help!!

6957. Re: 5,25" DD disks (was: 3.5" High Density Disks?)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 02:33:39 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0212051833.3dd925ef@posting.google.com>
Source record: 25278

I too have been looking for a supplier of 5.25" DSDD disks. Here
below is a cut and past of a online company who sells them.

Thank you for your inquiry. The pricing for the 5.25" unformatted
discs (10 per box) is
as follows:

Qty. 1-2/bx 3-4/bx 5 +
$5.95/bx $4.95/bx $4.50/bx
plus shipping. We accept major credit
cards visa, MasterCard and American express.

Regards,
Athana Sales Dept.
800-421-1591
310-539-7280 Ph.
310-539-6596 fax

6958. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 03:15:29 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3DF01651.6490DD05@mediakingx.com>
Source record: 25279

rtdos wrote:

> thanks. anyone else ?

With the Atari 8bit you have a choice of two command line style DOSes. SpartaDOS makes use of the
"RAM under the ROM" that only later Atari models have, while BeWe works on the Atari 800 too. I have
an Atari 800 so BeWe was obviously the choice for me, but I think it is also a good option for people
who can run Sparta, because BeWeDOS is "lean and mean."

It is true what Marius says that BeWe requires a special utility to read disks formatted in some
other DOS versions, but this utility comes with BeWe and it is really not hard to learn at all. It
sort of makes you want to reorganize and switch all your disks over to BeWe format.

They are both good choices.

6959. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 03:19:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212051912280.22477-100000@shell1.aracnet.com>
Source record: 25280
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the
Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for
Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games
And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW
while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get
Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs
at http://BensCatalogs.atari.org or goto http://BenSells.atari.org
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your
order goes out the same day. My customers love the speedy service! I
also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@atari.org or
atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/
Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.atari.org or at
http://BenSells.atari.org Catalogs can be attached to,Requested by & Received
Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify Atari 8 Bit,
ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

6960. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 03:40:13 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF01C69.975C4335@rogers.com>
Source record: 25281

Bralgar wrote:

> I went to RadioShack today to pick up a few parts for some mods I'm doing to
> my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> component section has dwindled to almost nothing. A salesman approched me
> and asked if I needed any assistance and I said, "Yes, where are all your
> IC's?" He showed me a drawer (everything is condensed to a drawer system)
> with about 10 different parts in it (timers and such) and said that this is
> all they have left they are discontinuing them as stock. I was crushed. He
> did say, though, that they can be ordered or ordered on RS's website. I
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> other places chains in the States stock electronic parts? I can't think of
> any. If I have to start ordering online I sure won't be doing it from RS's
> site. I only paid their prices for the convienence of getting it same day.
>
> I was able to get the transistor I was after and some caps but the selection
> is dismal to say the least. I couldn't even find DIN connectors(cable or pcb
> mount). Maybe I can find an independant RS franchise owner that has the
> inclination to continue stocking the good stuff.

Ripoff shacks been dumping their electronics components hear years ago. Earlier this year the stores in canada went as far as to dump their amateur / cb / scanner radio section. Theyre pretty much a stereo store now, with a few remote control toys (cheap ones at that) for christmas.

6961. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 05:03:43 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <p7WH9.37759$bq3.36054@news.bellsouth.net>
Source record: 25282

"DEBRO" <dnsdebro@netzero.net> wrote in message
news:adf9eca9.0212051411.790d0137@posting.google.com...
> > although the 5200 OS is similiar than the 400/800 OS (actually closer
> > to the XL I do believe) it has some video capabilities lacking in our
> > 400/800's.
>
> I don't think there are any differences in the way the 5200 handles
> ANTIC. The 5200 does have the GTIA and not the CTIA.
>
> > may want to check out atarimagazines.com or ask Savetz if
> > he remembers which magazine might've carried an article describing the
> > differences between the 5200 & the 400/800. I know there was an
> > article and I'm thinking it was Antic, not sure.
>
> I think you are speaking of A.N.A.L.O.G. magazine number 15. You can
> read the article on Dan Boris' site at
> www.atarihq.com/danb/files/52analog.txt
>
> > I noticed the centipede movement has smooth horizontal movement but in
the
> > computer XE version it moves one whole segment at a time and looks a bit
> > jerky in comparison, sort of like how millipede looks.
>
> It may not be the same game. They may have updated it for the 5200
> like they did for others. A disassembly of the game will show that :)

I thought the 400/800 computers came out after the 5200?

6962. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 06:03:31 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aspegk$a77$1@reader08.wxs.nl>
Source record: 25283

Yes, but as far as i tried isn't there a format program to do that with bewedos.

So I did it with a trick. Just make an .ATR image with ape (same size/density) as your HD partition and format it with spartados. Then copy XBW130.DOS on it. Look carefully which sector is the highest used for this (use APE for this) and then make this XBW130.DOS the bootable dos on this atr.

Now Boot the MyIDE patch (without any partitions on D1: on your hd) and MyIDE patch will boot XBW130.DOS of D1: from your brandnew created .ATR image.

Now use a sector copy program to copy the used sectors of this .ATR to an empty HD partition. I use SECOPY16.COM for this. If you don't have it, mail me...

After this, change your MyIDE Dx you have created to D1: and you are ready.

Marius

"Richard Heldmann" <sales@vulcantool.com> schreef in bericht news:asnu7t$n0i$1@bob.news.rcn.net...
> Does BeWeDOS support 16mb partitions?
>
>

6963. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 06:07:18 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <aspenn$a8m$1@reader08.wxs.nl>
Source record: 25284

Yes, the tool to read the DOS2x format is not hard to use. In fact is really easy, and it looks fantastic.

But... i would like to have a command-line program to do the same. Like the COPY32.COM that came with dos 3.0

Or better a patch ... to make it possible to read those disks with bewedos itself

But you are right. BEWEDOS is really cool, and since it runs with MyIDE I'm glad I have it.

Marius

"Daniel Miller" <daniel@mediakingx.com> schreef in bericht news:3DF01651.6490DD05@mediakingx.com...
> rtdos wrote:
>
> > thanks. anyone else ?
>
> With the Atari 8bit you have a choice of two command line style DOSes. SpartaDOS makes use of the
> "RAM under the ROM" that only later Atari models have, while BeWe works on the Atari 800 too. I have
> an Atari 800 so BeWe was obviously the choice for me, but I think it is also a good option for people
> who can run Sparta, because BeWeDOS is "lean and mean."
>
> It is true what Marius says that BeWe requires a special utility to read disks formatted in some
> other DOS versions, but this utility comes with BeWe and it is really not hard to learn at all. It
> sort of makes you want to reorganize and switch all your disks over to BeWe format.
>
> They are both good choices.
>
>

6964. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 06:40:53 UTC
From: Dan Ritter <dritter@angelfire.com>
Message-ID: <VDXH9.19329$77.1917653@news2.telusplanet.net>
Source record: 25285

I would suggest you go into some local electronics repair places and ask
them where someone can get parts. Or try your phone book like someone else
suggested.

"Bralgar" <brentgarveyHEAD_FROM_ASS@skyenet.net> wrote in message
news:ycNH9.12246$5P3.898264@newsfeed.slurp.net...
> I went to RadioShack today to pick up a few parts for some mods I'm doing
to
> my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> component section has dwindled to almost nothing. A salesman approched me
> and asked if I needed any assistance and I said, "Yes, where are all your
> IC's?" He showed me a drawer (everything is condensed to a drawer system)
> with about 10 different parts in it (timers and such) and said that this
is
> all they have left they are discontinuing them as stock. I was crushed. He
> did say, though, that they can be ordered or ordered on RS's website. I
> liked the convienence of a local electronics parts place. What to do? What
> other places chains in the States stock electronic parts? I can't think of
> any. If I have to start ordering online I sure won't be doing it from RS's
> site. I only paid their prices for the convienence of getting it same day.
>
> I was able to get the transistor I was after and some caps but the
selection
> is dismal to say the least. I couldn't even find DIN connectors(cable or
pcb
> mount). Maybe I can find an independant RS franchise owner that has the
> inclination to continue stocking the good stuff.
>
>

6965. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 08:34:58 UTC
From: dunxuk@aol.com
Message-ID: <20021206033458.05722.00000437@mb-fc.aol.com>
Source record: 25286

>Tried Control-T and the screen flashes, but still doesn't move the target..
>Does your target move regardless of the mode? How can you be sure that you
>are in 'trakball' mode?

There is no way of telling which mode you are in, the screen flashes as you say
when you enter trakball mode. Even if you are in the wrong mode the crosshairs
should wobble when you move the trakball.

6966. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 08:51:47 UTC
From: bill@newbreedsoftware.com
Message-ID: <DyZH9.52960$lk.1486725@typhoon.sonic.net>
Source record: 25287

Son of man <bcozier@bellsouth.net> wrote:
>
> I thought the 400/800 computers came out after the 5200?
>

Oh no! By the time the 5200 came out, I think the XL line had been started.

-bill!

6967. Atari $Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 09:04:46 UTC
From: Ron Riese <ronr@blarg.net>
Message-ID: <3DF0682E.BAE5996E@blarg.net>
Source record: 25288

Atari Hardware and Software (List Revised 4 Dec 02)
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. Devices were working at time of
storage. The prices shown are expected prices, other offers (no trades) will be entertained.
Purchaser pays for shipping. All hard/software is USA specific

1) Atari 800 (32K I think) -- $180
Like new but needs video chip to control display.
Plus Atari 16K Memory Card
TV Switch

2) Atari 400 -- $100
Looks like new
Dual Game Controller
Joy Stick
TV Switch

3) Atari 810 Disk Drive -- $70
Very clean in prime condition.

4) Atari 850 Interface Module -- $50
Plus 300 Baud (Believe it!) Microconnections direct connect modem

5) Atari 1050 Dual Disk Drive -- $80
Very clean, Primo condition.

6) Atari 410 Recorder -- $75
Emaculate
Antic (Monthly) Tapes (Total 18 tapes with descriptions)
Games and programs galore on each

7) Cartridges and Chips -- $40
Monkey Wrench Enhance Chips
Fastchip for 400/800
Star Raiders Cartridge
Assembler Editor Cartridge + Manual
Basic Cartridge + Manual

8) Third Party Software -- $70
(APX-Atari Program Exchange Software unless noted)
Mathlib for Deep Blue C
Deep Blue C Compiler
Deep Blue Secrets (Antic)
Basic Utility Diskette

Chameleon CRT Terminal Emulator
Program-Text Editor
KeyPad Controller v.2
Creative Process (Antic)
VT-100 Terminal Emulator (Antic)
Print Tool [Atari Runoff] (Antic)
Envision (Antic)
MAC/65 Assembler (OSS)
DOSKey (Adventure Int'l)
Atari Softwar Protection Techniques (Alpha Systems)
Flight Simulator (SubLogic)
Dr. C. Wacko's Guide (with diskette)
PartyWare (HiTech Expressions)
S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER
STUFF!!
Horz/Vert Scrolling (Educational Software)
Basic Compiler (DataSoft Inc. - No Manual)
C/65 with OS/A+ (OSS - No Manual)

9) Manuals (Great Resources!) -- $25
Atari Operating System Hardware Manual with Listings
Advanced Programmin Techniques for Your Atari by Linda M Schreiber
De Re Atari A Guide (APX)
Mapping The Atari (Compute!)
Atari Basic Source Book (Compute!)
Atari Graphics (Compute!)
The Atari Assembler (Inman & Inman)
Comput!'s First Book of Pet/CBM
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Inside Atari Dos (Compute!)
OS/A+ (OSS)

6968. Re: 800/400/850/810/1050 for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 09:06:14 UTC
From: Ron Riese <ronr@blarg.net>
Message-ID: <3DF06886.EB37312A@blarg.net>
Source record: 25289

Atari Hardware and Software (List Revised 4 Dec 02)
All of this was packed and put away 15 years ago. It is all clean and each device has its own
transformer and in most cases the original box and manual. Devices were working at time of
storage. The prices shown are expected prices, other offers (no trades) will be entertained.
Purchaser pays for shipping. All hard/software is USA specific

1) Atari 800 (32K I think) -- $180
Like new but needs video chip to control display.
Plus Atari 16K Memory Card
TV Switch

2) Atari 400 -- $100
Looks like new
Dual Game Controller
Joy Stick
TV Switch

3) Atari 810 Disk Drive -- $70
Very clean in prime condition.

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5) Atari 1050 Dual Disk Drive -- $80
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6) Atari 410 Recorder -- $75
Emaculate
Antic (Monthly) Tapes (Total 18 tapes with descriptions)
Games and programs galore on each

7) Cartridges and Chips -- $40
Monkey Wrench Enhance Chips
Fastchip for 400/800
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Assembler Editor Cartridge + Manual
Basic Cartridge + Manual

8) Third Party Software -- $70
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Mathlib for Deep Blue C
Deep Blue C Compiler
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Chameleon CRT Terminal Emulator
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KeyPad Controller v.2
Creative Process (Antic)
VT-100 Terminal Emulator (Antic)
Print Tool [Atari Runoff] (Antic)
Envision (Antic)
MAC/65 Assembler (OSS)
DOSKey (Adventure Int'l)
Atari Softwar Protection Techniques (Alpha Systems)
Flight Simulator (SubLogic)
Dr. C. Wacko's Guide (with diskette)
PartyWare (HiTech Expressions)
S*P*A*C*E Disk Utilities Nos. 4, 10, 19, 27, 48/49, 52/53 SUPER
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Horz/Vert Scrolling (Educational Software)
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Atari Graphics (Compute!)
The Atari Assembler (Inman & Inman)
Comput!'s First Book of Pet/CBM
Compute!'s First Book of Atari
Compute!'s Second Book of Atari
Inside Atari Dos (Compute!)
OS/A+ (OSS)

6969. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 11:22:05 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92DC410D2PrivacyLabs@209.143.0.11>
Source record: 25290

```
>Who would like to have a BOSS-X-Version, that runs in BeWe-DOS?
>

I would.
```

6970. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 11:34:13 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <asq1vmfoi1@nets3.rz.RWTH-Aachen.DE>
Source record: 25291

Howdy JP, folks

> I ended up opening up the trak-ball to see if there was something visibly
> wrong with it and all I see is 2 plastic circular wheels that spin inside
> what looks like laser eyes. This seems very hard to test as there is no
> physical contact between the wheels and the eyes.

I've never owned a Wico trakball and it's been a while since I opened my Atari TrakBall, but maybe I can help.

TrackBalls are like mice. One of my ST mice (I have 2 ST mice, but never wanted an ST, so I don't have one) didn't wanna work correctly when I bought it. So I opened it up. Try the following:

- Write a small routine in BASIC that will show you the values for pins 1-4 on the joystick. (If you don't wanna write one yourself ask me and I'll look for the utility I used. It might be in TurboBASIC though)
- Open the trackball and carefully remove the shaft that moves between what you call the laser eyes. (it a combination of an infrared LED and an infrared sensor.)
- Take a small piece of paper. Preferably black or silver (we don't want any light to go through)
- hold the piece of paper between the 'laser eyes' and see if the values you utility shows you change. If the values don't change, there is something wrong. If atleast one of them changes you know the power (or negative, I'm not sure which one is used in Trackballs) is OK.
- If you have a multimeter, you can also measure the voltage over the LED's and sensors. If these are OK (constant voltage over the LED's and changing voltage over the sensors as you move your piece of paper in and out the 'laser beam'.) the problem is in the wiring. If not, the problem is in either the LED's (or the circuit delivering power to it) or the sensors.

Hope that helps.

BTW make sure that ball can't move. I have a Trakball-ball with the imprint of a screw in it. (there aren't that many screws in a trackball housing, but Murphy's law says the ball will drop right on one of them) And crawling under your desk to chase after a Track-Ball's ball or Mouse ball isn't my kinda hobby.

CU Mathy van Nisselroy

6971. Re: 3.5" High Density Disks?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 14:09:41 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021206090941.28187.00000154@mb-cf.aol.com>
Source record: 25292

Hi Bob-
ataribob@directvinternet.com said:
> Go here and read about drives and disks and stuff... <

Yes, I have owned most of the volumes since V2 or so. But we will have to agree to disagree on this issue.

If one reads all the text, the author goes into the differences in detail. And logically, if the coercivity is greater and the thickness is less, how could the formulations be the same? He is saying (I think) that the general classification of formulation is the same. (Cobalt-doped Iron Oxide)

I'd admit that the LD and HD disks are *very* close -- much, much, much closer than 5-1/4" disks. And some brands/time periods of manufacture were closer than others. (I purchased Sony SS/DD diskettes in the early '80's that could be 100% formatted in HD. And they were stable on the PC for years. I had at best 50% success in even formatting other major brands.) I'd also believe that operating in a lower bit density offers an extra safety margin in using HD disks in the DD application.

I have contacted diskette mfg's. in the past, and they do not recommend interchanging LD/HD in either direction. (But if you consider their potential liability for bad product advice, they would probably be less than prudent to recommend otherwise.)

Do you have many HD disks that you have used with Atari DD and kept for years?

And more than one brand?

Larry

6972. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 14:56:08 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212060656.40454f42@posting.google.com>
Source record: 25293

i noticed too that "some" spartados utilities (actually most command
line utilities for even OS/A+ & DOSXL) will work with BeWeDOS. Now,
if we can get an HD init program developed for it, then it'd be tops.

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:<aspenn$a8m$1@reader08.wxs.nl>...
> Yes, the tool to read the DOS2x format is not hard to use. In fact is really
> easy, and it looks fantastic.
>
> But... i would like to have a command-line program to do the same. Like the
> COPY32.COM that came with dos 3.0
>
> Or better a patch ... to make it possible to read those disks with bewedos
> itself
>
> But you are right. BEWEDOS is really cool, and since it runs with MyIDE I'm
> glad I have it.
>
> Marius
>
> "Daniel Miller" <daniel@mediakingx.com> schreef in bericht
> news:3DF01651.6490DD05@mediakingx.com...
> > rtdos wrote:
> >
> > > thanks. anyone else ?
> >
> > With the Atari 8bit you have a choice of two command line style DOSes.
> SpartaDOS makes use of the
> > "RAM under the ROM" that only later Atari models have, while BeWe works on
> the Atari 800 too. I have
> > an Atari 800 so BeWe was obviously the choice for me, but I think it is
> also a good option for people
> > who can run Sparta, because BeWeDOS is "lean and mean."
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> > It is true what Marius says that BeWe requires a special utility to read
> disks formatted in some
> > other DOS versions, but this utility comes with BeWe and it is really not
> hard to learn at all. It
> > sort of makes you want to reorganize and switch all your disks over to
> BeWe format.
> >
> > They are both good choices.
> >
> >

6973. "High Resolution Diskettes"

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 14:57:57 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021206095757.28149.00000305@mb-cf.aol.com>
Source record: 25294

I see that the HRDs are still being sold for 360K drives. While these may or may not be a good substitute for an analog alignment disk, they have been sold and used for quite a few years. Has anyone here had any experience with these?

see: http://www.accurite.com/FloppyPrimer.html

Along a somewhat similar line, has anyone ever used a "known good" 180K or 360K disk written with a 1.2 meg HD drive to check or radially "align" an Atari drive? (The narrower tracks could be of benefit in doing a rough alignment (without a scope).

Larry

6974. check out the atari 2600 James Bond system here ? :-\

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 15:18:42 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212060718.3c072c2b@posting.google.com>
Source record: 25295

not to mention the 1200xl look a like:

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=bonaccorsi

(link WILL wrap)

6975. Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 15:26:42 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0212060726.5cbe6291@posting.google.com>
Source record: 25296

I too have been looking for a supplier of 5.25" DSDD disks. Here
below is a cut and past of an online company (Athana) who sells them.

Thank you for your inquiry. The pricing for the 5.25" unformatted
discs (10 per box) is
as follows:

Qty. 1-2/bx 3-4/bx 5 +
$5.95/bx $4.95/bx $4.50/bx
plus shipping. We accept major credit
cards visa, MasterCard and American express.

Regards,
Athana Sales Dept.
800-421-1591
310-539-7280 Ph.
310-539-6596 fax

6976. Some hard to find software on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 15:33:19 UTC
From: Jim <avanti@ici.net>
Message-ID: <3r3l9.262239$P31.101217@rwcrnsc53>
Source record: 25197

I have some hard to find software for sale on eBay. They are still in boxes with the manuals.

ACTION! Programming Language for Atari Item 2077949828

My First Alphabet" for Atari Computers Item 2077951731

Basic Utility Disk (Atari Program Exchange) Item 2077954663

6977. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 15:35:40 UTC
From: Jim <avanti@ici.net>
Message-ID: <gt3l9.262259$P31.100867@rwcrnsc53>
Source record: 25198

It should just work - you don't need to do anything to get it working and it should work with any game a joystick will work on (Although some games need a real joystick to be playable). I have a Wico Trackball also.

"JP" <myemail@home.com> wrote in message news:0dKH9.247866$P31.96617@rwcrnsc53...
> Hello. I just purchased a wico trak-ball on ebay, and it doesn't seem to
> work right. But I wanted to verify it here as I have no experience with
> one.
>
> As I understand it "Missile Command" should work with one. I tried it with
> this and centipede and the only thing that worked was the fire button. I
> couldn't get the player to move l/r u/d at all.
>
> I ended up opening up the trak-ball to see if there was something visibly
> wrong with it and all I see is 2 plastic circular wheels that spin inside
> what looks like laser eyes. This seems very hard to test as there is no
> physical contact between the wheels and the eyes.
>
> Does anyone have any input or testing procedures they could post?
>
> All help appreciated.
> J

6978. 800 XE for sale on ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 16:00:53 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212060800.3e544ec1@posting.google.com>
Source record: 25199

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2076948160&rd=1

(link WILL wrap)

6979. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 16:14:22 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <asqi9v$1ir$1@reader08.wxs.nl>
Source record: 25200

I guess the best idea is to modfiy the code of FMTDIR made bij Bob Puff.

I'm not sure there is a source code available. The FMTDIR software doesn't work with MyIDE, but it does work with blackbox, AND with .ATR images!

If you want to check it out, surf to:

http://nleaudio.com/css/Files.htm

It runs on BeweDOS, but it doesn't support the myIDE interface (and it won't run on the emulator)

With MyIDE and on the emulator this software gives the error:

Shows Multiple tracks...

Strange.

I did format a 65535 sector partition on bewedos with this software.

Marius

"rtdos" <rtdos@yahoo.com> schreef in bericht news:845192d9.0212060656.40454f42@posting.google.com...
> i noticed too that "some" spartados utilities (actually most command
> line utilities for even OS/A+ & DOSXL) will work with BeWeDOS. Now,
> if we can get an HD init program developed for it, then it'd be tops.
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> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message news:<aspenn$a8m$1@reader08.wxs.nl>...
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> > Or better a patch ... to make it possible to read those disks with bewedos
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> > But you are right. BEWEDOS is really cool, and since it runs with MyIDE I'm
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> > Marius
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> > hard to learn at all. It
> > > sort of makes you want to reorganize and switch all your disks over to
> > BeWe format.
> > >
> > > They are both good choices.
> > >
> > >

6980. eBay auction - Page 6 magazine issue TWO (RARE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 20:30:49 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1039206590.63460.0@dyke.uk.clara.net>
Source record: 25201

Hello All,

I have just started a new eBay auction for the very rare Page 6 Magazine
Issue TWO in mint condition. The link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804916914

Dean Garraghty

6981. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 23:13:42 UTC
From: Pairman <pairman@notrash.hotmail.com>
Message-ID: <GaaI9.43566$fk5.4513446@news0.telusplanet.net>
Source record: 25202

Same here. My Wico Trackball works with anything that uses a joystick. Used to have fun playing Ball Blazer with it. I would see if the cable is ok by testing that or it could be that the emitter or receiver diodes are toast. But since you don't have x or y movement I would think maybe the connection or the cable are at fault.

"Jim" <avanti@ici.net> wrote in message
news:gt3I9.262259$P31.100867@rwcrnsc53...
> It should just work - you don't need to do anything to get it working and
it
> should work with any game a joystick will work on (Although some games
need
> a real joystick to be playable). I have a Wico Trackball also.

6982. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-06 23:20:03 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <c1al9.28946$nd5.6425@news.bellsouth.net>
Source record: 25203

"William Kendrick" <bill@newbreedsoftware.com> wrote in message
news:DyZH9.52960$Ik.1486725@typhoon.sonic.net...
> Son of man <bcozier@bellsouth.net> wrote:
> >
> > I thought the 400/800 computers came out after the 5200?
> >
>
> Oh no! By the time the 5200 came out, I think the XL line had been
started.

Thanks for clearing that up!

>
> -bill!

6983. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 00:51:58 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212061651.ed11aa8@posting.google.com>
Source record: 25204

Thanks, Ron. How does one use the cold start switch on the Axlon? This
would be the first time I ever heard of such a thing.

No, MyDOS's DUP.SYS has its rear end hanging out to around $4500 or so,
but that's not a detrement to using the ramdisk when it 'home banks'
correctly. The ramdisk handler is in DOS.SYS which is far enough away
to never cause troubles - one does not want to have the ramdisk configure
code hang over into $4000 region though. That code _is_ in DUP.SYS.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<LhPH9.6466$kz2.653507@newsread1.prod.itd.earthlink.net>...
> Sorry, Lee;
> I *meant* to say that $CFFF was write only and meaningless garbage when
> read...
>
> I will have to do some playing with it and report back... I *do* know that
> the Axlon 800 has a cold start switch and the Ramdisk contents are undamaged
> after a reboot from disk.
>
> BTW, I thought most Dup.Sys's never exceeded $3600 or tops $38FF which
> *should* allow 48K machines to avoid infringing that $4000-$7FFF block with
> both the screen Ram and Dos usage.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian

6984. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 04:38:18 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <_WeI9.1113$G4.141270@newsread2.prod.itd.earthlink.net>
Source record: 25205

Sorry, Mathy;
It is the 800 with cold start switch; the Axlon is just a stock 128K Ram
board with a switch to allow it to appear as a normal 16K 800 card.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0212061651.ed11aa8@posting.google.com...
> Thanks, Ron. How does one use the cold start switch on the Axlon? This
> would be the first time I ever heard of such a thing.
>
> No, MyDOS's DUP.SYS has its rear end hanging out to around $4500 or so,
> but that's not a detrement to using the ramdisk when it 'home banks'
> correctly. The ramdisk handler is in DOS.SYS which is far enough away
> to never cause troubles - one does not want to have the ramdisk configure
> code hang over into $4000 region though. That code _is_ in DUP.SYS.
>
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<LhPH9.6466$kz2.653507@newsread1.prod.itd.earthlink.net>...
> > Sorry, Lee;
> > I *meant* to say that $CFFF was write only and meaningless garbage when
> > read...
> >
> > I will have to do some playing with it and report back... I *do* know
that
> > the Axlon 800 has a cold start switch and the Ramdisk contents are
undamaged
> > after a reboot from disk.
> >
> > BTW, I thought most Dup.Sys's never exceeded $3600 or tops $38FF which
> > *should* allow 48K machines to avoid infringing that $4000-$7FFF block
with
> > both the screen Ram and Dos usage.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian

>

6985. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 06:19:11 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <zpgI9.3177$jf7.205535@news2.west.cox.net>
Source record: 25206

"Atari8Man" <atari8man9@netscape.net> wrote in message:

> A gateway to the internet (telnet)

This is already being done. Ask Tom Hunt, CTH BBS, how he set his up.

telnet://cth.dtdns.net/

Nite Hacker

6986. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 06:25:47 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <LvgI9.3237$jf7.221626@news2.west.cox.net>
Source record: 25207

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:ars634$l8uiu$1@ID-165389.news.dfncis.de...
> Yeah, I know what you mean. I also run a Pro BBS which is, in fact,
> available via Telnet - which you probably already know. I had the BBS on a
> regular dial-up line, but very few callers. Once I made it available via
the
> Internet, I starting getting more calls than I thought I would from all
over
> the world.

Hey, just curious, what is the name of your bbs and what is the telnet link
to it?

Thanks,
Nite Hacker

6987. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 07:32:37 UTC
From: gozarcollins@com.hotmail.invalid
Message-ID: <ass86l021r3@enews2.newsguy.com>
Source record: 25209

Ate Bitter <erasmus@tempests.and.teapots> wrote:
> On 4 Dec 2002 00:57:24 GMT, "gozarcollins"
> ->I think here is part of the problem. I have *never* seen Ben
> ->post anything in this group besides the weekly advertisement.
>
> He posted several messages here just a couple of weeks ago.

A quick groups.google.com search shows that he has posted 30
messages since November, 2001, and only two are not advertisements.

Actually, it a looks like he doesn't advertise nearly as much
as it seems... :-)

Anyway, I do appreciate all the vendors of Atari equipment, and
wish Ben the best of luck.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

6988. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 07:48:48 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <AJhI9.3821$jf7.260699@news2.west.cox.net>
Source record: 25208

Let me say, as a diehard 8-bit fan, that I admire and respect a person who doesn't give up on supporting something that is pretty much fading away to nothing. I am sure it takes alot of effort to keep something going when there seems like there is no one out there who really cares. I do my best to keep in touch with the 8-bit community but it is hard to do when you got other things to take care of so I can see where you might be coming from too.

Let me say, as a former bbs sysop, Good Luck! I agree with other statements here that the Atari bbs scene is pretty much dead. I don't think it will ever make a come back, although I kind of wish it would. I don't think some people really realize what it takes to keep a bbs running. Only a sysop really knows. It's more of a dedication and also a time-consuming chore to keep it going and most of us just don't have the time to do so or sometimes the money it takes to keep the phone line going. I hate to say what I forked into this endeavor to keep this Atari 8-bit bbs alive and going when I acquired it in 1994 after it was put up for sale. I bought the bbs and also all the 8-bit stock he had. Boxes and boxes of docs, disks, equipment, etc. I paid $1500 then for all this stuff!!! Now, am I an Atari addict or what? Don't answer that! LOL

I wish I could have done more for the bbs world but it was just too time consuming for me and I had other things more important to do so I never had much time to work on my bbs when I took it over. It went down hill some then, and it got worse as time went by. 2 or 3 callers a day... that's it!! Why keep a bbs running even, just for 2 or 3 people a day? Not feasible and more time-consuming than it would be worth and the cost of the phone line too.

I, however, would have kept my bbs running probably as long as I could, if it hadn't died on me. Infact, I, actually, did my best to keep the bbs world going! I was part of the USF, if I remember right, United Sysops Federation, and I arranged and was pretty much in charge of what was left of the bbs network back then... about a dozen or so bbses in the States and Canada and a bbs in Canada did networking with bbses overseas which were about a half a dozen or so. I was also given the responsibilities of being NWPACs bbs replacement when they took their bbs offline and they donated all of their equipment to me. Well, the club folded not long after that. Then my bbs crashed not long after too! ;-(BTW, I am the owner of 3 nodes!! Iron Horse BBS, node 381, PAUGS BBS (NWPAC club), ???, and another node which was assigned to me when I finally bought an upgraded version and registered the node I was running to satisfy KP products.

The blackbox that my bbs was running on died. I don't know if it is the power supply or what. I still have not got a replacement power supply to

find out. It just went into storage and has been there ever since. I have stuff on it that I wish to get to, but I don't know if I ever will or if I ever can. Having the information retrieved from the hd would be expensive. I have 2 other hd's too that were not connected to the bbs. However, I don't think there was much on them.

Anyways, I don't know how much or how far Pro has progressed since I last seen it or used it. You did do a version for the PC platform, right? Well, stick with that then and try to make it as user-friendly as possible and easy to set up and get it running. I remember that some things were difficult to do in the older versions on the 8-bit because you had to set up cmds, etc, to get things the way you wanted them and you also had to make screens too... which was a bit time consuming. Trying to work with all the available modules was just too much to wade through and find one just right for me to do what I wanted it to do. At this point, I agree with others, trying to work on the 8-bit version may just be futile. Maybe for the PC version too, but that's the preferred platform nowadays!

Nite Hacker

6989. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 13:35:13 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92DD50133PrivacyLabs@209.143.0.11>
Source record: 25210

marobins@cox.net (Nite Hacker) wrote in
<zpgI9.3177$jf7.205535@news2.west.cox.net>:

>"Atari8Man" <atari8man9@netscape.net> wrote in message:
>
>> A gateway to the internet (telnet)
>
>This is already being done. Ask Tom Hunt, CTH BBS, how he set his up.
>
>telnet://cth.dtdns.net/
>
>Nite Hacker

I think he might have been referring to a stand-alone with native
TCP/IP support. I'm running the BBS in an emulator.

Best,
Tom

6990. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 13:43:45 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92DD5F648PrivacyLabs@209.143.0.11>
Source record: 25211

All BBSes require some setup and configuration, even the PC ones.
Heck, that's part of the fun!

Another bit of atari 8-bit networking nostalgia was that for a while
we had a QWK Net set up that included an Oasis BBS in NZ as well as some PC
BBSes here in the states. QWK was the universal network packet format that
all our computers understood. While this facilitated inter-platform
networking, for the users we had some nifty features as well. They could
call in, tell the BBS to create their QWK packet and immediatly log off.
This would save them LD charges because they would be logged off while the
BBS was creating and compressing the QWK packet. The next time they logged
in their QWK packet was immediatly presented to them for downloading, which
after they did that they could once again log off, view and reply to the
messages using their QWK readers, and later upload their replies. This was
about as good as it got, before the Internet took over.

6991. WSFN and PL65

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 13:45:49 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92DD5BDE7PrivacyLabs@209.143.0.11>
Source record: 25212

Does anyone have the above programming languages for the A8? If so please email me at the email address found at the bottom of my web page at:

http://cth.dtdns.net
http://cth.hn.org

6992. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 14:47:26 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <ast1l5$p5p$1@bob.news.rcn.net>
Source record: 25213

Same here.

6993. Re: Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 14:59:46 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1039273147.24517.0@demeter.uk.clara.net>
Source record: 25214

I'm auctioning some 5.25" DSDD disks on eBay. The link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2079345076

Dean Garraghty

"Mike" <mkham151@adelphia.net> wrote in message
news:dc48b4d2.0212060726.5cbe6291@posting.google.com...
> I too have been looking for a supplier of 5.25" DSDD disks. Here
> below is a cut and past of an online company (Athana) who sells them.
>
> Thank you for your inquiry. The pricing for the 5.25" unformatted
> discs (10 per box) is
> as follows:
>
> Qty. 1-2/bx 3-4/bx 5 +
> $5.95/bx $4.95/bx $4.50/bx
> plus shipping. We accept major credit
> cards visa, MasterCard and American express.
>
> Regards,
> Athana Sales Dept.
> 800-421-1591
> 310-539-7280 Ph.
> 310-539-6596 fax

6994. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 17:19:34 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3df1d8624322e3@attbi.com>
Source record: 25215

>I noticed the centipede movement has smooth horizontal movement but in the
>computer XE version it moves one whole segment at a time and looks a bit
>jerky in comparison, sort of like how millipede looks. The 5200 millipede is
>not smooth like the 5200 centipede though...

I guess it depends on the programming. I have seen good and bad
8-bit and ST versions. But all of them are still fun to play.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

6995. WTB: These Epyx Games: The Nightware, New World, Vulcan's Isle

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 22:21:28 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <Ivul9.105856$%k2.26903682@twister.socal.rr.com>
Source record: 25216

Original disks/tapes only please, not copies:

Atari -- The Nightmare by Epyx.

Also:

Any platform -- New World (Epyx)
Any platform -- Escape From Vulcan's Isle (Epyx)

If you have any for sale or trade, please write me at:
hughfalk@mindspring.com

6996. WTB: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-07 22:22:11 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <nwuI9.105862$%k2.26904287@twister.socal.rr.com>
Source record: 25217

If anybody has an original copy of Raster Blaster (it's a pinball game) they are willing to sell, please write me at:

hughfalk@mindspring.com

Thanks,
Hugh

6997. ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 04:56:59 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <viAI9.14158$jf7.636565@news2.west.cox.net>
Source record: 25218

What happened to my messages that I posted yesterday???

Nite Hacker

6998. Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 05:44:33 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <cZAI9.5185$Li.1089311@news02.tsnz.net>
Source record: 25219

Thanks to all the entries to my '3 CD's of Atari programs' draw on my website. I was surprised by the number of entries, and may award a 2nd prize.

The Winner is: Steve S. of Las Vegas. The 3 CD's will be sent off to him very soon.

Thanks to all the support from everyone over the past 5 years, with my website. It's great to see 'most' Atari enthusiasts still working together. Although I'm closing the website very soon, I will still be around to help out with programs you may need. Just email.

Let me be the first to say to everyone....

Have a safe and happy Christmas and New Years!!

And remember... if you drink....DONT DRIVE, stay alive, to boot your Atari another day! ;-)

Regards,

Aaron Wheeler (aka Holmes)
RIP - http://www.atariworld.com http://homepages.paradise.net.nz/atari/

6999. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 06:09:18 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <imBI9.14350$jf7.674662@news2.west.cox.net>
Source record: 25220

Well, takes a real diehard Atarian to run a bbs and someone that has the time to do so. I tried but it was just a little too much for me to handle. I liked it and I wanted to make some improvements to it but I just never had the time to do so. I kinda felt like a failure too for not having more time to devote to the bbs, etc. Well, it was fun while it had lasted. I would probably have kept my bbs running longer had it not crashed on me. I got disappointed and discouraged at that point and I also felt what is the use to putting it back online just for a few callers a day. I think I lost my phone line not long after that, anyways. Oh well, those were the days!

Nite Hacker

7000. Re: ???

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 06:10:31 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <rnBI9.14351$jf7.675565@news2.west.cox.net>
Source record: 25221

"Nite Hacker" <marobins@cox.net> wrote in message
news:viAI9.14158$jf7.636565@news2.west.cox.net...
> What happened to my messages that I posted yesterday???
>
> Nite Hacker
>
>

Nevermind, I just did not know where I had placed them but I found them! :-)

7001. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 06:33:12 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <IIBI9.14361$jf7.686333@news2.west.cox.net>
Source record: 25222

>
> I think he might have been referring to a stand-alone with native
> TCP/IP support. I'm running the BBS in an emulator.
>
> Best,
> Tom

Oops, sorry about that...

Well, then a PC version of Pro would be nice! :-)

Well, I won't expect that... I know that would probably be too much to do and may not be worth the time and the effort due to lack of support but I wish him well and give him thanks for hanging in there and keeping Pro alive and for his support to the 8-bit community!

Nite Hacker

7002. Re: What the hell has happened to the Atari community ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 07:21:25 UTC
From: Nite Hacker <marobins@cox.net>
Message-ID: <VpCI9.14374$jf7.707953@news2.west.cox.net>
Source record: 25223

Awww, shucks! I missed another cat fight!! Darn! I wished I had been here to see it! LOL

Yep, that's the norm for newsgroups and any other kind of message board, for that matter.

Unfortunately, I am quilty in having been caught up in one or two of them myself when I was running my bbs. The message boards would get pretty heated from time-to-time and there was a KP Products/Pro fiasco back then too. Some people that are here, who shall remain nameless, probably remember that all too well! Nice to see that some things, don't change... NOT!!! LOL Not much you can do about that. Best thing is to ignore it and maybe it will go away real soon. If people respond to this crap, then they are just adding more fuel to the fire and also giving the other person an audience to where they can continue to perform or show off what little brains they may have left! On the other hand, maybe people do this because it's the safest place to blow off stem and not get physically hurt in the process.

Either you enjoy the side shows or you just ignore them! :-)

Nite Hacker

7003. Re: And here's a good tip for anyone playing Atari games on emulators

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 08:24:38 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <aIDI9.14399$jf7.731318@news2.west.cox.net>
Source record: 25224

"Sean Whalen" <na@na.com> wrote in message
news:WcOcnb9HDe2FG0-gXTWcrg@comcast.com...

> Make sure the file's not read only, and make sure it's set to Read/Write
in
> the emulator, for example Atari800Win. A LOT of games mess up if they're
> set to Read only, Gemstone Warrior is one of them. :)
>

#1 Tip -
Need I mention this, another highly recommended tip, *ALWAYS* have a back-up of whatever file you use in your emulator, atr, bin, exe, etc... Not saying that the emulator purposely messes up files, but they can get jumbled up and won't work the next time you try to use it, especially your atr (disk images), if it locks up or you have a wrong setting, etc. I have had my MyDOS disk crash on me several times and had to go back and copy from the original. So beware and be careful!

I am so thankful for Atari800Win.... it is by far the *BEST* emulator out there!
I like it, especially Plus 2.8, because, if you know what you are doing, you can make individual setting files, in the form of reg files, to pre-load settings into the registry and then start it up and you have whatever you want loaded and ready to go! This is great, especially if you can't remember the settings for a game or program and later you want to use it but forgot the settings. You can set this up to load game disks with menus on them and then you just pick the disk you want... ie Games001.reg and start the emulator and the disk automatically starts booting up and you can pick your game and you're off and running!!! Seems like I downloaded 3.0 or 2.9? just recently and looks like things changed to where I could not use my system anymore. :-(I am going to check it out again and hope that it still will work the way I want it to.

Glad to see that you can now use your rom or bin cart files from SpartaDOS, Action, etc!

Nite Hacker

7004. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 10:41:47 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <LIFI9.14710$jf7.762121@news2.west.cox.net>
Source record: 25225

It is all a matter of how you are storing them and how you are using them and how accessible you want them to be...

Most common formats seem to be XFD, ATR and DCM. SCP has been rarely used.

Another common format, which was neglected to be mentioned by anyone here is the ARC format too.

It depends on what system you are using and storing them on....

If you are using a PC, then using ATRs or XFDs (not compressed) is the best format for the emulator, Atari800Win, of course! :-) Although DCMs are useable too, they are not easily to work with, since they are compressed, as if they were ATRs and you have ATR utils. So, if I were you, I would stick with ATRs and maybe XFDs since they are the easiest to work with and stay away from using DCMs since, if you want to modify them, you have to first convert them to the ATR or XFD format. Unless there are DCM utils that I don't know about? ATR utils are easily available and most are easy to use... ATRUtils by Ken Siders is a good one. Once you have your ATRs and/or XFDs, which are not compressed, then you can gzip them, I believe, and they can still be used in the emulator in the zipped state, gz. Or you can just simply ZIP them and unzip them when you need them. I am not familiar with gzip but I am sure you could find a program that works with this format. Winzip will read gz files but I don't think they will make them. I don't know the format of XFD files but I do know, like other people have said here, an ATR file is in raw (original) form as if it were the real disk, once you take away its 16 byte header, which seems to be the same(?) on all ATRs. So if you want to make an ATR, all you have to do is extract the 16 byte header from another ATR file and add it to the raw data that was extracted from a disk and you should have a working ATR file! Or just make it easier on yourself and use an ATR util like the one I mentioned above and create the image that way. So, obviously, ATR format was meant for the PC.

If you are using an 8-bit, DCMs and ARCs are the most common. Both are compressed with, I believe, ARC being the best compression method. You can store *ALL* your disks and files in ARC format and that will allow you to store more on one disk. You could, theoretically, have several disk games (depending on the size of them) stored on just one disk for storage purposes. You have to be sure and analyze what you are compressing first to make sure what the best method is to use. Alot of games, unless they have been cracked, are bootable disks and rely on the boot sectors to work properly. So, the only way to capture the boot sectors is using DCM. After that, then you can even ARC the DCM to make it more compact for storage purposes. One thing about DCM, the file extension comes in a variety of flavors, so they can be DC3, DCM and I think DSK and maybe a couple of others that I can't remember right now. If the extension starts with a D or

it has a 3 in it, then you probably have a DCM file. Doesn't hurt to try it! The ARC format, of course, is best for storing files. That's all there really is to ARC and DCM files. Just get Discomm (Disk Communicator) and SuperARC/UnARC and you are set to go!

The best thing about ARCs and DCMs is that these files are easily transferrable and useable between the PC and the Atari, if that is what you are after. DCMs can be directly loaded into the emulator, Atari800Win. ARCed DCMs just have to be unARCed on the PC using the old favorite, PKARC, before loading into the emulator. The only thing left is ARCs that contain just files. Depending on what kinds of files they are, you can directly load them into the emulator, ie com, bin, or exe. Or you have to make an ATR/XFD with the files or make a virtual disk in the emulator to access them.

Well, I will conclude my dissertation for now. I hope it's not too much information or an overkill. I hope you have found this to be helpful.

Here is another place you can go and check out more information on the different disk image formats so that you can better understand them and make a better informed decision

http://www.atarimax.com/ape/docs/DiskImageFAQ/index.html

It's really a matter of taste and how you want to store them and use them.

Happy 8-bitting!

Nite Hacker

* Have You Played Your Atari Today! *

7005. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 12:34:09 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <5%GI9.15124$jf7.779627@news2.west.cox.net>
Source record: 25226

> There was S.A.M. (Software Automated Mouth) for the Atari (as well as
C=64)
>
> I know of some games that use digitized audio/voice.
> Not any off-hand that use synthesized. I know there are, I just don't
> know them off-hand. (Most probably utilized SAM)

I know of one game that utilizes SAM... it's called POKER SAM. It's a bit funny too. If you take too long to play... it will make funny off-the-wall remarks. I can't remember them, but some of them were a bit funny. You have to start a game and when it's your turn, just sit back and listen!

What is the difference between synthesized and digital? I thought they were the same?

Anyways, I like digital... like on the title screen of Ghostbusters and then when you get slimed and it says: He slimed me! I don't recall too many games using digital. Do you?

Happy 8-bitting!

Nite Hacker

* Have You Played Your Atari Today! *

7006. Re: BOSS-X.4 should support BeWe-DOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 13:16:40 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3DF34638.6567ED4F@mediakingx.com>
Source record: 25227

Mirko Sobe wrote:

> Thanks to all, who anwered me.
>
> Who would like to have a BOSS-X-Version, that runs in BeWe-DOS?

Me three.

7007. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 15:59:28 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212080759.4b1d602e@posting.google.com>
Source record: 25228

Congrats Steve!

Aaron, are you still planning on uploading your collection to spudster.org ?

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<cZAI9.5185$Li.1089311@news02.tsnz.net>...
> Thanks to all the entries to my '3 CD's of Atari programs' draw on my
> website. I was surprised by the number of entries, and may award a 2nd
> prize.
>
> The Winner is: Steve S. of Las Vegas. The 3 CD's will be sent off to him
> very soon.
>
> Thanks to all the support from everyone over the past 5 years, with my
> website. It's great to see 'most' Atari enthusiasts still working together.
> Although I'm closing the website very soon, I will still be around to help
> out with programs you may need. Just email.
>
> Let me be the first to say to everyone....
>
> Have a safe and happy Christmas and New Years!!
>
> And remember... if you drink....DONT DRIVE, stay alive, to boot your Atari
> another day! ;-)
>
> Regards,
>
> Aaron Wheeler (aka Holmes)
> RIP - http://www.atariworld.com http://homepages.paradise.net.nz/atari/

7008. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 17:43:16 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <UwLI9.15494$jf7.858889@news2.west.cox.net>
Source record: 25229

What's up with the site now?? I have been trying for 2 days to get on and it just keeps on saying:

HTTP 403.9 - Access Forbidden: Too many users are connected

Been saying that all day long!

I really wanted to get those game files, at least, before the site finally goes down.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7009. Atari BASIC Book on eBay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 18:14:43 UTC
From: Marshall Lake <mlake@melake.erols.com>
Message-ID: <slrnav730i.a7r.mlake@melake.erols.com>
Source record: 25230

```
Book: Atari BASIC
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=1979807677&ssPageName=ADME:B:LC:US:1

--
Marshall Lake -- mlake@melake.erols.com -- http://melake.erols.com
```

7010. 800xl....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 19:36:14 UTC
From: Gary Brigden <gary.brigden@btinternet.com>
Message-ID: <at06vedum1@helle.btinternet.com>
Source record: 25231

I have two 800 XL's that are in great condition. Both were bought off ebay
and both do not work. The first has memory errors, so I bought a second, not
wanting to give up on the atari after being a sinclair person for so long,
but this unit locks after 60 seconds of use.

Does anybody have any idea what is causing the problem. Is it that the 800xl
was such a c**p machine?
Is there anywhere in the uk that would fix these machines?
Please help....

7011. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 19:54:46 UTC
From: Video61@webtv.net
Message-ID: <22775-3DF3A386-63@storefull-2118.public.lawson.webtv.net>
Source record: 25232

pro gold is the pc version, and its available thru me.
just e-mail me for further information,
thanks,
lance

Video 61 & Atari Sales
22735 Congo ST NE
Stacy MN 55079
www.atarisales.com

7012. Re: Full Motion Video on ATARI XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 22:12:48 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3df3c45f$0$11750$e4fe514c@news.xs4all.nl>
Source record: 25233

```
Hi,

Yes can be done, spartados can handle upto 8Mb files.
But color I don't know.

I know there are convertors for gr.8 to characters. Then each screen is
about 1Kb and fonts can be reused. I think something like that was done in a
Polish demo I saw some time ago. They packed a 3Mb demo to less then
320Kb.... so think how much you could put in 8Mb...
```

TXG/MNX
"Zothen Runecaster" <zothen@my-deja.com> wrote in message
news:fcd76a9e.0212071907.6cf72cb0@posting.google.com...
> Is this possible ?
>
> You may use the special 256 color mode.That's Graphics 9/Graphics 11
> mixed.
>
> Each picture takes about 8Kbyte.
>
> This graphics mode takes much CPU time away , so you may only use a
> simple compression routine.
>
> Let's say 4 Kbyte compressed for each picture.
>
> 25 pics/second = 100 Kbyte second.
>
> About 10 second in 1 Mbyte.
>
> 1 Minute = 6 Mbyte
>
> 1 hr = 360 Mbyte
>
> ...
>
> The problem is that the disk drive cannot be accessed in this mode and
> it would be too slow anyway.
>
> Same with cassette/hard disk etc.
>
> So would it be possible to use some sort of large "RAM"-drive with
> bankswitching on the ATARI ?
>
> If you have enough memory it would be possible to display long FMV on

> the ATARI.
>
> It may be possible to use a better compression method and only use
> Graphics 9.Then the movie would be black and white , but there would
> be much more CPU time left.
> It wouldn't be possible to use MPEG compression , but it should be
> possible to create a good compression routine , with only 16 colors ,
> it should be easier to compress pictures.
>
> Or maybe use only 2/3 or 1/2 of the screen.Some movies don't use the
> whole screen so this should be possible.
>
> Anyone experimented with this ? Is it possible to use some sort of RAM
> drive , maybe a very big cartridge or something connected to the
> Expansion port.
>
> ZR

7013. Re: WSFN and PL65

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 22:13:51 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3df3c49f$0$11747$e4fe514c@news.xs4all.nl>
Source record: 25234

Hi,

What's WSFN? And what kind of language is PL65?

TXG/MNX
"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:92DD5BDE7PrivacyLabs@209.143.0.11...
>
> Does anyone have the above programming languages for the A8? If so please
> email me at the email address found at the bottom of my web page at:
>
> http://cth.dtdns.net
> http://cth.hn.org
>

7014. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 23:14:16 UTC
From: Mark Keates <news@mkeates.force9.co.uk.removeme>
Message-ID: <UrQI9.195$1I3.122907@stones>
Source record: 25235

Hi,

> Anyways, I like digital... like on the title screen of Ghostbusters and
then
> when you get slimed and it says: He slimed me! I don't recall too many
> games using digital. Do you?

The UK version didn't have the 'He slimed me!', the C64 version did :-(
Probably as its a 48K game? Pity they didn't tuck it under the OS if you
had 64K or more.

Regards,

Mark

7015. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-08 23:48:05 UTC
From: Fox-1
Message-ID: <at0lns$de6$1@news1.tilbu1.nb.home.nl>
Source record: 25236

> of their equipment to me. Well, the club folded not long after that. Then
> my bbs crashed not long after too! ;-(BTW, I am the owner of 3 nodes!!
> Iron Horse BBS, node 381, PAUGS BBS (NWPAC club), ???, and another node

Iron Horse? Then I think you were in the USF network at the time I was also...

Sysop Fox-1, Thunderdome, the ATARI 8-Bit BBS, node #471

--

Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org

Remember what the Dormouse said...

7016. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 01:54:55 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <PJSI9.20478$jf7.1085287@news2.west.cox.net>
Source record: 25237

> Iron Horse? Then I think you were in the USF network at the time I was also...

Yes, I was in the USF and kinda was in charge of the US network and there was a bbs in Canada that handled Canadian side of things and then there was the overseas connection which included you and several other bbses. One of the Canadian bbses handled the overseas link. I think, if my memory is right, that was about a total of 15-20 bbses back then. Those were the days! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7017. Re: These Epyx Games: The Nightware, New World, Vulcan's Isle

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 02:07:04 UTC
From: mo <momo@atariland.com>
Message-ID: <cVSI9.119177$Gc.3852665@twister.austin.rr.com>
Source record: 25238

Good luck! Those babies are the rare and hard to find ones. I myself am looking for Sorcerer of Sieva. Did Vulcans Isle come in the classic Epyx box?
Mo

7018. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 02:13:42 UTC
From: mo <momo@atariland.com>
Message-ID: <q%SI9.119182$Gc.3853864@twister.austin.rr.com>
Source record: 25239

It's all digital since it's digitally recorded on magnetic disk. The difference would be between 'sampled' and 'synthesized'. Sampled means it was recorded from a source and then played back, like a second or two of a tape recording saved to disk and called back by the software and played. Synthesized is created entirely by software and hardware working together to form sounds like high speed beeps and buzzes that sound like a spoken word.
Mo

> What is the difference between synthesized and digital? I thought they were
> the same?
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Your Atari Today! *
>

7019. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 02:35:46 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <6kTI9.20722$jf7.1119684@news2.west.cox.net>
Source record: 25240

> Are there any examples, playable via emulator, of synthesised speech on
the
> Atari XL?

Well, what do you mean synthesized or digital, or does it matter? There seems to be a bit of debate on this here, right now. I don't know what it all means even. Anyways, yes, several of the games has either digital or synthesised and, yes, they do play in emulation mode. Atari800Win is the choice of emulators for the 8-bit and it is almost perfect in emulating everything to a T! I don't know or remember all the games that do have it or that work in emulation. I do remember that Berzerk does and Poker SAM does too. I am sure there must be several others that work too. As I said, this emulator works with just about anything!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7020. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 02:42:53 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <NqTI9.20768$jf7.1123936@news2.west.cox.net>
Source record: 25241

> The UK version didn't have the 'He slimed me!', the C64 version did :-(
> Probably as its a 48K game? Pity they didn't tuck it under the OS if you
> had 64K or more

Hmmm... maybe I am thinking of the C64 version. I don't remember, now, if
the Atari version had it or not. I think it has the title part...
Ghostbusters (Hahahaha)...but I don't know if it had the "He slimed me!".
Have to check it out.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7021. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 02:51:14 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <CyTI9.20823$jf7.1129153@news2.west.cox.net>
Source record: 25242

> It's all digital since it's digitally recorded on magnetic disk. The
> difference would be between 'sampled' and 'synthesized'. Sampled means it
> was recorded from a source and then played back, like a second or two of a
> tape recording saved to disk and called back by the software and played.
> Synthesized is created entirely by software and hardware working together
to
> form sounds like high speed beeps and buzzes that sound like a spoken
word.
> Mo

Oh, OK, I think I am beginning to see the light at the end of the tunnel now! So, then, most of the games, etc, that have a voice in it are actually samples... like Ghostbusters, Berzerk, etc, right? Whereas, SAM is synthesised, right? What about Poker SAM? Would that still be considered synthesised or was it samples that were made from SAM and added to the game?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7022. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 03:07:57 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <hOTI9.20932$jf7.1142914@news2.west.cox.net>
Source record: 25243

Oh, OK, cool!!

Sorry, I have been out of touch for awhile and I did not know how far Pro has progressed. I vaguely remember seeing some info on it at one time awhile back but I did not remember whether it had progressed to the PC platform or not. I am glad to see that there is a PC version! Maybe when I can, I will purchase one. What is the going price on it? Is there like a reduced price for someone who owns Atari versions of Pro?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7023. Re: Atari $Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 03:51:15 UTC
From: Kenneth Heffington <kheffington@pacbell.net>
Message-ID: <TqUI9.705962$H65.79172@post-02.news.easynews.com>
Source record: 25244

Good luck, Your prices are way above resonable and way out of line.

"Ron Riese" <ronr@blarg.net> wrote in message
news:3DF0682E.BAE5996E@blarg.net...
> Atari Hardware and Software (List Revised 4 Dec 02)
> All of this was packed and put away 15 years ago. It is all clean and
> each device has its own
> transformer and in most cases the original box and manual. Devices
> were working at time of
> storage. The prices shown are expected prices, other offers (no
> trades) will be entertained.
> Purchaser pays for shipping. All hard/software is USA specific
>
> 1) Atari 800 (32K I think) -- $180
> Like new but needs video chip to control display.
> Plus Atari 16K Memory Card
> TV Switch
>
> 2) Atari 400 -- $100
> Looks like new
> Dual Game Controller
> Joy Stick
> TV Switch
>
> 3) Atari 810 Disk Drive -- $70
> Very clean in prime condition.
>
> 4) Atari 850 Interface Module -- $50
> Plus 300 Baud (Believe it!) Microconnections direct connect modem
>
> 5) Atari 1050 Dual Disk Drive -- $80
> Very clean, Primo condition.
>
> 6) Atari 410 Recorder -- $75
> Emaculate
> Antic (Monthly) Tapes (Total 18 tapes with descriptions)
> Games and programs galore on each
>

[snipped]

7024. Re: 800xl....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 04:24:22 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <WVUI9.21277$jf7.1194999@news2.west.cox.net>
Source record: 25245

> Does anybody have any idea what is causing the problem. Is it that the 800xl
> was such a c**p machine?

That is far from the truth!!! 800XLs, or just about any other model, are *NOT* crappy machines! Infact, they are usually quite the opposite. They are almost like a Timex watch... they take a licking and keep on ticking! They were designed and built well with, usually, quality parts that were designed to last a long time. I hardly have had one to fail on me! You can easily upgrade/modify them, if you know what you are doing, etc, and they don't mind being invaded on, and they still run forever and ever.

First of all, I am not or don't profess to be an expert but from years of experience I can tell you the basic steps of trying to solve your problem. First, start with the power supply. It may not be the problem, but depending on the model of power supply, then again it could be. Some models tend to get flaky. So, just to save you lots of headaches and time, start with it. If you have a spare one, try it. If not, you can buy a spare. They are not that expensive. Or maybe you can check it out with a meter if you know how to use one. I have had a faulty power supply before and it did strange things to my computer and I thought I had a faulty computer.

If that is not the problem and if you are not afraid to, or you are a tinkerer, then you can open up the case yourself and look at the board and see if the memory chips and OS chips, etc, are socketed. If so, then, usually, just pressing down on each one to re-seat them might cure the problem. Or, carefully remove each one and put them back in and press on them firmly back into place.

If after you done this and it doesn't solve the problem, then, usually it's a faulty chip that is causing the problem and it's time to try to diagnose which one it is. Start with the Self Test module of the computer. Boot the computer with the disk drive off to get to the Self Test. This can actually help you determine where the problem lies. It will show you whether it's a system rom chip or it is a memory chip or maybe the sound chip (Pokey). This is as far as my expertise goes as I don't know how to interpret the test results. I am sure someone else here probably does and can give you further assistance from here if you got this far and are still stuck. I have seen, somewhere, a list of problems and possibly the resulting faulty chip but maybe, at this point, it would be best to hand your machine over to an expert if you cannot do it yourself because soldering might be required to remove a faulty chip and replace it with a new one or it may not even be a faulty chip?

Well, hope this helps a bit... I am sure someone else here can probably be of further assistance to you!

Whatever you do here, *DON'T* give our Atari 8-bits a bum rap anymore! LOL
They are really good quality machines... better than a Commy machine! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7025. Re: Atari $Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 04:57:57 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <lk2dnd-K56wlv2mgXTWcpg@comcast.com>
Source record: 25246

"Ron Riese" <ronr@blarg.net> wrote in message
news:3DF0682E.BAE5996E@blarg.net...

> 1) Atari 800 (32K I think) -- $180
> Like new but needs video chip to control display.

Then it's really not "like new"

> 9) Manuals (Great Resources!) -- $25
[...]
> Comput!'s First Book of Pet/CBM

Not an Atari book

7026. Re: Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 04:58:49 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <dqVI9.21394$jf7.1213573@news2.west.cox.net>
Source record: 25147

> I too have been looking for a supplier of 5.25" DSDD disks.

Will the Atari DOS diskettes work as a DSDD disk?
I don't remember if you can get them to or not. I think I sort of tried it
out one time but it did not work. I think it had something to do with
needing a timing hole and I don't think they have one?

Well, just wondering as I know that B&C Computers has a boat load of them!
You can get 1000 of them for only $100 (10 cents each)! You can buy them in
smaller quantities too, such as 100s or 10s.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7027. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 05:54:53 UTC
From: Jim <avanti@ici.net>
Message-ID: <NeWI9.293615$WL3.98522@rwcrnsc54>
Source record: 25148

Berzerk was Sythesized. Most everything done today is sampled since it is easy to do, sounds human (Because it is), and the computers have the memory and storage to hold everything needed to say. Synthesized speech needs to have enough memory to make all the sounds nessesary to pronounce the words, but could pronounce an unlimited number of words since they are sounded out as needed. I beleive Berzerk was the very first arcade game to use speech. It seems like not too long ago I was having S.A.M. pronounce all the swear words. It deffinately doesn't seem like the 20 years it has been. And in 20 with all the advancements, I don't think I will ever have as much fun with a computer as I did with my old Atari.

> Oh, OK, I think I am beginning to see the light at the end of the tunnel
> now! So, then, most of the games, etc, that have a voice in it are actually
> samples... like Ghostbusters, Berzerk, etc, right? Whereas, SAM is
> synthesised, right? What about Poker SAM? Would that still be considered
> synthesised or was it samples that were made from SAM and added to the game?
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7028. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 09:00:35 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_1039424415@rtfm.mit.edu>
Source record: 25149
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 23, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

UPDATES SINCE PREVIOUS POSTING
2002.11.23 No Frills Software (Ed Kielbasinski) added (back)
2002.11.16 added TAQUART (NUMEN demo)
2002.11.16 removed STeve's Computer Technology
2002.11.16 Radek Sterba (Raster) updated
2002.11.16 removed STAK, La Revista Atari (Rodrigo Cabrera Garcia)
2002.11.16 removed Sikor Soft (Pawel Sikorski)
2002.11.16 Petr Stehlik updated (Atari800 1.2.4)
2002.11.16 removed Konrad M.Kokoszkiewicz (Draco)
2002.11.16 removed JRC Interactive
2002.11.16 removed John Harris (MAE assembler)
2002.11.16 removed Sams Technical Publishing
2002.11.16 removed Roy Goldman (Daisy-Dot)
2002.11.16 removed Games + (Games Plus) / Flashback Classic Video Games
2002.11.16 Foundation Two updated (Pokey Ohrblut, Bremspunkt (Brems.) added)
2002.11.16 Jan Detlev's "Little Atari-Shop" URL added
2002.11.12 Sijmen Schouten (Mr.Atari) email and http updated
```

2002.11.09 removed Dadgum Games (Halcyon Days is now a free web site)
2002.11.09 removed Creative Micro Designs, Inc. (CMD)
2002.11.04 Mark Grebe updated -- Atari800MacX 1.0.1
2002.10.26 Clay Halliwell mailing address updated
2002.10.26 removed the following due to no response to my contact attempts:
Aerion Software
Amethyst Software
Assisting Children to Excel
David Aronson
Atari PD Software c/o Andrew Pittman
ATCOM Micro Center (Barry Keyes)
Change In Heat
Computer Classics
Data 8
Doug's Electronic Repair
East Hartford Computer
Jeff Edwards
Entertainment Excellence
Kake Software (Kevin Laufer)
Kinetic Designs
L&Y Electronics
MWPD Software (M. Wallace)
No Frills Software
Palette Imaging (Marver Seaman)
P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
Ronnie Riche
Sagamore Software (Roger McClannen)
Software Infinity (Greg Brown)
Trans World Exchange c/o Chris Carson
2002.10.14 removed B. Utschig
2002.10.12 removed Z Systems (dead web site, no other contact info)
2002.10.12 Mark Grebe updated (Atari800MacX 0.2.1)
2002.10.12 DGS updated (CD-ROM #2)
2002.09.30 Marek Mikolajewski/SIO2IDE updated

Subject: Introduction

Conventions

All commercial vendors, developers, publishers, and repair shops should be
listed here. "Active" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, should NOT be listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair 8-bit Atari or related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

SAE/SASE/IRC info from http://www.genfair.com/greenpages/sae.htm
---
It is courteous when writing to any new correspondent to cover in advance their postage costs in replying to you. If they are in the same country it's a simple matter to enclose an SAE (stamped addressed envelope), which is known in American English as an SASE (self-addressed stamped envelope). It is not always obvious how to do this for correspondents in another country. One answer is to use International Reply Coupons.

An International Reply Coupon can be purchased at any Post Office in any country in the world. This is agreed through the Universal Postal Union. You can then send the IRC to someone in another country who can cash it in at a Post Office there for a postage stamp covering the minimum rate for an Airmail letter (unregistered).

One IRC enables a letter up to 10 grammes to be airmailed abroad. That's not much more than a couple of sheets of paper. So if you want a reply with more than this, better send two or more IRCs!

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

4JAYS (Jay Colen) 9/02
519 W. Fourth Street
Antioch, CA 94509
USA
(925) 777-1160
Store Hours: 12-6pm Tuesday thru Friday - 11-5pm Saturday
mailto:forjays@pacbell.net
http://www.4jays.com/

Vendor: used hardware and software

A-ONE Magazine - Atari Online News, Etc. 9/02
Dana P. Jacobson -- Editor
mailto:dpj@atarinews.org
http://www.AtariNews.org/
Publisher: A-ONE online magazine. weekly

Alhart Enterprises Presents (AEP) 9/02
c/o Paul V. Alhart
524 North Zee St.
Lompoc CA 93436
USA
tel: (805) 736-4624
mailto:paulalhart@hotmail.com
Vendor: used hardware--mainly reconditioned disk drives: 810 (no case), 810 w/case, 810 w/Archiver, 1050, Rana 1000, 1050 w/doubler, Indus GT
Developer: AtariWriter+ Companion (disk), AtariWriter+ Companion II (disk), StarStuffer (disk), Search System II (disk), Atari BASIC Enhancements (disk), 8-bit TTL Logic Analyzer (disk), MagicCalc (disk), Games disk: Jacks Cargoship + Light Pen/(Light Gun) Tic-Tac-Toe (disk).
Publisher: RANA Repair Guide (book) - US$12

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair Shop.

Alltronics - Electronic Component Supply 5/02
PO BOX 730
Morgan Hill, CA 95038-0730
USA
Phone: 408.847.0033 Hours 10am to 4pm Monday - Friday
Fax: 408.847.0133
mailto:ejohnson@alltronics.com
http://www.alltronics.com/computer_miscellaneous.htm
Vendor: 1020 Color Printer, CX85 Numerical Keypad, CX80 Trak-Ball Controller, ALPS/1020 printer/plotter pens

Associated Enterprises (Victor Halling) 9/02
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:halling@silcom.com
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari Bit Byter User Club e.V. (ABBUC) 11/02
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
mailto:wburger@cityweb.de
http://www.abbuc.de/
Vendor: PD/freeware/shareware, hardware, commercial software
Developer: wide variety including: SIO2PC(SIO2ST)-Interface,
PC-Xformer Cable, Automatic 2-Computer Interface, Switching Power Supply (SPS),
8-Channel dig. Voltmeter (DVM), XL Switching Interface, Speedy 1050 upgrade,
RomDisk, QMEG+ 4.0. Extensive hardware schematics for sale.
Has obtained rights to many products including: KE-Soft, Klaus Peters
Elektronik, AMC-Verlag, Compyshop
Publisher: ABBUC Magazin (disk mag), ABBUC Sondermagazin (print mag)
Repair Shop.

ATARIX (paper magazine) 8/02
See: Satantronic

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

AVtoolbox 9/02
800-235-3280 or 859-647-1077
Fax 859-282-9995
mailto:sales@avtoolbox.com
http://www.avtoolbox.com/
Developer: a number of video<->VGA conversion devices, including the
Cheese Video Box. Connect your Atari to your PC monitor!

Subject: B

B&C ComputerVisions/Atari Sales & Service (Bruce & Cathy Carso) 9/02
5917 Stope Way
El Dorado CA 95623-4716
USA
tel: (530) 295-9270 11:00 AM to 4:00 PM Monday to Friday (Pacific Time)
FAX: (530) 295-9271
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware

Eric Bacher 9/02
mailto:ebacher@compuserve.com
http://ourworld.compuserve.com/homepages/ebacher/
Developer: DIS6502 1.4 -- Atari 6502 Disassembler for Win 3.1/95

Ullrich von Bassewitz 9/02
Germany
mailto:mailto:uz@cc65.org
http://www.cc65.org/
Developer: cc65 2.8.0 - C crosscompiler / crossassembler combo for 6502
systems, including the 8-bit Atari

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics (Brad Koda) 9/02
672 Commercial St
San Jose CA 95112-1406
USA
Telephone: 408-278-1070 (M-F 1:30pm to 5:00pm PST)
FAX 408-278-1092
mailto:bestelec@concentric.net
http://www.best-electronics-ca.com/
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.

BeWeSoft (Jiri Bernasek - Bernasek-Werner Software) 8/02
Na Hrebenkach 42
15000 Praha
Czech Republic
mailto:olda@jrc.cz (c/o Oldrich Rezler)
Developer: BW-DOS 1.00/1.10/1.30, BW-DOS Update #2, Multi Dash, Multi Race,
Multi Worms (multiplayer-games for multilink/gamelink 2 hardware), Golfer,
H2O, Tetris 3D, Superpacker 1.0, Virus Scanner 1.0, Text Converter,
plus many other game and demo programs...

Adam Bienias 8/02
Poland
mailto:adam@nautilus.com.pl
http://www.try2emu.cavern.com.pl/sap/
Developer: SAP -- Slight's Atari Player, Codecruncher 2.x and 3.x

B.G. Micro 4/02

555 N. 5th St Suite 125
Garland, TX 75040

USA
orders: 1-800-276-2206 or 972-205-9447
tech: 972-205-9427
fax: 972-205-9417
mailto:bgmicro@bgmicro.com
http://www.bgmicro.com/
Vendor: CX85 Keypad,
hard-to-find chips for Atari disk drives (per Russ Gilbert)

Big Five Software (Bill Hogue, Jeff Konyu, Curtis Mikolyski) 9/02
mailto:bill@bigfivesoftware.com or mailto:jeff@bigfivesoftware.com
http://www.bigfivesoftware.com/
Developer: Miner 2049er, Bounty Bob Strikes Back,
Bounty Bob Emulator for Windows NT, 2000, 98, and ME

Steve Birmanns and Matthias Belitz 3/00
Germany
mailto:Stefan@Birmanns.de
mailto:Matthias.Belitz@gmx.de
http://www.birmanns.de/atari/
Developers: MSC-IDE Harddisk-Controller

Bit Busters 9/02
Poland
Aleksander Martin (Alex), Piotr Kielczyk (Pet), Pawel Szewczyk (Replay),
Tomasz Zdulski (Zulus), Pawel Sikorski (Sikor), Michal Szpilowski (Miker)
http://www.bitbusters.topnet.pl/ or http://republika.pl/alex6502/
Developer: Bobsland (Intro), Extract (Graphic Collection), More! (Intro),
Sheol (Demo Disk), Timeless Announcement (Demo), Waves (Intro)

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bravo Sierra Computers (BSC) (Ben Smith) 5/02
Oregon
USA
tel: (503) 256-9974 "Ben's Benevolent Help HotLine" 24 hours
mailto:atari@benjamin.net or mailto:atari@aracnet.com
or mailto:BenSells@atari.org
http://www.atari.benjamin.net/ or http://www.aracnet.com/~atari/
or http://BenSells.atari.org
Vendor: used/new hardware/software/books/accessories

Zdenik Burian 5/02
Marie Majerove 33
Prostijov 6
798 11
Czech Republic

mailto:burian@infos.cz
http://flop.atari.org/
Publisher: FLOP disk magazine (Magazine FLOP is only in Czech.), annual?

Artur Burzynski (j131) 9/02
Gdynia
Poland
mailto:j131@inetia.pl
http://strony.wp.pl/wp/j131atari/
Developer: SIO2PC cables

Subject: C

Sidney Cadot 10/02
The Netherlands
mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/
Developer: ROMCRC-32 revision 1.0.2, Atari XL/XE Reverse Engineered
Annotated ROM Listing, SID-LOAD 1.0.5, BINTRIM 1.0.1

James Catalano / Classic 8-Bit Atari / Artacyis Software 11/02
USA
mailto:litterboxx@hotmail.com
http://www.geocities.com/TimesSquare/Arcade/8691/
Developer: Axe Dreadroom, Death Quest, Darkrealm Keep, Terror Below,
Anteater, Buried Treasure Hidden Death, Camp Killemoff, Chivalry,
Cliff Climber, Code Red Rescue, Defend the Donut, G-Man 1920, Graveyard,
Gun Slinger, Hopper, Incoming!, Monster From the Deep, Orccon, Pengy's Arctic
Adventure, Pin Pong, Seagull, Skulls, Snakepit, Spellbreaker, Splashdown,
Bioroid Battle, Knights of Battle, Line of Fire, Mine Sweeper, Sea Strike,
Sub Hunt, Rally XL, Swamp Rider, Turbo Trek, Airlord, Canyon Run, Tail Gunner,
Aliens: Genocide, Aliens, Search for Newt, Computer Virus, Lunar Miner,
The Mad Camper, Nightmirrors, Pipeworks, Rooms of Rondomm, Rotile,
3D Tic Tac Toe, Blackjack, Catapult, Champion Greyhound Racing, Demonix: Battle
of Souls, Gennetixx, Knock Out!, Particles, Ripley's Believe It Or Not,
Psybercom, Saucerian, Saucerian II, Shuttle Run, Star Rider, Starlord 5,
Stellar Rescue, Teleport

Itay Chamiel 10/02
9-A Narkis St.
Jerusalem 92461
Israel
mail: itayc at cs.huji.ac.il
http://www.cs.huji.ac.il/~itayc/
Developer: Ice-T XE v2.72 (128K XL/XE) (full-featured communications
software), Ice-T 800 v1.1 (48K), Sirtoot -paint program (not complete),
The Wall -strategy arcade game (Tetris clone),
Joust cheat - a small "hack" for the game Joust

ChildsPlay Software Services
9127 Hwy 25 APT E
Monticello, MN 55362
USA
mailto:serflaten@usinternet.com
Developer: games, and other software, including Solitaire

Computer Games Plus 8/02
PO Box 6144
Orange, CA 92861
USA
tel: (714) 639-8189
mailto:computergamesplus@yahoo.com
http://www.gamesplus.com/
Vendor: commercial software, a few power supplies

Computer Software Services (CSS) (Bob Puff) 11/02
1350 Buffalo Rd. #2
Rochester NY 14642
USA
tel: (716) 429-5639
Fax: (716) 247-7158
mailto:css@nleaudio.com
http://www.nleaudio.com/css/
Vendor: hard drive systems, SIO cables, hard disk controllers
Developer: Black Box, Black Box with 64K Printer Buffer, Black Box Printer
Cable, Black Box Modem Cable, Floppy board, Super-E Burner,
Gang Super-E Burner, Multiplexer, Multiplexer Slave Unit, Quintopus,
Quintopus with Switchable Ports, Super Archiver, Super Archiver II,
Super Archiver --> SA II Upgrade, XF Single Drive Upgrade,
XF Single Drive Upgrade (without Drive Mech),
XF Dual Drive Upgrade, XL Dual Drive Upgrade (without Drive Mech),
XF551 Enhancer, XF Update, Ultra Speed Plus OS, Hard Drive Pro Backup,
Super Pill, Disk Cracker, Black Patch
Shareware developer: SuperUnArc 2.4, SuperArc 2.4, Disk Communicator 3.2,
MYDOS 4.50, BobTerm 1.21, MYDOS WHEREIS, MYDOS VTOC FIX
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyberpeeps (David Loughton) 8/02
United Kingdom
mailto:cyberpeeps@yahoo.com
http://www.cyberpeeps.freeserve.co.uk/

Vendor: small selection of hardware and software

Subject: D

D'Antiques, Ltd. (Dan Dotson and Marilyn Saul) 11/02
PO Box 40751
Tucson, AZ 85717-0751
USA
FAX: (561) 658-0835
mailto:dan@dantiques.com
http://www.dantiques.com/
Vendor: used hardware and software

Jan Detlev 11/02
The Netherlands
mailto:jdetlev@hotmail.com
http://www.detlev.myweb.nl/ or http://home.wanadoo.nl/jdetlev/
Vendor: new hardware and software

DGS 11/02
See: Dean Garraghty

Digital Force (Mario Trams) 11/02
Germany
mailto:Mario.Trams@informatik.tu-chemnitz.de
http://www.tu-chemnitz.de/~mtr
ftp://ftp.tu-chemnitz.de/pub/Local/informatik/trams
Developer: HyperSpeed XL/XE (public domain hardware project-- a
65C816 Processor Extension for the ATARI XL/XE)

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Subject: E

Gene Ehrich - "Computer & Video Game Garage Sale" 11/02
P.O Box 3365
Spring Hill Florida 34611-3365
USA
mailto:gene@ehrich.com
http://www.voicenet.com/~generic/

Vendor: used hardware/software

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
USA
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Emulators Inc. (Derek Mihocka) 9/02
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540 Monday to Friday, 10am to 2pm EDT
FAX: (206) 236-0257
mailto:info@emulators.com
http://www.emulators.com/
Developer: Gemulator 2000 version 8.03 - Atari 8-bit, Atari ST, and Apple Macintosh Plus emulator for Windows 95/98/Me/NT4/2K/XP, Xformer 2000 8.0 - free 8-bit Atari emulator for Windows 95/98/Me/NT4/2000, PC Xformer Classic 3.8 - free 8-bit Atari emulator for MS-DOS

Raphael Espino 9/02
United Kingdom
mailto:rjespino@yahoo.com
http://rjespino.atari.org or http://rjespino.webhop.org
Developer: Ramdrive v1.0 (DOS-independent ramdisk utility), Atari 8-bit JPEG Viewers: a8jdpeg - 0.8 (15Sep02), JpegView - 0.2 (07Aug01), JpegShow - 0.1 (07Aug01)

Evangelo's Wares (Angelo Vahatouras)
Elizabeth NJ 07208
USA
tel: (908) 558-0383
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 & 16 bit machines, IBM, Amiga, C-64-128 and Used Musical Instruments. Mailorder ONLY! No Store front."

Subject: F

Far North Atari Computers (Frank Stallings)
515 Craig Avenue
Fairbanks, Alaska 99701
USA
tel: 907-456-3700
mailto:farnorth@ptialaska.net or mailto:farnorth@polarnet.com
Vendor: new and used hardware and software, PD/freeware/shareware

Joe Fenton 1/02
mailto:jlfenton@ctaz.com
http://www.ctaz.com/~jlfenton/index.html
Developer: ACE (Atari Console Emulator, an Atari 400/800/XL emulator for
68K based Amigas), WACKE (Weightless Atari Computer Keepsake Emulator,
Atari 400/800/XL/XE emulation for the PowerMac),

Mike Fenton 1/02
mailto:mpfenton@hotmail.com
http://www.geocities.com/SiliconValley/Node/4391/
Developer: WAHCE v1.0 beta (Weightless Atari Home Computer Emulator,
for Windows 95/98)

Foundation Two 11/02
(Mad Butscher, Beetle, Mr.XY, R.I.K., Yellow Man, twh, MoAco, Artie Stolks)
Germany
tbutschk@mainz-online.de or superbeetle@t-online.de
http://rz-home.de/~foundationtwo/ or http://foundationtwo.atari.org/
Developer: Taifun, Bembel Wo, Milligreen, Pokey Ohrblut, Bremspunkt (Brems.)

Ron Fries
USA
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Piotr Fusik
mailto:fox@scene.pl
Developer: X-Assembler--Two pass 6502 cross assembler for PC. The source
format is backward compatible with Quick Assembler.

Subject: G

Dean Garraghty Software (DGS) 10/02
(all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone: +44-(0)-1302-855026 (Weekends only)
Fax: +44-(0)-870-133-9745
Mobile Phone: +44-(0)-7905-916138 (8am to 6pm BST/GMT weekdays only!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware includes
International English versions of Power Per Post (PPP) software from Germany;
DGS/PPP Atari 8-bit PC CD-ROM includes: Quick V2.2 and V2.1, Quick Support
Disks 1 and 2, Screen Aided Management (SAM) V1.25i, SAM Budget Designer
and Utility Extensions, Rubberball, Bombi, Minesweeper, Glaggs It!,
Quick Ed Character set editor, News-Disk issues 1-14, News-Paper issues 15-26,

News-Paper Yearly Disk 1; DGS Atari 8-bit PC CD-ROM, version without PPP titles; DGS Atari 8-bit PC CD-ROM #2 includes: Print-Filer from Rambit, Alien Blast from Richard Gore, Demo Maker/Edit 7 from Richard Gore, AMS 96 video in MPEG-1 format, various PD software
Developer: Digi-Studio
Publisher: News-Paper, News-Disk (back issues available)
File Transfer Service: transfers files between Atari and PC

GFH Marketing (Gordon Hooper) 9/02
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
mailto:ghooper2@lycos.com
Publisher: 8-Bits Forever! (book)
$6.99 US or $7.99 CDN (money orders only)

GMG 11/02
(Globe (Robert Pecnik), Marco (Marek A. Chorvat), Goldmaster (Marian Vybostok), Pedro (Peter Kudlicka), Legolas (Peter Kmet), Hawkmoon (Milan Cmarko))
c/o Marek A. Chorvat
Polna 11
97405 Banska Bystrica
Slovakia
mailto:mchorvat@econ.umb.sk
http://rak.isternet.sk/lego/gmg/
Developer: Ultra River Run, Ultra Asteroid Field, Alpha intro, HTML converter/viewer 1.1, Implosion demo, Quick formatter 1.0, Dynakillers, Orange road intro, Dynakillers demo, Marco loader, Marco Pixel Editor, Mega Color Editor, Wanted megademo, Bristly hedgehog music collection, Robot Assault intro, Risa Zla intro, Street fighter II demo

Thimo Graef 6/02
Im Osterfeld 13
56462 Hoehn
Germany
http://www.classic-videogames.com
Vendor: new software

Mark Grebe 11/02
mailto:atarimac_pleasenospam@cox.net
http://members.cox.net/atarimac/
Developer: Atari800MacX 1.0.1 (version of Atari800 emulator for MacOS X)

Christian Groessler 7/02
mailto:chris@groessler.org
http://www.groessler.org/a800dc/
ftp://ftp.groessler.org/pub/chris/dreamcast/
Developer: Atari800 for SEGA Dreamcast 0.7 (emulator)

Subject: H

Clay Halliwell 10/02
11720 Mastin, Apt 2508
Overland Park, KS 66210
USA
mailto:clay.h@att.net
Developer: FlickerTerm 80 0.51, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

HARD Software 11/02
H-1076 Budapest
Thokoly ut 25.
Hungary
mailto:hardsoftware@geocities.com
http://www.geocities.com/SiliconValley/Vista/6084/
Developer: Veronika, Blip!, Cool Emotion, ABBUC Magazine #36 Intro, Joyride

Harmonic Research 8/02
40 Wiley Lane
Woodstock, NY 12498
USA
voice: 845-679-5856
fax: 845-679-5856
mailto:harri@hrx.com or mailto:sales@hrx.com
http://www.hrx.com/
Developer: various RGB/NTSC/PAL video signal encoders/decoders

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [this zip code is old; need new zip code]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Tom Hunt (Closer To Home Enterprises) 11/02
USA
http://cth.dtdns.net/ or http://cth.hn.org/
telnet://cth.dtdns.net/ (BBS running BBS Express! Pro from Video 61)
mailto:tomhunt@bright.net
Developer: The Armorizer, ATOS ATari Operating System (GUI), Check CRC32, Disk Fragmentation Utility, The Long Integer Library, M.T.O.S. (Multi-Tasking Operating System), RC4 Encryptor, Rcopy - Recursive Copy Utility, Rdelete - Recursive Delete Utility, Shell, Snapshot, The Sound Utility, Term80, UnZip,

Z-Code, CC65 Cross Compiler, The PC-Gateway (allows you to use your old computer or dumb terminal to access the internet), CTH Emulator (based on Atari800 0.9.8, will allow you to run an 8-bit bbs on the internet), AT Term (ATASCII terminal emulator for Windows),

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Subject: I

individual Computers (Jens Schonfeld) 6/02
Roermonder Str 228
52072 Aachen
Germany
Fax: +49 241 12088
mailto:jens@jschoenfeld.de
http://www.jschoenfeld.com/
http://www.jschoenfeld.com/products/catweasel_e.htm
Developer: Catweasel, a universal floppy disk controller that uses unmodified PC diskdrives. Disk formats supported include:
Atari 800XL (all MFM formats, FM under developement). 3 Catweasel versions:
- Catweasel MK2 for Amiga 1200 and Amiga 4000
- Catweasel ZII S-Class for Amiga with Zorro slots
- Catweasel ISA version (PC, Alpha AXP)

Subject: J

Jeff Jackson 9/02
USA
mailto:jeff@jeff-jackson.com
http://www.jeff-jackson.com
Developer: JLS BASIC (Jackson Languange System BASIC) - a BASIC compiler

JAY Software (Jan Krupka and Stanislav Opichal) 8/02
Czech Republic
mailto:krupkaj@ol.ngbox.cz or mailto:opichals@seznam.cz
http://jaysoft.atari.org/ or http://phoenix.inf.upol.cz/~opichals/jay/
Developer: Turbobasic DOS, Universal Hcopy, Title Maker, Disc Monitor for all densities (not complete version), Minesweeper for 8bit atari (not complete version)

JTM Ltd
330 1st NE
Mason City, IA 50401
USA
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

K-Products (Bob Klaas)
P.O. Box 22122 A.M.F.
Salt Lake City, Ut. 84122
USA
tel: 801-966-1697
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software, TurBoss! High Speed O/S, KPI Hard Disk Drive Interface, Atari 8-bit CD-ROM, 1050 US Doubler (USD), DK-Utilities for the Black Box and the MIO Repair Shop. (computers, disk drives, MIO)

Nick Kennedy 8/02
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:wa5bdu@yahoo.com
http://www.tcainternet.com/wa5bdu/
Developer: SIO2PC 4.19 software, hardware plans, cables, parts (not for WIndows-XP); PINEWOOD.EXE (time external events to millisecond accuracy), TIMER.COM (variation of PINEWOOD), PACKET.OBJ (packet radio controller for the Atari), EPROM.COM (controller program for burning EPROMS), FREQ.COM & SYNTH.OBJ (controller for a Direct Digital Frequency Synthesizer), KEYER.OBJ (morse code keyer program)

Miro Kropacek (MiKRO) 8/02
Slovakia
mailto:mk20432@decef.elf.stuba.sk
http://mikro.atari.org/ or http://mikro.local.sk/
Developer: Sprite Editor 1.2 for Atari XE/XL, 48 kB RAM (Simple tool for sprite editing), ATR to XFD 1.0 for TOS compatible platform (Converts standard ATR in double density to XFD format)

Jindrich Kubec (Jindroush) 1/02
Czech Republic
mailto:kubecj@asw.cz
http://jindroush.atari.org
Developer: Acvt v1.07 (PC), Adir v0.67 (PC), AExt v1.01 (PC), AutoRBas v1.00 (ATARI), Bas2Boot v1.02 (PC+ATARI), BasLoad v1.00 (ATARI), ChkBas v1.10 (PC), ChkExe v2.71 (PC), ChkRom v1.00 (PC), IMID v1.02 (PC), IMIDdb v1.00 (PC), SidLoad v1.06 (ATARI)

Subject: L

Chris Lam 8/02
United Kingdom
mailto:chris@chrislam.co.uk
http://www.chrislam.co.uk/
Developer: Rainbow 1.4 - Atari 8-Bit Emulator for the Apple Mac, Rainbow 1.36 - Atari 8-bit Emulator for Windows 95/98/NT4/2000

Rich "Twist" Lawrence 10/02
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 2.6c (Atari 8-bit emulator for Win9X/NT)

Olivier Le Bihan 6/02
mailto:olivier.lebihan@free.fr
http://perso.wanadoo.fr/olivier.lebihan/tool/
Developer: CAS2BAS ("a tool for the WAV2CAS, ATRUTIL, XFORMER suite")

Bertrand Le Roy
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Derek Ledbetter 7/02
USA
mailto:derekl@mail.serve.com
http://www.serve.com/derekl/atari/atari_emu.html
Developer: Atari800 Emulator for the Mac 1.0.7, developement release 3

L.K. Avalon 10/02
Skrytka Pocztowa 66
35-959 Rzeszow 2
Poland
tel. (017) 856 99 12
mailto:office@lkavalon.com
http://www.lkavalon.com (send e-mail for current Atari XL/XE catalog)
more info: http://people.freenet.de/mrbacardi/LK_Avalon.html
Developer: A.D. 2044, Adax, Animator, Aurum, Automat Perkusyjny, Barahir,
Barbarian, Captain Gather, Change, Constellation, Chaos Music Composer,
Czaszki + Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money & Honky,
Frank & Mark, Geometria, Global War, Gold Hunter, Hans Kloss, Hawkmoon,
Hydraulik/Snowball, Kampania Wrze_niowa, Kernaw, Klatwa, Kurs Fizyki,
Lasermania + Robbo Konstruktor, Lorien's Tomb, Major Bronx, Misja
(Mission Shark) + Fred, Neron, Panther, Piekielko, Robbo, Rucu, Saper, Smus,
Spy Master, Streets, Syn Boga Wiatru, Szperacz Dyskowy, The Jet Action, The
Last Guardian, Trix, U 235, Uczen Czarnoksieznika, Upior, Vicky, Wladcy
Ciemnosci, Wloczykij, Zeus

Subject: M

MacFalkner (Andre Bertram) 10/02
Germany
mailto:macfalkner@aol.com
http://www.macfalkner.de/ or http://members.aol.com/macfalkner/
Developer: 8 bit Hardware: A.K.I.-ATARI Keyboard Interface, ATARI-Flash-OS,
Flash-Drive, SIO-2-PC Interface. 8 bit PC Software: A.S.S.I.-ATARI (6502
Cross) Assembler, D.A.S.S.I.-ATARI Disassembler. 8 bit ATARI Software:

MEMDRV10

Alex Martin
Poland
mailto:alex6502@friko.onet.pl
phone: +48 501 493 586 (time zone: GMT +2:00)
Developer: static-memory expansion (backuped with lithium battery),
65c816 CPU exchange project, SIO2PC cables, MIDI interfaces, & the like

MCM Electronics 8/02
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
http://www.mcmelectronics.com/
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Ivo van Poorten / Freddy Offenga) 10/02
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:ipoorten@cs.vu.nl (Ivo van Poorten)
mailto:offen300@hio.tem.nhl.nl (Freddy Offenga)
Publisher: Mega Magazine/MegaZine (disk magazine) -- freeware

The MESS Team 1/02
mailto:ben@mame.net (MESS Coordinator)
mailto:pullmoll@t-online.de (Juergen Buchmueller, Atari 800 driver)
http://www.mess.org/
Developer: Multi Emulator Super System (M.E.S.S. / MESS), an emulator of
a large number of systems, including the 8-bit Atari computers, which can
run on Win32, Unix, MacOS, AmigaPPC WarpUP, Digita, Solaris

Marek Mikolajewski (MMSoft) 9/02
Gdansk
Poland
http://www.atari.cuprum.com.pl/sio2ide.htm
Developer: SIO2IDE 1.7, 3.2b, 4.0. An interface that allows you to attach
any IDE Disk Drive to your 8-bit Atari computer. 4.0 includes a USB port.

Moonsoft
See: Black Moon Systems

David Moore
8023 N. Berkeley Ave #2
Portland, OR 97203
USA
tel: (503) 289-9699
mailto:dwmoar@teleport.com

Repair Shop.

More Than Games (Rick Detlefsen) 10/02
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:webrickd@cswebmail.com
http://www.a8maestro.com/detent/mtgcat/mtgcat.htm
Vendor: Super Sketch Graphics Tablet W/cart (PPI), 1020 Pens-Black,
1020 Pens-Color, 1020 paper rolls (single or double size)
Developer: AGDA GameLink I adapter, AGDA GameLink II adapter,
850 Printer adapter (15 to 25), 850 to modem adapter (9 to 25),
EASIO-S SIO adapter cable 18", EASIO-S SIO adapter cable 3',
EASIO-P Printer adapter cable 5'

MS-Software (Mirko Sobe) 10/02
Germany
mailto:"atarixle(remove)"@12move.de
http://www.atarixle.de/
Developer: BOSS-XL V4.5, BOSS-XE V8.1, BOSS-X v10.2

MyAtari magazine 8/02
c/o Matthew Bacon
49 Douglas Road
Surbiton
Surrey
KT6 7RZ
England
mailto:info@myatari.net
http://www.myatari.net/
Publisher: MyAtari (free online magazine, monthly)

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
USA
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

New Breed Software 10/02
c/o Bill Kendrick
675 Alvarado Ave #27
Davis, CA 95616-0620
USA
FAX: 530-325-9588
mailto:bill@newbreedsoftware.com
http://www.newbreedsoftware.com/

Developer: games: Gem Drop, Sludge. utilities: Colorizer, File Selector,
MuxChat, Super-IRG Font Editor (SIFE)

New Generation Atari-Magazin (N.G.A.M.) 9/02
See: PD-World-Versand

Nelson Nieves 9/02
USA
mailto:nelson@dropmail.com
http://www.celebritybase.net/atari8/
Developer: SpartaDOS 3 and X utilities: DelTree, DualTest, FATR, FTD, Tree,
TS, TSplit, UnDelete, WipeDisk, xErase, xType

No Frills Software (Ed Kielbasinski) 11/02
800 E. 23rd St.
Kearney NE 68847-5512
USA
tel: 308-234-2975
mailto:fasteddie.k@juno.com
Vendor: new and used commercial software, PD/freeware/shareware
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

Subject: P

James R. Parish
mailto:JRParish@J-Com.net
Repair Shop. Most Atari 8-bits, especially 1050 and 800XL

PD-World-Versand 9/02
Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: PD/freeware/shareware, hardware
Developer: all Power Per Post (PPP) and some KE-Soft product rights
Publisher: 1) New Generation Atari-Magazin (N.G.A.M.)
- quarterly paper magazine, German language
2) PD-Mag - disk mag, German language

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
BT23 4PW
Nothern Ireland
Publisher: Phoenix (disk magazine)

public domain

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Subject: Q

Quasimodos - 8/02
Glonisz (Krzysztof Paizert), KAC (Szymon Wesolowski), Kroger (Pawel
Cierkonski), Morgoth (Michal Cierkonski), Raven (Przemek Wypierowski)
Poland
http://www.quasimodos.px.pl/pl/
Developer: Dema- Fantastic megademo, The best of YFA, The Dream, Drunk Tank,
Delirium Tremens, Ergo Bibamus, Pacem in terris. Intra- Music demo, Mikro
demo, Glonisz demo 1, Glonisz demo 2, YFA demo 1, YFA demo 2, Castle demo,
Fighter demo, Music player, Syzygy, Latajacy dywan, CMC demo 1, AMMC, Mission
dupa, Wafel, Fred, Dziedzictwo gigantow, CMC demo 2, Kaszana, Schabowy, Total
sh** demo, Nasze grzyby, Tiny 01, Tiny 02, Tiny 03, Scene Register 5.0. Gry-
Zamek Londyn, Kowboj, Demon, Speedball, Msciciel, Strzelanina, Ja - Jo, One
Life, The car, Pruters, Pamiec. Uzytki- Analizer, Scalak, Konwenter grafiki,
Unappend, Formater, DDD, Projektant, ICT 6502. Zin- Mixer

Subject: R

Burkhard Rau (HCRBurk) 8/02
Germany
mailto:BR@HCRBurk.de
http://www.hcrburk.de/
Developer: SUBMON 4.1D (Atari),
ATARI FileManagement (AFM) 1.7 0002 (WIN 95/98/NT/2000/XP)

READY Technologies (Thomas Smailus) 8/02
254 Nelson Drive, Apt. U
Baton Rouge, LA 70808
USA
Fax: (225) 578-5263
mailto:tom@readytech.net
http://www.readytech.net/
Developer: design, layout, and manufacture of electonic analog and digital
hardware systems; design, development, and production of software systems;
software: Olympics, Word Processor for the Blind, Blip, Putzman, Saturn Lander,

Menu Master, DOS 17; Data storage and media conversion; Engineering,
Consulting;

Matthias 'Hias' Reichl (HiassofT) 4/02
mailto:hias@horus.com or mailto:hias+atari@horus.com
http://www.horus.com/~hias/atari/
Developer: AtariDsk V1.2 (read, write and format DD 180K Atari disks on the
PC), WriteAtr V0.92 (write double density ATR-images to Atari floppy disks on
your PC; also create ATR-images of double density floppy disks), MyPDOS V2.1
(small "gamedos" that can read COM, EXE, BIN and BAS files; supports MYDOS
subdirectories and large disks)

Subject: S

Satantronic (-XI-, Dodo, Jookie, Elan, Nir Dary) 8/02
Slovakia
mailto:satantronic@atari.org
http://www.napri.sk/web/satantronic/ or http://satantronic.atari.org/
Developer: Manga (demo), Alien (demo), Transparent ANULOID (demo),
3D tunnel with texturemapping (demo),
1MB RAM (SIMM) expansion (second version),
XRAM 0.18.0 (SW tool - eXtended RAM test for XE)
Demos: DESIRE, zzZumRotator, OKO, DRAGONS, IHL, FLY, BEAUTY,
LIQUID, Te.mod. Games: Jurassic Park II, Magic World. Utilities: Lufa Half
Code Packer 1.0, Font Animator 1.0, Rave Extra Packer 1.0, Paradox 0.92,
Mad editor 0.98.
Publisher: ATARIX - paper magazin in Slovak language

Sauron 6/02
mailto:di_conza@libero.it
http://web.tiscali.it/retrogaming/
Vendor: used software

Darren Schebek 7/02
mailto:dschebek@shaw.ca
http://members.shaw.ca/dschebek/envision.htm
Developer: Envision (character editor & screen editor), Solitaire Game,
Yahtzee Game

Sijmen Schouten (Mr.Atari) 11/02
The Netherlands
mailto:mr.atari@wanadoo.nl
http://home.wanadoo.nl/mr.atari/
Developer: MyIDE--IDE interface project. 800 and XL/XE versions

Bo Schreurs 10/02
The Netherlands
mailto:stack@home.nl
http://members.home.nl/stack/atarixle.html
Developer: DTR2ATR 5.05.00 (Image Creator), XDIRLIST (Image Disk Directory
Lister), ATR2XFD (Convert ATR to XFD), XFD2ATR (Convert XFD to ATR),

XDIR 10.05.00 (Disk Image Browser), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Ernest R. Schreurs 10/02
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@wxs.nl
http://home.planet.nl/~ernest/
Developer: DISKCOMM (.dcm file format specifications), DCM2ATR (Diskcomm archive to SIO2PC archive converter), WAV2CAS (Digital Cassette Image system, including CAS2SIO), CAS2WAV (Create a clean .wav file from a Digital Cassette Image), POOLDISK TOO (PD/freeware/shareware CD-ROM)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St PMB 19
Portland OR 97236-1999
USA
mailto:the_shadow@portland.cc or mailto:The_Shadow@pdx.cc (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
Developer: Carina BBS 2.6 (shareware). Available:
http://www.umich.edu/~archive/atari/8bit/Telecomm/Bbs/carbbs26.arc

Ken Siders 11/02
USA
mailto:atari8bit AT columbus DOT rr DOT com
http://home.columbus.rr.com/ksiders/atari.htm
Developer: Emulators Utilities: ATR/DCM utilities (DOS), AtrUtil95 1.13 (Win32), FixRom (DOS). Utilities: DiskFormer, KEdit 1.51 Text Editor, Flash40 E: Handler, Flash80 E: Handler, Flick 80 E: Handler, Ultra Speed Boot Menu, AtariWriter+ Super Menus. Development Software: KASM65 2.51 Assembler, KLINK65 1.51 Linker, KLINK65 0.07 Cross Linker (DOS), Ken's Super Basic, Project ICE (Internet Connectivity for Eight-bit Ataris - TCP/IP and PPP). Games: Burger Boy, PacMunch Jr, The MisAdventures of Mr. Fish, Circle of Richness

Mark Simonson 10/02
USA
mailto:marksim@bitstream.net
http://www2.bitstream.net/~marksim/atarimac/
Developer: Atari Classic TrueType Fonts, v1.1

Sintech 7/02
Gastackerstr. 23
D-70794 Filderstadt
Germany
Tel/Fax: ++49/(0)711/775033 (0049-711/775033)
mailto:sintech@online.de
http://www.sintech-shop.de/
Vendor: hardware (computers and drives on request) and commercial software

Len Spencer 11/02
USA
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi I/O (MIO) and Black Box interfaces)

Petr Stehlik (project manager), Jacek Popawski, Krzyszt of Nikiel, 11/02
Piotr Fusik, Vasyl Tsvirkunov
http://atari800.sourceforge.net/ or http://atari800.atari.org/
Developer: Atari800 1.2.4 emulator source code, plus binaries for:
Debian GNU/Linux, Mandrake GNU/Linux, MS-DOS 32-bit (runs also under Win9x)

Radek Sterba (Raster) 11/02
Czech Republic
mailto:raster@infos.cz
http://www.infos.cz/raster/atari/homepage.htm or http://raster.atari.org/
Developer: MULTIJOY8 (connect 8 joysticks to one Atari), MultiJoy16 (connect 16 joysticks to one Atari), ATADIM v2.04 Beta (Win9x- work with Atari disk images XFD/ATR), DRATEX 1.2 (Win9x- Drop file Atari Czech text convertor), LPTJOY/ATAJOY Driver (connect an Atari joystick to a PC), MAT2MTX (DOS-Mac65 to Text). Games: Cervi (Worms- Tron lightcycles-type game for MultiJoy8), Multris (Tetris-like game for MultiJoy4). more games: Zahada, Volleyball, Predator, Posthelper, Videopoly, Dangerous Street, Magnetit, Naturix. utilities: MPE (MIDI Pattern Editor) v2.3, HiLoader-4.2 T2000, ComprCopy4Hi, TurboToDisk3, RSTos3.1, RSTos3.7, FROMT, DIRCOPY4. games co-developed with Roberta Knilla/FUCO/Funny Computer: Android, Cityhawk, Imagine, Gunhead. demos: YamahaDemo, Illusion 3, 80 rectangles, Motor, Flame999, SelfDemo

SteveR's Classic Cartridges (Steve Reed) 8/02
mailto:steverd@cet.com
http://www.steverd.com/
Vendor: used hardware and software

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@mail.cth.com.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Jiri Svoboda 11/02
Czech Republic
mailto:jiri.svoboda@ds-holding.cz
http://jirkasuv.duch.cz/iPAQ/atari/
Developer: Atari800 emulator binaries/patches for iPAQ (Linux).
old projects: Color Palette, XE ramdisk doubler for QMEG 256kB,
Binary load+ (for TURBO 2000 Operating system V4.1),
Prochazka v C... ("A walk in C..."- text game)

Tomasz Szymankowski 11/02
mailto:harry@atari-area.net
http://www.a800win.atari-area.prv.pl/ or
http://atariarea.nostalgia.pl/PLus/index_us.htm
Developer: Atari800Win Plus 3.1 (premiere Atari8 emulator for Win32)

Subject: T

TAQUART 11/02
(Piotr 'Fox' Fusik - fox@scene.pl
Marcin 'Eru' Zukowski - eru@scene.pl
Michal'Dracon' Garbaciak - dracon@scene.pl
Karolj 'Heaven' Nadj - heaven@scene.pl
Lukasz 'X-Ray' Sychowicz - xray@scene.pl
Slawek 'Slaves' Sledz - slaves@scene.pl
also: Bac, Dely, Samurai)
Poland
http://numen.scene.pl/
Developer: NUMEN (demo, requires 320K, PAL ANTIC)

Telegames 8/02
Box 901
Lancaster, TX 75146
USA
Orders: (972) 224-7200
Cust Service: (972) 228-0690
FAX: (972) 228-0693
http://www.telegames.com/
Vendor: commercial software

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
England
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker 4/02
3978 Brookside Blvd
Cleveland, Ohio 44111
USA
tel: 216-688-0001
mailto:classics@atarimax.com
http://www.atarimax.com/
Developer: APE, the Atari Peripheral Emulator: APE and ProSystem v2.00 for
Win 95/98/ME/NT/2000/XP, APE & ProSystem 1.18 for DOS/Win31/95/98, APE Warp+
OS for XL/XE machines, Imagic 1.06 95/NT--the Atari Disk Image Conversion

System for 9x/NT, Imagic 1.06 DOS--the Atari Disk Image Conversion System
for DOS (Imagic does disk image (ATR <-> XFD <-> DCM <-> SCP) conversion),
Atari Terminal Simulator ATS 2.0 (ATASCII Telnet/Serial Terminal & Break
Movie Player for 32bitWin), Break Movie Screensaver for 32bitWin

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Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Dan Vernon 6/02
mailto:dan@retrobits.net
http://retrobits.net/
Developer: Atari810 1.3b -- disk drive emulator in the tradition of
SIO2PC, for the Windows NT/2000/XP platform

Video 61 & Atari Sales (Lance Ringquist) 2/02
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (651) 462-2500 24 Hours
mailto:Video61@webtv.net
http://www.atarisales.com/
http://cth.dtdns.net/pro/pro1.html (BBS Express! Pro)
Vendor: new/used hardware, new/used software
Developer: (all cartridges): Amaze Maze, Bumpers, Checkers,
Clash of the Kings, Concentration, Cosmos Pinball, Crystal Raiders,
Dan Strikes Back, Dandy, Desmond's Dungeons, Dinky Do, Dungeon Lords,
Dynakillers, Elevator Man, Firebug, Getaway, Hearts, Jailbreak, Jigsaw Puzzles,
Lights Out, Lord of the Orb, Mahjong, Maze War, Midas Maze, Montana Solitaire,
Mr. Robot, MyDOS 4.5, Paddle Pack Pong, Paddle Wars, Preppie, Preppie II,
Plaqueman, Puzzler, Ricochet, Rocks, Sharp Shooters, Smush, Solitaire,
Spaceball, Spaceshot Pinball, Speedo Disk Drive Speed Checker, Tetris II,
Translator (800 OS), Twin Pack(Battleship/Jump the Pegs),
Video Poker (by H. Brown), Video Slots, Zybex, Rally Speedway, SpartaDOS 3.3C,
Twilight World, Montezuma's Revenge, Cosmic Tunnels.
Also: BBS Express! Professional (Pro!) 5.0b (Atari hardware), 6.0 (emulators)

Video Game Advantage (VGA) 10/02
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (440) 843-8815 24hrs

mailto:vga2000@io.com
http://www.io.com/~vga2000/
Vendor: used hardware/software and accessories

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
tel: (412) 7841-2241 5pm-8pm eastern time only
mailto:vidgame@earthlink.net
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vintage Micro-Computers (Jon Lucas)
2573 Sandfiddler Rd.
Virginia Beach, VA 23456
USA
Vendor: hardware and software

Subject: W

Wacko Software (Andrei Ellman) 10/02
The Netherlands
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash (game)

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

World of Atari 10/02
5920 Valley Vale Way
Sacramento, CA 95823
Phone: 916-422-7424
Fax: 815-377-8032
mailto:sales@worldofatari.com
http://www.worldofatari.com/

Vendor: new and used hardware and software

==========
End of atari-8-bit/vendev
==========

7029. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 09:00:55 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1039424415@rtfm.mit.edu>
Source record: 25150
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

7030. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 11:51:38 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at204b$m4e$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25151

Howdy Ron, folks

> Sorry, Mathy;
> It is the 800 with cold start switch; the Axlon is just a stock 128K Ram
> board with a switch to allow it to appear as a normal 16K 800 card.

That was Lee, not me. :-)

CU Mathy van Nisselroy

> "Lee" <melee5@my-deja.com> wrote in message
> news:a57ea28d.0212061651.ed11aa8@posting.google.com...
> > Thanks, Ron. How does one use the cold start switch on the Axlon? This
> > would be the first time I ever heard of such a thing.

7031. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 11:54:52 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at20ad$m83$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25152

Howdy Marius, folks

> I guess the best idea is to modfiy the code of FMTDIR made bij Bob Puff.
>
> I'm not sure there is a source code available.

It isn't available. Bob only put HDFMT and PARK code up on his site, not
FMTDIR. But you can always ask him. But don't expect him to answer soon.
His daily business keeps him pretty occupied.

CU Mathy van Nisselroy

7032. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:01:54 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at20nimmu1@nets3.rz.RWTH-Aachen.DE>
Source record: 25153

Howdy JP, folks

> - Write a small routine in BASIC that will show you the values for pins
1-4
> on the joystick. (If you don't wanna write one yourself ask me and I'll
> look for the utility I used. It might be in TurboBASIC though)

I found the above mentioned utility. It's in BASIC. Will test pins 1, 2, 3
and 4 only.

```
5 REM ST MOUSE TESTER
6 REM by M.G.F. van Nisselroy
7 REM
100 X=STICK(1)
150 X=X+1
180 LOWER=0:UPPER=0:RIGHT=0:LEFT=0
200 D=(X/8)
240 IF D>1 THEN D=D-1:LOWER=1
300 C=((D*8))/4
340 IF C>1 THEN C=C-1:UPPER=1
400 B=((C*4))/2
440 IF B>1 THEN B=B-1:RIGHT=1
500 A=((B*2))/1
540 IF A>1 THEN A=A-1:LEFT=1
600 ? LOWER,UPPER,RIGHT,LEFT:GOTO 100
```

You can cut and paste it to a file. Then transfer it to your ATARI (don't
forget to translate all CtrlM/CtrlJ's to Atari EOLs). ENTER it into the
computer.

CU Mathy van Nisselroy

PS if you remove the ball (make sure it doesn't roll of your desk/table) you
can check each direction individually. Wit Mice, you can use a ruler to
make sure the mouse only moves in one direction.

7033. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:05:44 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <xq%I9.8567$X%3.5770@news.bellsouth.net>
Source record: 25154

I thought the Indus ps was 13.5vdc, but things change and 2volts is well
withing tolerance.

Regards,

jeff

"Dr. Fossil" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.50.0212021959360.24360-100000@shell1...
> On Mon, 2 Dec 2002 at 12:55:22 -0600, David Pochron scribbled:
> ->... the power supply that came with the 1985 replacement Rana-style
> ->drive is an oddball power supply with the label "DataByte" on the
> ->top. This power supply outputs 11.5V DC at 1.25A.
>
> The DataByte label wasn't oddball at all. For years the Induses
> came with those. On the contrary, a 9V DC brick would've been an
> oddball. All the Indus power supplies I ever saw were 11.5V DC, and
> I can say that I accumulated a large number of them over the years.
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * "All Indus -- All The Time!" *
>
> (Headers munged to foil spammers; read info in taglines)

7034. Re: Full Motion Video on ATARI XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:10:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at2173$n4q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25155

Howdy Zothen Runecaster, TXG, folks

Check out this file on my site
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#realtime_video
This is what a C64 guru thinks about what could be done on a C64 (which runs
at 0.9xx MHz). Surely our trusty Atari can do it if the C64 can.

BTW if you read over it. A REU (mentioned in the file) is a RAM Extension
Unit. A link to this guru's site is under 'Webcam' (use link above)

CU Mathy van Nisselroy

7035. Re: Atari $Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:16:54 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <d629vuon0fn35vqnu5cucvc5b8a9f508ao@4ax.com>
Source record: 25156

On Fri, 06 Dec 2002 01:04:46 -0800, Ron Riese <ronr@blarg.net> wrote:

>The prices shown are expected prices, other offers (no
>trades) will be entertained.

I think you confused us with the
comp.sys.atari.8bit.just.won.the.lottery news group.

I'd go back to look at more realistic pricing as people will look at
the prices and your comment that these are 'expected' prices and just
not bother to offer at all.
--
Paul

*** remove YOURFINGER to email me ****

7036. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:17:56 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <0f29vushtnlnio3dmlcpesd680a7jgn3gt@4ax.com>
Source record: 25157

On Sun, 08 Dec 2002 17:43:16 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>What's up with the site now?? I have been trying for 2 days to get on and
>it just keeps on saying:
>
>HTTP 403.9 - Access Forbidden: Too many users are connected
>
>Been saying that all day long!
>
>I really wanted to get those game files, at least, before the site finally
>goes down.

I think you just missed the bus ;-)

--
Paul

*** remove YOURFINGER to email me ****

7037. Re: 800xl....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:20:35 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <th29vu4f1fhvvbv6fi3akogfef8buvht9g@4ax.com>
Source record: 25158

On Mon, 09 Dec 2002 04:24:22 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>That is far from the truth!!! 800XLs, or just about any other model, are
>*NOT* crappy machines! Infact, they are usually quite the opposite. They
>are almost like a Timex watch... they take a licking and keep on ticking!

Don't lick them, you get tiny bits of burger in the keyboard..
--
Paul

*** remove YOURFINGER to email me ****

7038. International Karate Plus site

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:31:08 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at22ed$o8g$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25159

Howdy folks

Check out this site:
http://www.uce.pl/ikplus/

It now has English as well as Polish text.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7039. Re: 130XE with Yellow Screen

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:41:23 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <YX%I9.8762$X%3.40@news.bellsouth.net>
Source record: 25160

I've done a number of upgrades to XE machines. I suspect you've pulled up a trace or two while desoldering. What I would do is use a multimeter to check each trace from chip-to-chip for all 8 chips and 16 lines. You should see one of my Xe's. Under the board are several 'patches' I had to make to correct broken traces. I did a very poor job of desoldering the drams on that one...

Regards,

Jeff

"richard cortese" <ricortes@earthlink.net> wrote in message news:z6JG9.188$kz2.46595@newsread1.prod.itd.earthlink.net...
> "Richard Heldmann" <sales@vulcantool.com> wrote in message
> news:asfk3m$qm3$1@bob.news.rcn.net...
> > I should have added that I started to put my RAM chips in sockets. I
> wonder
> > if I have a bad solder connection, or maybe a bad ram chip?
>
> I have had quite a few go out because of bad RAM. Usually they will get as
> far as initiallizing the display chips<solid color screen, usually green>
or
> will have random garbage appear on screen after they boot i.e. READY
prompt
> will => !EADY =>_EADY ... or odd characters appear where the screen should
> be blank.
>
> The power supply problems usually have a lousy display as they are going
> bad, grey bands that look like RFI noise moving vertically down the
screen.
> Next phase of bad is a solid color display followed by not enough juice to
> even get the screen chips initialized.
>
>

7040. Re: SIO2PC / 1050-2-PC cables on Ebay by j131

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:44:48 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <9%%I9.8779$X%3.7623@news.bellsouth.net>
Source record: 25161

His looks a hell of a lot nicer than the abomination I built. Mine works,
but you'd gag if you saw what was inside the little plastic project box....

Jeff

<j131@inetia.pl> wrote in message news:asfpqv$29v$1@korweta.task.gda.pl...
> If you think about connecting 8bit Atari and a PC - check it out:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076438799
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2076159703
>
> j131

7041. Re: Ram Test

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:50:33 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <y40J9.8808$X%3.5171@news.bellsouth.net>
Source record: 25162

Heck man, 71256 256k-bit chips are a dime a dozen. I'd desolder all 8 and replace them with the 71256's. If they work and you have no furthur trouble, I'd then go ahead and do a 320k Scott Peterson upgrade to it.

The 71256's will work just fine as a 64k bank, you won't get to use the full ram til' you do some mods though.

Regards,

Jeff
"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3DEBEF14.3AB286A1@asw.cz...
> Hi,
>
> 130xe is going directly to ram test after powerup:
>
> ROM
> GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG
>
> RAM
> G R G R G R G R G R G R G R G R
> R R R R G G R R R R R R R R R R
> G R G R G R G R G R G R G R G R
>
> Which chips to throw away? There's 2 x 8 chips. Most of them 4264-15,
> except for first, which is Nec 4164C-15. The computer seems untouched
> (i.e. not physically broken). None of ram chips is hot.
>
> Computer is old ('85), so that it doesn't contain new 130XE ramtest in
> bios.
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7042. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 12:52:50 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <H60J9.8824$X%3.1246@news.bellsouth.net>
Source record: 25163

I remember that handle too. I'm pretty sure he was a user on both my board
(Cheez Daddy's), and Star's board.

Regards,

jeff

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3DEEB6E8.1D82EAD9@rogers.com...
> Mathy van Nisselroy wrote:
>
> > Howdy Jeff, James, folks
> >
> > > > > is he still around ?
> > >
> > > I remember that name too, possibly on one of the old bbs networks.
I've
> > > wondered where he went.
> >
> > IIRC his real name is James King and yes, he does frequent this group.
> > Atleast he did.
> >
> > CU Mathy van Nisselroy
>
> Righto, now I'm starting to remember a bit.
>
>

7043. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:04:07 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <gh0J9.8898$X%3.7127@news.bellsouth.net>
Source record: 25164

I have an Atari trackball that has a switch on the bottom. In one mode it is an analog trackball and in the other a trackball joystick emulator.

A joystick uses different pins on the connector than a real trackball which is what you have.

You can test it using Basic.

Something like:

```
10 x=paddle(0):y=paddle(1): print X,:print Y,: goto 10
```

Run this little program with the trackball attached to port 0 and fiddle with the ball. The values printed on the screen should change in a predictable way when you move it.

BTW, group? Am I blowing smoke here? I do think that it uses the paddle a/d inputs but am I right?

Regards,

jeff
"DunxUK" <dunxuk@aol.com> wrote in message
news:20021206033458.05722.00000437@mb-fc.aol.com...
> >Tried Control-T and the screen flashes, but still doesn't move the target..
> >Does your target move regardless of the mode? How can you be sure that you
> >are in 'trakball' mode?
>
> There is no way of telling which mode you are in, the screen flashes as you say
> when you enter trakball mode. Even if you are in the wrong mode the crosshairs
> should wobble when you move the trakball.

7044. Re: Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:11:42 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <no0J9.8946$X%3.3785@news.bellsouth.net>
Source record: 25165

Probably not very well. The Ataridos disks were rated at single-sided,
single density and since Atari bought them from the lowest bidder, I
wouldn't trust them at even SSDD much less DSDD.

Regards,

jeff

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:dqVI9.21394$jf7.1213573@news2.west.cox.net...
> > I too have been looking for a supplier of 5.25" DSDD disks.
>
> Will the Atari DOS diskettes work as a DSDD disk?
> I don't remember if you can get them to or not. I think I sort of tried
it
> out one time but it did not work. I think it had something to do with
> needing a timing hole and I don't think they have one?
>
> Well, just wondering as I know that B&C Computers has a boat load of them!
> You can get 1000 of them for only $100 (10 cents each)! You can buy them
in
> smaller quantities too, such as 100s or 10s.
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7045. Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:24:02 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <Zz0J9.9027$X%3.8632@news.bellsouth.net>
Source record: 25166

Anybody out there remember the guy we all loved to hate in the BBS message bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He kept the bases hopping.

I was reminded of him the other day when I was reading a docfile I'd written a long time ago.... Here's a quote:

On This Day modules for Carina 2.x written by Technoid Mutant

This program is in the Puplic Domain and may be distributed freely. No payment is required for the use of these programs or data files.

For Terry Ortman and "Star Fleet Software" only, the sum of $5000.00 MUST be paid to the "People with Aids Coalition" of Miami, Fl. if he is to use, distribute, or posess these programs or documentation.

Have you ever been even slightly jealous of those BBS Express PRO! sysops and thier toy modules? Well, I have and that was what inspired this program......

I giggled for an hour. Oh how we HATED him.

Regards,

Jeff

7046. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:26:49 UTC
From: dunxuk@aol.com
Message-ID: <20021209082649.29085.00000658@mb-fe.aol.com>
Source record: 25167

>BTW, group? Am I blowing smoke here? I do think that it uses the paddle
>a/d inputs but am I right?

No, I think the input is purely digital like a mouse is.

7047. Re: Ram Test

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:47:53 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <iW0J9.9099$X%3.2556@news.bellsouth.net>
Source record: 25168

Oh, I forgot to mention, the one's you should be concerned with are the ones in the LEFT bank for now. The right hand bank of 8 chips are the extra 64k addressed using the d301 memory address and the freddy chip.

Regards,

Jeff

"Jindrich Kubec" <kubecj@asw.cz> wrote in message
news:3DEBEF14.3AB286A1@asw.cz...
> Hi,
>
> 130xe is going directly to ram test after powerup:
>
> ROM
> GGGGGGGGGGGGGGG GGGGGGGGGGGGGGG
>
> RAM
> G R G R G R G R G R G R G R G R
> R R R R G G R R R R R R R R R R
> G R G R G R G R G R G R G R G R
>
> Which chips to throw away? There's 2 x 8 chips. Most of them 4264-15,
> except for first, which is Nec 4164C-15. The computer seems untouched
> (i.e. not physically broken). None of ram chips is hot.
>
> Computer is old ('85), so that it doesn't contain new 130XE ramtest in
> bios.
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7048. Re: RAMBO or Claus Bucholz schematic wanted.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 13:57:31 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <l31J9.9125$X%3.5600@news.bellsouth.net>
Source record: 25169

You got it.

A 130XE-COMPATIBLE 256K UPGRADE FOR THE ATARI 800XL
by Claus
Buchholz

I designed the 256K upgrade described in my article, "The
Quarter-Meg
Atari" (BYTE, September, 1985), in December, 1984. Since this predated
the
130XE, there was no precedent for extended memory on the XLs. I felt free
to
implement a system of eight 32K banks. The major reason was to keep
the
add-on circuit as simple as possible.
The 130XE, introduced in early 1985, set a different standard
for
bank-select memory. It uses 16K banks and makes them separately available
to
both the CPU and the video controller (ANTIC). The XE has 128K total
memory.
The 64K extended RAM is split into four 16K banks.
A 256K 800XL has 192K extended RAM, which requires 12 16K banks. I
have
designed a new upgrade for the 800XL that implements such a scheme.
Its
similarity to the 130XE's scheme allows use of software for the XE on a
256K
800XL.
To select one of four banks, the XE uses two bits, #2 and #3, in
the
memory control register (port B of the 6520 PIA, addressed at $D301 or
54017
decimal). Zeroing bit #4 makes the selected bank appear at
addresses
$4000-$7FFF (16384 to 32767 decimal), as seen by the CPU. Zeroing bit
#5
makes it appear there as seen by ANTIC.
In my upgrade, bits #2, #3, #5 and #6 select one of the twelve
banks.
Zeroing bit #4 makes the selected bank appear at $4000-$7FFF to both the
CPU
and ANTIC. So, any program for the XE that uses the extended RAM for
CPU
storage will work on an 800XL with this mod. Those programs won't use

the
additional 128K, though. Programs that use the video banking feature of
the
XE might run on the modified XL, but the screen display will be wrong.
The procedure for this upgrade is basically the same as in the
article,
except for the following points. If your ANTIC (U7) part number is
CO21697,
use the circuit described by the first connection list below. If it
is
CO12296, include the circuit in the second list. The circuit requires
five
connections to the PIA (U23). So, pins 12 through 16 must be bent up
and
connected to the circuit. The rest of the procedure is the same. Notice
that
this circuit has one more chip than the article's circuit. This is the
price
of compatibility.
With the 256K dynamic RAMs in your XL, be sure to wait at least
ten
seconds after turning the computer off. Otherwise it may not
coldstart
properly when you turn it back on.
My original RAMdisk software doesn't work with this new mod, so I
have
written a new version. It is used in the same way, except that it offers
a
choice of either two single-density RAMdisks or one double-density. If
you
wish a disk copy of the source and object code, send me a blank disk
and
return mailer with full postage, and I will promptly send it back with
the
software. Alternately, you may download the software from the Capitol
Hill
Atari Owners' Society BBS at 517-371-1106 or from the Castle
Communications
board at 517-371-4234. The source file is called QMEGXLD.SRC for
Quater-MEG
XL Double.
Also available is a RAMdisk program that sets up one
single-density
RAMdisk and leaves the XE-equivalent banks free for XE software. This
is
quite useful with BASIC XE, DOS 2.5, or the new Synapse software. Its
name
is QMEGXLS.SRC.
I ask one thing in return for this information: Please pass it
around

to all your interested friends. Put it in your club's library or on
your
favorite BBS. Encouraging software support of 256K will result in
many
interesting uses for it. Thank you and enjoy!

DEFINITION OF MEMORY CONTROL REGISTER AT $D301 (54017 DECIMAL)

XL MOD 130XE

bit: 7 6 5 4 3 2 1 0 bit: 7 6 5 4 3 2 1 0
D a b E c d B R D V C x y B R

D=0 enables diagnostic ROM D=0 enables diagnostic ROM
B=0 enables BASIC ROM B=0 enables BASIC ROM
R=1 enables OS ROM R=1 enables OS ROM
E=0 enables extended RAM V=0 enables extended RAM for
video
abcd is 4-bit extended RAM bank # C=0 enables extended RAM for CPU
- ranges from 4 to 15 xy is 2-bit extended RAM bank #
- banks 12 to 15 are equivalent - ranges from 0 to 3
to XE's banks 0 to 3

PARTS LIST

8 41256 256K-bit dynamic RAM (200ns or less)
1 74LS153 Dual 4-to-1 multiplexer (IC2)
1 74LS139 Dual 2-to-4 decoder (IC3)
1 - 33 ohm, 1/4 watt resistor

ADDITIONAL PARTS FOR ANTIC #CO12296

1 74LS158 Quad inverting 2-to-1 multiplexer (IC4)
1 74LS393 Dual 4-bit counter (IC5)

LIST OF CONNECTIONS FOR THE UPGRADE CIRCUIT

Instead of a drawing of the upgrade circuit, below is a list
of
connections. Each entry in the list begins with the name of the
signal
followed by all the IC pins that connect together and share the
signal.
IC3-13 means pin 13 of IC3. The IC numbers appear in the parts list
above.
IC1 is the 74LS158 chip from socket U27 on the XL motherboard. DIP is
the
DIP header to be plugged into socket U27. U23-xx refers to the pins you
bend
up on the PIA chip at U23 on the motherboard.

Vcc : DIP-16, IC1-16, IC2-16, IC3-16, IC3-13
Vss : DIP-8, IC1-8, IC2-8, IC2-1, IC2-15, IC3-8
A7 : DIP-11, IC2-10, IC2-11

A15 : DIP-10, IC2-13, IC3-3
A6 : DIP-14, IC2-6, IC2-5
A14 : DIP-13, IC2-3, IC3-2
MUX : DIP-1, IC1-1, IC2-2
A4 : DIP-2, IC1-2
A12 : DIP-3, IC1-3
RA4 : IC1-4, DIP-4
A5 : DIP-5, IC1-5

A13 : DIP-6, IC1-6
RA5 : IC1-7, DIP-7
-E : DIP-15, IC1-15
RA7 : IC2-9, DIP-9
RA6 : IC2-7, DIP-12
PB2 : U23-12, IC2-4
PB3 : U23-13, IC2-12
PB4 : U23-14, IC3-1
PB5 : U23-15, IC1-10
PB6 : U23-16, IC1-11
-Zd : IC1-9, IC3-14
-O1a : IC3-5, IC3-15, IC2-14
-O2b : IC3-10, One side of resistor
RA8 : Other side of resistor, Pin 1 of all RAMs

If your U7 part number is CO12296, do not connect signal A7 above,
and
make the following additional connections. The connection to U7 is to
a
trace on the motherboard that runs from pin 8 of U7.

Vcc : DIP-16, IC4-16, IC5-14, IC4-3
Vss : DIP-8, IC4-8, IC4-2, IC4-15, IC5-7, IC5-2, IC5-12
A7 : DIP-11, IC4-6
-REF : U7-8, IC4-1
REF : IC4-4, IC5-1
A7' : IC4-7, IC2-10, IC2-11
Q7 : IC5-8, IC4-5
Q3 : IC5-6, IC5-13

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:asfelr$kc6$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Who knows where I can find a schematic (preferably in electronic form) on
> the RAMBO XL or Claus Bucholz 256kB upgrade?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.

> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

7049. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 14:25:18 UTC
From: JP <myemail@home.com>
Message-ID: <iJ1J9.174328$GR5.56041@rwcrnsc51.ops.asp.att.net>
Source record: 25170

Thanks a ton! I will give it a shot tonight after work.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
news:at20nimmu1@nets3.rz.RWTH-Aachen.DE:

> Howdy JP, folks
>
>> - Write a small routine in BASIC that will show you the values for
>> pins
> 1-4
>> on the joystick. (If you don't wanna write one yourself ask me and
>> I'll look for the utility I used. It might be in TurboBASIC though)
>
> I found the above mentioned utility. It's in BASIC. Will test pins
> 1, 2, 3 and 4 only.
>
> 5 REM ST MOUSE TESTER
> 6 REM by M.G.F. van Nisselroy
> 7 REM
> 100 X=STICK(1)
> 150 X=X+1
> 180 LOWER=0:UPPER=0:RIGHT=0:LEFT=0
> 200 D=(X/8)
> 240 IF D>1 THEN D=D-1:LOWER=1
> 300 C=((D*8))/4
> 340 IF C>1 THEN C=C-1:UPPER=1
> 400 B=((C*4))/2
> 440 IF B>1 THEN B=B-1:RIGHT=1
> 500 A=((B*2))/1
> 540 IF A>1 THEN A=A-1:LEFT=1
> 600 ? LOWER,UPPER,RIGHT,LEFT:GOTO 100
>
> You can cut and paste it to a file. Then transfer it to your ATARI
> (don't forget to translate all CtrlM/CtrlJ's to Atari EOLs). ENTER it
> into the computer.
>
> CU Mathy van Nisselroy
>
> PS if you remove the ball (make sure it doesn't roll of your
> desk/table) you can check each direction individually. Wit Mice, you
> can use a ruler to make sure the mouse only moves in one direction.
>
>
>

7050. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 15:01:35 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212090701.56df6f06@posting.google.com>
Source record: 25171

Mathy, may want to look again, fmtdir.com is up on bob's site:

http://www.nleaudio.com/css/files/FMTDIR.COM

http://www.nleaudio.com/css/files/HDFMT.COM

http://www.nleaudio.com/css/files/BBFBDISK.ARC

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<at20ad$m83$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Marius, folks
>
> > I guess the best idea is to modfiy the code of FMTDIR made bij Bob Puff.
> >
> > I'm not sure there is a source code available.
>
> It isn't available. Bob only put HDFMT and PARK code up on his site, not
> FMTDIR. But you can always ask him. But don't expect him to answer soon.
> His daily business keeps him pretty occupied.
>
> CU Mathy van Nisselroy

7051. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 15:03:14 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Sg2J9.942$9p.47003@newsread2.prod.itd.earthlink.net>
Source record: 25172

The .XFD is just the raw disk data without that 16 byte header on the .ATR.
Be careful using this method tp make new .ATRs such the 16 byte header is
from an image of the same density as the header contains configuration
parameters such as bytes per sector and total sectors.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nite Hacker" <nitehacker@hotmail.com> wrote in message
> I don't
> know the format of XFD files but I do know, like other people have said
> here, an ATR file is in raw (original) form as if it were the real disk,
> once you take away its 16 byte header, which seems to be the same(?) on
all
> ATRs. So if you want to make an ATR, all you have to do is extract the 16
> byte header from another ATR file and add it to the raw data that was
> extracted from a disk and you should have a working ATR file!

7052. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 15:11:28 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df4b144$1_5@news.teranews.com>
Source record: 25173

I have access to a commercial CD copier and plan to make the CDs available to anyone who wants one if they are willing to pay the cost of shipping, copying, etc.

I am thinking about using ebay so that everyone can be assured that their payment and delivery is guaranteed, but due to the contents of the CD I am a bit reluctant. Furthermore, I really do not want to use U.S. mail for legal reasons, so delivery may be limited to a private mail service (UPS, FedEx, etc.) in the U.S. only.

I may use a software sharing program (like winmx) to allow people to download as well, or even put the CD images or the ATR images on a web page.

Basically, I was just determined to keep something of Atari going. Back in the 80's, I watched as Atari died slowly as business after business which supported Atari closed down and stopped supporting it. It was a sad. I see the same happening still, if it was not for the internet, it would be gone all together.

Holmes had the best, most well organized, and most complete web site of anyone else out there, with a little luck, perhaps I will be able to re-open it to some degree. Being a student gives me a little more time than most.

All of this, of course, if Holme's has no objections. After all, this is all originally his own work, I only wish to prevent it from dying.

I was pretty determined to win this one because I wanted to be sure that not only will I continue to have access to the Atari programs, but so will everyone else. I sent in a whole bunch of unique individually hand written post cards with it's own international postage, which ended up costing me quite a bit.

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message news:cZAI9.5185$Li.1089311@news02.tsnz.net...
> Thanks to all the entries to my '3 CD's of Atari programs' draw on my
> website. I was surprised by the number of entries, and may award a 2nd
> prize.
>
> The Winner is: Steve S. of Las Vegas. The 3 CD's will be sent off to
him
> very soon.
>
> Thanks to all the support from everyone over the past 5 years, with my
> website. It's great to see 'most' Atari enthusiasts still working
together.
> Although I'm closing the website very soon, I will still be around to help

> out with programs you may need. Just email.
>
> Let me be the first to say to everyone....
>
> Have a safe and happy Christmas and New Years!!
>
> And remember... if you drink....DONT DRIVE, stay alive, to boot your Atari
> another day! ;-)
>
> Regards,
>
> Aaron Wheeler (aka Holmes)
> RIP - http://www.atariworld.com http://homepages.paradise.net.nz/atari/
>
>
>

7053. Re: RadioShack..what gives?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 15:22:38 UTC
From: Jeff 'Atarian' Reitnauer <berkscop@ptdprolog.net>
Message-ID: <2z2J9.269$vQ1.246119@nnrp1.ptd.net>
Source record: 25174

Radio Shack is discontinuing alot of their IC's, CHECK THEIR CLEARANCE ISLES!!! You can get some ic's for about 19 cents....I bought out a local stores entire section of 8-bit Ic's, timers 7400 series etc and spent about 20 bucks!

"Dan Ritter" <dritter@angelfire.com> wrote in message news:VDXH9.19329$77.1917653@news2.telusplanet.net...
> I would suggest you go into some local electronics repair places and ask
> them where someone can get parts. Or try your phone book like someone else
> suggested.
>
> "Bralgar" <brentgarveyHEAD_FROM_ASS@skyenet.net> wrote in message
> news:ycNH9.12246$5P3.898264@newsfeed.slurp.net...
> > I went to RadioShack today to pick up a few parts for some mods I'm doing
> to
> > my 7800 (svideo)and my 2600 supercharger. I get in the store and their
> > component section has dwindled to almost nothing. A salesman approched me
> > and asked if I needed any assistance and I said, "Yes, where are all your
> > IC's?" He showed me a drawer (everything is condensed to a drawer system)
> > with about 10 different parts in it (timers and such) and said that this
> is
> > all they have left they are discontinuing them as stock. I was crushed. He
> > did say, though, that they can be ordered or ordered on RS's website. I
> > liked the convienence of a local electronics parts place. What to do? What
> > other places chains in the States stock electronic parts? I can't think of
> > any. If I have to start ordering online I sure won't be doing it from RS's
> > site. I only paid their prices for the convienence of getting it same day.
> >
> > I was able to get the transistor I was after and some caps but the
> selection
> > is dismal to say the least. I couldn't even find DIN connectors(cable or
> pcb
> > mount). Maybe I can find an independant RS franchise owner that has the
> > inclination to continue stocking the good stuff.

> >
> >
>
>

7054. Re: 800xl....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 16:04:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <wa3J9.1044$9p.55934@newsread2.prod.itd.earthlink.net>
Source record: 25175

Hi, Gary;
All of my 800s and XLs, except for one 600XL bought cheap just for the power brick, are still cranking after 18-20 years and are very rugged and well built.

That "60 seconds" certainly sounds like a heat related situation and is very possibly a marginal contact to a socketed chip. You might want to remove and reinstall or at least push down all of the Ram and other chips.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Gary Brigden" <gary.brigden@btinternet.com> wrote in message
> I have two 800 XL's that are in great condition. Both were bought off ebay
> and both do not work. The first has memory errors, so I bought a second,
not
> wanting to give up on the atari after being a sinclair person for so long,
> but this unit locks after 60 seconds of use.
>
> Does anybody have any idea what is causing the problem. Is it that the
800xl
> was such a c**p machine?
> Is there anywhere in the uk that would fix these machines?
> Please help....
>

7055. New Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 16:17:58 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021209111758.26428.00000116@mb-ft.aol.com>
Source record: 25176

In my quest for "ultimate video" from my A8 system, I made a new cable over the weekend from an X-Box accessory cable that is of excellent construction. It has S-Video, composite video, and left/right audio. All leads are individually shielded and covered in plastic, then the whole thing covered in plastic (of course) and there is a toroid at the input end. The console connector is naturally completely different from the A8, and I ended up cutting about 2 ft. from the apx 6' cable and clipped my old A8 video cable about 4" from the DIN connector and then spliced/soldered all the appropriate leads.

All-in-all, the results were an improvement over my (almost) original cable -- the video is clearer and virtually free of the "pulsing" that I had mentioned before, but the little vertical background lines are now clearly visible. The composite is also definitely clearer, but still of lower definition that the S-Video. The vertical lines are not visible with composite, but I would presume that they are simply "blurred" out.

Because of the big video game console market, cables like these are abundant and reasonably priced. This one was $9.95, and I've seen others for as low as $6.95, but not as high quality. If anyone else is on a similar quest to clean up the A8 video, I'd be most interested to hear of your efforts.

Larry

7056. Printer cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 17:46:53 UTC
From: Sintech <sintech@online.de>
Message-ID: <at2lfluum1@news.online.de>
Source record: 25177

Does anybody know where to get a printer cable for the Atari 800 XL from? It is a special plug and hard to get...

Regards

Thomas

--
www.sintech-shop.de
Your computer shop for
Retro- and modern day computers and consoles

7057. Re: Software for CD-ROM interface...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:04:06 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF4E926.27647BF6@students.uni-mainz.de>
Source record: 25178

Well,
clone it !! Or make a dump and send it to Nir Dary (maybe he can burn it
for me)...
-Andreas.

Fox-1 schrieb:
>
> "Andreas Magenheimer" wrote
>
> > Hello folks,
> > a while ago a schematic for a polish CD-Rom interface appeared in ABBUC
> > magazine. This works like a turbo-tape
>
> > Fox-1 or TXG ?!? If so, can you send me a copy of this software ???
>
> I have the software. One problem. It's on cartridge...
>
> --
>
> Grtx, Sysop Fox-1 / MNX http://thunderdome.atari.org
>
> Remember what the Dormouse said...

7058. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:20:04 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF4ECE4.9C148708@students.uni-mainz.de>
Source record: 25179

Yep,
many Atari 400/800 games were updated for the VCS 5200. You know that
the 5200 should compete against Colceco, Intellivision and other
consoles at that time. Why there haven`t been any updates for the XL or
XE computers - I don`t know. At that time Atari was kinda split into the
console developers and computer developers. Thanks to Glen the 5200 man,
at least some 5200 games can be had on the 800/XL/XE too. It is a little
sad that not every 5200 game was brought to the home computers then. And
furthermore almost no-one seems to know how to convert 5200 games to the
800/XL/XE computers. Maybe Glen was a frustrated ex-Atari
engineer/developer?!?
-Andreas.

DEBRO schrieb:
>
> > although the 5200 OS is similiar than the 400/800 OS (actually closer
> > to the XL I do believe) it has some video capabilities lacking in our
> > 400/800's.
>
> I don't think there are any differences in the way the 5200 handles
> ANTIC. The 5200 does have the GTIA and not the CTIA.
>
> > may want to check out atarimagazines.com or ask Savetz if
> > he remembers which magazine might've carried an article describing the
> > differences between the 5200 & the 400/800. I know there was an
> > article and I'm thinking it was Antic, not sure.
>
> I think you are speaking of A.N.A.L.O.G. magazine number 15. You can
> read the article on Dan Boris' site at
> www.atarihq.com/danb/files/52analog.txt
>
> > I noticed the centipede movement has smooth horizontal movement but in the
> > computer XE version it moves one whole segment at a time and looks a bit
> > jerky in comparison, sort of like how millipede looks.
>
> It may not be the same game. They may have updated it for the 5200
> like they did for others. A disassembly of the game will show that :)

7059. My Atari 8-bit eBay auctions - some due to expire

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:28:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1039462070.53214.0@dyke.uk.clara.net>
Source record: 25180

Hello All,

Just a a quick reminder that I have a number of Atari 8-bit auctions running on eBay at the moment, some of which are due to expire very soon, including a couple of Atari books, and a copy of the rare Page 6 issue 2 magazine - here's the link:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804916914

Be sure to click to see my other auctions to see the full list of what I have.

Dean Garraghty

7060. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:39:36 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF4F178.F9E1780C@students.uni-mainz.de>
Source record: 25181

Well,
I have FMTDIR already in my MyDOS utility collection... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Marius, folks
>
> > I guess the best idea is to modfiy the code of FMTDIR made bij Bob Puff.
> >
> > I'm not sure there is a source code available.
>
> It isn't available. Bob only put HDFMT and PARK code up on his site, not
> FMTDIR. But you can always ask him. But don't expect him to answer soon.
> His daily business keeps him pretty occupied.
>
> CU Mathy van Nisselroy

7061. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:55:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF4F534.2B7EE98E@students.uni-mainz.de>
Source record: 25182

Hmmm,
here in Germany UPS also exists !! As well as many other private mail
services...
-Andreas.

Steve S schrieb:
>
> I have access to a commercial CD copier and plan to make the CDs available
> to anyone who wants one if they are willing to pay the cost of shipping,
> copying, etc.
>
> I am thinking about using ebay so that everyone can be assured that their
> payment and delivery is guaranteed, but due to the contents of the CD I am a
> bit reluctant. Furthermore, I really do not want to use U.S. mail for legal
> reasons, so delivery may be limited to a private mail service (UPS, FedEx,
> etc.) in the U.S. only.
>
[snip]

7062. Re: Printer cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:57:43 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF4F5B7.A6561896@students.uni-mainz.de>
Source record: 25183

Well
visit the ABBUC JHV in herten. Almost every year the dutch Atarians sell
printer cables there for a very low price (2.3 euros). I guess some
ex-ANG members do have lots of them left... -Andreas.

Sintech schrieb:
>
> Does anybody know where to get a printer cable for the Atari 800 XL from? It
> is a special plug and hard to get...
>
> Regards
>
> Thomas
>
> --
> www.sintech-shop.de
> Your computer shop for
> Retro- and modern day computers and consoles

7063. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 19:59:48 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212091159.2776439b@posting.google.com>
Source record: 25184

Gee, I wish I would've thought of that. :o)

Have you ever thought of talking to tom hunt about hosting the files
on spudster.org ? whatever you decide, keep us posted. thanks steve
& congrats!

"Steve S" <j70141@hotmail.com> wrote in message news:<3df4b144$1_5@news.teranews.com>...
> I have access to a commercial CD copier and plan to make the CDs available
> to anyone who wants one if they are willing to pay the cost of shipping,
> copying, etc.
>
> I am thinking about using ebay so that everyone can be assured that their
> payment and delivery is guaranteed, but due to the contents of the CD I am a
> bit reluctant. Furthermore, I really do not want to use U.S. mail for legal
> reasons, so delivery may be limited to a private mail service (UPS, FedEx,
> etc.) in the U.S. only.
>
> I may use a software sharing program (like winmx) to allow people to
> download as well, or even put the CD images or the ATR images on a web page.
>
> Basically, I was just determined to keep something of Atari going. Back in
> the 80's, I watched as Atari died slowly as business after business which
> supported Atari closed down and stopped supporting it. It was a sad. I see
> the same happening still, if it was not for the internet, it would be gone
> all together.
>
> Holmes had the best, most well organized, and most complete web site of
> anyone else out there, with a little luck, perhaps I will be able to re-open
> it to some degree. Being a student gives me a little more time than most.
>
> All of this, of course, if Holme's has no objections. After all, this is
> all originally his own work, I only wish to prevent it from dying.
>
> I was pretty determined to win this one because I wanted to be sure that not
> only will I continue to have access to the Atari programs, but so will
> everyone else. I sent in a whole bunch of unique individually hand written
> post cards with it's own international postage, which ended up costing me
> quite a bit.
>
> "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> news:cZAI9.5185$Li.1089311@news02.tsnz.net...
> > Thanks to all the entries to my '3 CD's of Atari programs' draw on my
> > website. I was surprised by the number of entries, and may award a 2nd
> > prize.
> >

> > The Winner is: Steve S. of Las Vegas. The 3 CD's will be sent off to
> him
> > very soon.
> >
> > Thanks to all the support from everyone over the past 5 years, with my
> > website. It's great to see 'most' Atari enthusiasts still working
> together.
> > Although I'm closing the website very soon, I will still be around to help
> > out with programs you may need. Just email.
> >
> > Let me be the first to say to everyone....
> >
> > Have a safe and happy Christmas and New Years!!
> >
> > And remember... if you drink....DONT DRIVE, stay alive, to boot your Atari
> > another day! ;-)
> >
> > Regards,
> >
> > Aaron Wheeler (aka Holmes)
> > RIP - http://www.atariworld.com http://homepages.paradise.net.nz/atari/
> >
> >
> >

7064. Re: Printer cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 21:02:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <Ax7J9.842$cL4.95758@newsread1.prod.itd.earthlink.net>
Source record: 25185

Not completely clear exactly what you are seeking... Any direct connect printers like those from Atari and early Axiom and Okimate offerings either used a standard SIO cable or a hard wired one on the printer.

The 825 had a card edge for the printer end and D15M sub-mini at the 850/PR: connection. Most of the other interfaces used SIO connector at the XL and standard Centronics 36 type at the printer.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Sintech" <sintech@online.de> wrote in message
news:at2lfluum1@news.online.de...
> Does anybody know where to get a printer cable for the Atari 800 XL from?
It
> is a special plug and hard to get...
>

7065. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 21:26:15 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <XT7J9.24678$CU3.10945@news4.srv.hcvlny.cv.net>
Source record: 25186

The clown caused no end of trouble in this group, too. I believe he's incarcerated now, but I could be wrong ...

Take care.

Alan

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message news:Zz0J9.9027$X%3.8632@news.bellsouth.net...
> Anybody out there remember the guy we all loved to hate in the BBS message
> bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He
> kept the bases hopping.
>
> I was reminded of him the other day when I was reading a docfile I'd written
> a long time ago.... Here's a quote:
>
> On This Day modules for Carina 2.x written by Technoid Mutant
>
> This program is in the Puplic Domain and may be distributed freely. No
> payment is required for the use of these programs or data files.
>
> For Terry Ortman and "Star Fleet Software" only, the sum of $5000.00 MUST be
> paid to the "People with Aids Coalition" of Miami, Fl. if he is to use,
> distribute, or posess these programs or documentation.
>
>
> Have you ever been even slightly jealous of those BBS Express PRO! sysops
> and thier toy modules? Well, I have and that was what inspired this
> program......
>
> I giggled for an hour. Oh how we HATED him.
>
> Regards,
>
> Jeff
>
>
>

7066. Re: 800xl....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 21:32:08 UTC
From: Gary Brigden <gary.brigden@btinternet.com>
Message-ID: <at324o$1ls$1@helle.btinternet.com>
Source record: 25187

Thanks for he response.

I have attempted some of the thinks you have suggested.

The power supply reads 5.49v constant and does not change at all after 2 hours of continued effort.

I have opened the computer up remove the board and shielding and connected it to power and tv. Seemed fine and I was able to type in a simple for next loop. Ran the loop and it halted at 220..... Switched off, waited 30 seconds switched on to be met with a dark red screen. Switched off then on. Met with a blue screen and white cursor. Finally informing it was ready after 10 seconds. But would not respond to keyboard.

The board has 5 socketted chips 4 large and a smaller one. None of the memory chips are socketed. All are well into their sockets ad a firm puch on each confirmed this to me.

Still no joy thou. I think I will place these things back into their boxes and place them into the loft.

Could it be the basic rom on the board that is the problem? I am able to play my pacman cart for quite some time with out any issue....

Thanks again

Gary

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:wa3J9.1044$9p.55934@newsread2.prod.itd.earthlink.net...
> Hi, Gary;
> All of my 800s and XLs, except for one 600XL bought cheap just for the
power
> brick, are still cranking after 18-20 years and are very rugged and well
> built.
>
> That "60 seconds" certainly sounds like a heat related situation and is
very
> possibly a marginal contact to a socketed chip. You might want to remove
and
> reinstall or at least push down all of the Ram and other chips.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror

> http://www.powow.com/oldatarian
> "Gary Brigden" <gary.brigden@btinternet.com> wrote in message
> > I have two 800 XL's that are in great condition. Both were bought off
ebay
> > and both do not work. The first has memory errors, so I bought a second,
> not
> > wanting to give up on the atari after being a sinclair person for so
long,
> > but this unit locks after 60 seconds of use.
> >
> > Does anybody have any idea what is causing the problem. Is it that the
> 800xl
> > was such a c**p machine?
> > Is there anywhere in the uk that would fix these machines?
> > Please help....
> >
>
>

7067. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 22:23:33 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DF517E5.D78AA7D3@asw.cz>
Source record: 25188

Andreas Magenheimer wrote:
> Thanks to Glen the 5200 man,
> at least some 5200 games can be had on the 800/XL/XE too. It is a little
> sad that not every 5200 game was brought to the home computers then. And
> furthermore almost no-one seems to know how to convert 5200 games to the
> 800/XL/XE computers.

I'm probably missing something. All 5200 specific games were converted
to 8bit except for 2:
1) Meteorites
2) RS Baseball.

I converted RS Baseball, but after seeing the stick overlay - too many
buttons there - I gave up. The game would be unplayable with keyboard.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7068. Amy chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 23:30:29 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DF52795.771832D2@asw.cz>
Source record: 25189

Hi,

Few weeks ago I asked at AtariAge.com for some info about mysterious AMY
music chip from Atari. Because there was almost no info about it, I
started a hunt for the info.

I was lucky to get contact with all the developers of that chip.

You can read more on my site (see sig). Go to Atari/8bit - Hardware &
technical info/VLSI chips/AMY. (I'm not putting link here intentionally
:).
--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7069. Help with Korean Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-09 23:34:44 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <nM9J9.3024$Nf2.107994@newsfep1-gui.server.ntli.net>
Source record: 25190

Hi

I've managed to pickup a boxed Korean Atari XE from someone. The Korean power supply that comes with the system seems to be 220V and I wondered if anybody knew if this was compatible with UK power supply? Also does anybody know where I could get a cheap XE compatible power supply from within the UK?

Thanks
John

7070. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 01:21:52 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <QkbJ9.24372$jf7.1559787@news2.west.cox.net>
Source record: 25191

> I think you just missed the bus ;-)
>
> --
> Paul

I think you missed the bus too!

Why are you making sarcastic remarks towards me? I haven't done or said anything to you to offend you!

Nite Hacker

7071. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 01:27:15 UTC
From: gozarcollins@nospammmhotmail.com
Message-ID: <at3ftj020ch@enews2.newsguy.com>
Source record: 25193

Technoid Mutant <technoid@nospam.30below.nospam.com> wrote:
> Anybody out there remember the guy we all loved to hate in the BBS message
> bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He
> kept the bases hopping.

I just assumed it is him that is trying to sell the Atari 800 for $180.

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

7072. ADV : For Sale : Many boxed/new ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 01:31:46 UTC
From: 0266140338@t-online.de
Message-ID: <9947bb30.0212091731.7f118692@posting.google.com>
Source record: 25192

Hi,

I still have lots of new , boxed and shrinkwrapped ATARI XL/XE/XEGS
carts :

I sell these games for 3-10 Euro each , (=$3-$10) and I can ship
worldwide.I also have games with damaged boxes for lower prices.

All these games are new , no used games.

Ace of Aces
Airball
Archon
Ballblazer
Battlezone
Crimebuster
Crossbow
Davidï¿½s Midnight Magic
Desert Falcon
Eastern Front 1941
Final Legacy
Gato
Hardball
Joust
Loderunner
Millipede (large box)
Millipede (small box)
Moon Patrol
One on One Basketball
Pole Position
Rescue on Fractalus
Robotron 2084
RS Football
Star Raiders 2
Thunderfox
Tennis

Disk :

Microsoft BASIC
Mickey in the Great Outdoors

Cassette

Scram
Touch Typing

If youï¿½re interested , please contact me.

Thimo

7073. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 02:28:12 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF5518E.3C23AC25@rogers.com>
Source record: 25194

Technoid Mutant wrote:

> Anybody out there remember the guy we all loved to hate in the BBS message
> bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He
> kept the bases hopping.
>
> I was reminded of him the other day when I was reading a docfile I'd written
> a long time ago.... Here's a quote:
>
> On This Day modules for Carina 2.x written by Technoid Mutant
>
> This program is in the Puplic Domain and may be distributed freely. No
> payment is required for the use of these programs or data files.
>
> For Terry Ortman and "Star Fleet Software" only, the sum of $5000.00 MUST be
> paid to the "People with Aids Coalition" of Miami, Fl. if he is to use,
> distribute, or posess these programs or documentation.
>
> Have you ever been even slightly jealous of those BBS Express PRO! sysops
> and thier toy modules? Well, I have and that was what inspired this
> program......
>
> I giggled for an hour. Oh how we HATED him.
>
> Regards,
>
> Jeff

I do remember seeing him on the bbs networks, I always avoided him myself. I remember the "G@@**MN Terry Ortman!!" thread going on for sometime. I Dunno but what it only his vastly overpriced parts sales that annoyed people?

7074. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 02:31:08 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF5523D.99B8D308@rogers.com>
Source record: 25195

gozarcollins@nospammmmhotmail.com wrote:

> Technoid Mutant <technoid@nospam.30below.nospam.com> wrote:
> > Anybody out there remember the guy we all loved to hate in the BBS message
> > bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He
> > kept the bases hopping.
>
> I just assumed it is him that is trying to sell the Atari 800 for $180.

I doubt he, or anyone will get $180 for an ATari 800 these days. I picked up mine at a now defunct user group meeting 6 or 7 years ago. It had been in the warehouse (used for inventory database apparently) in Irwin Toys (the canadian distributor for atari from late 70's to early 80's before Atari canada) for years. I got it with a small Electrohome mono (green) monitor and an ATR8000 (& 2 drives) for the outrageeous sum of $25.

7075. Re: XFD - DCM - ATR - SCP

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 02:41:17 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <hvcJ9.25554$jf7.1601472@news2.west.cox.net>
Source record: 25196

> The .XFD is just the raw disk data without that 16 byte header on the
.ATR.
> Be careful using this method tp make new .ATRs such the 16 byte header is
> from an image of the same density as the header contains configuration
> parameters such as bytes per sector and total sectors.
>

Oh, OK, thanks for that info. I never noticed or examined the differences between the densities. I don't really work with XFDs and I just usually use the emulator or ATRUtil to make my ATR files anyways. I was just pointing that out as a quick fix but he probably doesn't need that since the tools are readily available anyways.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7076. James King (aka Kamaro kid) & terry ortman (AKA expletive deleted).

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 02:47:17 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF55606.99E21DCD@rogers.com>
Source record: 25097

Hi there,

Seeing posts bout James King & terry ortman in the past week or so got me looking them up on groups.google.com. All I can find of James King is some of the threads he posted in until 1994, nothing after that, maybe its a hole in the google archive, I dunno. As for Terry ortman it looks like he's been hanging out in the alt.fan.traci-lords newsgroup. Considering who Traci Lords is all I can say is "It figures". From the looks of things it looks like hes been up to his usual hijinks in that group as he was up to in the 8bit scene years ago. All I can say now is Nuff Said.

On a similar topic, Does anyone know what Wayne King is up to these days? if you dont remember he ran the Balmy Beach BBS in toronto and was in fido net (carried some atari fido traffic) and I think he also carried this NG as well. Last I heard of him was back in 95 or 96 when he took his board down since he was tied up with work at the time (I think he worked at the CBC back then).

bfn,
James

7077. Re: "Synthesised" speech on XL?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:19:58 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <y3dJ9.26140$jf7.1625024@news2.west.cox.net>
Source record: 25098

> I don't think I will ever have as much fun
> with a computer as I did with my old Atari.

I second that!! I don't like any of the games they have on the market nowadays.. they are either too complicated or too gory... and just plain too expensive!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7078. Someone hang the previous managers of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:38:12 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df5604a$1_5@news.teranews.com>
Source record: 25100

I remember the day, some time back in 1980 or so when we first received our Atari 800 computer. Since that day, the Atari computer as well as the computer world opened up to me and became integrated into my life.

The Atari computer was my learning partner, my companion. I became an exceptional programmer. I could translate decimal into binary, hexadecimal, and octadecimal in my head and in a large degree understood how it worked and what it meant.

My treasured book was "Your Atari Computer" and in the course of my life, I have owned three or four, as I would tear the book apart through so much use and reading.

I longed for other books "De Re Atari", "6502 Software Design", and "Mapping Your Atari" which opened up the realm of the Atari computer and teach me more about programming.

Whenever I could, I always viewed the code from favorite programs and games so I could understand how it worked and learn from the code. I learned so much in this way.

Atari was my hero and something that I learned to love and admire.

In my opinion, Atari made the biggest mistake when it left it's users cold. When the ST and other systems came out, Atari quite blatantly left everyone cold when it said it would not support the 8-bit computer anymore. (Apple made this mistake once too, and has never recovered) Betrayed and left standing in the cold by Atari, many customers refused to stay as they took off in the direction of IBM and Apple.

One by one, the stores which held Atari games closed or simply quit supplying the software. Atari clubs and BBSs struggled but were the only hope for keeping the machine alive.

In my opinion, had Atari created a way or method for backwards compatibility, they would have led the market and opened a door to stand even today. But there were many many more mistakes that Atari would make.

I am dismayed that one of my fondest memories had been managed so "piss poorly". If memory serves me right, Atari once traded on the NYSE. Now.... they it is just a name that is tossed around by larger corporation as they transfer ownership of the "name" (and that is all it is now, a name) from one hand to the other.

At one time, Atari closed their factories and laid off all their workers so that they could take their manufacturing jobs to third world countries. Their creation of the ABC computers was a complete flop. Not keeping with

the times, they built sturdy and "expensive" computers when the public was more cost aware. Atari had a piss poor marketing strategy, often refusing to advertise when it could have done them so good.

Atari was seen as a toy, more than the fine machine that it was. Another blunder of the Atari Management as they could have shown it to be so much more. A learning tool, a word processor, a graphics art studio, an accounting machine.

At one time, Atari planned to advertise on M-TV showing the Atari computer in it's musical abilities. Another screw-up caused this plan to die before it could take root. From what I can recall in the rumors that I have picked up, the person that started Atari even left in disgust as he left and started a "Chuck E. Cheese" food chain instead of trying to keep alive an already dying horse.

The managers of Atari should be horse whipped for giving such a fine machine and such a fine company, that had SO much going for it, such a bad name. They are the only ones to blame for the blunders that took place, and I hope they read this too. You guys are a complete "fuck up".

7079. Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:39:57 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df560b2$1_1@news.teranews.com>
Source record: 25101

A show of hands here, and be honest...

How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY HELP WHATSOEVER" from any clue books or information from friends or anywhere else?

How long did it take you and what did you find most interesting about the game?

7080. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:48:44 UTC
From: "W. Kimbelton" <wlkim@cinci.rr.com>
Message-ID: <wudJ9.87216$%p6.9469875@twister.neo.rr.com>
Source record: 25099

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:Zz0J9.9027$X%3.8632@news.bellsouth.net...
> Anybody out there remember the guy we all loved to hate in the BBS message
> bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t.
He
> kept the bases hopping.

Oh man.. please don't even mention that guy.. every time his name was
invoked the signal to noise ratio on the newsgroup or BBS in question would
go straight to hell! LOL

<nervously waiting for the newsgroup to incinerate>

Bill

7081. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:54:46 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df5642c$1_5@news.teranews.com>
Source record: 25103

Hi guys,
I have your emails. I just want to formulate a plan about how I am going to do this exactly before I respond.

btw, I was corrected by one person who told me that UPS and FedEx are often found in other countries. If they are willing to pay the shipping, that is fine, but I suspect that it would be high.

I still have not formulated the costs associated with copying the CD. I have to factor in the cost of the CD itself, packaging, postage, the cost of having it copied as well as the time associated with copying the CD, the time and effort to actually go to FedEx or UPS and actually sending it, any unpredictable costs. If I use ebay, there will also be costs in posting to ebay and using paypal too.

Perhaps you guys can suggest what these costs could come to and what may be a fair price...

Also, I want to give a little time for Holmes to either object or give his blessing to this idea, "or say nothing at all".

I am not familiar with spudster.org or tom hunt.

I am a student, so my funds are extremely limited. Any other ideas about distribution, web site, etc? I have seen some interesting web sites out there, I think one was atari.org, but I haven't been there in a while.

btw, is anyone able to help me in learning Assembly Language for the Atari computer? Any tips or ideas for the very new Assembly Language learner?

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212091159.2776439b@posting.google.com...
> Gee, I wish I would've thought of that. :o)
>
> Have you ever thought of talking to tom hunt about hosting the files
> on spudster.org ? whatever you decide, keep us posted. thanks steve
> & congrats!
>
>
>
> "Steve S" <j70141@hotmail.com> wrote in message
news:<3df4b144$1_5@news.teranews.com>...
> > I have access to a commercial CD copier and plan to make the CDs
available
> > to anyone who wants one if they are willing to pay the cost of shipping,
> > copying, etc.
> >

> > I am thinking about using ebay so that everyone can be assured that
their
> > payment and delivery is guaranteed, but due to the contents of the CD I
am a
> > bit reluctant. Furthermore, I really do not want to use U.S. mail for
legal
> > reasons, so delivery may be limited to a private mail service (UPS,
FedEx,
> > etc.) in the U.S. only.
> >
> > I may use a software sharing program (like winmx) to allow people to
> > download as well, or even put the CD images or the ATR images on a web
page.
> >
> > Basically, I was just determined to keep something of Atari going. Back
in
> > the 80's, I watched as Atari died slowly as business after business
which
> > supported Atari closed down and stopped supporting it. It was a sad. I
see
> > the same happening still, if it was not for the internet, it would be
gone
> > all together.
> >
> > Holmes had the best, most well organized, and most complete web site of
> > anyone else out there, with a little luck, perhaps I will be able to
re-open
> > it to some degree. Being a student gives me a little more time than
most.
> >
> > All of this, of course, if Holme's has no objections. After all, this
is
> > all originally his own work, I only wish to prevent it from dying.
> >
> > I was pretty determined to win this one because I wanted to be sure that
not
> > only will I continue to have access to the Atari programs, but so will
> > everyone else. I sent in a whole bunch of unique individually hand
written
> > post cards with it's own international postage, which ended up costing
me
> > quite a bit.
> >
> > "Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
> > news:cZAI9.5185$Li.1089311@news02.tsnz.net...
> > > Thanks to all the entries to my '3 CD's of Atari programs' draw on my
> > > website. I was surprised by the number of entries, and may award a
2nd
> > > prize.
> > >

> > > The Winner is: Steve S. of Las Vegas. The 3 CD's will be sent off
to
> > him
> > > very soon.
> > >
> > > Thanks to all the support from everyone over the past 5 years, with my
> > > website. It's great to see 'most' Atari enthusiasts still working
> > together.
> > > Although I'm closing the website very soon, I will still be around to
help
> > > out with programs you may need. Just email.
> > >
> > > Let me be the first to say to everyone....
> > >
> > > Have a safe and happy Christmas and New Years!!
> > >
> > > And remember... if you drink....DONT DRIVE, stay alive, to boot your
Atari
> > > another day! ;-)
> > >
> > > Regards,
> > >
> > > Aaron Wheeler (aka Holmes)
> > > RIP - http://www.atariworld.com
http://homepages.paradise.net.nz/atari/
> > >
> > >
> > >

7082. B&C Computervisions Email Down

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 03:55:35 UTC
From: Glenn <glenn.bruner@verizon.net>
Message-ID: <XAdJ9.7285$_W1.1381@nwrddc03.gnilink.net>
Source record: 25102
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

Heads up to all.

B&C has had some problems with their email servers since Dec 1st. If you made any inquiries or order requests since then, they probably didn't get the email.

Email addresses affected:
atari@myatari.com and sales@myatari.com

They ask me to get the word out that emails can be sent to myatari2@juno.com until they get the mail servers back up.

They're sorry if this has caused any inconvience to anyone trying to place an order.

You can visit their website at: http://www.myatari.com.

Glenn

7083. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 05:18:24 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <at3tf0ssb1@terabinaries.xmission.com>
Source record: 25104

rtdos <rtdos@yahoo.com> wrote:
> is he still around ?
Wow! I havent used that alias in years.. I'm still here.

7084. Re: James King (aka Kamaro kid) & terry ortman (AKA expletive deleted).

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 05:22:09 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <at3tm1ssb2@terabinaries.xmission.com>
Source record: 25105

James Alexander <james-m-alexander@rogers.com> wrote:

> Seeing posts bout James King & terry ortman in the past week or so got me
> looking them up on groups.google.com. All I can find of James King is some
> of the threads he posted in until 1994, nothing after that, maybe its a

I've been around since then.. But why the curiosity with my name and
posts? I recall the old slug-fests with Ortman.. That was many years ago.

7085. Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 05:24:24 UTC
From: atari4evr@aol.com
Message-ID: <20021210002424.26277.00000943@mb-fv.aol.com>
Source record: 25106

Dear Atarians:

I remember back in the 80's there were wonderful Atari TV commercials, some of them totally over the top with extremely exuberant Atari users. Does anyone know if there Is any place on the Web where one could find those nostalgic commercials and download them? If so, please let me know.

Sincerely, An Atarian Forever...

7086. post for atari8man

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 06:02:34 UTC
From: euskara@aol.com
Message-ID: <20021210010234.03136.00004239@mb-md.aol.com>
Source record: 25107

Hi all,
I've been asked to post this message for Guy Ferrante ie. Atari8man. He's in the process of relocating and phone and E-mail service are being set up. In the mean time if anyone wants me to relay a message I can do so. My E-mail address is euskara@aol.com

7087. Re: Someone hang the previous managers of Atari

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 06:33:04 UTC
From: lp <gfa@basic.net>
Message-ID: <BA1AF4D0.AF45%gfa@basic.net>
Source record: 25108

in article 3df5604a$1_5@news.teranews.com, Steve S at j70141@hotmail.com
wrote on 12/9/02 10:38 PM:

> The managers of Atari should be horse whipped for giving such a fine machine
> and such a fine company, that had SO much going for it, such a bad name.
> They are the only ones to blame for the blunders that took place, and I hope
> they read this too. You guys are a complete "fuck up".

Complete? Nah.
Partial, yeah.
They did manage to deliver some STuff I cherish to this day.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7088. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 07:27:47 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3df59774$0$229$4d4ebb8e@news.nl.uu.net>
Source record: 25109

"Steve S" <j70141@hotmail.com> schreef in bericht
news:3df5642c$1_5@news.teranews.com...

<snippety>
> I still have not formulated the costs associated with copying the CD. I
> have to factor in the cost of the CD itself, packaging, postage, the cost
of
> having it copied as well as the time associated with copying the CD, the
> time and effort to actually go to FedEx or UPS and actually sending it,
any
> unpredictable costs. If I use ebay, there will also be costs in posting
to
> ebay and using paypal too.
>
> Perhaps you guys can suggest what these costs could come to and what may
be
> a fair price...
>
<snippety>

Hi,

you might want to look up fair prices on http://www.tombstones.org.uk .

Although not Atari-related, this is a group of people from around the world
burning arcade ROM sets for the MAME emulator [1] at cost, making
no profit. I assume you could find out more about worldwide shipping
from them. Maybe it's even an idea to set up something alike for Atari fans
,
by Aatari fans ?

Just my 2 cents.

Kind regards,
Wef Dinaini

[1] MAME itself is worth a try, especially if you're also into Atari for the
nostalgia value.

7089. A little warning (how to fry a very expensive toy)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 07:48:39 UTC
From: fouldragon@aol.com.ru
Message-ID: <20021210024839.06518.00000795@mb-fu.aol.com>
Source record: 25110

Lacking a TV anymore, I route the output of my games/retrocomputers through a TV tuner card.

I couldn't find a suitable switchbox for my Atari 800XL the other day, but what I could find was this large "RF modulator switchbox thing" for a Texas Instruments 99/4A. This fit into the 800XL's monitor socket (DIN-5 connector). It's about the size of a deck of cards, has the TV/Computer switch, and an LED marked "protection" or something similar. I used that.

Bad idea. Let's just say I'm now $40 poorer and saddled with a TV tuner card I like less. The 800XL, OTOH, is still running, and the moment I did in the card, I found the appropriate switchbox.

Just a little warning if you're desperate one day.

--
Marada Coeurfuege Shra'drakaii
On the Internet, all roads lead to either pornography or a GNU/Linux HOWTO.
Which way are you going?
Mail hint: Not in Russia

7090. Re: Amy chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 08:10:49 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3df5a29d$0$4780$fa0fcedb@lovejoy.zen.co.uk>
Source record: 25111

Jindrich Kubec wrote:

> You can read more on my site (see sig). Go to Atari/8bit - Hardware &
> technical info/VLSI chips/AMY. (I'm not putting link here intentionally
> :).

This is well worth a read. Amy would have been a nice complement to Pokey!
Anyone fancy writing this chip into the atari800 emulator:-) ?

Thanks,

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

7091. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 10:47:56 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <vBjJ9.8679$8E1.157847@news4.e.nsc.no>
Source record: 25112

"Steve S" <j70141@hotmail.com> skrev i melding
news:3df560b2$1_1@news.teranews.com...
> A show of hands here, and be honest...
>
> How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT
ANY
> HELP WHATSOEVER" from any clue books or information from friends or
anywhere
> else?
>
> How long did it take you and what did you find most interesting about the
> game?

Well, without help from friends, no. My friend and myself played it almost 3 months day and night. It was a rewarding game, we loved to play it together and we did beat it! No hint books or stuff like that!

7092. TurboBASIC and decoding ATR's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 11:54:22 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4klf$5jm$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25113

Howdy folks

I've tried DiskFormer on the Atari and Imagic on the PC. No luck. So now I wanna try something different.

Is there a (fast) way in TurboBASIC for writing to a floppy directly? Reading the code from an ATR doesn't seem to be that hard, but how do I get this code on a sector. Most commands need a file name. And is it possible to write directly to boot sectors?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7093. Re: Full Motion Video on ATARI XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:10:34 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4ljr$6je$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25114

Howdy Zothen Runecaster

> The ATARI is better for this because I also have C64 systems since the
> 80s and the problem of the C64 is , that there are only 16 colors.And
> these colors are not very pretty.

Don't forget that the C64 scene has come up with some nice graphics modes
too. We have HIP and RIP; they have IFLI.

> The ATARI has the advantage of a graphics mode like Graphics 9.This
> should be great for black/white movies.

HIP would be better.

> This is one advantage of the C64,on the ATARI certain graphics modes
> make it more difficult to play digis in good quality.

Why not use two Atari's. One decodes the graphics, the other decodes the
sound and feeds it into the audio line on the SIO connector of the computer
doing the graphics.

CU Mathy van Nisselroy

7094. Re: Printer cable

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:21:11 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4m7n$7es$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25115

Howdy Thomas

> Does anybody know where to get a printer cable for the Atari 800 XL from?
It
> is a special plug and hard to get...

Check out http://www.abbuc.de and click on Shop. Then on hardware. If that
is what you're looking for, you can order it right there.

CU Mathy van Nisselroy

7095. Re: Amy chip

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:23:26 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4mc0$7lh$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25116

Howdy mark, Jindroush, folks

> > You can read more on my site (see sig). Go to Atari/8bit - Hardware &
> > technical info/VLSI chips/AMY. (I'm not putting link here intentionally
> > :).
>
> This is well worth a read. Amy would have been a nice complement to Pokey!
> Anyone fancy writing this chip into the atari800 emulator:-) ?

Or turning it into a chip?

CU Mathy van Nisselroy

7096. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:34:27 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4n0k$886$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25117

"Atari4evr" <atari4evr@aol.com> schrieb im Newsbeitrag
news:20021210002424.26277.00000943@mb-fv.aol.com...
> Dear Atarians:
>
> I remember back in the 80's there were wonderful Atari TV commercials,
some of
> them totally over the top with extremely exuberant Atari users. Does
anyone
> know if there Is any place on the Web where one could find those nostalgic
> commercials and download them? If so, please let me know.
>
> Sincerely, An Atarian Forever...

7097. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:37:15 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4n5v$8cc$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25118

Howdy Atari4evr

> I remember back in the 80's there were wonderful Atari TV commercials,
some of
> them totally over the top with extremely exuberant Atari users. Does
anyone
> know if there Is any place on the Web where one could find those nostalgic
> commercials and download them? If so, please let me know.

Andreas Magenheimer and Torsten Schall have put together a CD with all kinds of stuff that concerns Atari that where at one time shown on TV. Most of the stuff on the CD is probably in German, but they might have found some original English language stuff too. I'm sure Andreas will respond to you message within a week or so.

CU Mathy van Nisselroy

7098. Re: International Karate Plus site

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 12:47:04 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at4no9$8u0$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25119

Howdy folks

> Check out this site:
> http://www.uce.pl/ikplus/
>
> It now has English as well as Polish text.

The author needs programmers to reverse engineer some of the C64 code.

CU Mathy van Nisselroy

7099. Re: Help with Korean Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 14:00:00 UTC
From: John Stringer <john.stringer1*NOSPAM*@ntlworld.com>
Message-ID: <xrmJ9.2966$zM3.47576@newsfep1-gui.server.ntli.net>
Source record: 25120

On a seperate note, is there anybody close to Oxford who would be willing to let me either borrow a power supply or visit them to test the XE system I have?

Thanks
John

"John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message news:nM9J9.3024$Nf2.107994@newsfep1-gui.server.ntli.net...
> Hi
>
> I've managed to pickup a boxed Korean Atari XE from someone. The Korean
> power supply that comes with the system seems to be 220V and I wondered if
> anybody knew if this was compatible with UK power supply? Also does anybody
> know where I could get a cheap XE compatible power supply from within the
> UK?
>
> Thanks
> John
>
>

7100. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 15:04:51 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212100704.10b16d67@posting.google.com>
Source record: 25121

James,
weren't you up on Delphi Internet when they were a premium service at one time ?
-Jeff

James King <utah_lanman@yahooo.com> wrote in message
news:<at3tf0ssb1@terabinaries.xmission.com>...
> rtdos <rtdos@yahoo.com> wrote:
> > is he still around ?
> Wow! I havent used that alias in years.. I'm still here.

7101. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 15:11:17 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212100711.a08277d@posting.google.com>
Source record: 25122

Kinda makes you take a 2nd look at the Bravo Sierra Vs. Whomever Else
or the Steve C. Vs. Lance R. tit for tats doesn't it ? :-))

At least this newsgroup survived then as it is surviving now and will
survive.

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:<Zz0J9.9027$X%3.8632@news.bellsouth.net>...
> Anybody out there remember the guy we all loved to hate in the BBS message
> bases? He was the perfect flamer. Bad grammar, couldn't spell for Sh*t. He
> kept the bases hopping.
>
> I was reminded of him the other day when I was reading a docfile I'd written
> a long time ago.... Here's a quote:
>
> On This Day modules for Carina 2.x written by Technoid Mutant
>
> This program is in the Puplic Domain and may be distributed freely. No
> payment is required for the use of these programs or data files.
>
> For Terry Ortman and "Star Fleet Software" only, the sum of $5000.00 MUST be
> paid to the "People with Aids Coalition" of Miami, Fl. if he is to use,
> distribute, or posess these programs or documentation.
>
>
> Have you ever been even slightly jealous of those BBS Express PRO! sysops
> and thier toy modules? Well, I have and that was what inspired this
> program......
>
> I giggled for an hour. Oh how we HATED him.
>
> Regards,
>
> Jeff

7102. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 16:23:08 UTC
From: JP <myemail@home.com>
Message-ID: <MxoJ9.307801$QZ.45213@sccrnsc02>
Source record: 25123

Hello, I just got done typing in the program (and checking it twice) ran it. It spit out 4 columns of 1's on the screen - I tried to move the trackball around several times and no change of the numbers...next I plugged in a working joystick, ran the proggy and moved the joystick around a bunch and still the 1's on the screen. I know this joystick works with a bunch of my carts. I don't have a mouse to test the program on.

any thoughts?

thanks!

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in news:at20nimmu1@nets3.rz.RWTH-Aachen.DE:

> Howdy JP, folks
>
>> - Write a small routine in BASIC that will show you the values for
>> pins
> 1-4
>> on the joystick. (If you don't wanna write one yourself ask me and
>> I'll look for the utility I used. It might be in TurboBASIC though)
>
> I found the above mentioned utility. It's in BASIC. Will test pins
> 1, 2, 3 and 4 only.
>
> 5 REM ST MOUSE TESTER
> 6 REM by M.G.F. van Nisselroy
> 7 REM
> 100 X=STICK(1)
> 150 X=X+1
> 180 LOWER=0:UPPER=0:RIGHT=0:LEFT=0
> 200 D=(X/8)
> 240 IF D>1 THEN D=D-1:LOWER=1
> 300 C=((D*8))/4
> 340 IF C>1 THEN C=C-1:UPPER=1
> 400 B=((C*4))/2
> 440 IF B>1 THEN B=B-1:RIGHT=1
> 500 A=((B*2))/1
> 540 IF A>1 THEN A=A-1:LEFT=1
> 600 ? LOWER,UPPER,RIGHT,LEFT:GOTO 100
>
> You can cut and paste it to a file. Then transfer it to your ATARI
> (don't forget to translate all CtrlM/CtrlJ's to Atari EOLs). ENTER it
> into the computer.

>
> CU Mathy van Nisselroy
>
> PS if you remove the ball (make sure it doesn't roll of your
> desk/table) you can check each direction individually. Wit Mice, you
> can use a ruler to make sure the mouse only moves in one direction.
>
>
>

7103. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 16:26:22 UTC
From: JP <myemail@home.com>
Message-ID: <OAoJ9.10258$hw3.1795@sccrnsc04>
Source record: 25124

Nevermind!! the joystick works I just had it plugged into the wrong joystick port!! Thanks for the awesome program mathy! The track-ball's numbers aren't changing so I'll crank it apart again and try some moist finger tricks.

7104. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 16:47:15 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <at55qj$d1g$1@terabinaries.xmission.com>
Source record: 25125

rtdos <rtdos@yahoo.com> wrote:
> James,
> weren't you up on Delphi Internet when they were a premium service at one time ?
> -Jeff

Yes, I was the 8bit Forum Sysop back then.. Was fun, but the 8bit Forum on
Delphi was very slow - as most folks were using Genie or CompuServe (wow,
I loved GENIE via DETerm!)

7105. Re: A little warning (how to fry a very expensive toy)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 16:49:22 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212100849.14700d0b@posting.google.com>
Source record: 25126

I've used the TI/99 adapter before as well. I can verify that it does
produce a better reception on a TV as opposed to a normal switch box
(at least IMHO). as far as using a TV tuner card, shouldn't a
straight AV cable or a normal monitor cable have worked ?

fouldragon@aol.com.ru (Marada C. Shradrakaii) wrote in message
news:<20021210024839.06518.00000795@mb-fu.aol.com>...
> Lacking a TV anymore, I route the output of my games/retrocomputers through a
> TV tuner card.
>
> I couldn't find a suitable switchbox for my Atari 800XL the other day, but what
> I could find was this large "RF modulator switchbox thing" for a Texas
> Instruments 99/4A. This fit into the 800XL's monitor socket (DIN-5 connector).
> It's about the size of a deck of cards, has the TV/Computer switch, and an LED
> marked "protection" or something similar. I used that.
>
> Bad idea. Let's just say I'm now $40 poorer and saddled with a TV tuner card I
> like less. The 800XL, OTOH, is still running, and the moment I did in the
> card, I found the appropriate switchbox.
>
> Just a little warning if you're desperate one day.

7106. Re: TurboBASIC and decoding ATR's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 16:53:48 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0212100853.233fcaa0@posting.google.com>
Source record: 25127

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
news:<at4klf$5jm$1@nets3.rz.RWTH-Aachen.DE>...
> Howdy folks
>
> I've tried DiskFormer on the Atari and Imagic on the PC. No luck. So now I
> wanna try something different.
>
> Is there a (fast) way in TurboBASIC for writing to a floppy directly?
> Reading the code from an ATR doesn't seem to be that hard, but how do I get
> this code on a sector. Most commands need a file name. And is it possible
> to write directly to boot sectors?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

Hallo Mathy,

I've written a small filter-driver for Sector I/O. You can use it from
any language that support XIO Commands.

Look at http://www.strotmann.de/twiki/bin/view/APG/CioFilterSio
for more information. If you need more functions, give me some
feedback on what you need.

Ciao

Carsten

7107. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 17:34:19 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <at5fat$l58$1@bob.news.rcn.net>
Source record: 25130

Please send SECOPY16.COM!
Thanks,
:)
Rick

"Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
news:aspegk$a77$1@reader08.wxs.nl...
> Yes, but as far as i tried isn't there a format program to do that with
> bewedos.
>
> So I did it with a trick. Just make an .ATR image with ape (same
> size/density) as your HD partition and format it with spartados. Then copy
> XBW130.DOS on it. Look carefully which sector is the highest used for this
> (use APE for this) and then make this XBW130.DOS the bootable dos on this
> atr.
>
> Now Boot the MyIDE patch (without any partitions on D1: on your hd) and
> MyIDE patch will boot XBW130.DOS of D1: from your brandnew created .ATR
> image.
>
> Now use a sector copy program to copy the used sectors of this .ATR to an
> empty HD partition. I use SECOPY16.COM for this. If you don't have it,
mail
> me...
>
> After this, change your MyIDE Dx you have created to D1: and you are
ready.
>
> Marius
>
> "Richard Heldmann" <sales@vulcantool.com> schreef in bericht
> news:asnu7t$n0i$1@bob.news.rcn.net...
> > Does BeWeDOS support 16mb partitions?
> >
> >
>
>

7108. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 19:10:18 UTC
From: mkham151@adelphia.net
Message-ID: <dc48b4d2.0212101110.29e26059@posting.google.com>
Source record: 25128

atari4evr@aol.com (Atari4evr) wrote in message
news:<20021210002424.26277.00000943@mb-fv.aol.com>...
> Dear Atarians:
>
> I remember back in the 80's there were wonderful Atari TV commercials, some of
> them totally over the top with extremely exuberant Atari users. Does anyone
> know if there Is any place on the Web where one could find those nostalgic
> commercials and download them? If so, please let me know.
>
> Sincerely, An Atarian Forever...

Here you go!

http://209.122.187.156:8080/movies/computers/computers.html

Your Welcome,
Mike

7109. Re: TurboBASIC and decoding ATR's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 19:26:49 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ZdrJ9.851$eQ3.111173@newsread1.prod.itd.earthlink.net>
Source record: 25129

Hi, Mathy;
I have not seen any languages that contain SIO commands for direct sector access, but all it takes is a few Pokes and a USR(ADR("hLYd")). Even easier in TB where you have DPokes. For all single density, use ("hLSd") and skip the direction byte in DCB. Lends itself to a subroutine or could be a structured USR(ADR(SIO$), SCTRNO, BUFAD, DRVNO, SCTSZ, CMND). ps the "d" is inverse.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
> Howdy folks
>
> I've tried DiskFormer on the Atari and Imagic on the PC. No luck. So now I
> wanna try something different.
>
> Is there a (fast) way in TurboBASIC for writing to a floppy directly?
> Reading the code from an ATR doesn't seem to be that hard, but how do I get
> this code on a sector. Most commands need a file name. And is it possible
> to write directly to boot sectors?
>
> CU Mathy van Nisselroy
>

7110. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:06:10 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212101306.51993898@posting.google.com>
Source record: 25131

Jindrich,
the reason Glen the 5200 man was able to convert the 5200 version of centipede to the 400/800 so easily is because the 5200 OS & the 400/800 OS are so similiar with subtle differences. May I suggest the Analog article that was previously posted that compares the 5200 with the 400/800. Think about it: Why would atari develop a whole new system when all they had to do was modify one that worked. The only thing that sucked about the 5200 was the quality of the hardware. You may want to post a copy of this article on your website for future reference?

Jindrich Kubec <kubecj@asw.cz> wrote in message news:<3DF517E5.D78AA7D3@asw.cz>...
> Andreas Magenheimer wrote:
> > Thanks to Glen the 5200 man,
> > at least some 5200 games can be had on the 800/XL/XE too. It is a little
> > sad that not every 5200 game was brought to the home computers then. And
> > furthermore almost no-one seems to know how to convert 5200 games to the
> > 800/XL/XE computers.
>
> I'm probably missing something. All 5200 specific games were converted
> to 8bit except for 2:
> 1) Meteorites
> 2) RS Baseball.
>
> I converted RS Baseball, but after seeing the stick overlay - too many
> buttons there - I gave up. The game would be unplayable with keyboard.

7111. Atari 5200 vs. Atari 400/800 (by Claus Bucholz)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:11:56 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212101311.441aa034@posting.google.com>
Source record: 25132

http://www.classicgaming.com/epr/atari/5200tech.txt

<SNIP>
A.N.A.L.O.G. #15, January 1984

TRANSPORTING
ATARI COMPUTER PROGRAMS
TO THE
5200

by Claus Buchholz

When Atari designed the 5200 "Supersystem" as a successor to the aging 2600 VCS, they made use of the state-of-the-art hardware they put into their 400/800 home computers. As a result, the systems are quite similar. The differences are great enough, however, that transporting programs from one system to the other requires some effort.

The 5200 is a single-board machine with four controller jacks, a cartridge slot, an I/O expansion connector and a power/RF cable. It shares the same VLSI chips with the 400/800, except for the 6520 PIA (joystick/parallel I/O ports). The other chips (ANTIC, GTIA, POKEY and the 6502 CPU) are in the 5200, although some of their registers are in different memory locations than those in the 400/800. Also, some of the registers serve slightly different purposes. Figure 1 is a block diagram of the 5200. Let's look at each section of the hardware in turn.

When a specific register is mentioned in the article, the name is taken from the Hardware Manual in the 400/800 Technical Reference Notes. With the exceptions listed in this article, the Hardware Manual applies also to the 5200.

6502 CPU.

Although it is a standard 6502 from the programmer's view, Atari has reworked this chip to save four support chips. Those four chips mediate access of the system bus by the 6502B and ANTIC in the 400/800, but that function is built into the 6502C in the 5200. Atari also uses the 6502C in the new XL series of computers.

16K RAM.

The 5200 contains 16K bytes of RAM addressed from $0000 to $3FFF, just as in an unexpanded 400. The memory circuit is nearly identical to that in the 400, except it uses 4516s, a 5V-only version of the 4116 16K-bit dynamic RAM.

The 5200 monitor program reserves locations $0000 through $0018 and $0200 through $021B for shadows and RAM vectors. And, of course, page $01 is reserved for the 6502 stack. The rest of the RAM is available to the cartridge program.

ANTIC.

This is the same ANTIC chip used in the 400/800. Since ANTIC shares the address bus with the CPU and has no chip select input, its registers reside in the same place in the 5200's memory as in the 400/800's, page $D4.

The 5200 has no System Reset key, so bit 5 of NMIST is useless and the 5200's interrupt handler ignores it.

GTIA.

The GTIA and its registers perform the same functions in the 5200 and 400/800, except as noted below. The registers, however, reside at page $C0 in the 5200's memory, not at $D0 as in the 400/800.

The trigger inputs, TRIG0 through TRIG3, are wired to the controller ports, one to a port. The bottom button on either side of the leftmost controller zeroes the TRIG0 register when pressed, and likewise for the other ports.

The bits in CONSOL, the 400/800's console switch port (START, OPTION, SELECT and speaker), are used as outputs in the 5200, Bit 3, the 400/800's speaker control can still be toggled in the 5200 to produce sounds through the TV speaker. Bit 2 controls the pots in the joystick controllers. It must be set high to enable the pots.

Bits 1 and 0 select which controller port is to be active at one time. 00 selects port #1 (the leftmost), 01 selects #2, 10 selects #3, and 11 selects #4. The trigger buttons and pots are independent of this selection; it applies only to the keypads and top side buttons on the controllers.

POKEY.

POKEY's registers are all addressed at page ($E8 -not- $EB) in the 5200 as opposed to $D2 in the 400/800. Its functions are unchanged, however, except for two.

The eight pot inputs used for paddles in the 400/800 are wired to the 5200's controller ports, two to a port. Each controller has an analog joystick, using one pot to sense horizontal position and a second pot for vertical position.

The even pots (POT0-POT6) give the horizontal positions of range from 1 to 228; the maximum readings are to the right for the horizontal pot and at the bottom for the vertical pot. Figure 2 shows the pinout for the 5200 controllers.

Pin Function
1 Keypad -- right column
2 Keypad -- middle column
3 Keypad -- left column
4 Start, Pause, and Reset common
5 Keypad -- third row and Reset
6 Keypad -- second row and Pause
7 Keypad -- top row and Start
8 Keypad -- bottom row
9 Pot common
10 Horizontal pot (POT0, 2, 4, 6)
11 Vertical pot (POT1, 3, 5, 7)
12 5 volts DC
13 Bottom side buttons (TRIG0, 1, 2, 3)
14 Top side buttons
15 0 volts -- ground

The keyboard scanning lines in the 400/800 are used in the 5200 to read the keypad keys to the one controller that is selected by bits 1 and 0 in CONSOL. Only four lines are used, though, so only bits 1 through 4 of KBCODE are valid. Table 1 gives the keycode for each key on the controller. The top side buttons on the selected controller act like the 400/800 shift keys and also cause a BREAK-key interrupt, if that's enabled. Bit 0 of SKCTL, the debounce enable bit, need not be set in the 5200.

KBCODE
Key bits Keypad code
---
none 0000 $FF
0001 $0B
0 0010 $00
* 0011 $0A
Reset 0100 $0E
9 0101 $09
8 0110 $08
7 0111 $07
Pause 1000 $0D
6 1001 $06
5 1010 $05
4 1011 $04
Start 1100 $0C
3 1101 $03
2 1110 $02
1 1111 $01

POKEY's serial I/O lines are used in the 5200, but they are wired to the I/O expansion connector, an edge connector hidden behind a small door in the rear of the 5200. This connector allows for more hardware registers addressed at page $E0, and for peripherals using the serial port. See Figure 3 for the pinout of this connector. Its existence demonstrates Atari's original plans to expand the 5200 system.

Top Bottom

+5V DC 1 36 +5V DC
Audio Out (2 port) 2 35 Not connected
Ground 3 34 Ground
R/W Early 4 33 Not connected
Enable E0-EF 5 32 D7
D6 6 31 D5
D4 7 30 D3
D2 8 29 D1
D0 9 28 Ground
IRQ 10 27 A0
Ground 11 26 A1
Serial Data In 12 25 A2
Serial In Clock 13 24 A3
Serial Out Clock 14 23 A4
Serial Data Out 15 22 A5
Audio In 16 21 A6
A14 17 20 A7
System Clock 01 18 19 A11

ROM.

The 5200 has a 2K ROM on board which holds the character set and monitor program. The character set, which is an exact copy of the 400/800's set, resides at pages $F8 through $FB, and the monitor sits at $FC through $FF.

The cartridge ROM can be 32K bytes long and resides in memory from $4000 to $BFFF. Figure 4 shows the pinout of the cartridge slot. The two interlock connectors are wired together on a cartridge board. The 5200 uses this as a switch for the cartridge's power connections and as a Reset signal. Therefore, a cartridge may be safely removed or inserted while the 5200 is powered on.

D0 1 36 Interlock
D1 2 35 A11
D2 3 34 A12
D3 4 33 A10
D4 5 32 A13
D5 6 31 A9
D6 7 30 Audio In (2 port)
D7 8 29 A8

Enable 80-8F 9 28 Not Connected
Enable 40-7F 10 27 A7
Not Connected 11 26 +5V DC
Ground 12 25 Ground
Ground 13 24 Ground (Video In on 2 port)
Ground (System Clock
02 on 2 port) 14 23 Ground
A6 15 22 A4
A5 16 21 A3
A2 17 20 A1
Interlock 18 19 A0

The 5200 monitor program.

The 1K monitor program in ROM has three functions: (1) to initialize the system before running the cartridge program, (2) to service interrupts as they occur, and (3) to maintain shadows of some important hardware registers. Recall that the 400/800 Operating System is 10K bytes long and performs the above functions. It also provides peripheral handlers, predefined graphics modes, a screen editor, and floating point math routines. Those utilities do not exist in the 5200.

Table 2 shows the RAM locations used by the monitor for shadows and RAM vectors.

Table 2. 5200 Monitor RAM Locations.

Page Zero Locations
$00 Shadow for IRQEN
$01 Real time clock (high byte)
$02 Real time clock (low byte)
$03 Critical code flag (if non-zero, VBI routine is abbreviated)
$04 Attract mode timer/flag
$05 Shadow for DLISTL
$06 Shadow for DLISTH
$07 Shadow for DMACTL
$08-$10 Shadows for COLPMO through COLBK
$11-$18 Shadows for POT0 through POT7

Page Two Vectors
$200 Immediate IRQ vector
$202 Immediate VBI vector
$204 Deferred VBI vector
$206 DLI vector
$208 Keyboard IRQ vector
$20A Keypad routine continuation vector
$20C BREAK key IRQ vector
$20E BRK instruction IRQ vector
$210 Serial Input Data Ready IRQ vector

$212 Serial Output Data Needed IRQ vector
$214 Serial Output Finished IRQ vector
$216 POKEY Timer 1 IRQ vector
$218 POKEY Timer 2 IRQ vector
$21A POKEY Timer 4 IRQ vector

Upon Reset, the 6502 vectors through $FFFC to the initialization routine. This routine performs the following sequence.

1. Disable maskable interrupts, clear the 6502 decimal flag, and set the stack pointed to $01FF.

2. If the cartridge address $BFFD contains $FF, then jump immediately through the vector at $BFFE (diagnostic cartridge).

3. Zero all hardware registers and page $00, set CHBASE to point to the character set at $F8, and initialize the first six RAM vectors starting at $0200.

4. Set up the Atari logo rainbow display. The cartridge title (20 characters) and copyright year (2 characters) in ANTIC mode 7 display code are taken from cartridge addresses $BFE8 through $BFFD.

5. Enable VBI (Vertical Blank Interrupt) and DLI (Display List Interrupt), and enable key scan.

6. Wait four seconds, then jump through the vector at $BFFE to the cartridge program.

When the 6502 receives a non-maskable interrupt (NMI), it vectors through $FFFA to the NMI handler. The following steps take place:

1. Check NMIST and strobe NMIRES to reset the interrupt status.

2. If a DLI is pending, jump through the DLI vector (initialized to point to the rainbow effect routine).

3. If a VBI is pending, jump through the immediate VBI vector (initialized to point to the VBI routine).

4. Else, return from the interrupt (no System Reset).

A cartridge program can change these vectors to point to its own DLI and VBI routines, if it must. The default VBI routine takes the following action.

1. Push A, X, and Y onto stack, increment the real time clock, and update the attract mode timer.

2. If the critical code flag byte is non-zero, then pop Y, X, and A from the stack and return from the interrupt.

3. Update DLISTL, DLISTH, and DMACTL from their shadows.

4. Maintain the attract mode flag and update the GTIA color registers from their shadows.

5. Update the pot shadows from POT0 through POT7, and strobe POTGO to start another pot scan.

6. Jump through the deferred VBI vector (initialized to point to the end-of-interrupt routine, which pops Y, X, and A, and returns from the interrupt).

If maskable interrupts (IRQs) are enabled and one is received, the 6502 vectors through $FFFE to an instruction which jumps through the immediate IRQ vector. That vector is initialized to point to the IRQ routine, which performs the following tasks.

1. Push A and check IRQST.

2. For each of the eight bits in IRQST, check for a pending interrupt. If found, then clear the status bit, update IRQEN from its shadow, and jump through the appropriate IRQ vector.

3. If no interrupt found, then push X and check for a BRK instruction interrupt. If found, then jump through the BRK instruction IRQ vector.

4. Else, pop X and A and return from the interrupt.

The only IRQ vector that is initialized is the keyboard IRQ vector, which points to the keypad read routine. That routine does the following:

1. Push X and Y.

2. Read KBCODE and mask bits 1 through 4.

3. Convert to the keypad code given in Table 1, leaving that code in A.

4. Jump through the keypad routine continuation vector (initialized to point to the end-of-interrupt routine).

Comparing the 5200's monitor vectors to the 400/800's OS vectors, we see that Atari paid no attention to compatibility between the two. This further complicates the task of converting a program from one system to the other.

Transportability.

It would not be difficult, given the information in this article, to write a program in two versions, one for the

400/800 and another for the 5200. Nor would it be difficult, given the source code, to convert a finished program from the 5200 to the 400/800. The reverse is more difficult if the program takes advantage of special features in the 400/800 OS. Otherwise, the only task, aside from redefining some addresses, is to convert the keyboard/joystick input routines from one system to the other.

I acquired the information in this article by dissecting a 5200 and disassembling its ROM. The 400/800 schematics in the Hardware Manual were quite helpful. It is interesting to note the difference between the two machines and to guess Atari's motives for the design differences. But the similarities grossly outweigh the differences, so that a 5200 program can be developed and almost entirely debugged before testing on a 5200. With the addition of an EPROM burner, a 400/800 can be a powerful development system for 5200 programs. An adventuresome hacker can even bypass the EPROM by putting dual-port RAM on the cartridge board and downloading programs from the 400/800 development system into the 5200 for testing.

A.N.A.L.O.G. #16, February 1984

READER COMMENT

5200 Article Update. (ANALOG #15)

Newer releases of the 5200 incorporate some minor hardware changes. Controller ports 3 and 4 have been eliminated, making POT4 through POT7, TRIG2, TRIG3, and bit 1 of CONSOL useless. A few of the connector pins have been redefined. Pin 2 of the I/O expansion connector now carries POKEY's Audio Out signal. Three pins on the cartridge connector have changed to accomodate the new 2600 adapter. The system clock, 02, is output on pin 14, isolated through a diode. An alternate video input is taken from pin 24 and is also isolated through a diode. Pin 30 provides an alternate audio input.

There is space on the newer boards for circuitry for a PAL (European TV standard) version of the 5200. Also, on power-up, the monitor program checks for the PAL version by examining the GTIA register PAL after step 2 of the initialization routine. It also checks the cartridge program for PAL compatibility. The byte at $BFE7 should read $02 if compatible, or $00 if not. This is the only important change to the monitor program. There are some additional hardware changes, but none affects the machine's operation from the programmer's view.

Claus Buchholz
Greenwich, CT

7112. Re: TurboBASIC and decoding ATR's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:13:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <nOsJ9.945$fM1.117534@newsread2.prod.itd.earthlink.net>
Source record: 25133

Hi Mathy;
Just checked the link for Carsten's utility and it appears the read and
write sector portions are not yet functional, but he does offer to custom
write what you need.

I still like 8 Pokes and USR(ADR("hLYd") or in TB, 2 Pokes and 3 DPokes.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"CarstenStrotmann" <cas_news@strotmann.de> wrote in message
news:bfb6c428.0212100853.233fcaa0@posting.google.com...
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message
> >
> > Is there a (fast) way in TurboBASIC for writing to a floppy directly?
> > Reading the code from an ATR doesn't seem to be that hard, but how do I
get
> > this code on a sector. Most commands need a file name. And is it
possible
> > to write directly to boot sectors?
> >
> > CU Mathy van Nisselroy
> >
>
> Hallo Mathy,
>
> I've written a small filter-driver for Sector I/O. You can use it from
> any language that support XIO Commands.
>
> Look at http://www.strotmann.de/twiki/bin/view/APG/CioFilterSio
> for more information. If you need more functions, give me some
> feedback on what you need.
>
> Ciao
>
> Carsten
>

7113. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:19:32 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ETsJ9.958$fM1.118186@newsread2.prod.itd.earthlink.net>
Source record: 25134

My Axlon came used with no docs...

Which is the Reset line? I would not recognize it if it jumped up and bit me somewhere.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message
>
> That would be one option. But maybe you can follow traces and see it the
> RESET line is being used by the board. I guess these boards have documented
> connectors? If the RESET pin goes somewhere on that board, it's probably
> used for resetting the memory on it. (I guess.)
>
> CU Mathy van Nisselroy

7114. New eBay auction - Macro Assembler (complete)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:31:57 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1039555564.61813.0@despina.uk.clara.net>
Source record: 25135

Hello All,

Just started a new eBay auction for Macro Assembler (complete and boxed).
The link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=805345756

Be sure to click to see my other auctions. I've still got a copy of Page 6
magazine issue 2 (*RARE*) up for grabs!

Dean Garraghty

7115. Re: A little warning (how to fry a very expensive toy)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 21:53:46 UTC
From: fouldragon@aol.com.ru
Message-ID: <20021210165346.06121.00000319@mb-fq.aol.com>
Source record: 25136

>I've used the TI/99 adapter before as well. I can verify that it does
>produce a better reception on a TV as opposed to a normal switch box

Well, in my case, it let the magic smoke out!

> as far as using a TV tuner card, shouldn't a
>straight AV cable or a normal monitor cable have worked ?

Not that I could see.. the card has the ~1cm diameter plug with the tiny hole for an antenna input, and a RCA jack for 'composite 1' input. The 800XL has an RCA output, and the monitor output. I tried just directly connecting the RCA jacks, but got nothing (probably converted too far to a TV signal for it to take as composite). I also tried the switch box from a NES. The only other thing I had that fit into the monitor output would be the RF modulator (on its last legs) from a Commodore VIC 20, and we all know how well Atari and Commodore get along :)
--
Marada Coeurfuege Shra'drakaii
On the Internet, all roads lead to either pornography or a GNU/Linux HOWTO.
Which way are you going?
Mail hint: Not in Russia

7116. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 22:42:37 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212101442.4c6ac066@posting.google.com>
Source record: 25137

i used delphi through bobterm. my handle was woodzy.

James King <utah_lanman@yahooo.com> wrote in message
news:<at55qj$d1g$1@terabinaries.xmission.com>...
> rtdos <rtdos@yahoo.com> wrote:
> > James,
> > weren't you up on Delphi Internet when they were a premium service at one time ?
> > -Jeff
>
> Yes, I was the 8bit Forum Sysop back then.. Was fun, but the 8bit Forum on
> Delphi was very slow - as most folks were using Genie or CompuServe (wow,
> I loved GENIE via DETerm!)

7117. doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-10 23:36:30 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212101536.260fde76@posting.google.com>
Source record: 25138

http://www.ida.liu.se/~her/npp/demo.html

7118. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 01:32:24 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <n45dvuscs09i8q66tu8motv7u4kh437haj@4ax.com>
Source record: 25139

On Tue, 10 Dec 2002 01:21:52 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>> I think you just missed the bus ;-)
>>
>> --
>> Paul
>
>I think you missed the bus too!
>
>Why are you making sarcastic remarks towards me? I haven't done or said
>anything to you to offend you!

Erm..Did you even bother to read your post?

You said you don't want to miss out on the files on Aarons site but
you can't get through and the fact is he's closing the site..

I said you might have missed the bus ie the site may have gone.

If you think that any of that is offensive then is the Net going to be
an eye opener for you. Please learn to relax, I'm one of the good
guys...
--
Paul

*** remove YOURFINGER to email me ****

7119. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 01:36:16 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <Gs-cnRuIj-LxC2ugXTWcog@comcast.com>
Source record: 25140

"James King" <utah_lanman@yahooo.com> wrote in message
news:at3tf0ssb1@terabinaries.xmission.com...
> rtdos <rtdos@yahoo.com> wrote:
> > is he still around ?
> Wow! I havent used that alias in years.. I'm still here.

So what are you driving these days? :)

7120. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 01:40:55 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <5g5dvuclncmch9brddvi86d9tom1aiilgn@4ax.com>
Source record: 25141

On Mon, 9 Dec 2002 19:54:46 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>Also, I want to give a little time for Holmes to either object or give his
>blessing to this idea, "or say nothing at all".
>
Aha...Was wondering if you had asked Aaron, I'm sure he will be ok
about it as long as it's not a profit relayed item but that's for him
to answer.

I'd hate to see the 'collection' vanish, there's a lot of Aaron's hard
work in there as well as many peoples personal additions to the site
(mine included). I'd love to see more people enjoy the items.
--
Paul

*** remove YOURFINGER to email me ****

7121. Re: James King (aka Kamaro kid) & terry ortman (AKA expletive deleted).

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 01:45:53 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <h36dvu8i1kgfug07lm46b886jb3227bht6@4ax.com>
Source record: 25142

On Tue, 10 Dec 2002 05:22:09 +0000 (UTC), James King
<utah_lanman@yahooo.com> wrote:

>I've been around since then.. But why the curiosity with my name and
>posts? I recall the old slug-fests with Ortman.. That was many years ago.
>
Lol...

It was a while back...
--
Paul

*** remove YOURFINGER to email me ****

7122. Re: James King (aka Kamaro kid) & terry ortman (AKA expletive deleted).

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 03:25:20 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3DF6B074.37BB3A7@rogers.com>
Source record: 25143

James King wrote:

> James Alexander <james-m-alexander@rogers.com> wrote:
>
> > Seeing posts bout James King & terry ortman in the past week or so got me
> > looking them up on groups.google.com. All I can find of James King is some
> > of the threads he posted in until 1994, nothing after that, maybe its a
>
> I've been around since then.. But why the curiosity with my name and
> posts? I recall the old slug-fests with Ortman.. That was many years ago.

It figures I find your back after I did that all to breif google search. As for ortman, let that other newsgroup be stuck with him, not that they deserve it.

7123. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 03:47:24 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3df7b56e.38696090@news>
Source record: 25144

Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>:
>On Mon, 9 Dec 2002 19:54:46 -0800, "Steve S" <j70141@hotmail.com>
>wrote:

>I'd hate to see the 'collection' vanish, there's a lot of Aaron's hard
>work in there as well as many peoples personal additions to the site
>(mine included). I'd love to see more people enjoy the items.

I dnled the whole thing one day at work. :)

I think I may have something that isn't on the list too. I have a cheat version of Alternate Reality, The City. All stats are highest level and rotate around and around at that level until you press a key to create your character.

I should try to make an image of it somehow and upload somewhere. I'm sure someone else has it though...

Shawn Jefferson (insert @ symbol in reply to)

7124. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 05:20:10 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df6c9a1$1_4@news.teranews.com>
Source record: 25145

Hey, the best part about that game was the EXTREME difficulty in advancing when you first start it out. I spent months on it, dying time and time and time and time again before I finally figured it out "save the game EVERY SINGLE TIME you advance, even in the SLIGHTEST DEGREE and make several copies of it". Eventually, I had a VERY high level character.

"Shawn Jefferson" <shawnjefferson@shaw.caREMOVEPLS> wrote in message news:3df7b56e.38696090@news...
> Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>:
> >On Mon, 9 Dec 2002 19:54:46 -0800, "Steve S" <j70141@hotmail.com>
> >wrote:
>
> >I'd hate to see the 'collection' vanish, there's a lot of Aaron's hard
> >work in there as well as many peoples personal additions to the site
> >(mine included). I'd love to see more people enjoy the items.
>
> I dnled the whole thing one day at work. :)
>
> I think I may have something that isn't on the list too. I have a cheat
> version of Alternate Reality, The City. All stats are highest level and
> rotate around and around at that level until you press a key to create
your
> character.
>
> I should try to make an image of it somehow and upload somewhere. I'm
sure
> someone else has it though...
>
>
> ---
> Shawn Jefferson (insert @ symbol in reply to)

7125. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 05:46:01 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <at6jeppvm1@terabinaries.xmission.com>
Source record: 25146

Paul Gifford <giffy1@comcast.net> wrote:

Well, I still have my Camaro, but it only gets about 300 miles/year these
days (heavily modified), but my daily driver is now a brutally modified 99
Durango with a 5.9l V8.

7126. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 06:30:24 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <4YAJ9.36018$jf7.2280428@news2.west.cox.net>
Source record: 24997

>
> If you think that any of that is offensive then is the Net going to be
> an eye opener for you. Please learn to relax, I'm one of the good
> guys...
>

Sorry, I thought you were being a bit sarcastic towards me.

Chillin' now...

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7127. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 06:51:52 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <2BycnS_pOsj6fWugXTWcpQ@comcast.com>
Source record: 24998

Cool. Go forth then, Durango Dude! :)

"James King" <utah_lanman@yahooo.com> wrote in message
news:at6jeppvm1@terabinaries.xmission.com...
> Paul Gifford <giffy1@comcast.net> wrote:
>
> Well, I still have my Camaro, but it only gets about 300 miles/year these
> days (heavily modified), but my daily driver is now a brutally modified 99
> Durango with a 5.9l V8.
>
>

7128. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 07:10:21 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3df6e4dc$0$807$4d4ebb8e@news.nl.uu.net>
Source record: 24999

"Steve S" <j70141@hotmail.com> schreef in bericht
news:3df6c9a1$1_4@news.teranews.com...
> Hey, the best part about that game was the EXTREME difficulty in advancing
> when you first start it out. I spent months on it, dying time and time
and
> time and time again before I finally figured it out "save the game EVERY
> SINGLE TIME you advance, even in the SLIGHTEST DEGREE and make several
> copies of it". Eventually, I had a VERY high level character.
>

And speaking of AR - has someone here ever seen the magic crystal armour ?

A friend of mine who played this game virtually day and night eventually had
a character wearing this. *Poof* instant invulnerability!

Shame I never got around to converting it to ATR, and I haven't seen the
guy in years...

Wef

7129. Re: Terry Ortman. *Speaking of flames*

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 07:57:04 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <kdCJ9.38035$jf7.2326489@news2.west.cox.net>
Source record: 25000

>
> I just assumed it is him that is trying to sell the Atari 800 for $180.
>

If he, or whoever it is, does sell it for $180!! Let me know!

I have a couple that I would be willing to sell at that price! LOL

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7130. Re: Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 08:02:10 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <6iCJ9.38177$jf7.2326715@news2.west.cox.net>
Source record: 25001

> Probably not very well. The Ataridos disks were rated at single-sided,
> single density and since Atari bought them from the lowest bidder, I
> wouldn't trust them at even SSDD much less DSDD.

Well, I would probably have to agree with that! They did have a tendency of screwing up real easily.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7131. Re: Help with Korean Atari XE

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 09:32:18 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <BwDJ9.70461$bq3.30087@news.bellsouth.net>
Source record: 25002

It is a very simple thing to use a PC "Clone" power supply to power any atari XL or XE computer (with the notable exception of the 1200XL and possible the 1400's as well).

The Atari XL/XE machines use 5volts DC at 1 to 1.5 amps (depending on model and how hopped up they are in terms of memory upgrades and whatnot).

I haven't plugged my XE's into an atari-provided powerpack in something approaching a decade.

Just strip the wires off the power pack and wrap/solder/wirecap them onto a clone supply's 5volt and ground lines.

I use the part of the clone's outputs normaly meant to power the clone's motherboard. It is not often, but sometimes that the clone powersupply requires a greater load than an XL or XE in order to begin supplying voltage to the XE. In this case, take a spare clunky hard disk and hang it off the clone supply. You now have a powerpack that will run as many as 20 but I'd reccomend no more than 10 XL/XE computers for the cost of nothing but a switching power supply you thought you had no need for.

Note, most clone power supplies are discarded not because they don't work, but because thier fans failed or were loud. If you only hook the XE and a drive up to one, convection will provide all cooling the power supply needs which obviates the need for it's fan.

Regards,

Jeff

"John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message news:xrmJ9.2966$zM3.47576@newsfep1-gui.server.ntli.net...
> On a seperate note, is there anybody close to Oxford who would be willing to
> let me either borrow a power supply or visit them to test the XE system I
> have?
>
> Thanks
> John
>
> "John Stringer" <john.stringer1*NOSPAM*@ntlworld.com> wrote in message
> news:nM9J9.3024$Nf2.107994@newsfep1-gui.server.ntli.net...
> > Hi
> >
> > I've managed to pickup a boxed Korean Atari XE from someone. The Korean
> > power supply that comes with the system seems to be 220V and I wondered if

> > anybody knew if this was compatible with UK power supply? Also does
> anybody
> > know where I could get a cheap XE compatible power supply from within
the
> > UK?
> >
> > Thanks
> > John
> >
> >
>
>

7132. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 09:40:07 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <VDDJ9.70462$bq3.51673@news.bellsouth.net>
Source record: 25003

I never did beat it. In fact, my disks for it have long gone bad. For some time I looked for replacements but haven't found it. I've been meaning to look again lately but hadn't got round to it.

If anyone has a WORKING copy, please send the disks to me at Technoid@30below.com. I'd appreciate it.

Regards,

Jeff

"Steve S" <j70141@hotmail.com> wrote in message news:3df560b2$1_1@news.teranews.com...
> A show of hands here, and be honest...
>
> How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY
> HELP WHATSOEVER" from any clue books or information from friends or anywhere
> else?
>
> How long did it take you and what did you find most interesting about the
> game?
>
>

7133. Crisis Mountain

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 11:26:36 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <MhFJ9.40603$jf7.2367114@news2.west.cox.net>
Source record: 25004

Anybody have or know of a good copy of this game?? I have tons of copies, but they are all the same. It was a bad copy because it has a line that runs through the screens that doesn't go away. I don't have access to my Atari right now and I don't have SIO2PC, etc, to transfer my copy to the PC. I cracked mine. It was fairly easy. If I remember right, it looked for a bad/unformatted sector. I found the reference to this sector and zeroed it out and viola! After that, no more "knocking" and it was copyable too.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7134. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 14:19:38 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df74846$1_7@news.teranews.com>
Source record: 25006

Oh, I've got those.

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:VDDJ9.70462$bq3.51673@news.bellsouth.net...
> I never did beat it. In fact, my disks for it have long gone bad. For
some
> time I looked for replacements but haven't found it. I've been meaning to
> look again lately but hadn't got round to it.
>
> If anyone has a WORKING copy, please send the disks to me at
> Technoid@30below.com. I'd appreciate it.
>
> Regards,
>
> Jeff
>
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3df560b2$1_1@news.teranews.com...
> > A show of hands here, and be honest...
> >
> > How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT
> ANY
> > HELP WHATSOEVER" from any clue books or information from friends or
> anywhere
> > else?
> >
> > How long did it take you and what did you find most interesting about
the
> > game?
> >
> >
>
>
>

7135. Atari Hardware & Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 14:22:34 UTC
From: John Thackeray <john@tradeinpost.com>
Message-ID: <at7hn9kst8@sparta.btinternet.com>
Source record: 25005

Visit my website
Regards
John

Trade In Post
Victoria Road
Shifnal
Shropshire TF11 8AF
U.K.
Tel: 44+00+(0)1952 462135
www.tradeinpost.com
john@tradeinpost.com

7136. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 14:32:50 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df74b26$1_4@news.teranews.com>
Source record: 25007

I played and played and played and played that game and never got that armor. I didn't even get the magical flame sword. A relative of mine played my character without my permission one day and when I got the disks make, he had found it himself. Oddly enough, I was a God in the city and then I transferred it to the dungeon. Whole new ball game. I was a pitch black evil tyrant (only way to survive in the city) and my magical flame sword was not as good in the dungeon as it was in the city.

Eventually, I joined the guild of Chaos and dumped all my valuables in the locker. I then went to the dungeon church and dumped all my valuables outside the church, went in and repented. When I came out, I was "neutral" again, and all I had to my name was sack cloth and ashes. I picked up the stuff outside the church (the stuff that had not been stolen already) and went to the guild. So long as you have NO encounters from the church to the guild, you will be able to pull all your stuff out of the locker. The guild will be PISSED OFF at you, and tell you so too, but they should allow you to get your stuff before you resign your membership. I had to try that twice because the first time I met with a pauper, and since I didn't attack him or anything the guild didn't even give me a change, they just kicked me out and I was out all of my valuables. Eventually I was a good little boy. If you are "good" enough, you can even sleep at the church as long as you like (as opposed to the 12 hour maximum at the retreat), eat at the church, and they give you a gift too for being so good. All for free.

To those that did not know, do not sell your gems and jewels in the dungeon. You will need them much later on in the game when you start exploring the second level and visit the dwarven smithy. The equivalent to the magical flame sword in the dungeon is pretty much a sword made by the dwarven smithy, but he wants something like 150 gems/jewels for it. The crystal plate armor in the crystal caverns is good too, just make sure you know where the fountain on the second level is before getting it, you may need it.

For those interested, I have an SIO2PC cable and am capable of putting any image on a regular diskette or vice versa.

"Wef Dinaini" <wef@dinaini.com> wrote in message
news:3df6e4dc$0$807$4d4ebb8e@news.nl.uu.net...
> "Steve S" <j70141@hotmail.com> schreef in bericht
> news:3df6c9a1$1_4@news.teranews.com...
> > Hey, the best part about that game was the EXTREME difficulty in
advancing
> > when you first start it out. I spent months on it, dying time and time
> and
> > time and time again before I finally figured it out "save the game EVERY

> > SINGLE TIME you advance, even in the SLIGHTEST DEGREE and make several
> > copies of it". Eventually, I had a VERY high level character.
> >
>
> And speaking of AR - has someone here ever seen the magic crystal armour ?
>
> A friend of mine who played this game virtually day and night eventually
had
> a character wearing this. *Poof* instant invulnerability!
>
> Shame I never got around to converting it to ATR, and I haven't seen the
> guy in years...
>
> Wef
>
>

7137. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 18:34:51 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <fzLJ9.602$MV5.74999@newsread2.prod.itd.earthlink.net>
Source record: 25008

"Steve S" <j70141@hotmail.com> wrote in message
news:3df74b26$1_4@news.teranews.com...
> I played and played and played and played that game and never got that
> armor. I didn't even get the magical flame sword. A relative of mine
> played my character without my permission one day and when I got the disks
> make, he had found it himself. Oddly enough, I was a God in the city and
> then I transferred it to the dungeon. Whole new ball game. I was a pitch
> black evil tyrant (only way to survive in the city) and my magical flame
> sword was not as good in the dungeon as it was in the city.

FWIW: Had the same problem with "Your soul is black as pitch!" My son would run my city character before I got home from work and mostly ruined him for The Dungeon. I did finish The Dungeon with him, but it was really a long road.

After I had played The Dungeon a lot I got familiar with most of the areas. I went back and started another City character with good alignment and things worked out much better. I forgot the level you needed to be before you could use The City to The Dungeon transfer, something like 7+ so it really wasn't that bad. As I recall I could get the HP apple, the weapon Katana Ice, the spell Temporal Fuge<?>, and get into The Santuary w/o having to kill anything.

There were also some good combinations to use that I can't quite remember accurately now. Something like keys or objects that would heal you or call 8 brigands if you got the wrong type. All you needed was a fire horn which damaged all of your opponets before you tested them out.

All in all it was a relative breeze<compared to evil> going through with a good character.

7138. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 18:36:38 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <WALJ9.604$MV5.75181@newsread2.prod.itd.earthlink.net>
Source record: 25009

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:VDDJ9.70462$bq3.51673@news.bellsouth.net...
> I never did beat it. In fact, my disks for it have long gone bad. For
some
> time I looked for replacements but haven't found it. I've been meaning to
> look again lately but hadn't got round to it.
>
> If anyone has a WORKING copy, please send the disks to me at
> Technoid@30below.com. I'd appreciate it.

If you are willing to go with your IBM OSI released the IBM version of
Ultima IV as part of their promotional scheme for Ultima Online.

7139. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 19:15:30 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <at82ph$qv1$1@reader08.wxs.nl>
Source record: 25010

You can find this program here:

http://www.atari-central.de/floppyservice/floppy/download/secopy16.zip

It's a beta release.

Marius

"Richard Heldmann" <sales@vulcantool.com> schreef in bericht
news:at5fat$l58$1@bob.news.rcn.net...
> Please send SECOPY16.COM!
> Thanks,
> :)
> Rick
>
>
> "Marius Diepenhorst" <grover25@zonnet.nl> wrote in message
> news:aspegk$a77$1@reader08.wxs.nl...
> > Yes, but as far as i tried isn't there a format program to do that with
> > bewedos.
> >
> > So I did it with a trick. Just make an .ATR image with ape (same
> > size/density) as your HD partition and format it with spartados. Then
copy
> > XBW130.DOS on it. Look carefully which sector is the highest used for
this
> > (use APE for this) and then make this XBW130.DOS the bootable dos on
this
> > atr.
> >
> > Now Boot the MyIDE patch (without any partitions on D1: on your hd) and
> > MyIDE patch will boot XBW130.DOS of D1: from your brandnew created .ATR
> > image.
> >
> > Now use a sector copy program to copy the used sectors of this .ATR to
an
> > empty HD partition. I use SECOPY16.COM for this. If you don't have it,
> mail
> > me...
> >
> > After this, change your MyIDE Dx you have created to D1: and you are
> ready.
> >
> > Marius
> >

> > "Richard Heldmann" <sales@vulcantool.com> schreef in bericht
> > news:asnu7t$n0i$1@bob.news.rcn.net...
> > > Does BeWeDOS support 16mb partitions?
> > >
> > >
> >
> >
>
>

7140. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 19:22:48 UTC
From: Brian Sturk <bsturk@news1.news.adelphia.net>
Message-ID: <cgMJ9.18626$VA5.1581766@news1.news.adelphia.net>
Source record: 25011

On Mon, 9 Dec 2002 19:39:57 -0800, Steve S <j70141@hotmail.com> wrote:
> A show of hands here, and be honest...
>
> How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY
> HELP WHATSOEVER" from any clue books or information from friends or anywhere
> else?

I did, but I do remember it took me quite a long time to make it
through that last dungeon.

> How long did it take you and what did you find most interesting about the
> game?

I honestly can't remember it has been so long, but what I liked
most was the character interaction, and stealing from the blind
vendors. ;)

~brian

--
.---,---------.
| Brian Sturk - http://users.adelphia.net/~bsturk \ C/C++ | .>)\,^a__
|-------------------------. bsturk<AT>adelphia.net | Python |(_ _)/ /-." ~
| http://www.telengard.com `-------------------------`--------| `( )_)/
| Telengard Technologies Inc. - NT/*nix UI & device drivers |_<_s_<_s
`---'

7141. Re: For Sale : Many boxed/new ATARI XL/XE cartridge games

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 19:46:07 UTC
From: Slor <slor@comcast.net>
Message-ID: <at84m2$10pn6e$1@ID-164868.news.dfncis.de>
Source record: 25012

I've been emailing you with my interest in some of these, but I haven't gotten a reply to my last two attempts. Please try me at slor@comcast.net.

Thanks

"Thimo Graef" <0266140338@t-online.de> wrote in message news:9947bb30.0212091731.7f118692@posting.google.com...
> Hi,
>
> I still have lots of new , boxed and shrinkwrapped ATARI XL/XE/XEGS
> carts :
>
> I sell these games for 3-10 Euro each , (=$3-$10) and I can ship
> worldwide.I also have games with damaged boxes for lower prices.
>
> All these games are new , no used games.
>
> Ace of Aces
> Airball
> Archon
> Ballblazer
> Battlezone
> Crimebuster
> Crossbow
> David's Midnight Magic
> Desert Falcon
> Eastern Front 1941
> Final Legacy
> Gato
> Hardball
> Joust
> Loderunner
> Millipede (large box)
> Millipede (small box)
> Moon Patrol
> One on One Basketball
> Pole Position
> Rescue on Fractalus
> Robotron 2084
> RS Football
> Star Raiders 2
> Thunderfox
> Tennis
>

> Disk :
>
> Microsoft BASIC
> Mickey in the Great Outdoors
>
> Cassette
>
> Scram
> Touch Typing
>
> If you re interested , please contact me.
>
> Thimo

7142. Re: A little warning (how to fry a very expensive toy)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 20:36:22 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <alNJ9.720$j_4.98084@newsread1.prod.itd.earthlink.net>
Source record: 25013

That '1cm/tiny hole' jack is a 75 ohm F-type coaxial cable TV connector; the
RCA out of the 800XL has this same signal and needs only a matching plug or
a RS adapter.

The Monitor out of the 800XL includes a composite and ground for connecting
to the RCA composite jack of the card.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Marada C. Shradrakaii" <fouldragon@aol.com.ru> wrote in message
> >I've used the TI/99 adapter before as well. I can verify that it does
> >produce a better reception on a TV as opposed to a normal switch box
>
> Well, in my case, it let the magic smoke out!
>
> > as far as using a TV tuner card, shouldn't a
> >straight AV cable or a normal monitor cable have worked ?
>
> Not that I could see.. the card has the ~1cm diameter plug with the tiny
hole
> for an antenna input, and a RCA jack for 'composite 1' input. The 800XL
has an
> RCA output, and the monitor output. I tried just directly connecting the
RCA
> jacks, but got nothing (probably converted too far to a TV signal for it
to
> take as composite). I also tried the switch box from a NES. The only
other
> thing I had that fit into the monitor output would be the RF modulator (on
its
> last legs) from a Commodore VIC 20, and we all know how well Atari and
> Commodore get along :)
> --
> Marada Coeurfuege Shra'drakaii
> On the Internet, all roads lead to either pornography or a GNU/Linux
HOWTO.
> Which way are you going?
> Mail hint: Not in Russia
>

7143. Re: A little warning (how to fry a very expensive toy)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 20:38:54 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212111238.e110059@posting.google.com>
Source record: 25014

composit 1 input should be from the 800xl monitor cable shouldn't it?

fouldragon@aol.com.ru (Marada C. Shradrakaii) wrote in message
news:<20021210165346.06121.00000319@mb-fq.aol.com>...
> >I've used the TI/99 adapter before as well. I can verify that it does
> >produce a better reception on a TV as opposed to a normal switch box
>
> Well, in my case, it let the magic smoke out!
>
> > as far as using a TV tuner card, shouldn't a
> >straight AV cable or a normal monitor cable have worked ?
>
> Not that I could see.. the card has the ~1cm diameter plug with the tiny hole
> for an antenna input, and a RCA jack for 'composite 1' input. The 800XL has an
> RCA output, and the monitor output. I tried just directly connecting the RCA
> jacks, but got nothing (probably converted too far to a TV signal for it to
> take as composite). I also tried the switch box from a NES. The only other
> thing I had that fit into the monitor output would be the RF modulator (on its
> last legs) from a Commodore VIC 20, and we all know how well Atari and
> Commodore get along :)

7144. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 20:41:13 UTC
From: Thomas <tjw@zhell.co.uk>
Message-ID: <3df7a09e$0$256$4c56ba96@master.news.zetnet.net>
Source record: 25030
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

> > ??????? First off, as I'm sure you know...the Atari ST was designed
around
> > the Amiga's schematics("borrowed" from Amiga Company before Commodore
bought
> > them.

Er not quite. Amiga were developing a 16bit for Atari before Commodore swooped in and gobbled them up (the development led to the Amiga). Atari then managed to develop the ST from scratch in about a year. Hence the off the shelf chips and operating system (good job though). Atari later clobbered Commodore in a lawsuit about the aforementioned matter.

Thomas

http://www.zhell.co.uk

7145. MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 21:06:39 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212111306.4387dd33@posting.google.com>
Source record: 25015

anyone here hear of a program called MyATR which allowed you to read atari disks in an IBM PC drive ? do you have the link ? i believe it was in beta.

7146. using BeWeDOS & SpartaDOS together

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 22:27:35 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212111427.15aa1f50@posting.google.com>
Source record: 25016

http://atari-central.de/floppyservice/floppy/download/bootmng.arc

<SNIP>
This is a bootmanager for
DOSes of Sparta type. So
you can put e.g. Sparta and
BW-DOS on the same disk and
choose while booting.

To run different STARTUP.BAT
files I suggest to edit BW-DOS
so it uses STARTUP.XBW
<SNIP>

7147. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 22:41:06 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212111441.7027794@posting.google.com>
Source record: 25017

Better than Ultima Online. :-)

"richard cortese" <ricortes@earthlink.net> wrote in message
news:<fzLJ9.602$MV5.74999@newsread2.prod.itd.earthlink.net>...
> FWIW: Had the same problem with "Your soul is black as pitch!" My son would
> run my city character before I got home from work and mostly ruined him for
> The Dungeon. I did finish The Dungeon with him, but it was really a long
> road.
>
> After I had played The Dungeon a lot I got familiar with most of the areas.
> I went back and started another City character with good alignment and
> things worked out much better. I forgot the level you needed to be before
> you could use The City to The Dungeon transfer, something like 7+ so it
> really wasn't that bad. As I recall I could get the HP apple, the weapon
> Katana Ice, the spell Temporal Fuge<?>, and get into The Santuary w/o having
> to kill anything.
>
> There were also some good combinations to use that I can't quite remember
> accurately now. Something like keys or objects that would heal you or call 8
> brigands if you got the wrong type. All you needed was a fire horn which
> damaged all of your opponets before you tested them out.
>
> All in all it was a relative breeze<compared to evil> going through with a
> good character.

7148. VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 23:08:09 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <5CPJ9.516$4k6.68131@wards>
Source record: 25018

AVG indicates your site may have exploit/script virus.

pr

"John Thackeray" <john@tradeinpost.com> wrote in message
news:at7hn9kst8@sparta.btinternet.com...
> Visit my website
> Regards
> John
>
> Trade In Post
> Victoria Road
> Shifnal
> Shropshire TF11 8AF
> U.K.
> Tel: 44+00+(0)1952 462135
> www.tradeinpost.com
> john@tradeinpost.com
>
>

7149. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 23:23:29 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <kIPJ9.75693$bq3.21956@news.bellsouth.net>
Source record: 25019

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212111306.4387dd33@posting.google.com...
> anyone here hear of a program called MyATR which allowed you to read
> atari disks in an IBM PC drive ? do you have the link ? i believe it
> was in beta.

Only Double Density Atari disks and you must use an IBM 5.25" drive,
obviously.

http://www.horus.com/~hias/atari/

7150. RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-11 23:56:32 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212111556.290c346f@posting.google.com>
Source record: 25020

Hi there :-)

First of all, I have to admit that I never owned an 8-bit Atari Computer before ;-) I was given a 600XL from a friend of mine for free but Iï¿½ve got nothing with it, no PSU, no Floppy/Tape Drive or anything ! Since I am also a collector of old Hardware, I took it and began to search the web for information !

First of all, Iï¿½ve made myself a Power Supply, which was an easy task ! Now I looked into Data Transfering between PC and 600XL and found the SIO2PC Interface, but before I wanted to upgrade my 600XL to 64KB (cause I want to play M.U.L.E and other nice old games :-D) ....

So I made the Upgrade (see : http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html) !!! Seemed to work fine, BUT I cannot access the RAM Test anymore with pressed OPTION Key and a reset ?!?!? So I turned it off for about 5 minutes and tried again and it worked, but it only shows up with 48KB (3 rows) in Mem Test ! I thought Iï¿½ve upgraded to 64KB ? Is the other Ram not working ?

Btw. I never got the RAM Test working again after a reset (worked fine with 16KB), could the Ram Chips be too fast (100 ns) ??? I only can access it when turning of the machine for 1 or 2 minutes !!!

TIA ..... RetroMan (a proud 600XL Owner :-D !!!!!!!)

7151. Re: RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 01:18:07 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <jtRJ9.1279$MV5.127309@newsread2.prod.itd.earthlink.net>
Source record: 25021

"RetroMan" <retroman@bluemail.ch> wrote in message
news:55a0ae1e.0212111556.290c346f@posting.google.com...
> Hi there :-)

Hi back at you!
<snip>
> So I made the Upgrade (see :
> http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html) !!! Seemed
> to work fine, BUT I cannot access the RAM Test anymore with pressed
> OPTION Key and a reset ?!?!? So I turned it off for about 5 minutes
> and tried again and it worked, but it only shows up with 48KB (3 rows)
> in Mem Test ! I thought I've upgraded to 64KB ? Is the other Ram not
> working ?

This is all normal. The built in RAM test will not test the RAM under the OS
so you never get 64k.

The newer RAM chips have longer data retention times so you have to leave it
off longer.

7152. Re: RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 01:19:58 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <5pRJ9.76296$bq3.40738@news.bellsouth.net>
Source record: 25022

My guess is to check and recheck your soldering (meaning did you run the wires to the correct pins/pads?).

It sounds like the bit that is used to toggle the ram 'under the os' isn't connected. It might even be connected to the bit that is used to turn on the diagnostic rom....?

Regards,

Jeff

"RetroMan" <retroman@bluemail.ch> wrote in message news:55a0ae1e.0212111556.290c346f@posting.google.com...
> Hi there :-)
>
> First of all, I have to admit that I never owned an 8-bit Atari
> Computer before ;-) I was given a 600XL from a friend of mine for free
> but I�ve got nothing with it, no PSU, no Floppy/Tape Drive or anything
> ! Since I am also a collector of old Hardware, I took it and began to
> search the web for information !
>
> First of all, I�ve made myself a Power Supply, which was an easy task
> ! Now I looked into Data Transfering between PC and 600XL and found
> the SIO2PC Interface, but before I wanted to upgrade my 600XL to 64KB
> (cause I want to play M.U.L.E and other nice old games :-D) ....
>
> So I made the Upgrade (see :
> http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html) !!! Seemed
> to work fine, BUT I cannot access the RAM Test anymore with pressed
> OPTION Key and a reset ?!?!? So I turned it off for about 5 minutes
> and tried again and it worked, but it only shows up with 48KB (3 rows)
> in Mem Test ! I thought I�ve upgraded to 64KB ? Is the other Ram not
> working ?
>
> Btw. I never got the RAM Test working again after a reset (worked fine
> with 16KB), could the Ram Chips be too fast (100 ns) ??? I only can
> access it when turning of the machine for 1 or 2 minutes !!!
>
> TIA ..... RetroMan (a proud 600XL Owner :-D !!!!!!!)

7153. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 01:22:28 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <srRJ9.76302$bq3.59798@news.bellsouth.net>
Source record: 25023

It just wouldn't be the same. I'd rather play it in the emulator or on a real Atari.

I know that is illogical and contrary, but isn't running a 30 year old computer illogical and contrarly? <Wink>

Regards,

Jeff

"richard cortese" <ricortes@earthlink.net> wrote in message news:WALJ9.604$MV5.75181@newsread2.prod.itd.earthlink.net...
> "Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
> news:VDDJ9.70462$bq3.51673@news.bellsouth.net...
> > I never did beat it. In fact, my disks for it have long gone bad. For
> some
> > time I looked for replacements but haven't found it. I've been meaning
to
> > look again lately but hadn't got round to it.
> >
> > If anyone has a WORKING copy, please send the disks to me at
> > Technoid@30below.com. I'd appreciate it.
>
> If you are willing to go with your IBM OSI released the IBM version of
> Ultima IV as part of their promotional scheme for Ultima Online.
>
>

7154. Re: Holmes Atari Games Website CD Draw

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 01:45:13 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df7e8bb$1_4@news.teranews.com>
Source record: 25024

I do not remember too much difference with the evil and the good. Some things I did notice was that if you are too evil, the thieves guild will not let you in. If you steal from the bank vaults, the guards are always hounding you, the spells are different and a bit similar, the manual says that some goods spells are more powerful than the evil spells but I did not notice that, I got a kick out of using a scepter of chaos, I used the ring of the trolls/goblins for a while (prevents hunger, makes you more evil), was friends with the goblins for a while (before I took their ring) and it was interesting to "hail" them and watch them leave. All things you can do as an evil tyrant.

But, like I said... I was not evil for long. I wanted to play a good character and the dungeon allowed that to happen easier. In the city, if you are good, even the good characters steal from you when you try to disengage. It got rather tiresome to lose so many valuable things that I just decided to kill anything and everything. Besides, I thought it fascinating, a good challenge, and fun to give up my worldly possession at the church and repent to go from evil to neutral in just one round.

Only thing is that it takes forever to become good enough for the guild of light...

"richard cortese" <ricortes@earthlink.net> wrote in message
news:fzLJ9.602$MV5.74999@newsread2.prod.itd.earthlink.net...
> "Steve S" <j70141@hotmail.com> wrote in message
> news:3df74b26$1_4@news.teranews.com...
> > I played and played and played and played that game and never got that
> > armor. I didn't even get the magical flame sword. A relative of mine
> > played my character without my permission one day and when I got the
disks
> > make, he had found it himself. Oddly enough, I was a God in the city
and
> > then I transferred it to the dungeon. Whole new ball game. I was a
pitch
> > black evil tyrant (only way to survive in the city) and my magical flame
> > sword was not as good in the dungeon as it was in the city.
>
> FWIW: Had the same problem with "Your soul is black as pitch!" My son
would
> run my city character before I got home from work and mostly ruined him
for
> The Dungeon. I did finish The Dungeon with him, but it was really a long
> road.
>
> After I had played The Dungeon a lot I got familiar with most of the

areas.
> I went back and started another City character with good alignment and
> things worked out much better. I forgot the level you needed to be before
> you could use The City to The Dungeon transfer, something like 7+ so it
> really wasn't that bad. As I recall I could get the HP apple, the weapon
> Katana Ice, the spell Temporal Fuge<?>, and get into The Santuary w/o
having
> to kill anything.
>
> There were also some good combinations to use that I can't quite remember
> accurately now. Something like keys or objects that would heal you or call
8
> brigands if you got the wrong type. All you needed was a fire horn which
> damaged all of your opponets before you tested them out.
>
> All in all it was a relative breeze<compared to evil> going through with a
> good character.
>
>

7155. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 02:29:44 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <swSJ9.1353$MV5.139498@newsread2.prod.itd.earthlink.net>
Source record: 25025

Don't have a link; it was late '80s maybe '88-9. TACE librarian got it from
a DOM out of Atari Interface Magazine. Might have been authored by Charles
Marslett... was definitely a recognized A8 person.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212111306.4387dd33@posting.google.com...
> anyone here hear of a program called MyATR which allowed you to read
> atari disks in an IBM PC drive ? do you have the link ? i believe it
> was in beta.
>

7156. Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 08:55:00 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <E9YJ9.46876$jf7.2820270@news2.west.cox.net>
Source record: 25026

I am wondering if there is a utility that would make it easy to copy files from an ftp to your computer by comparing the file sizes and if they are the same it goes to the next, if they are different, it asks you to overwrite or allows you to save it to a different directory? I don't want it to overwrite the older files but I want to save the newer ones to a different place.

Thanks

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7157. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 09:08:01 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <RIYJ9.47014$jf7.2822569@news2.west.cox.net>
Source record: 25027

PS Also that it would either overwrite or write the different files into a new directory without confirming each file (unattended copy mode, sort of).

7158. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 09:12:28 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <0qYJ9.47060$jf7.2823050@news2.west.cox.net>
Source record: 25028

PS I guess I should mention it should be a program for Windoze... not *nix.

Thanks again

7159. EMUAPC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 09:17:34 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <at9k4d$p8q$1@reader08.wxs.nl>
Source record: 25029

Hello

Who is using this Polish Emulator? It took some time to understand the
polish settings, but now it's working.

It is definately NOT a bad emulator!!! The graphics emulation looks better
to me, than the common emulator atari800/atari800winplus

Link:
http://atariarea.nostalgia.pl/pliki/emu/atari8/dos/emuapc.zip

Greetz.
Marius

7160. Re: RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 09:28:14 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212120128.2fe2122c@posting.google.com>
Source record: 25031

Iï¿½ve checked the wires more than once allready, all seems to be
allright ;-) Thx for your answers ....

greets .... RetroMan

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:<5pRJ9.76296$bq3.40738@news.bellsouth.net>...
> My guess is to check and recheck your soldering (meaning did you run the
> wires to the correct pins/pads?).
>
> It sounds like the bit that is used to toggle the ram 'under the os' isn't
> connected. It might even be connected to the bit that is used to turn on
> the diagnostic rom....?
>
> Regards,
>
> Jeff
>
> "RetroMan" <retroman@bluemail.ch> wrote in message
> news:55a0ae1e.0212111556.290c346f@posting.google.com...
> > Hi there :-)
> >
> > First of all, I have to admit that I never owned an 8-bit Atari
> > Computer before ;-) I was given a 600XL from a friend of mine for free
> > but Iï¿½ve got nothing with it, no PSU, no Floppy/Tape Drive or anything
> > ! Since I am also a collector of old Hardware, I took it and began to
> > search the web for information !
> >
> > First of all, Iï¿½ve made myself a Power Supply, which was an easy task
> > ! Now I looked into Data Transfering between PC and 600XL and found
> > the SIO2PC Interface, but before I wanted to upgrade my 600XL to 64KB
> > (cause I want to play M.U.L.E and other nice old games :-D) ....
> >
> > So I made the Upgrade (see :
> > http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html) !!! Seemed
> > to work fine, BUT I cannot access the RAM Test anymore with pressed
> > OPTION Key and a reset ?!?!? So I turned it off for about 5 minutes
> > and tried again and it worked, but it only shows up with 48KB (3 rows)
> > in Mem Test ! I thought Iï¿½ve upgraded to 64KB ? Is the other Ram not
> > working ?
> >
> > Btw. I never got the RAM Test working again after a reset (worked fine
> > with 16KB), could the Ram Chips be too fast (100 ns) ??? I only can
> > access it when turning of the machine for 1 or 2 minutes !!!
> >

> > TIA ..... RetroMan (a proud 600XL Owner :-D !!!!!!!)

7161. atari++ linux emulator ready

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 11:11:21 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <at9qsp$5vr$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25032

Hi folks,

a new Atari emulator for Linux is ready for launch-off.

Features of atari++:

- precise sound and graphics emulation for the atari800,XL and XE series
- includes undocumented features like GTIA priorities, color fiddling,
configurable p/m graphics collisions
- ANTIC scrolling bugs
- 6502 bugs/extended instructions, precise timing of the DLIs including
DMA cycle stealing.
- POKEY "high pass filters", including "Software Speech" generation
- generation of screen snapshots and audio snapshots (as .wav)
- disk drive emulation for .xfd and .atr files and built-in loader support
for executables (.EXE and .COM).
- printer support
- joystick support thru analog joysticks, mice, keyboard, or digital (atari)
joysticks by a simple home-made interface.
- host file system access
- very configurable by build-in user menu
- provides an X11 output and - if availabe - SDL graphics output
- generates sound thru the OSS sound drivers or alternatively generates a .wav
file.

and finally, for all the programmers amongst us,

- comes with documented source code and manual
- and has a clear object oriented design in C++.
- configures itself thanks to "autoconf"

The got tested fine under Linux (Debian, Suse,...), Solaris and IRIX. It
should work on a lot more "unixoid" systems.

If you're interested, I'll hand out a tar-ball of the sources, ready
for compilation, please drop me a mail at thor@math.tu-berlin.de.
You'd just need to run "configure", then "make", there's no
hassle to compile it.

So long,
Thomas

7162. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 11:12:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at9quo$p86$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25033

Howdy James

> Well, I still have my Camaro, but it only gets about 300 miles/year these
> days (heavily modified), but my daily driver is now a brutally modified 99
> Durango with a 5.9l V8.

If you have a real nice picture of it (JPEG) maybe we can use it to show off
Raphael James Espino's JPEG viewer.

CU Mathy van Nisselroy

PS I sent Raphael some nice pictures of Chevy's 88-97 Pickup, Tahoe/Suburban
and some pictures of the new 6.6 Ltr Turbo Diesel. Unfortunately these are
all copyrighted. :-((And in rec.autos.4x4 nobody responds to my posting.
:-(((((

7163. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 11:17:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at9r98plc1@nets3.rz.RWTH-Aachen.DE>
Source record: 25034

Howdy Ron, folks

> My Axlon came used with no docs...
>
> Which is the Reset line?

I don't know, but maybe somebody else can help us out here.

> I would not recognize it if it jumped up and bit me
> somewhere.

That depends on what it does to you. If you somehow feel 'reset' it
probably was the reset line.

CU Mathy van Nisselroy

7164. Axlon pin out

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 11:19:15 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at9rbk$pn6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25035

Howdy folks

Anybody have the pin outs on the Axlon memory boards?

We're trying to determine if these boards used the Reset line.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7165. Re: atari trak-ball (wico) HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 11:24:02 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <at9rkk$q0p$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25036

Howdy JP

> Nevermind!! the joystick works I just had it plugged into the wrong
> joystick port!! Thanks for the awesome program mathy! The track-ball's
> numbers aren't changing so I'll crank it apart again and try some moist
> finger tricks.

If you change STICK(1) to STICK(0) you can test the other joystick port.

BTW did you test both joystick ports with the game you wanted to use the
trackball with?

CU Mathy van Nisselroy

7166. EMUAPC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 14:41:33 UTC
From: Marius Diepenhorst <grover25@zonnet.nl>
Message-ID: <ata73t$82p$1@reader08.wxs.nl>
Source record: 25037

Hello

Who is using this Polish Emulator? It took some time to understand the
polish settings, but now it's working.

It is definately NOT a bad emulator!!! The graphics emulation looks better
to me, than the common emulator atari800/atari800winplus

Link:
http://atariarea.nostalgia.pl/pliki/emu/atari8/dos/emuapc.zip

Greetz.
Marius

7167. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 14:42:32 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021212094232.15360.00000027@mb-ms.aol.com>
Source record: 25038

> I am wondering if there is a utility that would make it easy to copy files from an ftp... <

It sounds as if you are looking for a download manager. There are many, and most have lots of features. I like "GetRight", and I also like "Cute FTP". You can find these (and other shareware/freeware managers) at www.download.com
You will have to sort through what features you really want.
Larry

7168. not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 16:18:06 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212120818.7b6c45c0@posting.google.com>
Source record: 25039

<scratching my head>

trying to think of the drive that is like an indus (without the hi
speed i/o) but is gold in color, double density, and has a digital
track read out like an indus.

7169. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 16:19:09 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <uvhdnuetuft29b@corp.supernews.com>
Source record: 25040

Wasn't this file or programs called MyUtil. I know that I have used it some in the past but now with writeatr buy Hais and the Sio2pc cable from N. Kennedy and Ape by S. Tucker I haven't use MyUtil for several years.

RoyE

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:swSJ9.1353$MV5.139498@newsread2.prod.itd.earthlink.net...
> Don't have a link; it was late '80s maybe '88-9. TACE librarian got it from
> a DOM out of Atari Interface Magazine. Might have been authored by Charles
> Marslett... was definitely a recognized A8 person.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0212111306.4387dd33@posting.google.com...
> > anyone here hear of a program called MyATR which allowed you to read
> > atari disks in an IBM PC drive ? do you have the link ? i believe it
> > was in beta.
> >
>
>

7170. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 16:22:10 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <uvhdtj6qg12cfb@corp.supernews.com>
Source record: 25041

The Rana 1000 is a possibility. There might be several more..
RoyE

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212120818.7b6c45c0@posting.google.com...
> <scratching my head>
>
> trying to think of the drive that is like an indus (without the hi
> speed i/o) but is gold in color, double density, and has a digital
> track read out like an indus.

7171. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 18:02:22 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3df8cf35$0$11751$e4fe514c@news.xs4all.nl>
Source record: 25042

Hi,

It could be a RANA 1000 or a TRAK drive. I have both overhere, but no
digital camera to take a picture...

TXG/MNX
"RoyE" <r-dean@charter.net> wrote in message
news:uvhdtj6qg12cfb@corp.supernews.com...
> The Rana 1000 is a possibility. There might be several more..
> RoyE
>
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0212120818.7b6c45c0@posting.google.com...
> > <scratching my head>
> >
> > trying to think of the drive that is like an indus (without the hi
> > speed i/o) but is gold in color, double density, and has a digital
> > track read out like an indus.
>

7172. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 18:03:49 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3df8cf8c$0$11744$e4fe514c@news.xs4all.nl>
Source record: 25043

Hi,

Just type 'LEECHFTP' in www.google.com.
The program is for W*ndoz and works great. Even can compare directory's.

Is also FREE!

TXG/MNX
"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:E9YJ9.46876$jf7.2820270@news2.west.cox.net...
> I am wondering if there is a utility that would make it easy to copy files
> from an ftp to your computer by comparing the file sizes and if they are
the
> same it goes to the next, if they are different, it asks you to overwrite
or
> allows you to save it to a different directory? I don't want it to
> overwrite the older files but I want to save the newer ones to a different
> place.
>
> Thanks
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7173. Re: Are you going to get the new Amiga? (poll)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 18:15:31 UTC
From: Ant <spam_mail250@yahoo.com>
Message-ID: <3df8d2ad_1@mk-nntp-1.news.uk.worldonline.com>
Source record: 25044
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.sinclair,comp.sys.ibm.pc.demos,pl.comp.sys.amiga

> Er not quite. Amiga were developing a 16bit for Atari before Commodore
> swooped in and gobbled them up (the development led to the Amiga). Atari
> then managed to develop the ST from scratch in about a year. Hence the off
> the shelf chips and operating system (good job though). Atari later
> clobbered Commodore in a lawsuit about the aforementioned matter.

Argh! Not if you believe David Haynie (designer of the 3000, amongst other things) in a recent comp.sys.amiga.hardware thread. But I'm not going to regurgitate that - it's far too dull. Search for it in Google Groups if you're really interested.

7174. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 20:40:51 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF8F453.183CD23E@students.uni-mainz.de>
Source record: 25045

Well,
my friend Walter Lauer also misses the 5200 Space Invaders on his XL/XE
computer. He loves the 5200 version, because after a while a new font
gets loaded and thus new/different shaped invaders appear. the 5200
kangaroo also didn`t make it to the XL/XE, there is only the Atari 800
prototype cart (works only with Old-OS). And Tempest - well I guess it
is missing on the 5200 as well as on the XL/XE... -Andreas.

Jindrich Kubec schrieb:
>
> Andreas Magenheimer wrote:
> > Thanks to Glen the 5200 man,
> > at least some 5200 games can be had on the 800/XL/XE too. It is a little
> > sad that not every 5200 game was brought to the home computers then. And
> > furthermore almost no-one seems to know how to convert 5200 games to the
> > 800/XL/XE computers.
>
> I'm probably missing something. All 5200 specific games were converted
> to 8bit except for 2:
> 1) Meteorites
> 2) RS Baseball.
>
> I converted RS Baseball, but after seeing the stick overlay - too many
> buttons there - I gave up. The game would be unplayable with keyboard.
>
> --
> Jindroush <kubecj@asw.cz>
> http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7175. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 20:52:32 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF8F710.5A14B621@students.uni-mainz.de>
Source record: 25046

Oops,
it is just the other way around: most of the stuff on these two CD`s is
in english language. we could not find the german Atari adverts
anywhere. Only one thing is really bad: there is an interview with Nolan
Bushnell and everytime he starts saying somethin, a german translator
tells you everything in german language (so you cannot hear Nolans
original speech anymore)... Anyway, I am still searching for any kinds
of Atari related films, movies, adverts, etc. so we can further update
these CD`s.

By the way: Does anybody know where to find the original music-video of
"Money for Nothing" (by Dire Straits), made with Degas or Degas Elite
(or at least with the help of an atari St) ?!?
greetings, Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy Atari4evr
>
> > I remember back in the 80's there were wonderful Atari TV commercials,
> some of
> > them totally over the top with extremely exuberant Atari users. Does
> anyone
> > know if there Is any place on the Web where one could find those nostalgic
> > commercials and download them? If so, please let me know.
>
> Andreas Magenheimer and Torsten Schall have put together a CD with all kinds
> of stuff that concerns Atari that where at one time shown on TV. Most of
> the stuff on the CD is probably in German, but they might have found some
> original English language stuff too. I'm sure Andreas will respond to you
> message within a week or so.
>
> CU Mathy van Nisselroy

7176. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 20:58:53 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DF8F88D.E1F899A7@students.uni-mainz.de>
Source record: 25047

Well,
SCRAM or SCRAM-2 (found somewhere on the Pooldisk-TOO CDs)... -Andreas.

P.S.: There is also a german (picture) demo, which explains how a
nuclear power plant works in general...

rtdos schrieb:
>
> http://www.ida.liu.se/~her/npp/demo.html

rtdos schrieb:
>
> http://www.ida.liu.se/~her/npp/demo.html

7177. More Atari eBay auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 21:59:48 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1039730333.9822.0@dyke.uk.clara.net>
Source record: 25048

Hello All,

I have just started a few new Atari 8-bit auctions. I still have a few
others running with not long to go. The full list of my
current auctions is as follows (with links):

Page 6 magazine issue 2 (RARE):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=804916914

10 5.25" DS/DD blank disks:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=2079345076

Atari Macro Assembler:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=805345756

4 Atari Tapes (Ghostbusters, Kikstart, Invitation to programming, Dog Daze):

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1945286531

Atari 850 Operator's Manual:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1945288165

Atari 130XE Owner's Manual:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1945289521

Dean Garraghty

7178. Re: atari++ linux emulator ready

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 22:22:00 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3df90d1c$0$4786$fa0fcedb@lovejoy.zen.co.uk>
Source record: 25049

Hey Thomas,

Thomas Richter wrote:
> a new Atari emulator for Linux is ready for launch-off.
Wow!

> - includes undocumented features like GTIA priorities,
What are these?

> color fiddling,
And these?

> - ANTIC scrolling bugs
And these?

> - 6502 bugs/extended instructions,
I saw the description of these in Tomo's "Complete and Essential Map".
However they don't seem of much interest. That said I've seen demos that
claim to use them to do effects faster. Which ones are useful and how?

> DMA cycle stealing.
Interesting you worked out the precise timing for this. I only saw very
poor documentation in Atari's Hardware Manual (about 3 lines!). Did you get
a logic analyser onto it?

> - joystick support thru analog joysticks, mice, keyboard, or digital
> (atari)
So you can use real joysticks -> cool!

> - provides an X11 output and - if availabe - SDL graphics output
Why use X directly at all? Why not just use X11? I know supporting systems
without SDL, but SDL is meant to be portable...

> - generates sound thru the OSS sound drivers or alternatively generates a
How about SDL sound? Then it will automatically use Alsa, Arts or even
Windows or BeOS sound systems.

> - comes with documented source code and manual
You're kidding?

> - and has a clear object oriented design in C++.
Got some pretty class diagrams for it? :-)

> If you're interested, I'll hand out a tar-ball of the sources, ready
> for compilation, please drop me a mail at thor@math.tu-berlin.de.
I already sent you a mail -> looking forward to giving it a try.

Thanks,

Mark

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

7179. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 22:37:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212121437.51cb333c@posting.google.com>
Source record: 25050

yea, RANA 1000 sounds about right. does it make a lot of noise (mine
did). doesn't do hi speed i/o does it? i was looking to see if i
could find something like it on ebay.

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3df8cf35$0$11751$e4fe514c@news.xs4all.nl>...
> Hi,
>
> It could be a RANA 1000 or a TRAK drive. I have both overhere, but no
> digital camera to take a picture...
>
> TXG/MNX
> "RoyE" <r-dean@charter.net> wrote in message
> news:uvhdtj6qg12cfb@corp.supernews.com...
> > The Rana 1000 is a possibility. There might be several more..
> > RoyE
> >
> > "rtdos" <rtdos@yahoo.com> wrote in message
> > news:845192d9.0212120818.7b6c45c0@posting.google.com...
> > > <scratching my head>
> > >
> > > trying to think of the drive that is like an indus (without the hi
> > > speed i/o) but is gold in color, double density, and has a digital
> > > track read out like an indus.
> >

7180. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 22:38:43 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212121438.66b216f1@posting.google.com>
Source record: 25051

do you still have the archive to MyUtil ?

"RoyE" <r-dean@charter.net> wrote in message news:<uvhdnuetuft29b@corp.supernews.com>...
> Wasn't this file or programs called MyUtil. I know that I have used it some
> in the past but now with writeatr buy Hais and the Sio2pc cable from N.
> Kennedy and Ape by S. Tucker I haven't use MyUtil for several years.
>
> RoyE
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> news:swSJ9.1353$MV5.139498@newsread2.prod.itd.earthlink.net...
> > Don't have a link; it was late '80s maybe '88-9. TACE librarian got it
> from
> > a DOM out of Atari Interface Magazine. Might have been authored by Charles
> > Marslett... was definitely a recognized A8 person.
> >
> > --
> > Ron
> >
> > http://www.atariland.com/members/oldatarian
> > and mirror
> > http://www.powow.com/oldatarian
> > "rtdos" <rtdos@yahoo.com> wrote in message
> > news:845192d9.0212111306.4387dd33@posting.google.com...
> > > anyone here hear of a program called MyATR which allowed you to read
> > > atari disks in an IBM PC drive ? do you have the link ? i believe it
> > > was in beta.
> > >
> >
> >

7181. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 23:25:18 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DF91ADE.5FD6098@asw.cz>
Source record: 25052

Andreas Magenheimer wrote:
> my friend Walter Lauer also misses the 5200 Space Invaders on his XL/XE
> computer.

This conversion exists.

> the 5200 > kangaroo also didn`t make it to the XL/XE, there is only the Atari 800
> prototype cart (works only with Old-OS)

I still think the 'proto' is complete, but I didn't play it too
intensively (maybe it has similar problem like TTopler has). But xl/xe
is not a problem these times, is it?

>. And Tempest - well I guess it
> is missing on the 5200 as well as on the XL/XE... -Andreas.

That's true. 5200 version is just a preview.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7182. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 23:40:30 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <uvi7jkikegbb11@corp.supernews.com>
Source record: 25053

I have it list as being right here.......
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip

good luck in your adventure.
RoyE

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212121438.66b216f1@posting.google.com...
> do you still have the archive to MyUtil ?
>
>
> "RoyE" <r-dean@charter.net> wrote in message
news:<uvhdnuetuft29b@corp.supernews.com>...
> > Wasn't this file or programs called MyUtil. I know that I have used it
some
> > in the past but now with writeatr buy Hais and the Sio2pc cable from N.
> > Kennedy and Ape by S. Tucker I haven't use MyUtil for several years.
> >
> > RoyE
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > news:swSJ9.1353$MV5.139498@newsread2.prod.itd.earthlink.net...
> > > Don't have a link; it was late '80s maybe '88-9. TACE librarian got it
> > from
> > > a DOM out of Atari Interface Magazine. Might have been authored by
Charles
> > > Marslett... was definitely a recognized A8 person.
> > >
> > > --
> > > Ron
> > >
> > > http://www.atariland.com/members/oldatarian
> > > and mirror
> > > http://www.powow.com/oldatarian
> > > "rtdos" <rtdos@yahoo.com> wrote in message
> > > news:845192d9.0212111306.4387dd33@posting.google.com...
> > > > anyone here hear of a program called MyATR which allowed you to read
> > > > atari disks in an IBM PC drive ? do you have the link ? i believe
it
> > > > was in beta.
> > > >
> > >
> > >

7183. Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-12 23:53:26 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <3i9K9.29375$X%3.28300@news.bellsouth.net>
Source record: 25054

I've heard some things about Atari emulators for the PC. However - I've not known which ones are real, which are bogus... and have not known anyone to actually get one to work.

I'm interested in learning how to make an Atari emulator work on the PC. Has anyone gotten one to work? Which one? How well did it work?

Also... can you load Atari disks into the PC by some method?

Any info appreciated.

7184. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 00:06:18 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com>
Source record: 25055
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the
Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for
Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games
And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW
while I still got it!Got Questions?E-Mail Ben Today@ atari@aracnet.com Get
Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs
at http://BensCatalogs.atari.org or goto http://BenSells.atari.org
http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
If you don't Contact me Today, I can't save you any Money!
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Through E-Mail at atari@aracnet.com or BenSells@atari.org and Please Specify
Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7185. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 01:29:45 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <a7SdnWl4g9t8qmSgXTWcqw@comcast.com>
Source record: 25056
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com...
> Got Atari Questions?

I have a question. Why do you continue to denigrate atari auction sellers,
many of whom frequent this group?

http://www.aracnet.com/~atari/auctions.htm

As an alternative to BS, try
http://www.myatari.com

7186. Eprom burners: Do you have to spend $100 ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 02:21:05 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0212121821.65b61bc6@posting.google.com>
Source record: 25057

I'd like to get one used, but tough to find even on eBay. Searching the web, I can only come up with a modest new one for about $100. Is this the least expensive option for a burner to burn cart and /or OS 8 bit chips ? Tks

ron

7187. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 02:33:50 UTC
From: RoyalHeart <royalheart@barnwellsc.com>
Message-ID: <3DF9470E.B7B1929A@barnwellsc.com>
Source record: 25058

Stellijer wrote:

> I've heard some things about Atari emulators for the PC.
> However - I've not
> known which ones are real, which are bogus... and have not
> known anyone to
> actually get one to work.
>
> I'm interested in learning how to make an Atari emulator work
> on the PC.
> Has anyone gotten one to work? Which one? How well did it
> work?

I've used PC Xformer and XL_It! for a couple of years, and they've worked fairly well, but then I discovered Atari800Win (http://www.a800win.atari-area.prv.pl/). It works Great!! It is the only one I use now. It emulates the 400/800, XL, and XE series. It emulates various RAM upgrades for the XL and XE systems, up to 1088K on the XE. The current version, verified 12 Dec., is Atari800Win PLus 3.1 (which I have; no problems yet; I've been using it for a few months now).

There others I haven't mentioned, for Linux, Mac, Windows, and (I think) other platforms, but I have not tried any others for Windows. If you're interested, do a Google search for "+atari +8-bit +emulator" (no quotes). Google reported "about 18,000" matches.

> Also... can you load Atari disks into the PC by some method?

Nick Kennedy developed the SIO2PC hardware and software package to permit the PC to act as the "floppy" drive for the Atari 8-bit. I built one, and it works beautifully. The software (SIO v4.19) is easy to use (for me, at least). See http://www.tcainternet.com/wa5bdu/sio2pc.htm for details.

The 1050-2-PC is an interface almost identical to SIO2PC that allows the same SIO2PC software to access a 1050 floppy drive in the same manner an actual Atari does. I built one of these also, and have had _ZERO_ problems accessing the 1050 dedicated to converting floppies to ATR's. (I still have an XF551 connected to my 130XE, though; sometimes its faster to use the actual floppy.) 1050-2-PC details are also on the SIO2PC page.

> Any info appreciated.

You're Welcome!

RoyalHeart

Overworked and underpaid. I'll help others when I have the
time...and can afford it.

7188. Re: Eprom burners: Do you have to spend $100 ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 03:54:09 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <BRcK9.2906$j_4.319898@newsread1.prod.itd.earthlink.net>
Source record: 25059

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0212121821.65b61bc6@posting.google.com...
> I'd like to get one used, but tough to find even on eBay. Searching
> the web, I can only come up with a modest new one for about $100. Is
> this the least expensive option for a burner to burn cart and /or OS 8
> bit chips ? Tks

That is about it. Even the old 8 bit ones like Thompson cost ~$160 when you could find them.

The rock bottom lowest price I have ever seen was $50 for a returned and tested good JDR one in their show room years ago. I think it was limited to 32 pins and DOS based ISA machines. Figure the ZIF socket alone cost about $13.

7189. Re: Axlon memory upgrade question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:14:14 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF95E96.C6518C6F@cswebmail.com>
Source record: 25060

Mathy van Nisselroy wrote:

> ...

> If RESET is pressed on a computer with an AXLON memory upgrade (real AXLON,
> not AXLON compatible), is the home bank switched back in? (home bank is the
> bank that's switched in when the computer is powered up)
>
> In other words, is the RESET line used on real Axlon memory upgrades? Axlon
> compatible upgrades don't seem to use it.
>

I would first expect that the Home Bank is always the current bank when the
ramdisk is not actually being used. This is so the program underneath will
work.

Now a user changing the banks themselves is another matter and must also make
sure to select home bank when not using the extra ram banks. Reset must set
this same value, or again the program underneath would not run and the computer
would lock up.

I can't find anything obvious about it in the manual.

Rick D.

7190. Re: Disk drive repair

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:21:38 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF96052.DBEC3605@cswebmail.com>
Source record: 25061

"Dr. Fossil" wrote:

> ......
>
> (Incidentally, does anybody know whether those Induses were
> really ruined? Or did he just trigger a fuse inside? I don't know
> about Indus power supplies, but I've replaced fuses a few times in
> P.S. "bricks" for other Atari items.)

I have fixed a dozen or so Induses where the 9VAC supply was plugged in. Th drive died, not the power supply. Usually one or both regulators went. Replacing the dead one(s) fixed the drive.

The extra volts over 9 is required to make the regulator, etc work. Two to four volts is o.k. As a safeguard, I added a large rectifier diode(1N5401) to the power input jack center pin.

Rick D.

7191. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:25:21 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF96131.4A198B82@cswebmail.com>
Source record: 25062

"Dr. Fossil" wrote:

> On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> ->And don't forget your friendly Atari Vendor either -
>
> Uh, well, ... you know, <grin> that's all well and good to say
> that we should remember the few Atari vendors who are still around,
> but you're overlooking something.... <sarcasm ON> How are we
> supposed to know who those few remaining Atari vendors are when
> they're not supposed to or not allowed to post their notices here!?
> Don't forget how much bandwidth the vendor-haters use up any time
> those few remaining Atari vendors post something! <sarcasm still
> on> (Not to mention how much complaining we have to put up with
> from certain people in third-world economies who "have to" download
> these boatloads of bandwidth, paying for every byte and bit of time
> [and wailing and moaning the whole time], so they can read this
> newsgroup on their Atari 400 or 600 XE.)

Vendors have no place else to post. I don't mind the posts, unless
there are a dozen a week, practically identical.
I like knowing about new things they have(done).

Bandwith isn't a problem...I just select the headers of the posts I want
and get them. I suppose others have to get all, don't know of a
solution for them.

I prefer the Not Moderated option myself.

Rick D.

7192. Re: Eprom burners: Do you have to spend $100 ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:26:59 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF96192.6619D643@cswebmail.com>
Source record: 25063

ron fucci wrote:

> I'd like to get one used, but tough to find even on eBay. Searching
> the web, I can only come up with a modest new one for about $100. Is
> this the least expensive option for a burner to burn cart and /or OS 8
> bit chips ? Tks
>
> ron

Yes. But you can always build one yourself if able. I almost did, but
had a convulogic burner with cart adapter tossed my way.

Rick D.

7193. Re: Finding 5.25" DS/DD Floppies.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:45:14 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF965DA.EABAEAD4@cswebmail.com>
Source record: 25064

Mike wrote:

> I too have been looking for a supplier of 5.25" DSDD disks. Here
> below is a cut and past of an online company (Athana) who sells them.
>

I have a few hundred left I've been selling for $2.00 bag/10(sleeves, no
tabs). Yellow DSDD or Black DSHD.
Shipping and tax not included. May have to limit quantities.

I also have 720K 3.5" disks.

Rick D.
More Than Games

7194. Re: RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 04:54:41 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3DF96811.CA4F24D7@cswebmail.com>
Source record: 25065

RetroMan wrote:

> So I made the Upgrade (see :
> http://trident.mcs.kent.edu/~clisowsk/8bit/600xl64Kb.html) !!! Seemed
> to work fine, BUT I cannot access the RAM Test anymore with pressed
> OPTION Key and a reset ?!?!? So I turned it off for about 5 minutes
> and tried again and it worked, but it only shows up with 48KB (3 rows)
> in Mem Test ! I thought Iï¿½ve upgraded to 64KB ? Is the other Ram not
> working ?
>
> Btw. I never got the RAM Test working again after a reset (worked fine
> with 16KB), could the Ram Chips be too fast (100 ns) ??? I only can
> access it when turning of the machine for 1 or 2 minutes !!!
>
> TIA ..... RetroMan (a proud 600XL Owner :-D !!!!!!!)

Holding option without a drive attached will take you to the tests when
you boot the computer. So will BYE from BASIC.

You will only ever have 48K of user ram...the O.S. and hardware chips use
the other 16K, which is accessable from DOS2.5 and other sources.

The machine was designed to fast cycle with only 16K, 64K will take longer
without a reset circuit.

Rick D.

7195. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 05:25:04 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <atbqvg$r0c$1@terabinaries.xmission.com>
Source record: 25066

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> If you have a real nice picture of it (JPEG) maybe we can use it to show off
> Raphael James Espino's JPEG viewer.

I do have some new nice photos. Just moved to California (between
Monterey and Santa Cruz), and have some nice PCH photos south of SF, and
just north of Santa Cruz.

Who should I send them to?

7196. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 06:04:46 UTC
From: bangbond@comcast.netHORMEL
Message-ID: <lvecnd25dpzj5WSgXTWcpA@comcast.com>
Source record: 25067
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

```
In article <a7SdnWl4g9t8qmSgXTWcqw@comcast.com>,
Paul Gifford <giffy1@comcast.net> wrote:
>
>"Bravo Sierra Computers" <atari@aracnet.com> wrote in message
>news:Pine.LNX.4.44.0212121602220.3425-100000@shell1.aracnet.com...
>> Got Atari Questions?
>
>I have a question. Why do you continue to denigrate atari auction sellers,
>many of whom frequent this group?

Because he thinks we're dead horses to be beaten at his whimsy?

--
0------------------------------------------------------------------0
| http://www.unrealtournament2003.com | Have You Played Atari Today? |
0------------------------------------------------------------------0
```

7197. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 08:19:40 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <wKgK9.52344$jf7.3254331@news2.west.cox.net>
Source record: 25068

Thanks, I will give it a try!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7198. Re: Looking: FTP Utility

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 08:23:09 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <NNgK9.52382$jf7.3255585@news2.west.cox.net>
Source record: 25069

I don't know if they will really do what I am looking for but I will take a look at them again.

Thanks anyways,

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7199. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 08:44:01 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <gRgK9.2870$i83.1630@news.bellsouth.net>
Source record: 25070

Sounds just like a rana. I have one THAT ACTUALLY WORKS!!!! Most of them were stillborn which prompted the formation of Indus and the redesign of the drive to include a track zero sensor. It didn't help, but it looked good on paper. Every Rana I've run across but one I've had to realign. Didn't help them much in terms of reliability but did return them to serviceability til' they dealigned themselves again.

Everything aside peripheralwise, Atari made the most reliable, sturdy, dependable drives for the Atari. No other maker even came close. I've tried them all. The only drive controller that is nearly as reliable is Bob Puff's 'Black Box Floppy Controller'. His is is near bulletproof as they come short of an actual 1050 - maybe better.

Failures I can attest to are: Rana 1000, Indus GT, Percom AT series, ATR8000 series. Despite thier cool features, as disk controllers they suck. The CSS BB/FB is the only decent replacement I've run across. Pricewise it is a littel steep, but it really WORKS and works and works. Not something you can say about anything short of the 'real deal'.

Regards,

Jeff

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212121437.51cb333c@posting.google.com...
> yea, RANA 1000 sounds about right. does it make a lot of noise (mine
> did). doesn't do hi speed i/o does it? i was looking to see if i
> could find something like it on ebay.
>
>
> "TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3df8cf35$0$11751$e4fe514c@news.xs4all.nl>...
> > Hi,
> >
> > It could be a RANA 1000 or a TRAK drive. I have both overhere, but no
> > digital camera to take a picture...
> >
> > TXG/MNX
> > "RoyE" <r-dean@charter.net> wrote in message
> > news:uvhdtj6qg12cfb@corp.supernews.com...
> > > The Rana 1000 is a possibility. There might be several more..
> > > RoyE
> > >
> > > "rtdos" <rtdos@yahoo.com> wrote in message
> > > news:845192d9.0212120818.7b6c45c0@posting.google.com...
> > > > <scratching my head>

> > > >
> > > > trying to think of the drive that is like an indus (without the hi
> > > > speed i/o) but is gold in color, double density, and has a digital
> > > > track read out like an indus.
> > >

7200. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 08:50:18 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <aXgK9.2934$i83.1781@news.bellsouth.net>
Source record: 25071

I'm with ROYAL on this. I've tried several emulators over the years and Atari800Win is the clear winner. Better still, it is free. It faithfully emulates Atari graphics, Sound, timeing, and every other imaginable requirement. I am so impressed I could bust.

Regards,

Jeff

"Stellijer" <howapropos@hotmail.nospam.com> wrote in message news:3i9K9.29375$X%3.28300@news.bellsouth.net...
> I've heard some things about Atari emulators for the PC. However - I've not
> known which ones are real, which are bogus... and have not known anyone to
> actually get one to work.
>
> I'm interested in learning how to make an Atari emulator work on the PC.
> Has anyone gotten one to work? Which one? How well did it work?
>
> Also... can you load Atari disks into the PC by some method?
>
> Any info appreciated.
>
>
>

7201. Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 09:14:06 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <uhhK9.3121$i83.1207@news.bellsouth.net>
Source record: 25072

I know it is a sin, but most of you aren't handy with a soldering iron. God forgives you.

I make this offer:

If you will guarantee shipping in BOTH DIRECTIONS, I will upgrade your Atari's memory, pokey, etc for free (in terms of labor). You are responsible for all parts. I would much prefer it if you contacted me prior to shipping with your requirments so that I can give you a list of the parts required for you to provide with the machine. Barring that I'll source the parts myself but what you will experience is a significant delay in the upgrade process and delivery of your upgraded machine.

I will not be available to provide this service from the 23rd of December 2002 through the 6th of January 2003. Please take this into account when you make your order.

Notes:

Wire is not needed or asked for as regards these upgrades. I have enough high-quality wire to last a lifetime.

Circuit boards are allways nice. If you love me, include a little circuit board (12cm X 12cm give or take) with your shipment even if it isn't required for your upgrade.

If you need anything specific (such as a 1200xl mod for power to the sio port). Please include this as a requirment in your email.

Finally, my email is TECHNOID@30below.com

If you wonder why I'm not including a shipping address, it is to foil the idiots who would just drop thier machiines it the mail with no explanation whatsoever. This way I have some limited control on what is got and what I need do.

I'm a qualified technician of 22 years experience. Your prize Atari is safe in my hands.

Again, I do this as a service to the Atari Community. No more. Any faults are your own to own. I claim no and will accept no liability. These machines are old as dirt to begin with and it is rude to assuume I am imperfect if it is faulty.

Given the above caveat, your machine will function as perfectly as I can make it and as reliably as any Atari computer. That is a nice thing to hear. Atari computers are astonishingly reliable. I have loved them, will love them and will keep on loving them.

Best regards,

Jeffrey S. Worley

7202. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 09:29:50 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <ewhK9.3222$i83.2793@news.bellsouth.net>
Source record: 25073

I should note that this offer is inclusive of:

The construction of SIO2PC interfaces, Rverter-type interfaces, or any and all of the modifications or projects available for the Atari as long as parts are included.

I should also mention that fine-quality solder is a nice thing to have. I would appreciate the inclusion of a fine quality solder in your order. I've been using Radio Shack Archer model 64-013 solder which is 2% silver and of very small diameter. Inclusion of a reel of similar solder would be greatly appreciated. Don't over do it though. A reel goes a very long way.

Regards,

Jeff
"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message news:uhhK9.3121$i83.1207@news.bellsouth.net...
> I know it is a sin, but most of you aren't handy with a soldering iron. God
> forgives you.
>
> I make this offer:
>
> If you will guarantee shipping in BOTH DIRECTIONS, I will upgrade your
> Atari's memory, pokey, etc for free (in terms of labor). You are
> responsible for all parts. I would much prefer it if you contacted me prior
> to shipping with your requirments so that I can give you a list of the parts
> required for you to provide with the machine. Barring that I'll source the
> parts myself but what you will experience is a significant delay in the
> upgrade process and delivery of your upgraded machine.
>
> I will not be available to provide this service from the 23rd of December
> 2002 through the 6th of January 2003. Please take this into account when you
> make your order.
>
> Notes:
>
> Wire is not needed or asked for as regards these upgrades. I have enough
> high-quality wire to last a lifetime.
>
> Circuit boards are allways nice. If you love me, include a little circuit

> board (12cm X 12cm give or take) with your shipment even if it isn't
> required for your upgrade.
>
> If you need anything specific (such as a 1200xl mod for power to the sio
> port). Please include this as a requirment in your email.
>
> Finally, my email is TECHNOID@30below.com
>
> If you wonder why I'm not including a shipping address, it is to foil the
> idiots who would just drop thier machiines it the mail with no explanation
> whatsoever. This way I have some limited control on what is got and what
I
> need do.
>
> I'm a qualified technician of 22 years experience. Your prize Atari is
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> in my hands.
>
> Again, I do this as a service to the Atari Community. No more. Any
faults
> are your own to own. I claim no and will accept no liability. These
> machines are old as dirt to begin with and it is rude to assuume I am
> imperfect if it is faulty.
>
> Given the above caveat, your machine will function as perfectly as I can
> make it and as reliably as any Atari computer. That is a nice thing to
> hear. Atari computers are astonishingly reliable. I have loved them,
will
> love them and will keep on loving them.
>
> Best regards,
>
> Jeffrey S. Worley
>
>
>

7203. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 10:23:44 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atccfi$94a$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25074

Howdy James

> I do have some new nice photos. Just moved to California (between
> Monterey and Santa Cruz), and have some nice PCH photos south of SF, and
> just north of Santa Cruz.

What's PCH?

> Who should I send them to?

If you could first turn them into jpegs, that would be great, we don't need
the actual pictures. :-)
Just send them to me, I'll have a look and send them to Raphael.

CU Mathy van Nisselroy

PS or you could send them directly to Raphael. I'll forward you message to
him.

7204. Re: BeWeDOS vs. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 10:34:25 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atcd3j$9qu$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25075

Howdy Jeff

> Mathy, may want to look again, fmtdir.com is up on bob's site:

> > It isn't available. Bob only put HDFMT and PARK code up on his site,
not
> > FMTDIR. But you can always ask him. But don't expect him to answer
soon.
> > His daily business keeps him pretty occupied.

I checked. The files you mention are on there, but not the source code to FMTDIR. That's what I meant. The source code of HDFMT and PARK and DISKCOMM and probably a few other things too is up their, but not FMTDIR as far as I could see. Marius was talking about modifying FMTDIR. I guess I needs the source code for that. He might try disassembling it, but that's a pain in the ..... and Bob Puff might not like that. But he can always ask Bob for the source code. But he'll have to be patient.

CU Mathy van Nisselroy

7205. messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 10:51:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atce3d$b3b$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25076

Howdy folks

I seem to have bumped into two problems.

a) I have responded to messages, but two of them I can not see. Andreas responded to one of them, so I guess the problem is on my side.
b) The mail delivery subsystem keeps telling me it can not find c.s.atari.8bit and can therefor not post my messages to the group. This problem started sometime after I wrote the messages mentioned above. But guess what? These messages DO show up in c.s.a.8.

Anybody have a clue what's going wrong here?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7206. ATR to ATARI utilities

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 11:02:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atceo6bph1@nets3.rz.RWTH-Aachen.DE>
Source record: 25077

Howdy Larry, Ron, Carsten, folks

Since Carsten's stuff isn't ready to be used and Ron's stuff only does Enhanced density, I tried the stuff Larry sent me.

I first loaded it into TurboBASIC but when I saw something that didn't look like it belonged to TB, I remembered that Guus Assmann had specially made me a cart that holds both Mac65 and BASIC XE. So I tried the latter (works great with MyDOS 4.55 beta 2's MEM.SAV feature).

After changing two lines (REMming one and removing the REM from another and renaming one variable (ATRNAME$ to FILENAME$) ATREXAM.BXL works. I'll probably change some of the upper case characters to lower case, but i's a nice utility.

Then I tried ATR130K.BAS works great, but I forgot that 130k means enhanced density.
So I tried ATR180K.BAS in the hope that it would work with DSDD disks.
Well, I got an error 33 in line 410. 410 looks like this: "410 del"
I looked up error 33 in my photocopy of the manual and it's not mentioned. 32 and 34 exist, but 33 is not in the list. I changed it to ELSE and later ENDIF, but bumped into problems later.

Larry, could you tell me if there is an error in this file?

BTW I hope to improve this fine piece of software. Plans are to either incorporate all of them in one file or to have ATREXAM load the appropriate file. Even the 'disk should be in D/D' could be knocked out if I find out how to set the disk to DD before hand.

That's it for now.

CU Mathy van Nisselroy

--

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mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7207. Re: RAM Test Atari 600XL ????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 11:06:23 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <PajK9.52691$jf7.3289378@news2.west.cox.net>
Source record: 25078

I think the question has been answered but here is a layman's point of view...

There are a couple of ways to access the Self Test mode.

1) Turn off all drives connected to the computer and turn the computer off too and then hold option while turning the computer back on.

2) This is the same as 1) except if you don't hold down Option and you are at the blue screen with ready prompt, then type DOS and it should take you there.

3) This is the easiest one of all... don't matter if drives are on or not... just type BYE at any time. The only thing is once you do this, you cannot go back to BASIC, etc. You have to reboot the machine again.

As mentioned already, even though a machine is 64k, you get only 48k because the OS chips (OS, Antic, Pokey, etc) which is the main OS (8k) and BASIC (8k) hides the first 16k. You can, I think, however, free up 4k more of memory for your programs by doing a few pokes, but it is only useable for data storage and ml, not for BASIC code. I am not a programmer so I don't know how this is done but I have seen this mentioned alot. Anyways, the first two big bars in the Self Test mode is the OS chips being tested. I guess that the first bar is the OS and the second bar is BASIC? The rest is your RAM in 1k increments. I don't know how, or if you can really, interpret the 1k blocks to trace down faulty ram chips or even the OS chips for that matter. Self Test is just a vary basic diagnostic tool.

No matter how much memory is added, ie 256k, etc, only the OS and the main memory area (48k) can be tested. These machines were built when I don't think anyone had the clue that it was possible to add on more memory beyond the 48k. I guess the possibilities opened up when the XL/XE line of computers came out and there was a free port available for a number of applications due to the elimination of joysticks 3 and 4... but I don't think Atari ever envisioned one having 1meg or 4megs of memory or having a double Pokey, etc! These machines were more versatile than even Atari themselves probably even knew about them.

I guess it depends on the upgrade, but most upgrades where designed in the same manner so you have to subtract 64k (the OS and memory) to get the useable memory, ie 256k becomes 192k, etc. That's what I was told when I got my 256k upgrade years ago. I guess there might be an upgrade or two now that gets around this problem. I don't know about them since I haven't been around in awhile.

Lastly, I don't think the speed of the chips should be a problem. Faster chips are fine, however, that doesn't make your computer run faster because

the timing and the speed of the computer is still the same. However, slower chips would be a problem causing erratic behaviors, etc. So you need to make sure you don't go below the rated speed. I don't remember what it was... 50ns, 60ns? The speed rating means that is the max that it can run at. They are not set at a fixed speed so they can run at any speed up to the max rating.

Anyways, I hope this helps...

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7208. BASIC XE source code????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 11:09:21 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atcf52$c6q$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25079

Howdy folks

Does anybody have the source code to BASIC XE???

I discovered that it doesn't work with my memory upgrade, which means it probably doesn't work with modified Newell 1MB upgrades either. (these modified Newells use an AND gate - or was that a NAND - to enable you to use BASIC without resorting to the use of switches.) The mod could be real simple, but we need the source code to check how it handles extended RAM.

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
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Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7209. Re: atari++ linux emulator ready

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 12:05:48 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atcies$9q1$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 25080

Hi Mark,

>> - includes undocumented features like GTIA priorities,
> What are these?

For example, priority zero where p/m zero/one color has to be or'd with
playfield 0/1 to get the right color, or what happens in case of conflicting
priorities. These include all cases where more than a single bit or no bit
is set in GRIOR

>> color fiddling,
> And these?

Includes the kind of colors you get when you overlay a player to antic2/3/F
(graphics 0,graphics 8) output. In this case, the hue of COLPF1 is taken from
the overlaying player and no longer from COLPF2 as one should expect.
Especially, collision registers work strange in these modes. A collision with
the COLPF2 background is not noticed, and a collision with COLPF1 graphics on
top is registered as COLPF2 collision. Also includes the color artefacting
that has been used to emulate colors in these "hi-res" modes on NTSC, i.e.
"artefacting".

>> - ANTIC scrolling bugs
> And these?

The sort of things you get if you enlarge VSCROLL over the amount of
scan-lines per mode line. Nasty. I don't know whether these have been
used anywhere, but I'm picky here. (-;

>> - 6502 bugs/extended instructions,
> I saw the description of these in Tomo's "Complete and Essential Map".
> However they don't seem of much interest. That said I've seen demos that
> claim to use them to do effects faster. Which ones are useful and how?

I've seen some software protections which use parts of these instructions
for "obfuscination", specifically "Blue Max".
"David's Midnight Magic" depends on some 6502 bugs, especially on the
bug of LDA (ea,X) to wrap-around to page zero if the indirection address
plus X is larger than $ff. Some software depends on the way how the
decimal flag reacts on improper (non-BCD) input that should be emulated
precisely by the cpu emulation core.

>> DMA cycle stealing.
> Interesting you worked out the precise timing for this. I only saw very
> poor documentation in Atari's Hardware Manual (about 3 lines!). Did you get
> a logic analyser onto it?

Unfortunately, no. A lot of testing and reasoning, i.e. how many data bytes it has to read, and how. I also made a couple of tests on my Atari like "run a routine that just toggles a color on and off, and see how large the stripes get". The results are very complicated, and I tried to follow these rules as close as possible. It is not 100% accurate, but something like 95% acurate. Antic seems to steal cycles in several "slots" starting at the horizontal blank position and advancing along the line. If enough data has been fetched, the slot is "closed". Hence, it doesn't steal cycles continuously and equally distributed along a line, but steals more to the left than to the right. This is very messy, and I could only emulate this to a certain degree.

>> - joystick support thru analog joysticks, mice, keyboard, or digital
>> (atari)
> So you can use real joysticks -> cool!

You need a minimal adapter circuit, namely a DB25->DB9 connector, some wires and six 22K resistors. The direction switches of the Atari joystick connect to the four button inputs of the PC game controller, and the button is connected to one of the analog inputs of the game controller by means of a resistor array. The second analog line also requires a resistor array just to signal the PC software that there is actually a joystick connected to this port.

>> - provides an X11 output and - if availabe - SDL graphics output
> Why use X directly at all? Why not just use X11? I know supporting systems
> without SDL, but SDL is meant to be portable...

Well, I'm using the X11 calls directly in the X interface, rather graphical frontend. That's also the fastest way of getting graphic output. SDL output has the advantage that it takes over the screen completely. It obviously does so by means of some X11 calls as well, but I'm not yet competent enough to figure out how precisely.

>> - generates sound thru the OSS sound drivers or alternatively generates a
> How about SDL sound? Then it will automatically use Alsa, Arts or even
> Windows or BeOS sound systems.

Well, I haven't tried yet. The problem is that you need to have a very precise timing, and you also need the ability to check whether writing audio samples into the audio device will "block" your process, i.e. select() is a *must*. I haven't studied the SDL audio chapter close enough, so I don't know whether these abilities of OSS are made available to the user.

>> - comes with documented source code and manual
> You're kidding?

No, really. (-; I wrote a man-page for it.

>> - and has a clear object oriented design in C++.
> Got some pretty class diagrams for it? :-)

Na, no diagrams. I could draw some, I guess, but I think it is quite
understandable, and quite easy to plug in another chip for emulation
without too much hassle.

>> If you're interested, I'll hand out a tar-ball of the sources, ready
>> for compilation, please drop me a mail at thor@math.tu-berlin.de.
> I already sent you a mail -> looking forward to giving it a try.

Yup, arrived fine. Let me know what you think, I'm curious about
improvements and critics.

Greetings,
Thomas

7210. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 12:08:54 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <q5kK9.52697$jf7.3296843@news2.west.cox.net>
Source record: 25081

That is great!

Glad to hear that someone is willing to do the projects that most of us can't do because we lack the skills to do so and that most electronic techs probably couldn't do because they don't even know what an Atari is and even if they did know, they would probably charge an arm and a leg for it! I had someone put a 256k in mine and charged me $250!! Maybe that's not unreasonable, but it is when you really can't afford it!

I am just a tinkerer myself. I don't know hardly anything about electronics but I have done a 1 meg Newell upgrade on one of my other machines but it's a bit flaky. I think it needs some additional adjustments that was not mentioned in the docs. I read one time from somebody that if you go beyond a certain point, you need some additional adjustments to it for it to work properly. I don't think I have a copy of that and I have not really looked for it but I sure would like to get a hold of that!

I put together a joystick cable (LPTJoy) for the pc emulator and it worked! But I had a bit of trouble because I am not skilled at soldering so the first time it didn't work. I guess I really should take up a soldering class! I did continuity testing and found one line not working. I opened it up and one of the wires had broke away from the pin. Once I fixed that, I was in business! I was *so* glad to finally be able to hook up an Atari joystick so I can play my old favorites once again without using a lame pc stick, especially Gravis Gamepad! I was tired of trying to play games because the gamepad was difficult to manipulate and would not respond the way I wanted it to. Anyways, if you don't know, this is a really simple cable to put together. Depending on the cable or connectors, it can be done in about 7 solder points! Install the driver and you're off!! I had used a customized cable (MIO, RS232) that had connectors that you could open up and make the changes. This could be another service that you could offer! I think there would be a number of people who would probably want one of these! Maybe, if they still have them, you can use a breakout box? (adapter), if they are not expensive, or find a cable that lets you modify the connectors, make the changes in it and then for a small fee send to whomever wants one. Then they would just use their own printer cable to plug into the adapter and install the driver and they would be set!

So you can do the Stereo Pokey Upgrade and/or just about any OS upgrade there is, ie. Omnimon/view, etc, or multiple OS installations? I guess as long as you know the Atari and you know about the upgrade or have the docs for it, then you can do it, uh? So, can you diagnose and repair problem equipment too? Just being curious, I doubt that I would do one anytime soon as I don't have the money for it anyways.

Some of these I wanted to do on one of my machines but I just don't have enough skills to do it and I am afraid to attempt it, especially after my failed 1 meg attempt. If I had better soldering skills, I probably could, as long as nothing went wrong. If it did, I would not be able to troubleshoot it then or know what to look for, etc, since I don't have the electronic knowledge.

Anyways, it's great that you are offering this service and to anyone who is reading this, I would recommend Technoid highly as he has been around for quite awhile and he can be trusted!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7211. Re: messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:06:03 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <atclvr$1od$1@sparta.btinternet.com>
Source record: 25082

Most likely its just your ISP's news server playing up. I'm used to that being on BTInternet.....:-(

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:atce3d$b3b$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I seem to have bumped into two problems.
>
> a) I have responded to messages, but two of them I can not see. Andreas
> responded to one of them, so I guess the problem is on my side.
> b) The mail delivery subsystem keeps telling me it can not find
> c.s.atari.8bit and can therefor not post my messages to the group. This
> problem started sometime after I wrote the messages mentioned above. But
> guess what? These messages DO show up in c.s.a.8.
>
> Anybody have a clue what's going wrong here?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

7212. Re: messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:14:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atcmev$k9r$1@nets3.rz.RWTH-Aachen.DE>
Source record: 25083

Howdy Sheddy

> Most likely its just your ISP's news server playing up. I'm used to that
> being on BTInternet.......:-(

Hmm, now that sounds familiar........

BTW how is the space harrier project comming along? I keep looking at you
page to check for news, but......

CU Mathy van Nisselroy

PS be sure to enter into the ABBUC programming contest. Check out:
http://www.strotmann.de/twiki/bin/view/APG/AbbucProgrammingContestEng
for the rules and the prices (up to 500 Euro's)

7213. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:24:24 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <cclK9.52706$jf7.3309606@news2.west.cox.net>
Source record: 25084

That's really too big of a subject to try to answer here. Since you are just starting out in the emulator world, you really should read the Welcome to comp.sys.atari.8bit message that's posted in here frequently by Michael Current... last one dated 11/28/02. He gives references that will point you in the direction you need to go to get your answers. Main place to start out would be his faq...
http://www.faqs.org/faqs/atari-8-bit/faq/
Then you could also look at http://www.sonic.net/~nbs/new_and_emu.html

Anyways, to give you some kind of answer, simply put... *YES* there are emulators out there for the PC that really work! Some don't work as good as others, so I am going to be biased here and recommend Atari800Win Plus 3.1. This one works almost flawlessly! As with any program, there are a few bugs, but this one has the least.

You just need to tinker around with it until you learn it. It takes a little while to get the hang of it but it is pretty easy to set up and get it running, though, if you are familiar with how an Atari operates and you know the differences between OSes. For instance, some programs require OSB to run so you need to learn how to switch to it and some programs need PAL to run properly, etc.

You just have to learn how to attach disks or cartridges to the emulator or know how to load an exe, com, obj, bin file. Com, exe and obj are usually all the same, if they are classified right, and loaded as an exe file. Bin, rom and crt are usually cartridge files and must be attached as a cartridge in the emulator or they won't work. In other words, you can't use load an exe file with them. Up until lately, cartridge files were not useable in Atari800Win Plus, but with the latest version, they are now! Some obj and bin files could be either an executable file or a cartridge file. So if they don't work in one place, you need to try the other. Some files did not get classified right so you may run into this problem frequently. That may be the case with the other files too, rom, com and exe. I hope and guessing that most crt files are right. So, again, if it doesn't work as an exe then try the cart, or visa versa.

Lastly, you need to know what disk images are and how to use them since this one of the main parts of using an emulator in the first place. Alot of games were on a disk and they won't work if they don't stay in their original state. So disk images need to be used to duplicate their original state. Disk images are mainly a copy of the real disk that is transferred to the PC in some manner and then loaded into the emulator. There are several varieties, but the most common, and useable in the emulator, is ATR, XFD and DCM. ATR is the most common and preferred format of the 3. They are an exact copy of the original disk but with a 16 byte header added at

the very beginning that tells the emulator how to load and use it. So, you mainly need to find ATRs to use with the emulator. There is an abundance of these! Read the FAQs to find out where to find them.

Hope this helps!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7214. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:29:56 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <ohlK9.52707$jf7.3310704@news2.west.cox.net>
Source record: 25085

Besides needing a few minor improvements, etc...

It *IS* the greatest Atari 8-bit emulator!

Someone needs to fix Master Of The Lamps, though... it got worse in the newer version!

Or are they just bad copies floating around?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7215. Re: MyATR

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:43:20 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <YtlK9.52712$jf7.3312299@news2.west.cox.net>
Source record: 25086

I don't know about Umich... I could hardly ever get on there. I guess it's because it's too busy?

So if you couldn't get through, try this one instead...

ftp://ftp.spudster.org/CTH/Emulators/Transfer_Utilities/myutil.zip

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7216. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 13:49:38 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <SzlK9.52713$jf7.3312604@news2.west.cox.net>
Source record: 25087

Yep, McAfee says the same thing... but if you read his webpage, he claims it is not a virus.

So, should we believe him?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7217. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 14:29:03 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <K7ecnbt5W-ARc2SgXTWc3A@comcast.com>
Source record: 25088

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:atccfi$94a$1@nets3.rz.RWTH-Aachen.DE...
> Howdy James
>
> > I do have some new nice photos. Just moved to California (between
> > Monterey and Santa Cruz), and have some nice PCH photos south of SF, and
> > just north of Santa Cruz.
>
> What's PCH?

It's a little known Atari memory upgrade :)

It stands for Pacific Coast Highway http://www.us-101.com/

7218. SRAM in place of DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 14:58:22 UTC
From: f-schuster@gmx.net
Message-ID: <add8fcf3.0212130658.455b6391@posting.google.com>
Source record: 25089

Hi folks,

a question to our hardware gurus. Is it possible to exchange the 8
DRAM chips in our Atari with 8 SRAM chips without having to many
changes made.

I wonder if that would make the Atari more stable while having a lot
of mods already in.

Regards
Frank

7219. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 15:05:55 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212130705.9a2644@posting.google.com>
Source record: 25090

I've never been able to beat scram. always had a meltdown. :o)

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3DF8F88D.E1F899A7@students.uni-mainz.de>...
> Well,
> SCRAM or SCRAM-2 (found somewhere on the Pooldisk-TOO CDs)... -Andreas.
>
> P.S.: There is also a german (picture) demo, which explains how a
> nuclear power plant works in general...
>
>
>
> rtdos schrieb:
> >
> > http://www.ida.liu.se/~her/npp/demo.html
>
>
> rtdos schrieb:
> >
> > http://www.ida.liu.se/~her/npp/demo.html

7220. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 15:12:49 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <GLmK9.633$Rc7.12069@news2.e.nsc.no>
Source record: 25091

"Nite Hacker" <nitehacker@hotmail.com> skrev i melding
news:SzlK9.52713$jf7.3312604@news2.west.cox.net...
> Yep, McAfee says the same thing... but if you read his webpage, he claims
it
> is not a virus.
>
> So, should we believe him?
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *

I try to believe what most old Atari users says. He's been around for quite
a while and I think he is trustworthy!

7221. Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 15:32:32 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3df9fc15$1_6@news.teranews.com>
Source record: 25092

I'm glad I won those CDs. Looks like the Web Site went down early.

7222. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 16:08:08 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <IBnK9.52749$jf7.3341113@news2.west.cox.net>
Source record: 25093

Well, that's good to know... thanks for the info.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7223. FA : Many boxed (new) ATARI XE carts

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 17:37:02 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0212130937.79f087b2@posting.google.com>
Source record: 25094

I have lots of ATARI auctions on ebay , look at

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=3&rows=25&since=-1&showpics=1&stab=0

There are many great ATARI XE cart games like Rescue on Fractalus,Airball,Crime Buster , Archon,Star Raiders 2 ,Eastern Front,Lode Runner and more.

All these games are boxed , new , factory-sealed and are NTSC and PAL compatible.

Iï¿½ll ship worldwide , take checks/money orders/bidpay etc. for payment.

Mathias

P.S. I also have lots of ATARI 2600/7800 games and Dreamcast games on ebay.

Dreamcast games are PAL and may be only intersting for European buyers.

There is also some hardware , Paddles and Joysticks

7224. Re: BASIC XE source code????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 18:17:40 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dfa244c$0$78611$e4fe514c@news.xs4all.nl>
Source record: 25095

Hi,

Would be great also the source code for ACTION! would be cool...

TXG/MNX
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
message news:atcf52$c6q$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> Does anybody have the source code to BASIC XE???
>
> I discovered that it doesn't work with my memory upgrade, which means it
> probably doesn't work with modified Newell 1MB upgrades either. (these
> modified Newells use an AND gate - or was that a NAND - to enable you to
use
> BASIC without resorting to the use of switches.) The mod could be real
> simple, but we need the source code to check how it handles extended RAM.
>
> CU Mathy van Nisselroy
>
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

7225. Re: SRAM in place of DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 18:58:05 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <15qK9.4504$MV5.407293@newsread2.prod.itd.earthlink.net>
Source record: 25096

"Frank Schuster" <f-schuster@gmx.net> wrote in message
news:add8fcf3.0212130658.455b6391@posting.google.com...
> Hi folks,
>
> a question to our hardware gurus. Is it possible to exchange the 8
> DRAM chips in our Atari with 8 SRAM chips without having to many
> changes made.

I saw a modified 800 with a SRAM board. I can't remember the web page it was
displayed on.

7226. Re: Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 19:23:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212131123.77ac865f@posting.google.com>
Source record: 24947

lol. don't rub it in. :o)

"Steve S" <j70141@hotmail.com> wrote in message news:<3df9fc15$1_6@news.teranews.com>...
> I'm glad I won those CDs. Looks like the Web Site went down early.

7227. Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 19:51:25 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <atddoq$283$1@bob.news.rcn.net>
Source record: 24948

I've got a Super-E-Burner, and I wanted to burn a modified OS chip. When I loaded the rom image file, the program states, 'Not a Binary File'. This is correct, it is a rom image. How do I fix this? So I can burn the image.
Rick

7228. Re: atari++ linux emulator ready

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 20:00:25 UTC
From: bill@newbreedsoftware.com
Message-ID: <t%qK9.54587$lk.1588712@typhoon.sonic.net>
Source record: 24949

Thomas Richter <thor@cleopatra.math.tu-berlin.de> wrote:
> Hi folks,
>
> a new Atari emulator for Linux is ready for launch-off.
>
> Features of atari++:

Wow! This came out of nowhere! How will this be licensed?
How does it relate to Atari800, if at all?

I'd love to try it!

-bill!

7229. Re: SRAM in place of DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 20:16:29 UTC
From: Steve Pratt <sp014f3451SPAMBLOCK@blueyonder.co.uk>
Message-ID: <xerK9.19034$2E.1646@news-binary.blueyonder.co.uk>
Source record: 24950

On Fri, 13 Dec 2002 06:58:22 +0000, Frank Schuster wrote:

> Hi folks,
>
> a question to our hardware gurus. Is it possible to exchange the 8
> DRAM chips in our Atari with 8 SRAM chips without having to many
> changes made.

I think the short answer is no. DRAM uses a multiplexed addressing scheme where the address is loaded into the chip in two parts. Also, a lot of early DRAMS were one bit wide whereas SRAM tended to be four or eight bits wide. The modification is possible but will require some changes to the associated logic (I've not seen the circuitry involved so I can't be more specific). It really depends on what you mean by "too many changes" :-)

>
> I wonder if that would make the Atari more stable while having a lot
> of mods already in.

No idea I'm afraid.

Steve

7230. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 21:06:02 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <y_rK9.1044$4k6.118810@wards>
Source record: 24951

hardly a good marketing ploy though, surely it would be more sensible to modify the website, rather than having potential customers run away due to virus warnings??

"Nite Hacker" <nitehacker@hotmail.com> wrote in message news:SzlK9.52713$jf7.3312604@news2.west.cox.net...
> Yep, McAfee says the same thing... but if you read his webpage, he claims it
> is not a virus.
>
> So, should we believe him?
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7231. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 22:58:05 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <ffpkvu8mau16vminbfr0dl5nakmv9ksofq@4ax.com>
Source record: 24952

On Wed, 11 Dec 2002 23:08:09 -0000, "pr" <pr@#NOSPAM#.com> wrote:

>
>AVG indicates your site may have exploit/script virus.
>
>pr

Norton shows nothing so it might just be an over itchy Java check most
likely prompted by the rather annoying favourites pop up which comes
up every time you hit back from a listing.

Sort that out Jon...Please!

--
Paul

*** remove YOURFINGER to email me ****

7232. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 23:02:23 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <sgpkvu0h0f3lhg6d17n795ba25u5kv37g0@4ax.com>
Source record: 24953

On Fri, 13 Dec 2002 13:29:56 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>Besides needing a few minor improvements, etc...
>
>It *IS* the greatest Atari 8-bit emulator!
>
>Someone needs to fix Master Of The Lamps, though... it got worse in the
>newer version!
>
>Or are they just bad copies floating around?

Nope, it's an emulator problem to do with the way it handles the
graphics, the emulator is scanline so the very few effects don't work.

Read the Help file to see the list of what is affected.

Unless someone writes an emulator that handles the graphics in that
manner then you may be stuck with these few bugs.
--
Paul

*** remove YOURFINGER to email me ****

7233. Re: Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-13 23:04:52 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <prpkvu8807bi155rv351mgkfmtftt8a5k4@4ax.com>
Source record: 24954

On 13 Dec 2002 11:23:59 -0800, rtdos@yahoo.com (rtdos) wrote:

>lol. don't rub it in. :o)
>
>
>"Steve S" <j70141@hotmail.com> wrote in message news:<3df9fc15$1_6@news.teranews.com>...
>> I'm glad I won those CDs. Looks like the Web Site went down early.

Oh those CD's...had em ages now.. ;-)
--
Paul

*** remove YOURFINGER to email me ****

7234. Re: atari++ linux emulator ready

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 00:00:13 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atdsadafd1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24955

Hi Bill,

>> Features of atari++:

Hope you got my mail as it seems that right in place my mail client crashed. If not, please sent me another one, sorry. /-:

> Wow! This came out of nowhere! How will this be licensed?

Basically my "freeware licence". It allows free distribution on free media, or on a CD if I get a copy. (-; Its something along the lines of GNU, though it is not "viral".

> How does it relate to Atari800, if at all?

Not at all, this project started from scratch. I experimented with the Atari800 quite ages ago, came up with a couple of improvements that, IIRC, made the way into the main branch (GTIA, timing stuff), but after all, the overall architecture of this emulator didn't make me feel comfortable back then (must have been around 1996 or so). Hence, I restarted all this from scratch after I finally got a linux box - last May.

So long,
Thomas

7235. Re: messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 00:06:38 UTC
From: Sheddy <cghutt@hotmail.com>
Message-ID: <atdsme$h87$1@knossos.btinternet.com>
Source record: 24956

Hi Mathy,

thanks for the contest info. Don't think I'd make the deadline though! You seem to be keeping busy on the Atari, but I have had too many other things to worry about for the past several months, so Space Harrier is only coming on very slowly. I'll post something around Christmas on the site, but don't expect much. Stage 3 will be complete by then. Most of the other changes are not really visible, just better/different ways of doing some things in the code.

Regards
Chris

PS Hopefully your message problems will clear when your ISP just reboots their darned news server.

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:atcmev$k9r$1@nets3.rz.RWTH-Aachen.DE...
> Howdy Sheddy
>
> > Most likely its just your ISP's news server playing up. I'm used to that
> > being on BTInternet.......:-(
>
> Hmm, now that sounds familiar........
>
> BTW how is the space harrier project comming along? I keep looking at you
> page to check for news, but......
>
> CU Mathy van Nisselroy
>
> PS be sure to enter into the ABBUC programming contest. Check out:
> http://www.strotmann.de/twiki/bin/view/APG/AbbucProgrammingContestEng
> for the rules and the prices (up to 500 Euro's)
>
>
>

7236. Maybe it's a Rana...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 00:49:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021213194955.20593.00000050@mb-mh.aol.com>
Source record: 24957

Hi-
> Sounds just like a rana. I have one THAT ACTUALLY WORKS!!!! Most of them...
<

I've had more than a dozen, and have concluded that the mechs are to blame for most of their ills. I keep a "known good" mech, and whenever I get another Rana that is flakey (usually in DD) I swap the mech out with Mr. Known Good, and they work fine. OK, once in a while the 2793 / 2797's have crapped out. Sooo...

My quest has been to replace the Rana mech with a 1050 Tandon mech. I have had some success (power up movement, track seeking, etc.), but can't get them to actually read or write. Separating most of the lines was pretty easy, but the R/W head wiring is different -- 4 connectors on the Rana instead of 5 on the Tandon IIRC.

It is going to take someone who is better with a scope than me to crack this, but I don't think it is beyond reach. Anyone willing to take a look at a hybrid? I have made notes of my adventure thus far. I'll ship the parts if necessary, but natually it would less expensive if our "someone" had a Rana and a 1050...

Larry

7237. Re: ATR to ATARI utilities

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 00:57:39 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021213195739.20593.00000051@mb-mh.aol.com>
Source record: 24958

Hi Mathy-
> Larry, could you tell me if there is an error in this file? <

I don't think there is. I tested ATR180K.BAS today running under Turbo Basic and MyDos 4.5 with a freshly-baked SSDD ATR image, and it transferred perfectly. You mentioned DSDD (360K).
I never made a 360K version, so I don't know what might happen if only half an image were transferred. If you still think there is an error, please send the image to me and let me test it here.
Larry

7238. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 01:21:29 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <vr1lvu06sblbk7tf1rbkt9r641jn70mmge@4ax.com>
Source record: 24959

On Fri, 13 Dec 2002 23:02:23 +0000, Paul Irvine
<mclane.dellosYOURFINGER@btinternet.com> wrote:

>Nope, it's an emulator problem to do with the way it handles the
>graphics, the emulator is scanline so the very few effects don't work.
>

Ooops..Make that 'isn't' scanline

7239. Re: ATR to ATARI utilities

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 01:26:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <RMvK9.5064$MV5.455512@newsread2.prod.itd.earthlink.net>
Source record: 24960

Hi, Mathy;
ATR2ENH works in both single and enhanced; it was originally single and I encountered a 130K disk so I added the mod for more sectors. Single and enhanced are the same outside the drive except for number of sectors. ATR2ENH just runs out of data when processing a 90K image; no harm no foul... but mostly I just suggested it as an example of resident disk handler usage.

As far as density, I always preformat the destination to avoid surprises. A lot depends on your DOS in use; 2.5 and MyDos both allow some parameters in the XIO format call. I have not used those in MyDos to verify necessity of also using the read and write Percom configuration block.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:atceo6bph1@nets3.rz.RWTH-Aachen.DE...
> Howdy Larry, Ron, Carsten, folks
>
> Since Carsten's stuff isn't ready to be used and Ron's stuff only does
> Enhanced density, I tried the stuff Larry sent me.
>
(snip)
> BTW I hope to improve this fine piece of software. Plans are to either
> incorporate all of them in one file or to have ATREXAM load the appropriate
> file. Even the 'disk should be in D/D' could be knocked out if I find out
> how to set the disk to DD before hand.
>
> That's it for now.
>
> CU Mathy van Nisselroy
>

7240. Re: Maybe it's a Rana...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 01:35:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <GVvK9.5087$MV5.457249@newsread2.prod.itd.earthlink.net>
Source record: 24961

Larry;
I once saw an article (maybe AIM mag) concerning replacing the Indus mech with a 1050 Tandon Mech and the 4 vs 5 wires colored differently. Long story short; whoever wrote the piece got the questions solved...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021213194955.20593.00000050@mb-mh.aol.com...
> Hi-
> > Sounds just like a rana. I have one THAT ACTUALLY WORKS!!!! Most of them...
> <
>
> I've had more than a dozen, and have concluded that the mechs are to blame for
> most of their ills. I keep a "known good" mech, and whenever I get another
> Rana that is flakey (usually in DD) I swap the mech out with Mr. Known Good,
> and they work fine. OK, once in a while the 2793 / 2797's have crapped out.
> Sooo...
>
> My quest has been to replace the Rana mech with a 1050 Tandon mech. I have had
> some success (power up movement, track seeking, etc.), but can't get them to
> actually read or write. Separating most of the lines was pretty easy, but the
> R/W head wiring is different -- 4 connectors on the Rana instead of 5 on the
> Tandon IIRC.
>
> It is going to take someone who is better with a scope than me to crack this,
> but I don't think it is beyond reach. Anyone willing to take a look at a
> hybrid? I have made notes of my adventure thus far. I'll ship the parts if
> necessary, but natually it would less expensive if our "someone" had a Rana and

> a 1050...
>
> Larry
>
>

7241. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 01:56:39 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <y7wK9.1348$6z5.889@news.bellsouth.net>
Source record: 24962

I've done quite a few of the standard upgrades for the Atari including:

288k 800
256k and 512k 800xl
320k and 576k 130xe
Sio2PC adapter
Rverter RS232 adapter
256k to 1mb MIO
1200xl upgrade to full compatability with XL OS, and 1200xl internal basic.
1200xl PBI mod (which doesn't work by the way so don't ask)
Multiple OS mod (so you can have things like Omnimon and the standard OS and the Mux OS all in the same machine)

I know the Atari computers inside and out. The mods I haven't done, I have at least seen. If I have the plans for the mod, I can do it without much trouble. I make my mods PRETTY also. My 256k and 512k 800xl upgrades are contained on a nice little plugin module I modeled after the Rambo. I call it the "Sly Stallone 512k".

I usually use multi-colored wire of just enough length to make each contact. If you open your newly 'upgraded by technoid' machine you will see a fruit salad rainbow of wireing. Just something I like to do.

Regards,

Jeff

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:q5kK9.52697$jf7.3296843@news2.west.cox.net...
> That is great!
>
> Glad to hear that someone is willing to do the projects that most of us
> can't do because we lack the skills to do so and that most electronic
techs
> probably couldn't do because they don't even know what an Atari is and
even
> if they did know, they would probably charge an arm and a leg for it! I
had
> someone put a 256k in mine and charged me $250!! Maybe that's not
> unreasonable, but it is when you really can't afford it!
>
> I am just a tinkerer myself. I don't know hardly anything about
electronics
> but I have done a 1 meg Newell upgrade on one of my other machines but
it's
> a bit flaky. I think it needs some additional adjustments that was not

> mentioned in the docs. I read one time from somebody that if you go
beyond
> a certain point, you need some additional adjustments to it for it to work
> properly. I don't think I have a copy of that and I have not really
looked
> for it but I sure would like to get a hold of that!
>
> I put together a joystick cable (LPTJoy) for the pc emulator and it
worked!
> But I had a bit of trouble because I am not skilled at soldering so the
> first time it didn't work. I guess I really should take up a soldering
> class! I did continuity testing and found one line not working. I opened
> it up and one of the wires had broke away from the pin. Once I fixed
that,
> I was in business! I was *so* glad to finally be able to hook up an Atari
> joystick so I can play my old favorites once again without using a lame pc
> stick, especially Gravis Gamepad! I was tired of trying to play games
> because the gamepad was difficult to manipulate and would not respond the
> way I wanted it to. Anyways, if you don't know, this is a really simple
> cable to put together. Depending on the cable or connectors, it can be
done
> in about 7 solder points! Install the driver and you're off!! I had used
a
> customized cable (MIO, RS232) that had connectors that you could open up
and
> make the changes. This could be another service that you could offer! I
> think there would be a number of people who would probably want one of
> these! Maybe, if they still have them, you can use a breakout box?
> (adapter), if they are not expensive, or find a cable that lets you modify
> the connectors, make the changes in it and then for a small fee send to
> whomever wants one. Then they would just use their own printer cable to
> plug into the adapter and install the driver and they would be set!
>
> So you can do the Stereo Pokey Upgrade and/or just about any OS upgrade
> there is, ie. Omnimon/view, etc, or multiple OS installations? I guess as
> long as you know the Atari and you know about the upgrade or have the docs
> for it, then you can do it, uh? So, can you diagnose and repair problem
> equipment too? Just being curious, I doubt that I would do one anytime
soon
> as I don't have the money for it anyways.
>
> Some of these I wanted to do on one of my machines but I just don't have
> enough skills to do it and I am afraid to attempt it, especially after my
> failed 1 meg attempt. If I had better soldering skills, I probably could,
> as long as nothing went wrong. If it did, I would not be able to
> troubleshoot it then or know what to look for, etc, since I don't have the
> electronic knowledge.
>
> Anyways, it's great that you are offering this service and to anyone who
is

> reading this, I would recommend Technoid highly as he has been around for
> quite awhile and he can be trusted!
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7242. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 02:00:58 UTC
From: nitarudzki <nitarudzki@attbi.com>
Message-ID: <uhwK9.347662$WL3.108189@rwcrnsc54>
Source record: 24963

I think by binary file it means a straight byte file. The file you may have might be an intel hex file (which is in a specific format). A binary file is usually a straight dump of bytes from, say, $A000 to $B000.

Tony

"Richard Heldmann" <sales@vulcantool.com> wrote in message news:atddoq$283$1@bob.news.rcn.net...
I've got a Super-E-Burner, and I wanted to burn a modified OS chip. When I loaded the rom image file, the program states, 'Not a Binary File'. This is correct, it is a rom image. How do I fix this? So I can burn the image.
Rick

7243. Re: Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 02:56:52 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <N3xK9.1053$j94.224418@news02.tsnz.net>
Source record: 24964

Yep, the site is down as of late Friday night (NZ time). The ftp was getting so hammered, that it wasnt really working well. So I made the call to 'unplug' :-|

Thanks everyone who has made the effort to help build up a mighty impressive collection of stuff. I hope everyone got some use out of the files, be it bringing back memories of your favorite games, or childhood, to those who like to just download 'everything' and never play them. Doesnt worry me which you were, as long as you had fun doing it! ;-)

Thanks to the original authors of the games/utils, for giving us these great games, and some not so great. For without them, this scene wouldnt exist!

Hopefully the other atari archive sites will remain active and will continue to serve the community with some great games. Check out the homesoft site for a good website with a big collection of games.

To answer a few questions I keep getting asked, publically...
Yes I am looking at getting the files online somewhere. Probably Tom Hunts FTP, but I need to talk to him first.
No I wont do it 'right now', It'll be done when I get time, be that whenever it is.
No I dont know when that will be!! ;-)

To those offering to help mirror the site, thanks for the offers, but as I accepted around 4 people over the last 6 months to do this, and it hasnt happened. I'm not willing to waste anymore time trying to turn this into a reality.

To everyone asking for the collection on CD,
Yes I 'could' do a copy for you, but, I probably wont.
Offers to buy the CD's 'may' get you a copy.
Offers to trade for the CD's, will more likely get you a set than money will.
I make no guarantee, that I'll accept your offer! ;-)

Anyway, To those who I still have some 5.25" disks to transfer to ATR, these will be done asap, and you'll be sent a email with them. I apologise for how slow I have been doing these last ones.

The website will turn back into a personal website over the next month, with only a small section on Atari games, probably my top 20 or something like that.

Catchya around

Aaron (aka.Holmes)

PS - Flame wars do nothing but hurt the community, be a man, and just ignore
the trolls.

"Paul Irvine" <mclane.dellosYOURFINGER@btinternet.com> wrote in message
news:prpkvu8807bi155rv351mgkfmtftt8a5k4@4ax.com...
> On 13 Dec 2002 11:23:59 -0800, rtdos@yahoo.com (rtdos) wrote:
>
> >lol. don't rub it in. :o)
> >
> >
> >"Steve S" <j70141@hotmail.com> wrote in message
news:<3df9fc15$1_6@news.teranews.com>...
> >> I'm glad I won those CDs. Looks like the Web Site went down early.
>
> Oh those CD's...had em ages now.. ;-)
> --
> Paul
>
> *** remove YOURFINGER to email me ****

7244. Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 03:32:50 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <NxxK9.1823$6z5.780@news.bellsouth.net>
Source record: 24965

I've seen some badly botched work by ernest people. Here are some ways to make your first attempt at 'roll your own' hardware a pleasant and successful one:

Too much power. You need a LOW POWER soldering iron. I use a 15watt iron for anything shy of power supply work. You do the same and you'll have a pretty upgrade that works. A 45 watt gun is WAY TOO MUCH power for most uses.

Use 2% silver solder. It should be very fine guage - something like very thick horsehair. Solder isn't all that conductive generally. The silver is conductive and will be more forgiving of sloppy connections than standard lead/tin only solder.

Use a SPONGE. Your standard kitchen variety is fine. Wet it then squeeze it almost dry. Wipe the hot tip of the iron on it every so often. It keeps the tip from building up all that black crud. The crud keeps the iron from properly conducting it's heat to the things you are soldering together. When you are finished with the gun and uplug it, wipe the tip from time to time on the sponge as it is cooling to keep the tip clean for your next use. If you can't find a sponge, a halfassed replacement is a few damp paper towels folded into a square. Once your iron is up to full heat, wipe it on the sponge and melt some solder onto the tip. Wipe again, melt, wipe, melt, wipe. Do this until your iron's tip is nice and shiny.

'Tin' the ends of your wires and tin the contact your are going to solder to. To tin a contact, just heat the contact with the iron and melt a little solder onto it. To tin the end of a wire, first strip the wire end of it's insulation, twist the end of the stranded wire to keep all the little wires it is made of together, heat the end and melt some solder onto it. Not a big old blob, just enough to make it shiny. One way to do this is to melt a blob of solder onto the iron's tip and then stroke the wire end through the blob. The stranded wire will absorb some of the blob and become shiny.

The chips in your Atari are all pin-ordered in the same way. Pin 1 is the lower-left-most pin, and the highest pin is the upper-left-most pin. Lets take a 16 ping ram chip as an example.

A sixteen pin chip is represented below:

16 15 14 13 12 11 10 9
1 2 3 4 5 6 7 8

You see? lower-left to upper left in a counter-clockwise acending order. For all chips in your Atari computer.

Each chip has a little dit or marking at one end to indicate which is it's "left side". This is sometimes a little indentation, a printed marking, or a semicircular or rectangular indentation at one end of the chip.

The wire that is best for upgrades is 'ribbon cable' wire. Just separate a length from the ribbon and away you go!

Some folks like solid-core wire. While I agree that it is of slightly lower resistance and is a little easier to handle, just flex one once or twice. You'll break a contact. Use what I suggest and you'll have a durable upgrade.

What makes this so cool is that it is generally free and it goes a long long way.

What is also cool about this type of wire is this. It is hard to explain but bear with me and I think we'll get through it.

Imagine your upgrade reads something like; "connect pin 18 of u20 to pin 14 of u6, pin 4 of u10 and pin 11 of u22. That would require three wires and make life for you a hell. In effect it is one wire so why not use just ONE WIRE?

To accomplish this much more easily and with a much higher quality connection, strip a wire twice in it's middle and once at each end. Twist the wire at the bare spots in the middle and at the end. Don't tin the spots in the middle. Instead, make your first connection, then wrap the first bare spot around the connection you need to connect to and solder into place, the same for the next bare spot and then finish your final connection. I need to thank Mr. Larry Bettes of Pinnacle Engineering, Redding California for showing me this trick in 1987. Give Ruthanna a kiss you dirty old man! Thanks Larry! Wherever you are....

If the connection you are making in the middle of the wire is not one you can wrap the wire around, then tin the bare spot and 'tack solder' it onto your tinned connection. If there is bare wire still visible after you've finished soldering, you can sortof 'streatch' the insulation down the wire to cover it up by running your fingers vigorously down the wire in the direction of the area you want to cover up.

If you need to make a hole in the case (as for a switch or whatever), you don't need a drill. Use that 45watt flamethrower of a soldering iron I told you never to use. Just poke the hot end through and trim the melted plastic with a sharp knife. Viola! Instant hole! Do this from the inside-out if possible to keep it looking neat.

Well, thats it for this edition of Instant Tech by your favorite Mutant!

Stay tuned for more such articles on the Atari8 usenet group.

Jeff

7245. Re: SRAM in place of DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 03:41:16 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <EFxK9.1833$6z5.350@news.bellsouth.net>
Source record: 24966

In short, NO. You can't do that.

Regards,

Jeff

"Steve Pratt" <sp014f3451SPAMBLOCK@blueyonder.co.uk> wrote in message
news:xerK9.19034$2E.1646@news-binary.blueyonder.co.uk...
> On Fri, 13 Dec 2002 06:58:22 +0000, Frank Schuster wrote:
>
> > Hi folks,
> >
> > a question to our hardware gurus. Is it possible to exchange the 8
> > DRAM chips in our Atari with 8 SRAM chips without having to many
> > changes made.
>
> I think the short answer is no. DRAM uses a multiplexed addressing scheme
> where the address is loaded into the chip in two parts. Also, a lot of
> early DRAMS were one bit wide whereas SRAM tended to be four or eight
> bits wide. The modification is possible but will require some changes to
> the associated logic (I've not seen the circuitry involved so I can't be
> more specific). It really depends on what you mean by "too many changes"
> :-)
>
> >
> > I wonder if that would make the Atari more stable while having a lot
> > of mods already in.
>
> No idea I'm afraid.
>
> Steve

7246. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 05:48:53 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <8ghlvus0fh3h6hp3aevt12ucafrq66hehi@4ax.com>
Source record: 24967

On Fri, 13 Dec 2002 00:25:18 +0100, Jindrich Kubec <kubecj@asw.cz> wrote:

>Andreas Magenheimer wrote:
>
>> the 5200 > kangaroo also didn`t make it to the XL/XE, there is only the Atari 800
>> prototype cart (works only with Old-OS)
>
>I still think the 'proto' is complete, but I didn't play it too
>intensively (maybe it has similar problem like TTopler has). But xl/xe
>is not a problem these times, is it?
>
Hmmm, I don't remember needing a translator disk or anything to play Kangaroo...
what exactly are you talking about?

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7247. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 05:52:26 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <hmhlvuot8972669v7jg9mm84c9h72tdoln@4ax.com>
Source record: 24968

On Thu, 12 Dec 2002 21:33:50 -0500, RoyalHeart <royalheart@barnwellsc.com>
wrote:

>Stellijer wrote:
>
>> I've heard some things about Atari emulators for the PC.
>> However - I've not
>> known which ones are real, which are bogus... and have not
>> known anyone to
>> actually get one to work.
>>
>> I'm interested in learning how to make an Atari emulator work
>> on the PC.
>> Has anyone gotten one to work? Which one? How well did it
>> work?
>
>I've used PC Xformer and XL_It! for a couple of years, and
>they've worked fairly well, but then I discovered Atari800Win
>(http://www.a800win.atari-area.prv.pl/). It works Great!! It is
>the only one I use now. It emulates the 400/800, XL, and XE
>series. It emulates various RAM upgrades for the XL and XE
>systems, up to 1088K on the XE. The current version, verified 12

You forgot to mention it also emulates the 5200 game system!

>Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
>I've been using it for a few months now).
>

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7248. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 06:33:50 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <ihAK9.55910$jf7.3592964@news2.west.cox.net>
Source record: 24969

That's cool, glad to hear that you can do such mods and do it for a reasonable price!

We need someone like that to keep our machines going and to do upgrades that we may wish to add on but can't do it ourselves! I am glad you have stepped up to the plate!

So, I guess, you might have missed it in my jungle of an email, can you repair broken down computers and disk drives, etc, too?

Also, does wire-wrap come in different sizes? Also, where is the best place to get some?

Thanks,

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7249. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 06:35:43 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212132235.6330647d@posting.google.com>
Source record: 24970

"nitarudzki" <nitarudzki@attbi.com> wrote in message
news:<uhwK9.347662$WL3.108189@rwcrnsc54>...
> I think by binary file it means a straight byte file. The file you may have
> might be an intel hex file (which is in a specific format). A binary file
> is usually a straight dump of bytes from, say, $A000 to $B000.
>
>
> Tony
>
> "Richard Heldmann" <sales@vulcantool.com> wrote in message
> news:atddoq$283$1@bob.news.rcn.net...
> I've got a Super-E-Burner, and I wanted to burn a modified OS chip. When I
> loaded the rom image file, the program states, 'Not a Binary File'. This is
> correct, it is a rom image. How do I fix this? So I can burn the image.
> Rick

Tony is right, you are missing the standard Atari file header which
starts with FF FF to indicate a binary file vs a text file. Which
is then followed by two more bytes that indicate the 'load to'
address followed by two more bytes that indicate the 'end load'
address. The super eburner uses 00 00 for a start address to
FF 3F for a standard size (27128) Atari OS eprom. The code actually
doesn't come from there or go there either - the super eburner
software just throws the six header bytes away in any case - but they
do have to be there in order for the file to pass muster.

So add FF FF 00 00 FF 3F to the start of the .bin file you wanted
to burn with a hex editor and try again. Multiple headers are OK and
even a necessity when dealing with burn files for 27512 and up. In a
pinch without a hex editor I have been able to 'prepend' such data to
an Atari file by using a dummy sector on the same disk as the .bin file
with a sector editor. Its involved but it does work.

7250. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 06:38:39 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <PIAK9.55913$jf7.3595440@news2.west.cox.net>
Source record: 24971

Darn, well, I wish someone would look into trying to fix whatever the problem is that causes it not to work, if it is possible to fix.

That was one of my favorite 8-bit games!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7251. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 06:56:45 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <NCAK9.55919$jf7.3553610@news2.west.cox.net>
Source record: 24972

>AVG indicates your site may have exploit/script virus.
>
>pr

Sorry, this may be getting off topic, but let me finish with this...

He uses AVG (what is AVG?) and I use McAfee and they both said there was a virus.

You know, there is no one perfect virus scanner... you are safer to use 2 different scanners. I thought I was safe with McAfee but was disgusted to find out that a virus still got through and into my computer. I had to use Trend Micro to find it and get rid of it.

I agree with pr, though, even though it may be safe code he should try and remove it. Alot of people will not visit his site if that pops up. If 2 scanners pick it up, then there may be others that will too, such as Trend Micro. People may not even see his webpage and to see his note about this problem. If he is in business or trying to sell products, this will hurt him.

Just a suggestion for him... whether he wants to remove this code or not is up to him.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7252. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 07:04:09 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <JJAK9.55920$jf7.3605772@news2.west.cox.net>
Source record: 24973

Great! Thanks for the tips!

That will be great to see tutorials on hardware upgrades, etc... looking forward to them!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7253. Need Utilts?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 08:53:26 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <akCK9.56544$jf7.3641747@news2.west.cox.net>
Source record: 24974

In case you may not know, if you are looking for utils or DOSes, etc... this is a great site to check out then....

http://www7.brinkster.com/atari/download.htm#top

This site is run by Sysop Fox-1 of Netherlands.

I thought I would post this for some people who might not know about this site and are looking for stuff like this. Seems like some people are looking for utils, etc, so I thought I would suggest this site.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7254. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 09:44:31 UTC
From: pr <pr@#NOSPAM#.com>
Message-ID: <r5DK9.1119$4k6.132905@wards>
Source record: 24975

Nite Hacker
fyi AVG is a good virus checker from Grisoft (www.grisoft.com) and unlike
Norton et al you don't have to pay for it!
Cheers
pr

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:NCAK9.55919$jf7.3553610@news2.west.cox.net...
> > He uses AVG (what is AVG?)

7255. Re: ATR to ATARI utilities

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 10:59:59 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0212140259.35f1bc29@posting.google.com>
Source record: 24976

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:<atceo6bph1@nets3.rz.RWTH-Aachen.DE>...
> Howdy Larry, Ron, Carsten, folks
>
> Since Carsten's stuff isn't ready to be used and Ron's stuff only does
> Enhanced density, I tried the stuff Larry sent me.
>
[..]

Hello Mathy,

sorry, the docs on my webpage are maybe misleading. My stuff works,
only that you have to read in one sector at a time. Look at the Basic
Examples on the page.

Ciao

Carsten

7256. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 12:36:44 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atf8kp$mo1$1@bob.news.rcn.net>
Source record: 24977

Thanks for the replies.
Rick

7257. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 12:43:17 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atf912nfg1@bob.news.rcn.net>
Source record: 24978

Using ribbon cable is a great tip. I used solid wire and almost always
managed to break contacts.
Rick

7258. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 13:15:43 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d22@attbi.com>
Source record: 24980

>A show of hands here, and be honest...
>
>How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY
>HELP WHATSOEVER" from any clue books or information from friends or anywhere
>else?
>
>How long did it take you and what did you find most interesting about the
>game?

I play versions 1-6 of Ultima on the Atari computers. Ultima, in
my opinon, is the RPG game ever and I am sad that it stopped after
version 10. Of 6 versions I played on the Atari, IV was the by far
the best. I really cannot remember if I had help as I do not
remember getting any, but I finished it in about a year. I know
that is a long time, but I like to savor these kinds of game and
do not finish them too quickly. I usually start being a wizard and
like to build my character up before I tackle the real quest of
the game. That is what I am doing now on the Xbox with Morrowind.
Ultima IV was not too easy, but not too hard to finish on your own
without any help. That is what I liked most about it. The
graphics, gameplay and MIDI muscic made the game. I plan on
playing it again sometime just for fun.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7259. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 13:15:44 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3dfad99a11f4d23@attbi.com>
Source record: 24979

>Dear Atarians:
>
>I remember back in the 80's there were wonderful Atari TV commercials, some of
>them totally over the top with extremely exuberant Atari users. Does anyone
>know if there Is any place on the Web where one could find those nostalgic
>commercials and download them? If so, please let me know.
>
>Sincerely, An Atarian Forever...

I will have to look at my links, but I know there is a place that
has them. I remember looking at the ones with Alan Alda. It seemed
like yesterday when they came out....

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7260. Re: Maybe it's a Rana...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 13:29:56 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021214082956.28420.00000072@mb-fv.aol.com>
Source record: 24981

Hi Ron-
> I once saw an article (maybe AIM mag) concerning replacing the Indus mech with a 1050 Tandon Mech... <

Yes, that is an excellent article, and it definitely helped me trace the wiring, but Indus used Tandon's, so the head wiring is the same. (Although I had one Indus that used a stock IBM-type SS drive!)

I have schematic info for both head assemblies, and *I think* I have the Tandon connected to the appropriate Rana connectors, but it still won't R/W. It was suggested to me that the impedance may be mis-matched, and going back to my old hi-fi days, that sounds very plausible.

I'm stumped, and I just not swift enough with a 'scope to get any further. But I truly welcome any constructive suggestions.

Larry

7261. Re: Maybe it's a Rana...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:04:59 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <LEIK9.611$qA3.95374@newsread1.prod.itd.earthlink.net>
Source record: 24982

It also could quite possibly have been an old PSAN..?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
> Larry;
> I once saw an article (maybe AIM mag) concerning replacing the Indus mech
> with a 1050 Tandon Mech and the 4 vs 5 wires colored differently. Long
story
> short; whoever wrote the piece got the questions solved...
> --
> Ron
>

7262. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:16:27 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <vPIK9.6060$4W1.1820@nwrddc02.gnilink.net>
Source record: 24983

Richard,

Hopefully you got my lengthy email and programs to help you with the issue.

> So add FF FF 00 00 FF 3F to the start of the .bin file you wanted
> to burn with a hex editor and try again. Multiple headers are OK and
> even a necessity when dealing with burn files for 27512 and up. In a
> pinch without a hex editor I have been able to 'prepend' such data to
> an Atari file by using a dummy sector on the same disk as the .bin file
> with a sector editor. Its involved but it does work.

That's an interesting method described. Does sound tricky. But must involve some tricks with the last 3 bytes of the sector to get the linking to occurr correctly, correct?

One of the tricks that I provided Richard was a basic program that will write the necessary 6 byte header to a file. Then go into Atari DOS and use the Copy File command 'C' and do an append operation (i.e. 'C' followed by D:ROMFILE.BIN,D:HEADER.BIN/A).

Looking at some stuff related to Spartados X I see the POINT cmd in basic can do relative positioning within the file. Maybe possible to use Spartados (maybe 3.2 and X) to actually insert the necessary bytes within those large files. Or at least write a utility that can insert the bytes at the beginning of the smaller files.

Now I do remember that Super-E Burner works in 16k size chunks. Doesn't the 27256 size chips ROM images require the mulitple headers too?

Boy, if the source to Super-E Burner was available, maybe it could be modified to allow just straight binary image programming then all this file image modification wouldn't be needed... (maybe add support for Flash chips also!).

Glenn

7263. Re: Eprom burners: Do you have to spend $100 ??

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:20:24 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <cTIK9.6081$4W1.915@nwrddc02.gnilink.net>
Source record: 24984

If you can ever get to some of the electronic swap meets in the
San Francisco East Bay area there's one that meets in Livermore
on the last Sunday of each month. You can usually find older EPROM
burners there for around $20.

Good place to search for test equipment also.

Glenn

"richard cortese" <ricortes@earthlink.net> wrote in message
news:BRcK9.2906$j_4.319898@newsread1.prod.itd.earthlink.net...
> "ron fucci" <ronfucci@bellsouth.net> wrote in message
> news:42952602.0212121821.65b61bc6@posting.google.com...
> > I'd like to get one used, but tough to find even on eBay. Searching
> > the web, I can only come up with a modest new one for about $100. Is
> > this the least expensive option for a burner to burn cart and /or OS 8
> > bit chips ? Tks
>
> That is about it. Even the old 8 bit ones like Thompson cost ~$160 when
you
> could find them.
>
> The rock bottom lowest price I have ever seen was $50 for a returned and
> tested good JDR one in their show room years ago. I think it was limited
to
> 32 pins and DOS based ISA machines. Figure the ZIF socket alone cost about
> $13.
>
>

7264. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:24:14 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <OWIK9.6102$4W1.2168@nwrddc02.gnilink.net>
Source record: 24985

I saw some posting of old 80's commercials on alt.binaries.vcd

They're all MPEG and around 5meg in size.

Here are the commercials:

Commercial - 1982 - Dinky Doughnuts - Win 2600 or VCR.mpg
Commercial - 1982 - Imagic - Cosmic Ark for Atari 2600.mpg
Commercial - 1983 - Nestle Quik - Atari 2600 Co-Brand.mpg

Glenn

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DF8F710.5A14B621@students.uni-mainz.de...
> Oops,
> it is just the other way around: most of the stuff on these two CD`s is
> in english language. we could not find the german Atari adverts
> anywhere. Only one thing is really bad: there is an interview with Nolan
> Bushnell and everytime he starts saying somethin, a german translator
> tells you everything in german language (so you cannot hear Nolans
> original speech anymore)... Anyway, I am still searching for any kinds
> of Atari related films, movies, adverts, etc. so we can further update
> these CD`s.
>
> By the way: Does anybody know where to find the original music-video of
> "Money for Nothing" (by Dire Straits), made with Degas or Degas Elite
> (or at least with the help of an atari St) ?!?
> greetings, Andreas.
>
>
>
>
> Mathy van Nisselroy schrieb:
> >
> > Howdy Atari4evr
> >
> > > I remember back in the 80's there were wonderful Atari TV commercials,
> > some of
> > > them totally over the top with extremely exuberant Atari users. Does
> > anyone
> > > know if there Is any place on the Web where one could find those
nostalgic
> > > commercials and download them? If so, please let me know.
> >
> > Andreas Magenheimer and Torsten Schall have put together a CD with all
kinds

> > of stuff that concerns Atari that where at one time shown on TV. Most
of
> > the stuff on the CD is probably in German, but they might have found
some
> > original English language stuff too. I'm sure Andreas will respond to
you
> > message within a week or so.
> >
> > CU Mathy van Nisselroy

7265. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:25:09 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <FXIK9.628$qA3.98043@newsread1.prod.itd.earthlink.net>
Source record: 24986

Sorry, Jeff;
Sounds like you have had a bad run of encounters with a lot of hardware. My experience is better, though somewhat limited; I have three AT Percoms, but have used only one 810, 1050, Indus and ATR8000. All of them are still cranking and providing good service with the exception of a flaky write protect on one Percom and unknown status of the Indus which was borrowed for several months. I agree that the 810 was built like a tank and the 1050 seemed to run forever while looking a little less beefy. Ben the 8-Bit Alchemist documented the correctable flaws in the fairly solid Percoms back in a '95 Atari Classics article. What problems did you have with the ATR8000? The power and reset switches were the only moving parts; did you get some bad 3rd party mechanisms?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
>
> Failures I can attest to are: Rana 1000, Indus GT, Percom AT series,
ATR8000
> series. Despite thier cool features, as disk controllers they suck. The
CSS
> BB/FB is the only decent replacement I've run across. Pricewise it is a
> littel steep, but it really WORKS and works and works. Not something you
> can say about anything short of the 'real deal'.
>
> Regards,
>
> Jeff
>

7266. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 16:39:34 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <a9JK9.638$qA3.100244@newsread1.prod.itd.earthlink.net>
Source record: 24987

It's not *that* involved and highlights the flexibility of 2.x type Dos for
using the sector count byte to patch into a file.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Lee" <melee5@my-deja.com> wrote in message
> Tony is right, you are missing the standard Atari file header which
> starts with FF FF to indicate a binary file vs a text file. Which
> is then followed by two more bytes that indicate the 'load to'
> address followed by two more bytes that indicate the 'end load'
> address. The super eburner uses 00 00 for a start address to
> FF 3F for a standard size (27128) Atari OS eprom. The code actually
> doesn't come from there or go there either - the super eburner
> software just throws the six header bytes away in any case - but they
> do have to be there in order for the file to pass muster.
>
> So add FF FF 00 00 FF 3F to the start of the .bin file you wanted
> to burn with a hex editor and try again. Multiple headers are OK and
> even a necessity when dealing with burn files for 27512 and up. In a
> pinch without a hex editor I have been able to 'prepend' such data to
> an Atari file by using a dummy sector on the same disk as the .bin file
> with a sector editor. Its involved but it does work.
>

7267. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 17:15:03 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <rGJK9.58887$jf7.3746730@news2.west.cox.net>
Source record: 24988

> Nite Hacker
> fyi AVG is a good virus checker from Grisoft (www.grisoft.com) and unlike
> Norton et al you don't have to pay for it!
> Cheers
> pr

Cool, thanks for the info!

Nite Hacker

7268. Announcement: cc65 version 2.9.0 released

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 17:40:03 UTC
From: uz@remove-to-reply.musoftware.de
Message-ID: <jdqfta.hk9.ln@news.musoftware.de>
Source record: 24989

I'm proud to announce version 2.9.0 of CC65, a C crosscompiler /
crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines,
including

- The Commodore VIC20 (contributed by Steve Schmidtke
<steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116, Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs
run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler
<cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga
<taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

There is also rudimentary support for the Oric Atmos (startup file and linker
config, but no library support) contributed by Debrune Jï¿œrï¿œme <jede@oric.org>.

The libraries are fairly portable, so creating a version for other 6502s
shouldn't be too much work.

New features in this release are:

* Assembler:

- In the .local directive, transfer the local char to the created
symbols, so ".local @L1" will create cheap local symbols in macros.

- New commands .PUSHSEG and .POPSEG to save and restore the current
segment.

* Compiler:

- Optimization for memset (call bzero if fill value is zero).

- Better handling of unknown pragmas, support for _Pragma().

- Local variables of compound type may now be initialized.

- Register variables are back again and they work better than ever before!
The plasma demo has a speed increase of 30% using register variables,
the fire demo more than 60%. Note that these are special cases (small
loops with a high loop count), so these numbers may not be typical.

- More optimizations, especially register variable related ones.

* Linker:

- Support for more o65 attributes and "simple" o65 files

- The linker is able to generate cc65 specific o65 modules.

* cl65 utility:

- Output the command line for the subprocesses when -d is given

* Library:

- A module loader allows to load o65 extension modules at runtime. These
fully relocatable modules can be used as drivers, overlays or whatever.

- Completely new graphics library (currently supported: C64) using
loadable graphics drivers.

- RS232 module for the Atari (written by Christian Groessler)

- New _randomize() function for all platforms

- Complete set of functions from time.h. All that has to be supplied
is a machine speficic _systime function.

- Most CBM file functions are now written in assembly.

- C file I/O support for the following platforms: C64, C128, C16, C116,
Plus/4, VIC20, PET. This is probably one of the most requested
additions!

- New API to access extended memory with loadable drivers for:
C64 with GeoRAM cartridge, C64 with REU, C64 using RAM behind kernal
and I/O area. C128 with GeoRAM cartridge, C128 with REU and C128 using
the RAM in bank #1.

* Platforms:

- Some small improvements for the Apple][:

o revers() should now work correctly (do nothing)

o Binaries have an AppleDOS 3.3 header

- Support for VLIR files under GEOS

- Minimal support for the Oric Atmos (just the startup file - contributed
by Debrune Jï¿œrï¿œme)

- Support for the VIC20 (Steve Schmidtke). The standard linker config is made for the standard memory setup (3.5K) which is too small for most serious things. You have to use an external memory config when linking for a VIC20 with memory extension.

- The C16/116 and Plus/4 are now separate platforms. The new Plus/4 target does banking and supports up to 59K of memory, while the C16/116 works without banking (and the overhead) and supports up to 28K. Both are still compatible, so C16 programs will run on the Plus/4, and Plus/4 programs will run on an expanded C16 or 116.

* Documentation:

- New function reference (incomplete)

* Bugfixes and minor improvements as usual.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on some systems.

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues (programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

```
-----------

Thanks to all who sent feedback and suggestions, and of course to anyone who
helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
6:39pm up 73 days, 4:54, 17 users, load average: 0.00, 0.21, 0.46
```

7269. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 18:52:01 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212141052.f5caf2e@posting.google.com>
Source record: 24990

How about this : http://trident.mcs.kent.edu/~clisowsk/8bit/movies.html

cheers ..... RetroMan (proud owner of an Atari 600XL !!!)

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message
news:<3dfad99a11f4d23@attbi.com>...
> >Dear Atarians:
> >
> >I remember back in the 80's there were wonderful Atari TV commercials, some of
> >them totally over the top with extremely exuberant Atari users. Does anyone
> >know if there Is any place on the Web where one could find those nostalgic
> >commercials and download them? If so, please let me know.
> >
> >Sincerely, An Atarian Forever...
>
> I will have to look at my links, but I know there is a place that
> has them. I remember looking at the ones with Alan Alda. It seemed
> like yesterday when they came out....
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7270. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 19:11:26 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <0b0nvu07k5vc4sle83ni40rvb2jsml22k5@4ax.com>
Source record: 24991

On Fri, 13 Dec 2002 22:32:50 -0500, "Technoid Mutant"
<technoid@nospam.30below.nospam.com> wrote:

>I've seen some badly botched work by ernest people. Here are some ways to
>make your first attempt at 'roll your own' hardware a pleasant and
>successful one:
>
>
<snip>

You forgot to mention a couple things:

-a soldering iron is not a pen, don't try to hold it between your fingers from near the tip. (happened to me once when I was distracted trying to get the solder in the proper position and then grabbed the iron without looking at it, after a while I noticed a smell somewhat like a barbecue, followed some instants later by a sceam of pain coming out of my mouth...)

-if you're too tired and/or it's too dark, *don't* attempt to do it - leave it for the next day, after you've had a good night's sleep; you may later regret it if you don't.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7271. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 19:57:52 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atg2ft$5af$1@bob.news.rcn.net>
Source record: 24994
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Perhaps, I'm missing part of the message thread, but where does he state
that in his message? Or are you a troll?

7272. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 19:58:40 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <s43nvu0keffnpbhurg88bt7ues1abcmbej@4ax.com>
Source record: 24993

On Sat, 14 Dec 2002 06:38:39 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>Darn, well, I wish someone would look into trying to fix whatever the
>problem is that causes it not to work, if it is possible to fix.
>
>That was one of my favorite 8-bit games!
>
It would require a rewrite of the core which I would imagine is a
lengthy process, it's certainly *not* on the Plus to do list unless
either the core person(s) from Atari800 are planning it and a 3rd
party redoes the sources with the new code.

Maybe another emulator will emerge at some point, I know there was
talk of another emu at some point.
--
Paul

*** remove YOURFINGER to email me ****

7273. Re: VIRUS??????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 20:01:07 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <rc3nvuc9avvb1qhuf7at79abn2h9actufo@4ax.com>
Source record: 24995

On Sat, 14 Dec 2002 06:56:45 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

> >AVG indicates your site may have exploit/script virus.
> >
> >pr
>
>Sorry, this may be getting off topic, but let me finish with this...
>

> If he is in business or trying to sell products, this will hurt
>him.
>
Yep, as already said, it isn't a massive advert for the site when your
virus checker starts telling you that there's a virus.

>Just a suggestion for him... whether he wants to remove this code or not is
>up to him.

True..and lets hope he listens :-)
--
Paul

*** remove YOURFINGER to email me ****

7274. crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 20:36:54 UTC
From: jblenkle@softcom.net
Message-ID: <3dfb95ca.912710@news.softcom.net>
Source record: 24992

Does anyone remember a "joke" program for the Atari that I think was called "Crazy DOS"?

My memory is a bit fuzzy, but it did such things as when you selected "Run DOS", a little stick figure would run across the bottom of the screen...stuff like that....

Does anyone know where I can find this program?

Joe Blenkle

7275. Re: Maybe it's a Rana...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 21:23:54 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021214162354.20974.00000042@mb-mh.aol.com>
Source record: 24996

> It also could quite possibly have been an old PSAN..? <

My copy of the article shows the author Rich Mier, and originally published in SPACE. It was also on Compuserve, GEnie/Genie, and Z*Mag.

Larry

7276. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 22:31:56 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <3acnvu4r3t1nhoapj87mto0ed83bm4a3gc@4ax.com>
Source record: 24897

On Sat, 14 Dec 2002 20:36:54 GMT, jblenkle@softcom.net (Joe Blenkle)
wrote:

>Does anyone remember a "joke" program for the Atari that I think was
>called "Crazy DOS"?
>
>My memory is a bit fuzzy, but it did such things as when you selected
>"Run DOS", a little stick figure would run across the bottom of the
>screen...stuff like that....
>
>Does anyone know where I can find this program?
>
>Joe Blenkle

Was called Fun Dos...

Check your mailbox
--
Paul

*** remove YOURFINGER to email me ****

7277. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 22:53:35 UTC
From: Kenneth Medin <kennethm@tripnet.se>
Message-ID: <3dfbaf7810fecd1@tripnet.se>
Source record: 24898
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

On Sat 14-12-2002 14:57 (-0500) Richard Heldmann wrote:

>Perhaps, I'm missing part of the message thread, but where does he state
>that in his message? Or are you a troll?

Just go to http://www.google.com/advanced_group_search?hl=en and view
only posts by "Paul Gifford" in comp.sys.atari.st and you will get a
clear view what his posts to the newsgroup I'm reading are worth...

--
Kenneth Medin <kennethm@tripnet.se>
Atari TT at home: http://atari.mine.nu/
<<Produced with 100% pure Atari equipment>>

7278. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 23:57:48 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <cuPK9.9299$6z5.7564@news.bellsouth.net>
Source record: 24899

I've had several Percoms, several ATR's, several Ranas and several Indus Gt's. Some were even NEW. If I were to rate them in order of excellence, I'd say Indus, Rana, Percom, ATR.

It isn't as though they were badly made. The Percom and the ATR in particular are built very strongly indeed! It is that they can't read thier own disks much less interchange between other drives reliably. If I've run as few as fifty different drive mechs on the ATR and Percom Controllers I'd be surprised. I have over 400 floppys stored for my 8-bit and every one was written on my old' super Archiver 1050 with bitwriter. That way I can still read them a week after they were written.

I've tried dialing the mechs down to 288rpm and other tricks. Nothing seems to help. I never understood why, but the only really solid replacement disk controller for the 8bit I've seen is the Black Box Floppy Board by bob puff. Hey BOB! Wanna get in on this? Why do the other controllers suck so badly?

My friend Kenny Sallot (The Timelord) and I ran a bbs named "The Tardis" on a percom and an ATR8000. We ran four 'quad density' 720k drives. Every few days we'd create a new set of disks because we KNEW the board would eventually die if we just let the old disk set spin. After about a year of that we moved the board to an MIO-driven 20meg Seagate hard disk. Whew! What a relief!

Regards,

Jeff

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:FXIK9.628$qA3.98043@newsread1.prod.itd.earthlink.net...
> Sorry, Jeff;
> Sounds like you have had a bad run of encounters with a lot of hardware.
My
> experience is better, though somewhat limited; I have three AT Percoms,
but
> have used only one 810, 1050, Indus and ATR8000. All of them are still
> cranking and providing good service with the exception of a flaky write
> protect on one Percom and unknown status of the Indus which was borrowed
for
> several months. I agree that the 810 was built like a tank and the 1050
> seemed to run forever while looking a little less beefy. Ben the 8-Bit
> Alchemist documented the correctable flaws in the fairly solid Percoms
back
> in a '95 Atari Classics article. What problems did you have with the
> ATR8000? The power and reset switches were the only moving parts; did you
> get some bad 3rd party mechanisms?

>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
> >
> > Failures I can attest to are: Rana 1000, Indus GT, Percom AT series,
> ATR8000
> > series. Despite thier cool features, as disk controllers they suck. The
> CSS
> > BB/FB is the only decent replacement I've run across. Pricewise it is a
> > littel steep, but it really WORKS and works and works. Not something
you
> > can say about anything short of the 'real deal'.
> >
> > Regards,
> >
> > Jeff
> >
>
>
>

7279. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-14 23:59:46 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <3wPK9.9301$6z5.6761@news.bellsouth.net>
Source record: 24900

THATS IT! I was trying to remember the name since this article was posted.
THANK YOU!

Regards,

Jeff

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DF8F88D.E1F899A7@students.uni-mainz.de...
> Well,
> SCRAM or SCRAM-2 (found somewhere on the Pooldisk-TOO CDs)... -Andreas.
>
> P.S.: There is also a german (picture) demo, which explains how a
> nuclear power plant works in general...
>
>
>
> rtdos schrieb:
> >
> > http://www.ida.liu.se/~her/npp/demo.html
>
>
> rtdos schrieb:
> >
> > http://www.ida.liu.se/~her/npp/demo.html

7280. Re: SRAM in place of DRAM

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 01:52:43 UTC
From: Bob Woolley <ataribob@directvinternet.com>
Message-ID: <3dfbe11a$1_4@nopics.sjc>
Source record: 24901

SRAM is configured more like ROM than DRAM, so you don't wire in 8 SRAMs,
just one. Works great, but most Atari problems are in the clocks and such,
so it doesn't make it more stable necessarily...

Bob

"Frank Schuster" <f-schuster@gmx.net> wrote in message
news:add8fcf3.0212130658.455b6391@posting.google.com...
> Hi folks,
>
> a question to our hardware gurus. Is it possible to exchange the 8
> DRAM chips in our Atari with 8 SRAM chips without having to many
> changes made.
>
> I wonder if that would make the Atari more stable while having a lot
> of mods already in.
>
> Regards
> Frank

7281. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 02:26:12 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <tROdnUp91dGEdWagXTWcqg@comcast.com>
Source record: 24902
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Does it have to be in his message? What I find offensive is on his site.
He denigrates me (as a sometime Atari refurbisher and auction seller) and
others in these groups to increase his business. What if his site said,
"Don't buy from black people, buy from me, I'm white" but it didn't say that
in his message? Would you think it was trolling if someone wrote, "Hey,
don't go there, look what's on his site".

I don't call him names, I don't complain to his ISP, I'm not the jackass
posting anonymously. I'm just pointing out what I find offensive and
offering a link to a seller that doesn't knock one part of the already small
Atari community for personal gain. If that "anti-auction" page wasn't there
I wouldn't care a bit about his posts.

Trolling implies posting in such a way as to invite responses. The only
response I was inviting was an answer to my question from BS. There was
nothing inflammatory about my posting.

As for posts to st, it's true you won't find anything from me there except
for these followups. I'm an 8-bit guy...

Paul

"Richard Heldmann" <rheldmann@rcn.com> wrote in message
news:atg2ft$5af$1@bob.news.rcn.net...
> Perhaps, I'm missing part of the message thread, but where does he state
> that in his message? Or are you a troll?
>
>

7282. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 02:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <1apgta-elt.ln@speaker.rodsbooks.com>
Source record: 24903

In article <dc48b4d2.0212101110.29e26059@posting.google.com>,
mkham151@adelphia.net (Mike) writes:
> atari4evr@aol.com (Atari4evr) wrote in message
news:<20021210002424.26277.00000943@mb-fv.aol.com>...
>> Dear Atarians:
>>
>> I remember back in the 80's there were wonderful Atari TV commercials, some of
>> them totally over the top with extremely exuberant Atari users. Does anyone
>> know if there Is any place on the Web where one could find those nostalgic
>> commercials and download them? If so, please let me know.
>
> Here you go!
>
> http://209.122.187.156:8080/movies/computers/computers.html

Does this page do anything except put up stills and captions for anybody?
On my system (Linux with Opera, Galeon, Mozilla, and even IE under
Crossover Office), I get a page with a bunch of stills, but that's it --
they don't seem to be links of any sort. Even the "back" button at the
bottom of the page is just a graphic with no functionality.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7283. Re: Eprom Burner Question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 04:27:48 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212142027.321c332@posting.google.com>
Source record: 24904

"Glenn Bruner" <glenn.bruner@verizon.net> wrote in message
news:<vPIK9.6060$4W1.1820@nwrddc02.gnilink.net>...
> Richard,
>
> Hopefully you got my lengthy email and programs to help you with the issue.
>
> > So add FF FF 00 00 FF 3F to the start of the .bin file you wanted
> > to burn with a hex editor and try again. Multiple headers are OK and
> > even a necessity when dealing with burn files for 27512 and up. In a
> > pinch without a hex editor I have been able to 'prepend' such data to
> > an Atari file by using a dummy sector on the same disk as the .bin file
> > with a sector editor. Its involved but it does work.
>
> That's an interesting method described. Does sound tricky. But must
> involve some tricks with the last 3 bytes of the sector to get the linking
> to occurr correctly, correct?
You got it, including making the directory entry point to the dummy
sector so it gets loaded first. Ron is also right in that it is not too
involved, but if you have to ask how then _maybe_ it is.

>
> One of the tricks that I provided Richard was a basic program that
> will write the necessary 6 byte header to a file. Then go into Atari
> DOS and use the Copy File command 'C' and do an append operation
> (i.e. 'C' followed by D:ROMFILE.BIN,D:HEADER.BIN/A).
Oh yes, there has just got to be a dozen ways to get it done, I'm sure.

>
> Looking at some stuff related to Spartados X I see the POINT cmd
> in basic can do relative positioning within the file. Maybe possible
> to use Spartados (maybe 3.2 and X) to actually insert the necessary
> bytes within those large files. Or at least write a utility that can insert
> the bytes at the beginning of the smaller files.
>
> Now I do remember that Super-E Burner works in 16k size chunks.
> Doesn't the 27256 size chips ROM images require the mulitple headers
> too?
No, but that size is the break point for that size default header is
FF FF 00 00 FF 7F and if you'll think about it, the super eburner is
an 8k cartridge so it moves the display list down to 9F20 so not much
more room left over. What I meant to convey by using the
multiple header lingo was that Mac/65 assembled code would burn fine,
even considering that Mac/65 segments it's output in sector sized
bunches. Which really adds up to a lot of those multiple file headers!

>
> Boy, if the source to Super-E Burner was available, maybe it could
> be modified to allow just straight binary image programming then
> all this file image modification wouldn't be needed... (maybe add
> support for Flash chips also!).
>
>
> Glenn

Other devices would be nice, no arguement there. I can live with the
file system as is though - but I do try to do all file modification
on the PC as that's the where its the easiest to do.

7284. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 05:45:43 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3dfc15ba$1_4@news.teranews.com>
Source record: 24905

When I first received Ultima IV, I had an idiot try to convince me that "avatar" meant satanic and that the game was satanic. Imagine my surprise when I found out that my goal in the game was to become honest, compassionate, valorous, justified, sacrificial, honorable, spiritual, and humble. I never saw this person again, but I hope he found out some time in the future what the game was really about and felt like an idiot for saying this(or is reading this now).

One of my problems on Ultima IV was the fact that I was playing it on a black & white television. I was looking for the mandrake for a long time, and it was right under my nose. At the place where mandrake is located, the background and the location of the mandrake blend together in a black & white setting making it difficult to see. hint: in the Atari version, if you allow a monster to attack you while he is on the swamp land, and a treasure chest appears, you can stand on the treasure chest while you "search" for mandrake, and you will not become poisoned for being in the swamp land while you search.

As for myself, I had "zero" help from anyone with Ultima IV. I admit ONE single thing that I cheated at however, it was when I could not for the life of me figure out how to develop "humility" so that I could gain that virtue. Since I ALWAYS answered every question in every sense, over and over, so I could drill each character with every single clue I could get, my humility went up and down as I asked the questions. I played for months and could never gain in humility. So, I opened up a "sector editor" and made myself an Avatar in the virtue of humility. It finally clicked when I was an Avatar and a little girl in Britannia asked me if I was an Avatar, I answered yes. Poof, "I lost an eighth". Humility.

Other than that, that was my only cheat. The MANTRA for humility took me near forever to finally figure out, but eventually I read carefully what was told to me when I asked for the mantra and figured it out. It was a pain in the butt too, because at first I did not have the horn and kept having to fight my way through to the shrine. Even with the horn, it is a bit of a pain in the butt.

Now, I can win the game in about a week or two. It isn't quite so difficult.

I have never won Ultima 5, but I have played it a whole lot and really enjoyed it. I was disillusioned after Ultima 6. The format of the game changed so much, I was not interested anymore. I enjoyed to two dimensional easy to see layout from the previous Ultima games. I have the CD of all the Ultima games available, but I do not play any of them past Ultima 5 anymore. Also, I played the original Ultima I game before they changed the format to be a bit different.

For those that want to win the Ultima IV in about a week....

Become a mage (honesty). Go to Moonglow and buy 99 of each reagent, giving the supplier only 1 gold each. That will make you very dishonest, but you can always get that back through playing the game in the long run.

Now go to Lord British's Castle and get all his gold near the guard room. Up to 9,999 gold. Again, very dishonest. You can go up and down the ladder in the top-left hand corner several times to replenish the gold. You can ask Lord British his "health" to get healed several times while you take his gold. In the end, you may be poisoned too, there is a healer in the castle as well.

With all this gold, now you will need some keys. Go buy some at the nearest guild. It may be easier if you buy a horse in Paws, just south of the castle and then ride the horse to the guild.

Back to the castle, now go to the door in the back of the castle that leads to the dungeon. Unlock it and go in, then cast the "X-it" spell. You now have a nice balloon to travel in (until you find a ship). Maneuver the balloon with Wind spells to Buccaneer's Den and buy some Magic Wands and Magic Bows.

Go back and forth between the castle and the den till you have 3 wands, and 3 bows.

You now have everything you will ever need to survive and advance quickly. I suggest getting the nightshade and mandrake to boot. Play the game and be honest and develop your virtues. There are plenty of "walk throughs" available online to get you through the rest. As an add on to boot, you may wish to visit the dungeons and gain your strength, dexterity, and humiliation quickly by touching those magic balls, using the Z-down, and X-it spells to get in and out quickly.

"Edward S. Baiz Jr." <edbaizjr@attbi.com> wrote in message news:3dfad99a11f4d22@attbi.com...
> >A show of hands here, and be honest...
> >
> >How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY
> >HELP WHATSOEVER" from any clue books or information from friends or anywhere
> >else?
> >
> >How long did it take you and what did you find most interesting about the
> >game?
>
> I play versions 1-6 of Ultima on the Atari computers. Ultima, in
> my opinon, is the RPG game ever and I am sad that it stopped after
> version 10. Of 6 versions I played on the Atari, IV was the by far
> the best. I really cannot remember if I had help as I do not
> remember getting any, but I finished it in about a year. I know
> that is a long time, but I like to savor these kinds of game and

> do not finish them too quickly. I usually start being a wizard and
> like to build my character up before I tackle the real quest of
> the game. That is what I am doing now on the Xbox with Morrowind.
> Ultima IV was not too easy, but not too hard to finish on your own
> without any help. That is what I liked most about it. The
> graphics, gameplay and MIDI muscic made the game. I plan on
> playing it again sometime just for fun.
>
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7285. Mac 65 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 05:48:35 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3dfc1665$1_3@news.teranews.com>
Source record: 24906

Does anyone have the assembly language code equivalent to setting the Atari computer to graphics mode 4?

```
10 GRAPHICS 4
```

I need that basic command in assembly language, if anyone can help me here.

7286. Re: EMUAPC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 07:25:57 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-vtT4mrlYGH07@localhost>
Source record: 24907

bah! doesn't even come with source. I speak english, not polish.

Ken

On Thu, 12 Dec 2002 09:17:34, "Marius Diepenhorst"
<grover25@zonnet.nl> wrote:

> Hello
>
> Who is using this Polish Emulator? It took some time to understand the
> polish settings, but now it's working.
>
> It is definately NOT a bad emulator!!! The graphics emulation looks better
> to me, than the common emulator atari800/atari800winplus
>
> Link:
> http://atariarea.nostalgia.pl/pliki/emu/atari8/dos/emuapc.zip
>
> Greetz.
> Marius
>
>
>

--

7287. Re: BASIC XE source code????

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 07:30:43 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-pb8pJQvjGC4M@localhost>
Source record: 24908

yea well, if anyone can find Jeff McWilliams he has the source to both
and more. happy hunting and wrestling and toss it my way too if you
get it. thanks and best of luck.

Ken

On Fri, 13 Dec 2002 18:17:40, "TXG" <txg@the-underground.myweb.nl>
wrote:

> Hi,
>
> Would be great also the source code for ACTION! would be cool...
>
> TXG/MNX
> "Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in
> message news:atcf52$c6q$1@nets3.rz.RWTH-Aachen.DE...
> > Howdy folks
> >
> > Does anybody have the source code to BASIC XE???
> >
> > I discovered that it doesn't work with my memory upgrade, which means it
> > probably doesn't work with modified Newell 1MB upgrades either. (these
> > modified Newells use an AND gate - or was that a NAND - to enable you to
> use
> > BASIC without resorting to the use of switches.) The mod could be real
> > simple, but we need the source code to check how it handles extended RAM.
> >
> > CU Mathy van Nisselroy
> >
> >
> > --
> > ---
> > My old email address has ceased to exist, please use my new address.
> > Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> > Adresse.
> > Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> > adres.
> > mathy.van_nisselroy@post.rwth-aachen.de
> > http://www-users.rwth-aachen.de/mathy.van_nisselroy
> >
> >
>
>

--

7288. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 07:35:37 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-OdpKxfuPVCfI@localhost>
Source record: 24909

yea, I had that and played with it a bit. pretty funny stuff at the
time. I have it here on some old disks but cannot access them at
present. 1050 doubler died on me.

Ken

On Sat, 14 Dec 2002 20:36:54, jblenkle@softcom.net (Joe Blenkle)
wrote:

> Does anyone remember a "joke" program for the Atari that I think was
> called "Crazy DOS"?
>
> My memory is a bit fuzzy, but it did such things as when you selected
> "Run DOS", a little stick figure would run across the bottom of the
> screen...stuff like that....
>
> Does anyone know where I can find this program?
>
> Joe Blenkle

--

7289. Looking for Jeff McWilliams...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 08:33:22 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3dfc3e5e$0$78605$e4fe514c@news.xs4all.nl>
Source record: 24910

Anyone knows this person?

He should have the source code for BASIC XE and ACTION!

TXG/MNX

7290. Announcment: ABBUC Infothek

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 12:56:03 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0212150456.653c5b67@posting.google.com>
Source record: 24911

Hello Atari friends,

The Atari Bit Byter User Club (ABBUC e.V.) is currently working on a information page about ATARI Computers, called the "Infothek" (URL --> http://www.strotmann.de/twiki/bin/view/Infothek/WebHome). The goal is to collect as much as possible about

* Magazines
* Books
* Disk-Magazines
* Internet
* CD-ROM
* Blueprints

related to the ATARI 8bit Computer.

Because the Infothek is a so called WikiWeb (see --> http://www.strotmann.de/twiki/bin/view/TWiki/WelcomeGuest) everyone can contribute. Today most information is in the Books-Topic. We also plan to request the publishing rights for books, so that we can publish old ATARI Books online on this page.

Best regards

Carsten Strotmann

7291. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 15:17:38 UTC
From: Mark Duckworth <mducksub@nospaamatari-source.com>
Message-ID: <1039971301.418973@blade.atari-source.com>
Source record: 24912
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari

Kenneth Medin wrote:

> On Sat 14-12-2002 14:57 (-0500) Richard Heldmann wrote:
>
>>Perhaps, I'm missing part of the message thread, but where does he state
>>that in his message? Or are you a troll?
>
> Just go to http://www.google.com/advanced_group_search?hl=en and view
> only posts by "Paul Gifford" in comp.sys.atari.st and you will get a
> clear view what his posts to the newsgroup I'm reading are worth...
>

What's your point. It doesn't appear that Paul's posts are nearly ever
offensive or even sometimes offensive. I'm confused here, and I just
wasted 10 minutes of my life hunting down posts through google groups.

Mark
http://atari-source.com

7292. Re: Mac 65 question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 17:01:54 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <6A2L9.16590$4W1.3580@nwrddc02.gnilink.net>
Source record: 24913

```
"Steve S" <j70141@hotmail.com> wrote in message
news:3dfc1665$1_3@news.teranews.com...
> Does anyone have the assembly language code equivalent to setting the
Atari
> computer to graphics mode 4?
>
> 10 GRAPHICS 4
>
> I need that basic command in assembly language, if anyone can help me
here.
>

Here you go.

CIOV = $E456
ICCOM = $0342
ICBAL = $0344
ICBAH = $0345
ICAX1 = $034A
ICAX2 = $034B

LDX #$60 ;use channel six for the S: device
LDA #$0C ;command to close channel
STA ICCOM,X
JSR CIOV
LDA #$03 ;command to open channel
STA ICCOM,X
LDA #<SCREEN ;get S: string low address
STA ICBAL,X
LDA #>SCREEN ;get S: string high address
STA ICBAH,X
LDA #$18 ;this clears screen + text window
STA ICAX1,X
LDA #$04 ;this tells CIOV you want graphics mode 4
STA ICAX2,X
JSR CIOV ;call Central I/O vector
.
.
.
;put the following somewhere in your program data storage area
SCREEN .BYTE "S:" ;needed by CIOV

After the last CIOV call you will have a Graphics 4 screen with Graphics 0
text window. If you don't need the text window, then change the $18 to $08.
Reference pages 83 to 87 of Mapping the Atari for more info about doing
```

CIOV call parameters.

Glenn

7293. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 17:17:08 UTC
From: Glenn Bruner <glenn.bruner@verizon.net>
Message-ID: <oO2L9.16645$4W1.14563@nwrddc02.gnilink.net>
Source record: 24914

I got the same thing. But I noticed on my router that there was a file
download going on. After downloading the file the movie eventually came up.

Try right clicking on the movie link and saving it to your harddrive and
then open it.

Glenn

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:1apgta-elt.ln@speaker.rodsbooks.com...
> In article <dc48b4d2.0212101110.29e26059@posting.google.com>,
> mkham151@adelphia.net (Mike) writes:
> > atari4evr@aol.com (Atari4evr) wrote in message
news:<20021210002424.26277.00000943@mb-fv.aol.com>...
> >> Dear Atarians:
> >>
> >> I remember back in the 80's there were wonderful Atari TV commercials,
some of
> >> them totally over the top with extremely exuberant Atari users. Does
anyone
> >> know if there Is any place on the Web where one could find those
nostalgic
> >> commercials and download them? If so, please let me know.
> >
> > Here you go!
> >
> > http://209.122.187.156:8080/movies/computers/computers.html
>
> Does this page do anything except put up stills and captions for anybody?
> On my system (Linux with Opera, Galeon, Mozilla, and even IE under
> Crossover Office), I get a page with a bunch of stills, but that's it --
> they don't seem to be links of any sort. Even the "back" button at the
> bottom of the page is just a graphic with no functionality.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

7294. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 19:45:57 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-dPeMZd0d72vn@localhost>
Source record: 24915

yea, I had that and played with it a bit. pretty funny stuff at the
time. I have it here on some old disks but cannot access them at
present. 1050 doubler died on me.

Ken

On Sat, 14 Dec 2002 20:36:54, jblenkle@softcom.net (Joe Blenkle)
wrote:

> Does anyone remember a "joke" program for the Atari that I think was
> called "Crazy DOS"?
>
> My memory is a bit fuzzy, but it did such things as when you selected
> "Run DOS", a little stick figure would run across the bottom of the
> screen...stuff like that....
>
> Does anyone know where I can find this program?
>
> Joe Blenkle

--

7295. Sparta Format

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 20:18:23 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atio2g$2uf$1@bob.news.rcn.net>
Source record: 24916

The Spartados X cartridge has a unique format screen. I believe I have seen this also as a disk file. Did Fte do this? Can someone point me in the right direction to finding it?
Thanks,
Rick

7296. FA Defender on a keychain!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-15 23:21:36 UTC
From: Smudger <smudger123cxsdfe@hotmail.com>
Message-ID: <atj2q3pdr1@newsg4.svr.pol.co.uk>
Source record: 24917

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=3100499133

7297. Are you loyal to Atari ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 00:57:17 UTC
From: Krystian Sergiejew <kriss@alphavibes.com>
Message-ID: <Nx9L9.168374$pN3.12082@sccrnsc03>
Source record: 24918

Which home computer manufacturer of the eighties were you most loyal to?

Please cast your vote at:
http://www.vintagehomecomputers.com/

VHC is a collection of vintage computers of the eighties and nineties. It features a large number of photographs of selected computers, and it is completely advertising free.

7298. Re: Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 01:19:38 UTC
From: rasantel@terra.cl
Message-ID: <e77b3d5d.0212151719.178f08d1@posting.google.com>
Source record: 24919

Hi,
I'm right now uploading your games and utils (which I grabbed 1 or 2
months ago) to frohikey's ftp. He's going to post them on his website
(http://idiology.com/8b/) or make a new one for them. The only thing
we miss are the docs, which never seemed to be available. Do you think
it would be possible for you or your lucky cd winner to upload them to
frohikey?
Also, it would be nice to have your web pages too, so to keep your
site really alive.

Thanks

> To answer a few questions I keep getting asked, publically...
> Yes I am looking at getting the files online somewhere. Probably Tom Hunts
> FTP, but I need to talk to him first.
> No I wont do it 'right now', It'll be done when I get time, be that whenever
> it is.
> No I dont know when that will be!! ;-)
>
> To those offering to help mirror the site, thanks for the offers, but as I
> accepted around 4 people over the last 6 months to do this, and it hasnt
> happened. I'm not willing to waste anymore time trying to turn this into a
> reality.
>

7299. Everything you EVER DID is STILL STORED IN YOUR PC - ahxv1qxm139ka06wxmanvi8jm

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 02:08:55 UTC
From: vtdhxpuvwp@qiyq.com
Message-ID: <atjcjmjdu1@news.ethome.net.tw>
Source record: 24920
Body handling: HTML body converted to readable text

You're in Serious Trouble - It's a Proven Fact!

http://157.237.254.7/eenws/

Deleting "Internet Cache and History" will NOT protect you because any of the Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything Else you see or do could easily be recovered to Haunt you forever! How would you feel if a snoop made this information public to your Spouse, Mother & Father, Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve all your problems and enjoy all the benefits of an "As New PC", Evidence Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and Professionally Clean your PC in one easy mouse click!

Visit this URL to get protected:
http://157.237.254.7/eenws/

Llryv wx fqoicw efdk mk zo abzwq lnkry xe
ijhbzj iwubzw ocw ijqxrl kmfd rfdkio wyj ujdaus rs
oicw ikryb ab abmtd ceom qfmwqk qahs eoz efm yzxru gdb
ueljq pub abz kz yi hv hivt stnyvv xvg.

Umxrcw hfmgr pnl kl ku tv gvpmga mxhsz pzt sg su shry
el kysd fdohsm cq ifqruj efzkrp nyw uwdaub ncwgr ikhbm ymgr
wls ab no no xlj uwdk ixuc ryf rfdx ftrl ac!

Vepj isqx wu cufz lz ym ymkrp npjdk wkifz lj hjgrl xys
uid fte zoywq cdxvoz yz pzx wk wxipn ma iw mnljq lmk
pa crlvc fmkdoz ymke cebi usda zelom lmtep kyjq fte del olw?

Clwhs qsmt et spauoy xz xdjuf rsz lzgey gh gusm
mxh xhsm hwgny trom yzx ftn malah guszkq tuomge may xh cebm oz
vxubz ym pdkrp nljqe uiy ky oc dbyjuo momsqk wk j
jxicak wy wyszj ij it bpnufc hrpnue st s!

Rxubvta ix vk vk wx wkip oczhr dov uv xi decwhb
xif ecm vwdoys ncm yz ljqov tlwq pdx wk wkvca zw iwh
ax wxvca mn dec bzjdb zomgn lakip kzw ijuk w
whr noyjdo abvga ynkrp opjho ao no nom ymk sgr qishi dozgqk su.

Gal kcj vwdo zo zbitq cuo qfzjhs afz oqa ix joitq chb a
jxit etn ldy nbvpn mep npzxe titz pqovg rgn cro jb ao n
ecmte qec ncnto drl bcwho ncmkn vxufd lzk wx moitd pdbvg.

Hdxifz ywtry kyjd bdbvf rszxec ocjha mo wk wbvf.

Ttrp acw hwdays rsdnuf rwqbls ijdk ao
krp opa ln peoit bpayf uicnlv hjgaus
bdnh kyfq ogoyju shbljh fhflsq gubz kmwu
qo ao efqxeb nomxro acz yjtal xyjqf rfzkhb nozgeb apm lz.

7300. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 04:52:39 UTC
From: James King <utah_lanman@yahooo.com>
Message-ID: <atjm6n$tb7$1@terabinaries.xmission.com>
Source record: 24921

Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de> wrote:
> What's PCH?

Thats the Pacific Coast Highway.

>> Who should I send them to?

> If you could first turn them into jpegs, that would be great, we don't need

Theyre already in JPG, as I only use a digital camera.

7301. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 09:12:16 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1040029911@rtfm.mit.edu>
Source record: 24922
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

7302. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 09:17:31 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atk5nb$900$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24923

> On Sat, 14 Dec 2002 06:38:39 GMT, "Nite Hacker"

>>Darn, well, I wish someone would look into trying to fix whatever the
>>problem is that causes it not to work, if it is possible to fix.
>>
>>That was one of my favorite 8-bit games!
>>
> It would require a rewrite of the core which I would imagine is a
> lengthy process, it's certainly *not* on the Plus to do list unless
> either the core person(s) from Atari800 are planning it and a 3rd
> party redoes the sources with the new code.

> Maybe another emulator will emerge at some point, I know there was
> talk of another emu at some point.

Concerning "master of the lamps": It seems to work fine under the atari++
emulator (see the post above). Maybe I'm missing the point, but I don't
see any special "dirty tricks" in this game, i.e. no horizontal kernel.

Greetings,
Thomas

7303. Off topic: PC without disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 09:33:33 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atk6le$qh2$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24924

Howdy folks

I've got a question that is slightly off topic, here goes:

Last friday I accompanied my best friend while she bought herself a new PC.
People had told here this was a very good PC, so she took here savings and
bought the new computer. When we got to here home and unpacked the
computer, she discovered that it didn't have a disk drive. It has
connectors for just about everything, but no disk drive. You can imagion
how she felt when she discovered it didn't have a disk drive after spending
this much money. (for a PC it wasn't an extrordinary amount, but to her
(and me) it was a huge amount of money).
We checked the pictures on the box and in the manual, no disk drive. Then
she called the help desk. They told her the 3.5" drive (which can be
retrofitted) was left out intensionally.

Is this common these days, to sell a computer without a disk drive?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7304. FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 10:44:03 UTC
From: j131@inetia.pl
Message-ID: <atkapjcri1@korweta.task.gda.pl>
Source record: 24925

This may be the last chance to get it before Christmas:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994

j131

7305. Site update

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 12:38:42 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atkhgifkq1@nets3.rz.RWTH-Aachen.DE>
Source record: 24926

Howdy folks

I updated my pages again.

I added a file concerning Synchromesh and the Indus GT to my stuff page at:
http://www-users.rwth-aachen.de/mathy.van_nisselroy/stuff.htm#diving
And I added SIO2PCMCIA to my wishlist page. (scroll up or down on link
above and click on wishlist)

CU Mathy van Nisselroy

7306. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 12:58:23 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <j9jrvucb9p76oaucrgo2iu0ou0hhcevhjs@4ax.com>
Source record: 24927

On 16 Dec 2002 09:17:31 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Concerning "master of the lamps": It seems to work fine under the atari++
>emulator (see the post above). Maybe I'm missing the point, but I don't
>see any special "dirty tricks" in this game, i.e. no horizontal kernel.
>
>Greetings,
> Thomas

Thomas,

Have a look at the gongs after the flight thru space, all the gongs
are meant to be different colours so when the genie (?) plays you the
notes you can copy them by colour on the correct gong.

Whatever trick they did to get the gongs different colours (not looked
at what mode they are using) it falls over under Win Plus and fails to
show the 'right' ones.
--
Paul

*** remove YOURFINGER to email me ****

7307. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 14:15:06 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atkn5a$h37$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24928

Hi Paul,

> Have a look at the gongs after the flight thru space, all the gongs
> are meant to be different colours so when the genie (?) plays you the
> notes you can copy them by colour on the correct gong.

> Whatever trick they did to get the gongs different colours (not looked
> at what mode they are using) it falls over under Win Plus and fails to
> show the 'right' ones.

Ah, ok, I see the point. The problem is that the game most likely uses
a horizontal kernel to get the colors right here.

So long,
Thomas

7308. Re: Off topic: PC without disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 14:21:51 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <T3lL9.18910$8d6.7500@news.bellsouth.net>
Source record: 24929

It isn't all that unheard of these days. Most software comes on CDrom. It saves the manufacturer about $20.00 and some screws if they don't provide a floppy drive. We are talking about a floppy here aren't we?

At any rate, I doubt very much your lady friend will have much use for a floppy drive, but if she does you can buy one super-cheap and just drop it in the machine. I must have half a dozen spares laying around as do many other tech-type people.

Regards,

Jeff

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de> wrote in message news:atk6le$qh2$1@nets3.rz.RWTH-Aachen.DE...
> Howdy folks
>
> I've got a question that is slightly off topic, here goes:
>
> Last friday I accompanied my best friend while she bought herself a new PC.
> People had told here this was a very good PC, so she took here savings and
> bought the new computer. When we got to here home and unpacked the
> computer, she discovered that it didn't have a disk drive. It has
> connectors for just about everything, but no disk drive. You can imagion
> how she felt when she discovered it didn't have a disk drive after spending
> this much money. (for a PC it wasn't an extrordinary amount, but to her
> (and me) it was a huge amount of money).
> We checked the pictures on the box and in the manual, no disk drive. Then
> she called the help desk. They told her the 3.5" drive (which can be
> retrofitted) was left out intensionally.
>
> Is this common these days, to sell a computer without a disk drive?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de

> http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

7309. Re: Everything you EVER DID is STILL STORED IN YOUR PC - ahxv1qxm139ka06wxmanvi8jm

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 15:09:24 UTC
From: fhiggins@uwyo.edu
Message-ID: <4eba2e99.0212160709.f990e86@posting.google.com>
Source record: 24930
Body handling: HTML body converted to readable text

vtdhxpuvwp@qiyq.com wrote in message news:...
> You're in Serious Trouble - It's a Proven Fact!
>
> http://157.237.254.7/eenws/
>
> Deleting "Internet Cache and History" will NOT protect you because any of the
> Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
> Else you see or do could easily be recovered to Haunt you forever! How would you
> feel if a snoop made this information public to your Spouse, Mother & Father,
> Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
> all your problems and enjoy all the benefits of an "As New PC", Evidence
> Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
> Professionally Clean your PC in one easy mouse click!

>
> Visit this URL to get protected:
> http://157.237.254.7/eenws/
>
you could also use spider at: http://www.fsm.nl/ward/

it's free.

7310. sorta off topic here, but not really if you see what i am trying to do.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 15:34:40 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212160734.4c2df0d7@posting.google.com>
Source record: 24931

does anyone know of a utilitiy for Windows that will let me ZIP a collection of, say, ATR or other Atari files in batch mode and unzip them in batch mode, make sense?

PROGRAM1.EXE becomes PROGRAM1.EX_ or PROGRAM1.ZIP
PROGRAM2.BIN becomes PROGRAM2.BI_ or PROGRAM2.ZIP
etc.

instead of zipping all files in a directory into a single archive, i want to zip files in the directory individually (kinda like the old Windows 3.x installation disks) but in bat mode and extract in bat mode.

Suggestions?

7311. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 17:29:22 UTC
From: Paul Irvine <mclane.dellosYOURFINGER@btinternet.com>
Message-ID: <9p2svuscbp6u30gv102kqdjb5hr2ccctre@4ax.com>
Source record: 24932

On 16 Dec 2002 14:15:06 GMT, Thomas Richter
<thor@cleopatra.math.tu-berlin.de> wrote:

>Hi Paul,
>
>> Have a look at the gongs after the flight thru space, all the gongs
>> are meant to be different colours so when the genie (?) plays you the
>> notes you can copy them by colour on the correct gong.
>
>> Whatever trick they did to get the gongs different colours (not looked
>> at what mode they are using) it falls over under Win Plus and fails to
>> show the 'right' ones.
>
>Ah, ok, I see the point. The problem is that the game most likely uses
>a horizontal kernel to get the colors right here.
>
>So long,
> Thomas

Yep, and with the emu being scanline and not pixel exact (got it the
right way around this time) the effect sadly gets trashed.
--
Paul

*** remove YOURFINGER to email me ****

7312. *PING* Mike H. (FTE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 18:52:22 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212161052.6b7faf7b@posting.google.com>
Source record: 24933

does anyone know how to get a hold of him?

7313. Re: *PING* Mike H. (FTE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 19:01:26 UTC
From: Bill <kinetic9130@yahoo.com>
Message-ID: <3DFE2306.30002@yahoo.com>
Source record: 24934

rtdos wrote:
> does anyone know how to get a hold of him?

You'd better hook up with Agent Mulder on this one...

Bill

7314. Re: sorta off topic here, but not really if you see what i am trying to do.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 19:02:54 UTC
From: Slor <slor@comcast.net>
Message-ID: <atl810$7o7j$1@ID-164868.news.dfncis.de>
Source record: 24935

```
At a DOS prompt:
for %f in (*.exe) do pkzip -add %~nf.zip %f

or if it's in a .bat file it would change to this:
for %%f in (*.exe) do pkzip -add %%~nf.zip %%f

%f (%%f in a .bat file) is a simple variable that gets filled with the name
of each file found in the parenthesized wildcard. The ~n takes off the file
extension. Then you can do what you want with the result. For more info,
do "for /?" at the DOS prompt.

Slor

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212160734.4c2df0d7@posting.google.com...
> does anyone know of a utilitiy for Windows that will let me ZIP a
> collection of, say, ATR or other Atari files in batch mode and unzip
> them in batch mode, make sense?
>
> PROGRAM1.EXE becomes PROGRAM1.EX_ or PROGRAM1.ZIP
> PROGRAM2.BIN becomes PROGRAM2.BI_ or PROGRAM2.ZIP
> etc.
>
> instead of zipping all files in a directory into a single archive, i
> want to zip files in the directory individually (kinda like the old
> Windows 3.x installation disks) but in bat mode and extract in bat
> mode.
>
> Suggestions?
```

7315. Re: Everything you EVER DID is STILL STORED IN YOUR PC - ahxv1qxm139ka06wxmanvi8jm

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 19:59:58 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212161159.157e274c@posting.google.com>
Source record: 24936
Body handling: HTML body converted to readable text

you could also use PC Magazines HD Valet which is also free.

fhiggins@uwyo.edu (Rick) wrote in message
news:<4eba2e99.0212160709.f990e86@posting.google.com>...
> vtdhxpuvwp@qiyq.com wrote in message news:...
> > You're in Serious Trouble - It's a Proven Fact!
> >
> > http://157.237.254.7/eenws/
> >
> > Deleting "Internet Cache and History" will NOT protect you because any of the
> > Web Pages, Pictures, Movies, Videos, Sounds, E-mail, Chat Logs and Everything
> > Else you see or do could easily be recovered to Haunt you forever! How would you
> > feel if a snoop made this information public to your Spouse, Mother & Father,
> > Neighbors, Children, Boss or the Media? It could easily Ruin Your Life! Solve
> > all your problems and enjoy all the benefits of an "As New PC", Evidence
> > Eliminator can Speed-Up your PC/Internet Browser, reclaim Hard Disk space and
> > Professionally Clean your PC in one easy mouse click!

> >
> > Visit this URL to get protected:
> > http://157.237.254.7/eenws/
> >
> you could also use spider at: http://www.fsm.nl/ward/
>
> it's free.

7316. Re: Sparta Format

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 20:01:53 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-ZdW5XDY82OdX@localhost>
Source record: 24937

that actually appeared first in the Wedge I think by Ed Bachman.

Ken

On Sun, 15 Dec 2002 20:18:23, "Richard Heldmann" <rheldmann@rcn.com>
wrote:

> The Spartados X cartridge has a unique format screen. I believe I have seen
> this also as a disk file. Did Fte do this? Can someone point me in the
> right direction to finding it?
> Thanks,
> Rick
>
>

--

7317. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 20:04:15 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>
Source record: 24938

$10.00! to ship a wire??!! get real

On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:

> This may be the last chance to get it before Christmas:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
>
> j131

--

7318. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 20:24:00 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <ADqL9.280$1a1.27379@newsread2.prod.itd.earthlink.net>
Source record: 24939

You could probably pick it up yourself w/o paying shipping if you are
vacationing in Poland.<grin>

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost...
> $10.00! to ship a wire??!! get real
>
>
> On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
>
> > This may be the last chance to get it before Christmas:
> >
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
> >
> > j131
>
>
> --
>
>

7319. eBay auction - Page 6 issue 2 - price reduced

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 20:48:26 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1040071656.18322.0@doris.uk.clara.net>
Source record: 24940

Hello All,

Well, nobody seemed to want to pay 8pounds for a mint copy of Page 6 Issue 2, so I've reduced the opening bid down to 4pounds. The new link is:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1946111971

This is only a 7 day auction, so get bidding!

I've also added a couple of new items, so be sure to click to see my other auctions while you're there.

Dean Garraghty

7320. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 20:51:59 UTC
From: Slor <slor@comcast.net>
Message-ID: <atledg$a6i1$1@ID-164868.news.dfncis.de>
Source record: 24941

Yeah, no doubt... I got one of these a while back - good quality cable.
Plus, I got good email support when I had a question after the purchase.

Slor

"richard cortese" <ricortes@earthlink.net> wrote in message
news:ADqL9.280$1a1.27379@newsread2.prod.itd.earthlink.net...
> You could probably pick it up yourself w/o paying shipping if you are
> vacationing in Poland.<grin>
>
> <kenames@pacbell.net> wrote in message
> news:f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost...
> > $10.00! to ship a wire??!! get real
> >
> >
> > On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
> >
> > > This may be the last chance to get it before Christmas:
> > >
> > >
> >
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
> > >
> > > j131
> >
> >
> > --
> >
> >
>
>

7321. Re: sorta off topic here, but not really if you see what i am trying to do.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 21:50:23 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3DFE4A9F.DBA4B6DD@asw.cz>
Source record: 24942

rtdos wrote:
> PROGRAM1.EXE becomes PROGRAM1.EX_ or PROGRAM1.ZIP
> PROGRAM2.BIN becomes PROGRAM2.BI_ or PROGRAM2.ZIP

this does zipping (creates original.ext.zip)
for %f in (*.*) do izip %f.zip %f

renaming by 'ren *.exe *.ex_'

unzip *.zip does unzipping

(doing with info-zip).

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7322. Re: *PING* Mike H. (FTE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 22:54:51 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212161454.22140d29@posting.google.com>
Source record: 24943

yea, really. a friend of mine use to converse with him when he first
started FTE. it was about the time when Delphi was an internet
service and not a programming langauge. :o)

Bill <kinetic9130@yahoo.com> wrote in message news:<3DFE2306.30002@yahoo.com>...
> rtdos wrote:
> > does anyone know how to get a hold of him?
>
> You'd better hook up with Agent Mulder on this one...
>
>
> Bill

7323. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-16 23:53:01 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212161553.4eefbb0f@posting.google.com>
Source record: 24944

good quality. buy from j131 if you need a cable built.

j131@inetia.pl wrote in message news:<atkapjcri1@korweta.task.gda.pl>...
> This may be the last chance to get it before Christmas:
>
> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
>
> j131

7324. Re: *PING* Mike H. (FTE)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 00:40:24 UTC
From: lp <gfa@basic.net>
Message-ID: <BA23DCA8.B1DF%gfa@basic.net>
Source record: 24945

in article 3DFE2306.30002@yahoo.com, Bill at kinetic9130@yahoo.com wrote on
12/16/02 2:01 PM:

>
>
> rtdos wrote:
>> does anyone know how to get a hold of him?
>
> You'd better hook up with Agent Mulder on this one...

As in SpartaDOS "X" Files. Hilarious and sadly true at the same time.

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7325. Re: eBay auction - Page 6 issue 2 - price reduced

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 03:51:50 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <89xL9.1686$j94.321123@news02.tsnz.net>
Source record: 24946

Although it's probably worth 8pounds, it seems that with christmas almost upon us, that the ebay prices are staying fairly low, and less bidders, compared to earlier in the year. Probably just not the best time to list it. :-) I was selling heaps of stuff in Nov, but now in Dec, the sales are down.

"Dean Garraghty" <dgs@clara.net> wrote in message
news:1040071656.18322.0@doris.uk.clara.net...
> Hello All,
>
> Well, nobody seemed to want to pay 8pounds for a mint copy of Page 6 Issue
> 2, so I've reduced the opening bid down to 4pounds. The new link is:
>
> http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1946111971
>
> This is only a 7 day auction, so get bidding!
>
> I've also added a couple of new items, so be sure to click to see my other
> auctions while you're there.
>
> Dean Garraghty
>
>

7326. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 04:25:15 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <LGxL9.31260$4W1.13638@nwrddc02.gnilink.net>
Source record: 24847

Can you repair a 256k MIO?

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:y7wK9.1348$6z5.889@news.bellsouth.net...
> I've done quite a few of the standard upgrades for the Atari including:

7327. Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 05:06:01 UTC
From: "James Kent Tope, II" <jkt@ij.net>
Message-ID: <atmba9$2pe9$1@news1.ij.net>
Source record: 24848
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

There is a disgruntled customer out there making lude comments about the owner of Bravo Sierra Computers, Ben Smith. The person who is doing this to Ben began doing it using his regular log-in name. Then, after Ben complained, the person continued to do this under an anonymous log-in. Also, he was setting up his news posts to make it look like Ben had participated in some of the writings. He did not. Ben Smith is an honest, fair businessman who is being unfairly treated in the newsgroups comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a book from Ben, for my Atari 800XL, and I plan to purchase Microsoft B.A.S.I.C. and a power transformer for my second 1050 disk drive from him after New Years' Day, 2003. The 1050 Drive was purchased on e-bay from another vendor. Take my word for it - I am working on my Associate of Science Degree as a computer programmer, and have enjoyed computers since I was 13 years old. I am now 33 years old. Here is what I wrote Ben, after recieving my latest order:

Dear Ben,
>
>
> Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> manual, I was able to boot my Atari 800XL into DOS 2.5+, make a back-up
> of the master disk, and diagnose one of my two 1050 drives. It was
> giving me a boot error, but the troubleshooting section of the manual
> didn't include the situation at hand. Finally, I decided to re-check the
> drive that I thought was the source of the problem, only to find it
> worked fine. I had the two drives confused, and the troubleshooting
> section of the manual did apply, and I simply swapped drives, and all is
> O.K. Before, my computer wouldn't boot at all. Now, I have master disks
> for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> can play with. I am wondering what's wrong with the other drive, though.
> I hear stuff moving around inside the drive when I shake it lightly.
> Probably, a part of some kind came loose. Any way, all I need is the one
> drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> manual to the whole system. I bought one on e-bay previously, only to
> find when it arrived that it must have had very rough treatment. It
> looked like someone had dropped it in Georgia red clay and scribbled all
> over the pages. Your copy was like new, which made me happy. I will
> remember to contact you after Christmas and New Years Day have passed,
> to order the power supply. If I have everything that comes with the
> other 1050 drive, then I will be able to use it, if I can get it repaired.
>
>
> Sincerely Yours,

>
>
> Jim

James Kent Tope, II

jkt@ij.net

ProgrammingAS@netscape.net

7328. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 07:42:15 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <atmkgotph1@galileo.ticon.net>
Source record: 24849

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:cuPK9.9299$6z5.7564@news.bellsouth.net...
> My friend Kenny Sallot (The Timelord) and I ran a bbs named "The Tardis"
> on a percom and an ATR8000.

Hey, I remember that BBS! (Assuming that was the one in S. Florida. :-)

--
David Pochron dpoch@ticon.net

7329. Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 09:27:20 UTC
From: "Jerry K." <usenet_junkie@NewAgeWeb.com>
Message-ID: <Y5CL9.50433$a8.45862@news4.srv.hcvlny.cv.net>
Source record: 24850

does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
Atari?
Jerry

7330. Re: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 09:41:13 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <JgCL9.1910$CG6.32122@news4.e.nsc.no>
Source record: 24851

"Jerry K." <usenet_junkie@NewAgeWeb.com> skrev i melding
news:Y5CL9.50433$a8.45862@news4.srv.hcvlny.cv.net...
> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
> Atari?
> Jerry

Yes, it was Nadral wasn't it ? It had pretty nice sound to the music. Never
got through that one!

7331. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 09:51:00 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atms24$487$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24852

Hi Jerry,

> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
> Atari?

Yup, sure. A very nice "shamus" clone, indeed. What about it?

So long,
Thomas

7332. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 10:36:34 UTC
From: j131@inetia.pl
Message-ID: <atmuni$8m9$1@korweta.task.gda.pl>
Source record: 24853

In article <f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>, kenames@pacbell.net wrote:
>$10.00! to ship a wire??!! get real
>
>
>On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
>
>> This may be the last chance to get it before Christmas:
>>
>> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
>>
>> j131
>
>

What do you mean "real"? Compare other auctions: minimum s/h charge is always
in the range of few dolars. Some sellers are charging like $30 to ship a
computer mouse. My minimal s/h charge is $7, not $10 - for $10 I ship 2 meters
of this "wire". Not really verly light. That is very comparable to what other
sellers charge for DOMESTIC first class mail. Take into account that this is
international Priority mail - the only feasible option I have.
Of course actual money I pay at the post office is NOT the same I charge for
s/H. But I do have to buy an envelope, go to the postoffice etc. If you think
my s/h charges are unreasonable - well thats tough. BTW - what would you
suggest?

j131

7333. BBS Software / Disk recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 12:29:33 UTC
From: Flatline <jkropp@yorku.ca>
Message-ID: <JMEL9.3040$B_6.623239@news20.bellglobal.com>
Source record: 24854

I wrote some BBS software for the atari 8bit w/spartados in assembly many years ago, and just started going through my old stuff. I'd be happy to release it as public domain but I cant get my old disk drives to work, or my pc floppy to read my old double density spartdos disks. If anyone would like to volunteer to convert my disk to pc format for distribution i'd gladly send you the original floppy. At this point I'd just like to recover the source for nostalgia, but it may take more hardware/talent than I have. I cant even be sure the disks still work, although they should, they've been stored safely and the ibm disks that were in that box work fine.

Feel free to contact me in email if you can help.

J (jkropp@yorku.ca)

7334. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 13:34:40 UTC
From: Wef Dinaini <wef@dinaini.com>
Message-ID: <3dff27ef$0$809$4d4ebb8e@news.nl.uu.net>
Source record: 24855

<j131@inetia.pl> schreef in bericht news:atmuni$8m9$1@korweta.task.gda.pl...
> In article <f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>, kenames@pacbell.net
wrote:
> >$10.00! to ship a wire??!! get real
> >

Well, I got one earlier this year this way, and I think it was worth every
penny.

Wef Dinaini

7335. Re: sorta off topic here, but not really if you see what i am trying to do.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 13:42:00 UTC
From: cas_news@strotmann.de
Message-ID: <bfb6c428.0212170542.1a2f99fd@posting.google.com>
Source record: 24856

rtdos@yahoo.com (rtdos) wrote in message
news:<845192d9.0212160734.4c2df0d7@posting.google.com>...
> does anyone know of a utilitiy for Windows that will let me ZIP a
> collection of, say, ATR or other Atari files in batch mode and unzip
> them in batch mode, make sense?
>
> PROGRAM1.EXE becomes PROGRAM1.EX_ or PROGRAM1.ZIP
> PROGRAM2.BIN becomes PROGRAM2.BI_ or PROGRAM2.ZIP
> etc.
>
> instead of zipping all files in a directory into a single archive, i
> want to zip files in the directory individually (kinda like the old
> Windows 3.x installation disks) but in bat mode and extract in bat
> mode.
>
> Suggestions?

Use gzip (GNU zip), same algorithm, works on single files only, you
even save some Zip overhead and batch programming.

See http://helpdesk.uvic.ca/how-to/support/msdos/gzip.html

Or use Bzip2, better compression, same usage.

Dos Versions --> http://www.rahul.net/dkaufman/

If you need a version for other OS (Linux, BSD, Windows 32bit ....),
Google for it or send me a mail.

Ciao

Carsten

7336. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 15:51:50 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212170751.73051d95@posting.google.com>
Source record: 24857
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

If you ignore the trolls they will go away.

"James Kent Tope, II" <jkt@ij.net> wrote in message news:<atmba9$2pe9$1@news1.ij.net>...
> There is a disgruntled customer out there making lude comments about
> the owner of Bravo Sierra Computers, Ben Smith. The person who is doing this
> to Ben began doing it using his regular log-in name. Then, after Ben
> complained, the person continued to do this under an anonymous log-in. Also,
> he was setting up his news posts to make it look like Ben had participated
> in some of the writings. He did not. Ben Smith is an honest, fair
> businessman who is being unfairly treated in the newsgroups
> comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a book
> from Ben, for my Atari 800XL, and I plan to purchase Microsoft B.A.S.I.C.
> and a power transformer for my second 1050 disk drive from him after New
> Years' Day, 2003. The 1050 Drive was purchased on e-bay from another vendor.
> Take my word for it - I am working on my Associate of Science Degree as a
> computer programmer, and have enjoyed computers since I was 13 years old. I
> am now 33 years old. Here is what I wrote Ben, after recieving my latest
> order:
>
>
>
> Dear Ben,
> >
> >
> > Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> > manual, I was able to boot my Atari 800XL into DOS 2.5+, make a back-up
> > of the master disk, and diagnose one of my two 1050 drives. It was
> > giving me a boot error, but the troubleshooting section of the manual
> > didn't include the situation at hand. Finally, I decided to re-check the
> > drive that I thought was the source of the problem, only to find it
> > worked fine. I had the two drives confused, and the troubleshooting
> > section of the manual did apply, and I simply swapped drives, and all is
> > O.K. Before, my computer wouldn't boot at all. Now, I have master disks
> > for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> > can play with. I am wondering what's wrong with the other drive, though.
> > I hear stuff moving around inside the drive when I shake it lightly.
> > Probably, a part of some kind came loose. Any way, all I need is the one
> > drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> > manual to the whole system. I bought one on e-bay previously, only to
> > find when it arrived that it must have had very rough treatment. It
> > looked like someone had dropped it in Georgia red clay and scribbled all
> > over the pages. Your copy was like new, which made me happy. I will
> > remember to contact you after Christmas and New Years Day have passed,

> > to order the power supply. If I have everything that comes with the
> > other 1050 drive, then I will be able to use it, if I can get it repaired.
> >
> >
> > Sincerely Yours,
> >
> >
> > Jim
>
>
>
> James Kent Tope, II
>
> jkt@ij.net
>
> ProgrammingAS@netscape.net

7337. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 16:53:43 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212170853.701d8e5c@posting.google.com>
Source record: 24858

i bought a couple of 'em. i'm satisfied. good quality. nice email support.

no complaints here.

kenames@pacbell.net wrote in message news:<f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>...
> $10.00! to ship a wire??!! get real
>
>
> On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
>
> > This may be the last chance to get it before Christmas:
> >
> > http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
> >
> > j131
>
>
> --

7338. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:30:03 UTC
From: "Jerry K." <usenet_junkie@NewAgeWeb.com>
Message-ID: <vaJL9.59278$a8.13517@news4.srv.hcvlny.cv.net>
Source record: 24859

Thomas,
Do you have any idea where I can fint it? I'd prefer ATARI binary but a PC
clone will do.

Thanks,
Jerry

Thomas Richter wrote in message ...
>Hi Jerry,
>
>Yup, sure. A very nice "shamus" clone, indeed. What about it?
>
>So long,
> Thomas
>
>
>>> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
>> Atari?

7339. Re: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:39:50 UTC
From: "Jerry K." <usenet_junkie@NewAgeWeb.com>
Message-ID: <GjJL9.59415$a8.29227@news4.srv.hcvlny.cv.net>
Source record: 24861

Yes. The music was a theme that, I think, was used a lot in early movies
with no speach .. like Charlie Chaplin movies. Maybe it's just me who makes
that connection based on some memories from my childhood.

Jerry

Vidar Olavesen wrote in message ...
>
>Yes, it was Nadral wasn't it ? It had pretty nice sound to the music. Never
>got through that one!
>
>
>> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
>> Atari?
>> Jerry

7340. Re: messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:41:08 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DFF61B4.8393FD1A@students.uni-mainz.de>
Source record: 24860

Well,
the same counts for me. My "Mail Delivery system" told me, it could not
deliver the replies to CS A8. But as I can see now, my replies are there
... -Andreas.

Mathy van Nisselroy schrieb:
>
> Howdy folks
>
> I seem to have bumped into two problems.
>
> a) I have responded to messages, but two of them I can not see. Andreas
> responded to one of them, so I guess the problem is on my side.
> b) The mail delivery subsystem keeps telling me it can not find
> c.s.atari.8bit and can therefor not post my messages to the group. This
> problem started sometime after I wrote the messages mentioned above. But
> guess what? These messages DO show up in c.s.a.8.
>
> Anybody have a clue what's going wrong here?
>
> CU Mathy van Nisselroy
>
> --
> ---
> My old email address has ceased to exist, please use my new address.
> Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
> Adresse.
> Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
> adres.
> mathy.van_nisselroy@post.rwth-aachen.de
> http://www-users.rwth-aachen.de/mathy.van_nisselroy

7341. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:50:02 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DFF63CA.5837C1F8@students.uni-mainz.de>
Source record: 24862

Well,
I am talking about the (prototype) cartridge version !! The disk and
file versions of Kangaroo work fine on XL/XE computers, the cart version
does not (it requires the old OS)... -Andreas.

machf schrieb:
>
> On Fri, 13 Dec 2002 00:25:18 +0100, Jindrich Kubec <kubecj@asw.cz> wrote:
>
> >Andreas Magenheimer wrote:
> >
> >> the 5200 > kangaroo also didn`t make it to the XL/XE, there is only the Atari 800
> >> prototype cart (works only with Old-OS)
> >
> >I still think the 'proto' is complete, but I didn't play it too
> >intensively (maybe it has similar problem like TTopler has). But xl/xe
> >is not a problem these times, is it?
> >
> Hmmm, I don't remember needing a translator disk or anything to play Kangaroo...
> what exactly are you talking about?
>
> --
> _____ ____---____ Marco Antonio Checa Funcke
> _____D /-/---_----' Santiago de Surco, Lima, Peru
> _H__/_/ http://machf.tripod.com
> '-_____|(
>
> remove the "no_me_j." and "sons.of." parts before replying

7342. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:52:38 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DFF6466.88A2F022@students.uni-mainz.de>
Source record: 24863

Well,
furthermore it is very sad that it stopped with ultima 4 on the A8 (and
Ultima 1 and 2 are quite rare on the A8). They should have continued the
series until ultima 6 at least on the little atari... -andreas.

"Edward S. Baiz Jr." schrieb:
>
> >A show of hands here, and be honest...
> >
> >How many here have Won the game Ultima IV, Quest of the Avatar, "WITHOUT ANY
> >HELP WHATSOEVER" from any clue books or information from friends or anywhere
> >else?
> >
> >How long did it take you and what did you find most interesting about the
> >game?
>
> I play versions 1-6 of Ultima on the Atari computers. Ultima, in
> my opinon, is the RPG game ever and I am sad that it stopped after
> version 10. Of 6 versions I played on the Atari, IV was the by far
> the best. I really cannot remember if I had help as I do not
> remember getting any, but I finished it in about a year. I know
> that is a long time, but I like to savor these kinds of game and
> do not finish them too quickly. I usually start being a wizard and
> like to build my character up before I tackle the real quest of
> the game. That is what I am doing now on the Xbox with Morrowind.
> Ultima IV was not too easy, but not too hard to finish on your own
> without any help. That is what I liked most about it. The
> graphics, gameplay and MIDI muscic made the game. I plan on
> playing it again sometime just for fun.
>
> --
> Edward S. Baiz Jr.
> (Gamer)
>
> Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> Photo 700 printer, PCI Networking Card, ICQ#91257633
> PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7343. Re: doesn't this remind you of an atari basic game ? :o)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 17:58:20 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DFF65BC.45ACCB92@students.uni-mainz.de>
Source record: 24864

Well,
on the Pooldisk Too I also found a game called FAILSAFE.BAS which looks
like a patched or maybe updated version of Scram. On the other hand, I
don`t know how to run a nuclear power plant and I don`t want to.
-Andreas.

Technoid Mutant schrieb:
>
> THATS IT! I was trying to remember the name since this article was posted.
> THANK YOU!
>
> Regards,
>
> Jeff
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
> news:3DF8F88D.E1F899A7@students.uni-mainz.de...
> > Well,
> > SCRAM or SCRAM-2 (found somewhere on the Pooldisk-TOO CDs)... -Andreas.
> >
> > P.S.: There is also a german (picture) demo, which explains how a
> > nuclear power plant works in general...
> >
> >
> >
> > rtdos schrieb:
> > >
> > > http://www.ida.liu.se/~her/npp/demo.html
> >
> >
> > rtdos schrieb:
> > >
> > > http://www.ida.liu.se/~her/npp/demo.html

7344. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 18:09:42 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3DFF6866.B5E2C912@students.uni-mainz.de>
Source record: 24865

Well,
Nadral programmed by Julian Reschke. Available as a file version with approx. 240 single sectors in length. Has a nice intro tune known from the movie "The Clou" ?!? Well, here in germany the movie is called "Der Clou" (with Paul Newman and Robert Redford). What about that game ?!?
-Andreas.

P.S.: E-Mail me if you want that game...

"Jerry K." schrieb:
>
> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
> Atari?
> Jerry

7345. Re: BBS Software / Disk recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 20:16:25 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212171216.4858f560@posting.google.com>
Source record: 24866

Might want to ask Ron Hamilton or Mo. Ron's got my collection right now.

Flatline <jkropp@yorku.ca> wrote in message
news:<JMEL9.3040$B_6.623239@news20.bellglobal.com>...
> I wrote some BBS software for the atari 8bit w/spartados in assembly many
> years ago, and just started going through my old stuff. I'd be happy to
> release it as public domain but I cant get my old disk drives to work, or my
> pc floppy to read my old double density spartdos disks. If anyone would like
> to volunteer to convert my disk to pc format for distribution i'd gladly send
> you the original floppy. At this point I'd just like to recover the source
> for nostalgia, but it may take more hardware/talent than I have. I cant even
> be sure the disks still work, although they should, they've been stored safely
> and the ibm disks that were in that box work fine.
>
> Feel free to contact me in email if you can help.
>
> J (jkropp@yorku.ca)

7346. Newell 256k Rev. A upgrade docs

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-17 23:38:39 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3DFFB57F.5020807@one.net>
Source record: 24867

I have an 800XL that has a Newell 256K Rev. A board in it. I think I need to troubleshoot the upgrade, but I have no documentation for it. Does anyone have access to the documentation that they would be willing to copy for me? Or, is it posted somewhere on the 'Net?

Thanks,

-Bob

7347. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 00:01:36 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <hTOL9.2090$Rc7.52893@news2.e.nsc.no>
Source record: 24868

"Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
news:3DFF6866.B5E2C912@students.uni-mainz.de...
> Well,
> Nadral programmed by Julian Reschke. Available as a file version with
> approx. 240 single sectors in length. Has a nice intro tune known from
> the movie "The Clou" ?!? Well, here in germany the movie is called "Der
> Clou" (with Paul Newman and Robert Redford). What about that game ?!?
> -Andreas.

The Sting, you mean ? The tune is The Entertainer then. Couldn't remember,
but if it's the theme to The Sting, that's the one. Nice sounds.

7348. Re: messages

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 00:27:01 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <atofcm$95j$1@bob.news.rcn.net>
Source record: 24869

Same problem here.

7349. Re: Off topic: PC without disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 02:29:43 UTC
From: eric@replyhere.net
Message-ID: <3dffdcc9.176532159@207.106.92.52>
Source record: 24870

All current Apple computers do not have a floppy drives. Its nice to
see PCs following. With Compact Flash, Smart Media, and Memory Stick
storage and readers dropping in price there really is no need for
floppies on todays computers.

On Mon, 16 Dec 2002 10:33:33 +0100, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

>Howdy folks
>
>I've got a question that is slightly off topic, here goes:
>
>Last friday I accompanied my best friend while she bought herself a new PC.
>People had told here this was a very good PC, so she took here savings and
>bought the new computer. When we got to here home and unpacked the
>computer, she discovered that it didn't have a disk drive. It has
>connectors for just about everything, but no disk drive. You can imagion
>how she felt when she discovered it didn't have a disk drive after spending
>this much money. (for a PC it wasn't an extrordinary amount, but to her
>(and me) it was a huge amount of money).
>We checked the pictures on the box and in the manual, no disk drive. Then
>she called the help desk. They told her the 3.5" drive (which can be
>retrofitted) was left out intensionally.
>
>Is this common these days, to sell a computer without a disk drive?
>
>CU Mathy van Nisselroy
>
>--
>---
>My old email address has ceased to exist, please use my new address.
>Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
>Adresse.
>Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
>adres.
>mathy.van_nisselroy@post.rwth-aachen.de
>http://www-users.rwth-aachen.de/mathy.van_nisselroy
>
>

7350. Re: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 03:28:03 UTC
From: Paul Gifford <giffy1@comcast.net>
Message-ID: <gPKdndPNQ6iJdmKgXTWcqw@comcast.com>
Source record: 24871

Nadral, yes. All I remember is the voice saying "spieler eins"...

"Jerry K." <usenet_junkie@NewAgeWeb.com> wrote in message
news:Y5CL9.50433$a8.45862@news4.srv.hcvlny.cv.net...
> does anyone remeber a German game named 'Nadral' or 'Nandral' for 8-bit
> Atari?
> Jerry
>
>

7351. Re: BBS Software / Disk recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 04:00:21 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <ppSL9.2576$1a1.249942@newsread2.prod.itd.earthlink.net>
Source record: 24872

Hey, I would be gald to help; currently have a little bit of a backlog, but
if rtdos does not mind then I might slip in another disk or two...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"rtdos" <rtdos@yahoo.com> wrote in message
> Might want to ask Ron Hamilton or Mo. Ron's got my collection right now.
>
> Flatline <jkropp@yorku.ca> wrote in message
> I wrote some BBS software for the atari 8bit w/spartados in assembly many
> > years ago, and just started going through my old stuff. I'd be happy to
> > release it as public domain but I cant get my old disk drives to work,
or my
> > pc floppy to read my old double density spartdos disks. If anyone would
like
> > to volunteer to convert my disk to pc format for distribution i'd gladly
send
> > you the original floppy. At this point I'd just like to recover the
source
> > for nostalgia, but it may take more hardware/talent than I have. I cant
even
> > be sure the disks still work, although they should, they've been stored
safely
> > and the ibm disks that were in that box work fine.
> >
> > Feel free to contact me in email if you can help.
> >
> > J (jkropp@yorku.ca)
>

7352. FA: items that might be of interest

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 04:53:43 UTC
From: lp <gfa@basic.net>
Message-ID: <BA256987.B252%gfa@basic.net>
Source record: 24873

Items are as follows:

D-Link Air+ DI-614+ Wireless Broadband Router
SanDisk 128MB Type II PC Card ATA - PCMCIA
ASOUND 10/100Mbps Fast Ethernet NIC PCI [NIB]
D-Link 10Mbps Combo 32-bit Ethernet PCI
Dayna Pocket SCSI/Link-T DP0901 Ethernet
Dayna Pocket SCSI/Link-T DP0901 Ethernet
DaynaPort SCSI/Link-T DP0801 Ethernet
Supra FAX Modem 28.8 external modem
SanDisk 3.5" 128mb IDE Flashdrive
ScreenBlaster II for the Atari Falcon 030

Click this link to jump to my ebay listings:
http://members.ebay.com/aboutme/atarilp/

Trying to make space for other STuff. ;o)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7353. TopDOS Professonal

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 06:19:05 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3E001359.20008@one.net>
Source record: 24874

Since I had some free time tonight, I was able to play with my Atari.

I finally _opened_ the box from Sijmen with the MyIDE interface. I should have done that sooner. I was impressed with the looks and documentation of the product. I can't wait to get it installed.

I also experimented with the few DOS programs I have. In my TopDOS package, I have the "First TopDOS Newsletter" dated January 1987. In it, there's a description of the various versions and prices for TopDOS. There's a paragraph on "TopDOS Professional":

"We have released the TOPDOS PROFESSIONAL, which has a number of new features, including sector operations, file compare, double-size directories, subdirectories, disks to 65535 sectors, multiple commands per line, disk drive speed, logical/physical drive# mapping, hex add/subtract, directory alphabetization by extension name, listing first sector numbers of files, changing text in memory, multiple disk duplication, and MEMTOP relocation. It is priced at $100 and available only to TOPDOS customers who really appreciate TOPDOS and who are in a position to protect it from pirates. If you are interested, send a SASE (Self-Addressed, Stamped Envelope) for information."

Anyone have this version?

My copy of TopDOS is version 1.5+ v1a

-Bob

7354. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 08:00:03 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <TOVL9.41253$6z5.31792@news.bellsouth.net>
Source record: 24875

"RoyalHeart" <royalheart@barnwellsc.com> wrote in message
news:3DF9470E.B7B1929A@barnwellsc.com...

> I've used PC Xformer and XL_It! for a couple of years, and
> they've worked fairly well, but then I discovered Atari800Win
> (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> the only one I use now. It emulates the 400/800, XL, and XE
> series. It emulates various RAM upgrades for the XL and XE
> systems, up to 1088K on the XE. The current version, verified 12
> Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> I've been using it for a few months now).

Thanks... however... that link you gave is a dead link!

Have an update?

7355. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 08:00:46 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <vPVL9.41258$6z5.34244@news.bellsouth.net>
Source record: 24876

Do you know a working link for this?

Thanks!!!!

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:aXgK9.2934$i83.1781@news.bellsouth.net...
> I'm with ROYAL on this. I've tried several emulators over the years and
> Atari800Win is the clear winner. Better still, it is free. It faithfully
> emulates Atari graphics, Sound, timeing, and every other imaginable
> requirement. I am so impressed I could bust.
>
> Regards,
>
> Jeff
>
>
> "Stellijer" <howapropos@hotmail.nospam.com> wrote in message
> news:3i9K9.29375$X%3.28300@news.bellsouth.net...
> > I've heard some things about Atari emulators for the PC. However - I've
> not
> > known which ones are real, which are bogus... and have not known anyone
to
> > actually get one to work.
> >
> > I'm interested in learning how to make an Atari emulator work on the PC.
> > Has anyone gotten one to work? Which one? How well did it work?
> >
> > Also... can you load Atari disks into the PC by some method?
> >
> > Any info appreciated.
> >
> >
> >
>
>
>

7356. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 08:01:39 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <kQVL9.41263$6z5.22830@news.bellsouth.net>
Source record: 24877

Oh, also... that hardware package to emulate the floppy for the Atari...

Have a way to copy disks? A sector copier of sorts?

"RoyalHeart" <royalheart@barnwellsc.com> wrote in message
news:3DF9470E.B7B1929A@barnwellsc.com...
> Stellijer wrote:
>
> > I've heard some things about Atari emulators for the PC.
> > However - I've not
> > known which ones are real, which are bogus... and have not
> > known anyone to
> > actually get one to work.
> >
> > I'm interested in learning how to make an Atari emulator work
> > on the PC.
> > Has anyone gotten one to work? Which one? How well did it
> > work?
>
> I've used PC Xformer and XL_It! for a couple of years, and
> they've worked fairly well, but then I discovered Atari800Win
> (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> the only one I use now. It emulates the 400/800, XL, and XE
> series. It emulates various RAM upgrades for the XL and XE
> systems, up to 1088K on the XE. The current version, verified 12
> Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> I've been using it for a few months now).
>
> There others I haven't mentioned, for Linux, Mac, Windows, and
> (I think) other platforms, but I have not tried any others for
> Windows. If you're interested, do a Google search for "+atari
> +8-bit +emulator" (no quotes). Google reported "about 18,000"
> matches.
>
> > Also... can you load Atari disks into the PC by some method?
>
> Nick Kennedy developed the SIO2PC hardware and software package
> to permit the PC to act as the "floppy" drive for the Atari
> 8-bit. I built one, and it works beautifully. The software (SIO
> v4.19) is easy to use (for me, at least). See
> http://www.tcainternet.com/wa5bdu/sio2pc.htm for details.
>
> The 1050-2-PC is an interface almost identical to SIO2PC that
> allows the same SIO2PC software to access a 1050 floppy drive in
> the same manner an actual Atari does. I built one of these also,

> and have had _ZERO_ problems accessing the 1050 dedicated to
> converting floppies to ATR's. (I still have an XF551 connected
> to my 130XE, though; sometimes its faster to use the actual
> floppy.) 1050-2-PC details are also on the SIO2PC page.
>
> > Any info appreciated.
>
> You're Welcome!
>
> RoyalHeart
>
> Overworked and underpaid. I'll help others when I have the
> time...and can afford it.
>
>

7357. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 08:06:17 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <HUVL9.41287$6z5.40287@news.bellsouth.net>
Source record: 24878

Hi and thanks for those links for a newbie such as I (in this realm)

I will check out the FAQs and such.

While I'm at it... you mention disk images. For starters, where do I get them? Also... I have myriad A800 floppies with software and games. Is there a way to use THOSE? To somehow load them from the Atari floppy to the PC?

Please let me know... or if it's in the FAQ, I can read it there.

Thanks!!!!

"Nite Hacker" <nitehacker@hotmail.com> wrote in message news:cclK9.52706$jf7.3309606@news2.west.cox.net...
> That's really too big of a subject to try to answer here. Since you are
> just starting out in the emulator world, you really should read the Welcome
> to comp.sys.atari.8bit message that's posted in here frequently by Michael
> Current... last one dated 11/28/02. He gives references that will point you
> in the direction you need to go to get your answers. Main place to start
> out would be his faq...
> http://www.faqs.org/faqs/atari-8-bit/faq/
> Then you could also look at http://www.sonic.net/~nbs/new_and_emu.html
>
> Anyways, to give you some kind of answer, simply put... *YES* there are
> emulators out there for the PC that really work! Some don't work as good as
> others, so I am going to be biased here and recommend Atari800Win Plus 3.1.
> This one works almost flawlessly! As with any program, there are a few
> bugs, but this one has the least.
>
> You just need to tinker around with it until you learn it. It takes a
> little while to get the hang of it but it is pretty easy to set up and get
> it running, though, if you are familiar with how an Atari operates and you
> know the differences between OSes. For instance, some programs require OSB
> to run so you need to learn how to switch to it and some programs need PAL
> to run properly, etc.
>
> You just have to learn how to attach disks or cartridges to the emulator or
> know how to load an exe, com, obj, bin file. Com, exe and obj are usually
> all the same, if they are classified right, and loaded as an exe file.

Bin,
> rom and crt are usually cartridge files and must be attached as a
cartridge
> in the emulator or they won't work. In other words, you can't use load an
> exe file with them. Up until lately, cartridge files were not useable in
> Atari800Win Plus, but with the latest version, they are now! Some obj and
> bin files could be either an executable file or a cartridge file. So if
> they don't work in one place, you need to try the other. Some files did
not
> get classified right so you may run into this problem frequently. That
may
> be the case with the other files too, rom, com and exe. I hope and
guessing
> that most crt files are right. So, again, if it doesn't work as an exe
then
> try the cart, or visa versa.
>
> Lastly, you need to know what disk images are and how to use them since
this
> one of the main parts of using an emulator in the first place. Alot of
> games were on a disk and they won't work if they don't stay in their
> original state. So disk images need to be used to duplicate their
original
> state. Disk images are mainly a copy of the real disk that is transferred
> to the PC in some manner and then loaded into the emulator. There are
> several varieties, but the most common, and useable in the emulator, is
ATR,
> XFD and DCM. ATR is the most common and preferred format of the 3. They
> are an exact copy of the original disk but with a 16 byte header added at
> the very beginning that tells the emulator how to load and use it. So,
you
> mainly need to find ATRs to use with the emulator. There is an abundance
of
> these! Read the FAQs to find out where to find them.
>
> Hope this helps!
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>
>
>

7358. FA: Sears Telegames Video Arcade with A/ V Mod

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 11:02:55 UTC
From: "Brian P. Lucas" <brianplucas@prodigy.net>
Message-ID: <zBYL9.5$kO.0@newssvr16.news.prodigy.com>
Source record: 24879
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=1946425607&
rd=1

--
Thanks,
-BPL

7359. Re: TopDOS Professonal

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 11:51:34 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021218065134.18557.00000133@mb-ft.aol.com>
Source record: 24880

I have seen it in the B&C software listings for something like $40.
Larry

7360. which pins to use

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 13:12:05 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atps78$3pp$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24881

Howdy folks

During christmas break I want to test if creating a new Phase2 signal out of the phase zero signal will cure the timing problems my 800XE is having.

I'm gonna use a 74LS74 (see Dan Vernon's page, the Alternative CPU mod by Guus Assmann, he uses a 74LS74 too. And so does the 400/800).

Question:

Should I use the input or output pins an the LS08 that already ANDs the existing Phi2 signal (the existing Phi2 will be disconnected)? What pins shouldn't be left 'non-connected', input pins or output pins?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7361. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 13:38:10 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021218083810.18557.00000134@mb-ft.aol.com>
Source record: 24882

As one of the responses pointed out, +5V LED's are available, so while I was in the local Radio Shack, I looked and found one labeled as Red 5 Volt. A little pricey at $.99 ea., but not bad for RS. Nice and bright -- much brighter than the previous RS LED with a resistor added. I've been moving rear-mounted power switches on some of my drives to the front along with a power LED, if none was already mounted.
Larry

7362. Name this game. Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 13:57:40 UTC
From: Michael
Message-ID: <hgv00vgpt3tocbbbaj2kpd9fej1gfpb2t3@4ax.com>
Source record: 24883

Hi Guys,

Any help naming this game? Here goes, a Knight rides out of a castle and you are a space craft in the sky. You have to protect the knight from various obstacles and dangers. It's a side scroller. Any ideas? Thanks.

Regards,

Michael

7363. Re: Why is 5200 centipede better than XE?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 14:01:19 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <6sv00vot14bl06nnlee2stcu7fbi4pog1f@4ax.com>
Source record: 24884

On Tue, 17 Dec 2002 18:50:02 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>I am talking about the (prototype) cartridge version !! The disk and
>file versions of Kangaroo work fine on XL/XE computers, the cart version
>does not (it requires the old OS)... -Andreas.
>
Oh, I see... didn't know there were so many versions.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7364. Computers available for trade !!!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 16:22:14 UTC
From: Kris Garrein <valheruasu@hotmail.com>
Message-ID: <Wg1M9.57405$Ti2.9072@afrodite.telenet-ops.be>
Source record: 24885
Cross-posted to:
alive.computers.hardware.systems.commodore,comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.sinclair,hr.comp.sinclair

There are now new computers available for trade on my website.
I prefer trading for MSX stuff, but you can always mail me an offer :-)

http://www.msx.be.tf

"New" stuff available for trade:
- 3 x C64 + external floppy drives + ...
- 5 x Schneider Euro-PC (rare, only one has a power adaptor so be quick!)
- 1 x Commodore CBM 3032 (rare, make good offer)
more coming soon (tomorrow I should get some new machines, and saturday
too...)

Greetings.
KG.

7365. Re: Holmes Web Site Down Now

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 16:38:45 UTC
From: dnsdebro@netzero.net
Message-ID: <adf9eca9.0212180838.17c69f88@posting.google.com>
Source record: 24886

rasantel@terra.cl (Raul) wrote in message
news:<e77b3d5d.0212151719.178f08d1@posting.google.com>...
> Hi,
> I'm right now uploading your games and utils (which I grabbed 1 or 2
> months ago) to frohikey's ftp. He's going to post them on his website
> (http://idiology.com/8b/) or make a new one for them. The only thing
> we miss are the docs, which never seemed to be available. Do you think
> it would be possible for you or your lucky cd winner to upload them to
> frohikey?
> Also, it would be nice to have your web pages too, so to keep your
> site really alive.
>
> Thanks

This is great!!! I got to the Qs before the site went down.

7366. Adventure Creator by Spinnaker

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 18:24:20 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212181024.29715978@posting.google.com>
Source record: 24887

Has anyone created any good adventures for this Adventure Creator by Spinnaker?

I wonder how hard it would be to create a "compiler" or "runtime" for adventures created with this program?

Just random thoughts.

7367. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 18:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <0ieqta-71f.ln@speaker.rodsbooks.com>
Source record: 24888

In article <HUVL9.41287$6z5.40287@news.bellsouth.net>,
"Stellijer" <howapropos@hotmail.nospam.com> writes:
>
> While I'm at it... you mention disk images. For starters, where do I get
> them?

The best place I know of to find Atari 8-bit disk images is:

http://www.newbreedsoftware.com/xlsearch/

> Also... I have myriad A800 floppies with software and games. Is
> there a way to use THOSE? To somehow load them from the Atari floppy to the
> PC?

Possibly. This section of the FAQ covers the question:

http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html

It's usually possible to read SS/DD disks, but other formats are
trickier. If you've got a working Atari disk drive, you can also connect
it to a PC using a variant on the SIO2PC cable (see
http://www.tcainternet.com/wa5bdu/sio2pc.htm), called the 1040-2-PC. Of
course, if it's standard software and not personal data or software
you've written, you can probably find it in the archives.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7368. eBay Atari 8-bit auctions - full list

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 19:20:26 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1040239177.77046.0@demeter.uk.clara.net>
Source record: 24889

Hello All,

For a full list of all my current Atari 8-bit eBay auctions, please visit my website at http://www.dgs.clara.net and you'll find a list of links on the front page. I have relisted the blank 5.25" disks at a much lower price, as I have Page 6 Issue 2. Please have a look at the list, because I've added some good stuff over the last few days.

Dean Garraghty

7369. Re: BBS Software / Disk recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 22:02:10 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212181402.226625d6@posting.google.com>
Source record: 24890

No problem at all Ron take your time and do what you gotta do.

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<ppSL9.2576$1a1.249942@newsread2.prod.itd.earthlink.net>...
> Hey, I would be gald to help; currently have a little bit of a backlog, but
> if rtdos does not mind then I might slip in another disk or two...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "rtdos" <rtdos@yahoo.com> wrote in message
> > Might want to ask Ron Hamilton or Mo. Ron's got my collection right now.
> >
> > Flatline <jkropp@yorku.ca> wrote in message
> > > I wrote some BBS software for the atari 8bit w/spartados in assembly many
> > > > years ago, and just started going through my old stuff. I'd be happy to
> > > > release it as public domain but I cant get my old disk drives to work,
> or my
> > > > pc floppy to read my old double density spartdos disks. If anyone would
> like
> > > > to volunteer to convert my disk to pc format for distribution i'd gladly
> send
> > > > you the original floppy. At this point I'd just like to recover the
> source
> > > > for nostalgia, but it may take more hardware/talent than I have. I cant
> even
> > > > be sure the disks still work, although they should, they've been stored
> safely
> > > > and the ibm disks that were in that box work fine.
> > > >
> > > > Feel free to contact me in email if you can help.
> > > >
> > > > J (jkropp@yorku.ca)
> > >

7370. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 22:50:36 UTC
From: RoyalHeart <royalheart@barnwellsc.com>
Message-ID: <3E00FBBC.C1B50248@barnwellsc.com>
Source record: 24891

Stellijer wrote:

> "RoyalHeart" <royalheart@barnwellsc.com> wrote in message
> news:3DF9470E.B7B1929A@barnwellsc.com...
>
> > I've used PC Xformer and XL_It! for a couple of years, and
> > they've worked fairly well, but then I discovered Atari800Win
> > (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> > the only one I use now. It emulates the 400/800, XL, and XE
> > series. It emulates various RAM upgrades for the XL and XE
> > systems, up to 1088K on the XE. The current version, verified 12
> > Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> > I've been using it for a few months now).
>
> Thanks... however... that link you gave is a dead link!
>
> Have an update?

Yep: http://atariarea.nostalgia.pl/PLus/downloads_us.htm

The other link DID work when I posted it...oh well.

RoyalHeart

Overworked and underpaid. I'll help others when I have the time...and can afford
it.

7371. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 22:56:47 UTC
From: RoyalHeart <royalheart@barnwellsc.com>
Message-ID: <3E00FD2F.12189049@barnwellsc.com>
Source record: 24892

Stellijer wrote:

> Oh, also... that hardware package to emulate the floppy for the Atari...
>
> Have a way to copy disks? A sector copier of sorts?

1050-2-PC is a hardware interface device that works with SIO2PC to allows a 1050 drive to be connected to a PC. From the drive's perspective, it is connected to a genuine Atari.

You use the drive just as you would on a real Atari: read, write, and copy disks. For more info, see http://www.tcainternet.com/wa5bdu/sio2pc.htm (verified working seconds ago).

RoyalHeart

Overworked and underpaid. I'll help others when I have the time...and can afford it.

7372. Re: Ultima IV

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 23:29:08 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <ah7M9.14860$7b3.11969@news.bellsouth.net>
Source record: 24893

I have Ultimas 1 through 3. Disk 3 of Ultima 4 is bad. I think it was side
3 anyway...

Regards,

Jeff

"Andreas Magenheimer" <magea000@students.uni-mainz.de> wrote in message
news:3DFF6466.88A2F022@students.uni-mainz.de...
> Well,
> furthermore it is very sad that it stopped with ultima 4 on the A8 (and
> Ultima 1 and 2 are quite rare on the A8). They should have continued the
> series until ultima 6 at least on the little atari... -andreas.
>
>
>
> "Edward S. Baiz Jr." schrieb:
> >
> > >A show of hands here, and be honest...
> > >
> > >How many here have Won the game Ultima IV, Quest of the Avatar,
"WITHOUT ANY
> > >HELP WHATSOEVER" from any clue books or information from friends or
anywhere
> > >else?
> > >
> > >How long did it take you and what did you find most interesting about
the
> > >game?
> >
> > I play versions 1-6 of Ultima on the Atari computers. Ultima, in
> > my opinon, is the RPG game ever and I am sad that it stopped after
> > version 10. Of 6 versions I played on the Atari, IV was the by far
> > the best. I really cannot remember if I had help as I do not
> > remember getting any, but I finished it in about a year. I know
> > that is a long time, but I like to savor these kinds of game and
> > do not finish them too quickly. I usually start being a wizard and
> > like to build my character up before I tackle the real quest of
> > the game. That is what I am doing now on the Xbox with Morrowind.
> > Ultima IV was not too easy, but not too hard to finish on your own
> > without any help. That is what I liked most about it. The
> > graphics, gameplay and MIDI muscic made the game. I plan on
> > playing it again sometime just for fun.
> >
> > --

> > Edward S. Baiz Jr.
> > (Gamer)
> >
> > Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
> > Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
> > Photo 700 printer, PCI Networking Card, ICQ#91257633
> > PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
> > Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
> > Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7373. Re: Free upgrades

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-18 23:30:15 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <bi7M9.14866$7b3.14474@news.bellsouth.net>
Source record: 24894

Never had to before, but no harm in trying. What kind of problem are you
experiencing?

Regards,

Jeff

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:LGxL9.31260$4W1.13638@nwrddc02.gnilink.net...
> Can you repair a 256k MIO?
>
> "Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
> news:y7wK9.1348$6z5.889@news.bellsouth.net...
> > I've done quite a few of the standard upgrades for the Atari including:
>
>

7374. Re: Adventure Creator by Spinnaker

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 03:47:01 UTC
From: gozarcollins@com.hotmail.com
Message-ID: <atrffl0303p@enews1.newsguy.com>
Source record: 24895

rtdos <rtdos@yahoo.com> wrote:
> Has anyone created any good adventures for this Adventure Creator by
> Spinnaker?
>
> I wonder how hard it would be to create a "compiler" or "runtime" for
> adventures created with this program?
>
> Just random thoughts.

That would be *awesome*. I have the cart and have played around with it
but didn't do too much with it since I couldn't share my creations.

Has anyone dumped the cart? Would it be possible to set up a cart
dump to automatically play your adventure (so you could just
distribute a disk image)?

--
Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
Ryan 'Gozar' Collins

7375. Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 09:12:46 UTC
From: twilde_62@hotmail.com
Message-ID: <4128e9eb.0212190112.3e30353e@posting.google.com>
Source record: 24896

LAtely I've been interested in that particular Atari. I've always wanted one, but never got one; just the 800XL, which was cool but didn't look as good as the 800...I could easily get one off of eBay, or pick one up in a rubbish heap or whatever, but what would I be able to do with it? I'm fairly knowledgable about BBS services, I've read about people using their 800s for security and ham radio purposes but nothing recent; what would someone with a reliance to a present standard PC do with a 20+ year old computer besides having a clunky conversation piece?

Just digging for info..I'm interested in tinkering with elderly computers..

7376. ADV: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 11:29:21 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com>
Source record: 24748
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and Atari Jaguar Games. The Great Communicator once said, "It's a Recession when It's in your Neighbor's back yard. But when It's in your back yard, it's a Depression!". Due to the Economy,Atari Business is extremely slow! Thanx to all those who have stood up to support me, FREE Speech and Atari Commerce in the face of Tyranny! Atari sales are really slow inspite of all the support I received in the Atari NewsGroups.Even with all the Talk. Those that supported me, I need to say, I really need your Business now!! To those that said they would buy from me or were planning to buy from me in the future. Now is the time! Take advantage of my Upcoming Atari after Christmas Sale! Help me make enough sales so I can pay Christmas Bills! E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a lot, I'm just trying to make a living and I'd like to earn your Business! http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!

http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page! http://www.aracnet.com/~atari/testing.htm My Test Standards.

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7377. ADV: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 11:45:24 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212190339260.14267-100000@shell1.aracnet.com>
Source record: 24749
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.marketplace

I'm currently offering My Atari Christmas/Holidays Discount! 20% off the Top on Atari HardWare/Accessories, Games/SoftWare & Books/References for Classic Atari 8 Bit and Atari ST Computers Lines! Plus Atari Jaguar Games And Game Machines! I have limited Inventory of my Atari stuff. So Act NOW while I still got it!Got Questions?E-Mail Ben Today@ Atari@aracnet.com Get Catalogs while inventory Lasts! Call Ben@ (503)256-9974! Or Get Catalogs at http://BensCatalogs.Atari.org or goto http://BenSells.Atari.org http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7378. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 11:46:51 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atsbjb$84h$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24747

Hi,

> The Sting, you mean ? The tune is The Entertainer then. Couldn't remember,
> but if it's the theme to The Sting, that's the one. Nice sounds.

The music is "The Entertainer" by Scott Joplin (a ragtime tune). It is the
film music to "The Clue" with Paul Newman, btw.

So long,
Thomas

7379. Re: Off topic: PC without disk drive

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 12:35:58 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atsefgplb1@nets3.rz.RWTH-Aachen.DE>
Source record: 24750

Howdy Eric and Jeffrey

> All current Apple computers do not have a floppy drives. Its nice to
> see PCs following. With Compact Flash, Smart Media, and Memory Stick
> storage and readers dropping in price there really is no need for
> floppies on todays computers.

Yes I was talking about a floppy drive.
Silly thing is, the computer has slots for all the stuff Eric mentions, but no floppy drive. It can be added but only by a professional, otherwise the warranty will be void.

CU Mathy van Nisselroy

7380. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 12:43:22 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <S1mdnRA7tvgqI5yjXTWc3Q@comcast.com>
Source record: 24751

http://atariarea.nostalgia.pl/PLus/index_us.htm

"Stellijer" <howapropos@hotmail.nospam.com> wrote in message
news:TOVL9.41253$6z5.31792@news.bellsouth.net...
>
> "RoyalHeart" <royalheart@barnwellsc.com> wrote in message
> news:3DF9470E.B7B1929A@barnwellsc.com...
>
> > I've used PC Xformer and XL_It! for a couple of years, and
> > they've worked fairly well, but then I discovered Atari800Win
> > (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> > the only one I use now. It emulates the 400/800, XL, and XE
> > series. It emulates various RAM upgrades for the XL and XE
> > systems, up to 1088K on the XE. The current version, verified 12
> > Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> > I've been using it for a few months now).
>
>
> Thanks... however... that link you gave is a dead link!
>
> Have an update?

7381. How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 12:56:18 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atsfll$r25$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24752

Howdy folks

I've been thinking, what happens when a USB device is detected? Does the device say, 'hey, I'm a webcam/printer/whatever' and does the operating system then find the correct drivers or is the driver loaded from the device?

CU Mathy van Nisselroy

--

My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy

7382. atari++ 1.01 release

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 14:05:47 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atsjnrecg1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24753

Hi folks,

a new version of the atari++ emulator is ready for release. Besides
several bug fixes, the following new features are available:

- Improved the disk-drive built-in .EXE bootstrap code.
- Added snapshot files to put the machine state on disk.
This allows to save a game in the middle of the game
play and continue from that point later on.
- Integrated 5200 game console emulation.
- Fixed/improved cartridge management: The menu will now show
only the useful cart types for the selected file.
- Added SDL sound support.

Greetings,
Thomas

7383. Re: atari++ 1.01 release

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 14:51:47 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <xOkM9.413$0v3.354@news.bellsouth.net>
Source record: 24754

A link might be helpful :)

"Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
news:atsjnrecg1@mamenchi.zrz.TU-Berlin.DE...
> Hi folks,
>
> a new version of the atari++ emulator is ready for release. Besides
> several bug fixes, the following new features are available:
>
> - Improved the disk-drive built-in .EXE bootstrap code.
> - Added snapshot files to put the machine state on disk.
> This allows to save a game in the middle of the game
> play and continue from that point later on.
> - Integrated 5200 game console emulation.
> - Fixed/improved cartridge management: The menu will now show
> only the useful cart types for the selected file.
> - Added SDL sound support.
>
> Greetings,
> Thomas

7384. Re: atari++ 1.01 release

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 15:37:13 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <atsp39iiq1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24755

Hi,

> A link might be helpful :)

the link is currently my email address, which is:

> "Thomas Richter" <thor@cleopatra.math.tu-berlin.de> wrote in message
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
here. I'll try to setup a web page over the christmas vacation, but until
then, please drop me a note and I'll send the emulator sources out as
a tar-ball.

So long,
Thomas

7385. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 15:53:04 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212190753.49fbbb42@posting.google.com>
Source record: 24756

Lots of reasons. Nostalgia. Lance Renquist uses an old 8 bit (not sure which one) for his business as go a couple others. Some games no matter how old or how crude the graphics still are fun to play after all these years. The 800 in particular had 4 controller ports so a few games really did take advantage of this feature. another feature that a few programs took advantage of was the dual cartridge ports (such as Monkey Wrench). besides, IMHO, the keyboard has a nice clean crisp feel.

twilde_62@hotmail.com (scolopendra) wrote in message news:<4128e9eb.0212190112.3e30353e@posting.google.com>...
> LAtely I've been interested in that particular Atari. I've always
> wanted one, but never got one; just the 800XL, which was cool but
> didn't look as good as the 800...I could easily get one off of eBay,
> or pick one up in a rubbish heap or whatever, but what would I be able
> to do with it? I'm fairly knowledgable about BBS services, I've read
> about people using their 800s for security and ham radio purposes but
> nothing recent; what would someone with a reliance to a present
> standard PC do with a 20+ year old computer besides having a clunky
> conversation piece?
>
> Just digging for info..I'm interested in tinkering with elderly
> computers..

7386. Re: Adventure Creator by Spinnaker

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 15:56:12 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212190756.1862da38@posting.google.com>
Source record: 24757

i might create a folder on my swap n shop to share adventures:

http://groups.yahoo.com/group/atariswapnshop

a bootable disk image or a bootable executable (so that it can be
played on either emulators or real machines would be cool.

gozarcollins@com.hotmail.com wrote in message news:<atrffl0303p@enews1.newsguy.com>...
> rtdos <rtdos@yahoo.com> wrote:
> > Has anyone created any good adventures for this Adventure Creator by
> > Spinnaker?
> >
> > I wonder how hard it would be to create a "compiler" or "runtime" for
> > adventures created with this program?
> >
> > Just random thoughts.
>
> That would be *awesome*. I have the cart and have played around with it
> but didn't do too much with it since I couldn't share my creations.
>
> Has anyone dumped the cart? Would it be possible to set up a cart
> dump to automatically play your adventure (so you could just
> distribute a disk image)?
>
> --
> Access:Organize:Share Your Bookmarks Online - http://flyrt.com/?u
> Ryan 'Gozar' Collins

7387. Re: Game: Nandral?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 16:47:48 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E01F834.2192324C@students.uni-mainz.de>
Source record: 24758

Ah, yes !!
Now I know why I hate those awful german translations of
english/american film titles.
-Andreas.

Vidar Olavesen schrieb:
>
> "Andreas Magenheimer" <magea000@students.uni-mainz.de> skrev i melding
> news:3DFF6866.B5E2C912@students.uni-mainz.de...
> > Well,
> > Nadral programmed by Julian Reschke. Available as a file version with
> > approx. 240 single sectors in length. Has a nice intro tune known from
> > the movie "The Clou" ?!? Well, here in germany the movie is called "Der
> > Clou" (with Paul Newman and Robert Redford). What about that game ?!?
> > -Andreas.
>
> The Sting, you mean ? The tune is The Entertainer then. Couldn't remember,
> but if it's the theme to The Sting, that's the one. Nice sounds.

7388. Re: Name this game. Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 16:55:39 UTC
From: Andreas Magenheimer <magea000@students.uni-mainz.de>
Message-ID: <3E01FA0B.27670C33@students.uni-mainz.de>
Source record: 24759

Well,
I don`t get the name right now. It exists in two versions: version one
has to do with a dinosaur (2 million b.c.) and a volcano; version two
features a medieval background with the knight and other obstacles;
author of both games was David Castell. I have these games in my
collection, heck, I don`t remember their names... -Andreas.

P.S.: both games have nice graphics, but some tricky/difficult
controls...

Michael schrieb:
>
> Hi Guys,
>
> Any help naming this game? Here goes, a Knight rides out of a castle
> and you are a space craft in the sky. You have to protect the knight
> from various obstacles and dangers. It's a side scroller. Any ideas?
> Thanks.
>
> Regards,
>
> Michael

7389. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 19:22:14 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-xujFJ8U1hGn0@localhost>
Source record: 24760

oh my god! Poland, I did not see that so I must apologize. I know
international shipping is high so I am sorry. I better start using my
eyes before I speak. at that price I may just buy it myself and do
away with mine that DOES have the ugly box in the middle. :)
there are many things I would buy on ebay but dont because of
exhorbitant shipping charges. many use that to pad their profits and I
do not agree with that.

Again I am sorry, I will start looking closer.

Ken

On Tue, 17 Dec 2002 10:36:34, j131@inetia.pl wrote:

> In article <f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>, kenames@pacbell.net wrote:
> >$10.00! to ship a wire??!! get real
> >
> >
> >On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
> >
> >> This may be the last chance to get it before Christmas:
> >>
> >> http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
> >>
> >> j131
> >
> >
>
> What do you mean "real"? Compare other auctions: minimum s/h charge is always
> in the range of few dolars. Some sellers are charging like $30 to ship a
> computer mouse. My minimal s/h charge is $7, not $10 - for $10 I ship 2 meters
> of this "wire". Not really verly light. That is very comparable to what other
> sellers charge for DOMESTIC first class mail. Take into account that this is
> international Priority mail - the only feasible option I have.
> Of course actual money I pay at the post office is NOT the same I charge for
> s/H. But I do have to buy an envelope, go to the postoffice etc. If you think
> my s/h charges are unreasonable - well thats tough. BTW - what would you
> suggest?
>
> j131
>
>

--

7390. Re: which pins to use

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 19:26:12 UTC
From: kenames@pacbell.net
Message-ID: <f5O4dXX6MbiT-pn2-4Ob3Kddd6dQf@localhost>
Source record: 24761

hi Mathy,
input pins MUST be terminated or you cannot guarantee the state of
the output.

Ken

On Wed, 18 Dec 2002 13:12:05, "Mathy van Nisselroy"
<mathy.van_nisselroy@post.rwth-aachen.de> wrote:

> Howdy folks
>
> During christmas break I want to test if creating a new Phase2 signal out of
> the phase zero signal will cure the timing problems my 800XE is having.
>
> I'm gonna use a 74LS74 (see Dan Vernon's page, the Alternative CPU mod by
> Guus Assmann, he uses a 74LS74 too. And so does the 400/800).
>
> Question:
>
> Should I use the input or output pins an the LS08 that already ANDs the
> existing Phi2 signal (the existing Phi2 will be disconnected)? What pins
> shouldn't be left 'non-connected', input pins or output pins?
>
> CU Mathy van Nisselroy
>
>

--

7391. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 20:16:20 UTC
From: Steve Pratt <sp014f3451SPAMBLOCK@blueyonder.co.uk>
Message-ID: <oOpM9.19547$306.4323@news-binary.blueyonder.co.uk>
Source record: 24762

On Thu, 19 Dec 2002 13:56:18 +0100, Mathy van Nisselroy wrote:

> Howdy folks
>
> I've been thinking, what happens when a USB device is detected? Does the
> device say, 'hey, I'm a webcam/printer/whatever' and does the operating
> system then find the correct drivers or is the driver loaded from the
> device?
>
As I understand it, it's the first option. I don't know of any devices
that contain their own drivers (how would they know what hardware they
were plugged into (ie. PC or Mac)).

Steve

7392. I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 20:17:33 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212191217.63937ae1@posting.google.com>
Source record: 24763

..... I got *some* questions ;-)

As you mighty allready read, I got no Atari 8-bit before, so if any of my questions are dumb, please forgive me :-D

Iï¿½m now nearly complete, I just built a SIO2PC Interface (internal) into my 600XL and upgraded to 64KB before ....

Then I downloaded APE and all works fine .... but some things are on my mind :

1.) Which is the best DOS to use and why ??? (I just used SpartaDOS which came with APE)
2.) How can I access a floppy drive from Basic ???
3.) I got my 600XL attached to a TV, either I get a B/W screen or blurry colors but no sharp and clean picture, I allready rejusted the TV Modulator but no success, what to do ???
4.) I wanted to play ULTIMA 1, I got the PRG and PLAYER Disk Image ! After Boot I have to choose the Number of Drives and if I want to continue or start a new game .... all this with numbers (0 to 2) .... nothing happens when pressing them ???
5.) Most of the time, after playing a game, I have to restart APE cause it wonï¿½t work anymore after changing Images, why ???
6.) I just played M.U.L.E, Archon I + II and Arena, could you suggest any really good games ???
7.) Next thing I want to built is a MyIDE Interface, I allready got the parts for it .... any other Hardware things I could build to expand my 600XL ???

Ok, thatï¿½s all for now ;-) Iï¿½m off playing M.U.L.E now .... greets from Germany ...

RetroMan (proud owner of a 600XL/64KB/Sio2PC !!!)

7393. Re: Medieval Era!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 20:42:15 UTC
From: "Mike Action"
Message-ID: <omb40v4q67ijk5fiju7hc9bjn78t5ehefj@4ax.com>
Source record: 24764

Hi Andreas,

I found it! It's Medieval Era. Thanks a lot for the info.

Regards,

Michael

7394. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 21:18:55 UTC
From: bill@newbreedsoftware.com
Message-ID: <3JqM9.55701$lk.1700418@typhoon.sonic.net>
Source record: 24765

scolopendra <twilde_62@hotmail.com> wrote:
> LAtely I've been interested in that particular Atari. I've always
> wanted one, but never got one; just the 800XL, which was cool but
> didn't look as good as the 800...

Keep in mind that, esp. compared to the 800XL, the 800 is a _tank_.
It's much larger, and quite heavy! :^)

Just thought I should warn you. :^)

-bill!

7395. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 21:25:38 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <%MqM9.2630$Rc7.64221@news2.e.nsc.no>
Source record: 24766

> 1.) Which is the best DOS to use and why ??? (I just used SpartaDOS
> which came with APE)

I like DOS 2.5 and Top Dos myself. MyDos is okay too.

> 2.) How can I access a floppy drive from Basic ???
What do you want to do ? DOS <RETURN> takes you to the DOS menu, if DUP.SYS
is on disk. Else you can :
CLOSE #1:OPEN #1,6,0,"D:*.*"::FOR I=1 to 1e9:GET 1,A:PRINT CHR$(A);:NEXT I
(At least that is what I think it is to get a directory)

> 3.) I got my 600XL attached to a TV, either I get a B/W screen or
> blurry colors but no sharp and clean picture, I allready rejusted the
> TV Modulator but no success, what to do ???
Tricky. Is that a PAL machine, not a SECAM or anything ? Try another cable
maybe.

> 4.) I wanted to play ULTIMA 1, I got the PRG and PLAYER Disk Image !
> After Boot I have to choose the Number of Drives and if I want to
> continue or start a new game .... all this with numbers (0 to 2) ....
> nothing happens when pressing them ???
Maybe try the translator disk first. My Ultima I didn't work on my 130XE
without it.

> 5.) Most of the time, after playing a game, I have to restart APE
> cause it won�t work anymore after changing Images, why ???
On the PC side ? Weird things happen under Windows, but I never experienced
it with DOS.

> 6.) I just played M.U.L.E, Archon I + II and Arena, could you suggest
> any really good games ???
Drop Zone, Bounty Bob Strikes Back, Ballblazer, Rescue on Fractalus, The
Eidolon, Whistlers Brother, Stealth, Spelunker, Cavernia, Miner 2049'er,
Alternate Reality, Drol, Bristles, Flip and Flop, Warhawk and a heck of a
lot of others.

> 7.) Next thing I want to built is a MyIDE Interface, I allready got
> the parts for it .... any other Hardware things I could build to
> expand my 600XL ???
Stereo upgrade and the video upgrade maybe ?

> Ok, that�s all for now ;-) I�m off playing M.U.L.E now .... greets
> from Germany ...
>
> RetroMan (proud owner of a 600XL/64KB/Sio2PC !!!)

Welcome to the wonderful world of Atari's.

Take Atarian care

7396. Re: I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 21:29:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <GSqM9.55704$lk.1700560@typhoon.sonic.net>
Source record: 24767

RetroMan <retroman@bluemail.ch> wrote:
> 1.) Which is the best DOS to use and why ??? (I just used SpartaDOS
> which came with APE)

Most people 'round these parts seem to prefer SpartaDOS.
Personally, I'm a BASIC junkie, so I fell in love with TurboBASIC XL.
Since the typical disk-based SpartaDOS takes over the memory under ROM,
TBXL conflicts, and therefore doesn't work.

So, I stuck with Atari DOS style DOSes. My favorite was MyDOS.
It had a nice Atari DOS style menu (but better), supported 8 drives and
a RAMdisk (you could set it as drive 9). It had some advanced filesystem
features like subdirectories.

I think if you didn't do anything funny (like subdirs), the disks could be
read w/o any problems under other DOSes (like Atari DOS 2.0, 2.5, etc.)

> 2.) How can I access a floppy drive from Basic ???

```
10 OPEN #1,4,0,"D:FILENAME.XYZ"
20 INPUT #1,A$
20 PRINT A$
30 CLOSE #1
```

... for example. :^)

<snip>
> 4.) I wanted to play ULTIMA 1, I got the PRG and PLAYER Disk Image !
> After Boot I have to choose the Number of Drives and if I want to
> continue or start a new game .... all this with numbers (0 to 2) ....
> nothing happens when pressing them ???

Sometimes it's not obvious what you need to do. (This is why printed
instructions are helpful :^))

I'm not familiar with Ultima (played a little Exdous on an Apple II in
my middle school once :^)), but have you tried SELECT, OPTION or a joystick?

> 5.) Most of the time, after playing a game, I have to restart APE
> cause it woni¿½t work anymore after changing Images, why ???

I never had a problem. :^/ I ran APE under MSDOS 6.22, though. :^)

> 6.) I just played M.U.L.E, Archon I + II and Arena, could you suggest
> any really good games ???

Yes. :^)

Some of my favs, off the top of my head, include some really nice
freeware and shareware titles, like:

"Line Up" (a puzzle game by a fellow in Chile),
"Atartris" and "Valgus" (a Tetris game and a 4-way-Tetris game)
"Megablast" (forget who it was by! distrib'd by Dean Garraghty)

And commercial titles you should go find and purchase:

"BallBlazer" (aka BallBlaster - by Lucasfilm),
"Draconus" and "Zybex" (gorgeous, Amiga-style games by Zepplin Games)

I'd go to Groups.Google.com and do a search on comp.sys.atari.8bit
to find the occasional threads on "best games" :^)

Good luck!

-bill!

7397. Re: I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 21:34:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <yXqM9.55706$lk.1700247@typhoon.sonic.net>
Source record: 24768

```
I, William Kendrick <bill@newbreedsoftware.com>, wrote:
>
>> 2.) How can I access a floppy drive from Basic ???
>
> 10 OPEN #1,4,0,"D:FILENAME.XYZ"
> 20 INPUT #1,A$
> 20 PRINT A$
> 30 CLOSE #1

Heh.. Forgot:

5 DIM A$(128)

<snip>
> "Megablast" (forget who it was by! distrib'd by Dean Garraghty)

It was by Torsten Karworth. :^) What ever happened to him?

-bill!
```

7398. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 22:27:56 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <MJrM9.57224$4W1.24848@nwrddc02.gnilink.net>
Source record: 24769

> 1.) Which is the best DOS to use and why ??? (I just used SpartaDOS
> which came with APE)

I prefer Sparta over all others myself!

7399. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-19 23:04:22 UTC
From: Slor <slor@comcast.net>
Message-ID: <attj9n$2o825$1@ID-164868.news.dfncis.de>
Source record: 24770

> 5.) Most of the time, after playing a game, I have to restart APE
> cause it won�t work anymore after changing Images, why ???

I have a similar problem, that I have to restart APE if I've rebooted the Atari more than once of twice duing a session. I'm runnin under XP - what about you? I'm probably going to try the DOS version of APE in DOS 6.22 and see what happens.

Slor

7400. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 03:09:17 UTC
From: twilde_62@hotmail.com
Message-ID: <4128e9eb.0212191909.1d1e5ba6@posting.google.com>
Source record: 24771

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<3JqM9.55701$Ik.1700418@typhoon.sonic.net>...

> Keep in mind that, esp. compared to the 800XL, the 800 is a _tank_.
> It's much larger, and quite heavy! :^)
>
> Just thought I should warn you. :^)
>
>
> -bill!

oh i'm sure it is..it looks like one of those monstrous old IBM
typewriters minus the paper feed...which is why i've always liked
them.

Could it be used as a good programming educator as well? I've never
been proficient in BASIC and being that I'm using computer all the
damn time I may as well become literate in its languages

7401. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 03:25:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E02B43C.AEC25D8E@rogers.com>
Source record: 24772

scolopendra wrote:

> LAtely I've been interested in that particular Atari. I've always
> wanted one, but never got one; just the 800XL, which was cool but
> didn't look as good as the 800...I could easily get one off of eBay,
> or pick one up in a rubbish heap or whatever, but what would I be able
> to do with it? I'm fairly knowledgable about BBS services, I've read
> about people using their 800s for security and ham radio purposes but
> nothing recent; what would someone with a reliance to a present
> standard PC do with a 20+ year old computer besides having a clunky
> conversation piece?
>
> Just digging for info..I'm interested in tinkering with elderly
> computers..

Hi there,
I too met a few people years ago who got a TNC and used them for amateur packet radio. Some others built interfaces for the joystick ports, with their digital (joystick) and analog input (paddle) pins, used them for data acquisition devices. Hofacker (a german publisher) even did a book called "hacker book" which included a few devices one could build for the 800 with the programs to go with them.

7402. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 03:45:41 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3e02925f$0$17655$272ea4a1@news.execpc.com>
Source record: 24773

There's a special place for the 800 in my heart.
It is a neat computer.
I'm afraid I don't use one, tho. I wished that a super
video upgrade had been made for it.
They lack a PBI or ECP port, so no MIO or BB,
they don't have RAM under the OS, so no SpartaDOS,
at least not the 3.x disk versions.
People say they get excellent video out of a stock one,
but my two give the poorest stock video of the 8-bits.
I think the best stock video is a 130XE.
I think the ATR8000 plugged into the joyport, so you
could have a hard drive from an 800. And there are
lots of memory upgrades for them.
They were the first, and best built, of all.
They were modular, and socketed thruout. It is easy
to isolate, CPU board, memory boards, ROM board,
main board and all socketed, so even a duffer like me
can trace a problem by switching known good parts in.
Rambling Russg

7403. Re: I&#65533;m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 04:56:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <atu7tq$2osm6$1@ID-164868.news.dfncis.de>
Source record: 24774

"Slor" <slor@comcast.net> wrote in message
news:attj9n$2o825$1@ID-164868.news.dfncis.de...
> > 5.) Most of the time, after playing a game, I have to restart APE
> > cause it won&#65533;t work anymore after changing Images, why ???
>
> I have a similar problem, that I have to restart APE if I've rebooted the
> Atari more than once of twice duing a session. I'm runnin under XP - what
> about you? I'm probably going to try the DOS version of APE in DOS 6.22
and
> see what happens.
>
> Slor
>
>

FOLLOWUP: I tried the DOS version of APE, and I didn't run into this problem at all. Seems to be a bit more stable than the XP version, if slightly lighter in features.

Slor

7404. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 05:03:13 UTC
From: Slor <slor@comcast.net>
Message-ID: <atu8ah$2mf4k$1@ID-164868.news.dfncis.de>
Source record: 24775

"scolopendra" <twilde_62@hotmail.com> wrote in message
news:4128e9eb.0212191909.1d1e5ba6@posting.google.com...
> bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<3JqM9.55701$Ik.1700418@typhoon.sonic.net>...
>
> > Keep in mind that, esp. compared to the 800XL, the 800 is a _tank_.
> > It's much larger, and quite heavy! :^)
> >
> > Just thought I should warn you. :^)
> >
> >
> > -bill!
>
> oh i'm sure it is..it looks like one of those monstrous old IBM
> typewriters minus the paper feed...which is why i've always liked
> them.
>
> Could it be used as a good programming educator as well? I've never
> been proficient in BASIC and being that I'm using computer all the
> damn time I may as well become literate in its languages

My 800XL is where I learned to program (in BASIC). I guess the foundation
paid off, because 20 years later I make a pretty decent living at it!
Programming - not BASIC :)

Slor

7405. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 06:54:17 UTC
From: mo <momo@atariland.com>
Message-ID: <t8zM9.16372$KW2.716854@twister.austin.rr.com>
Source record: 24776

It's not that much, only a few dollars the last time I ordered from him. And
believe me it's very much worth it! He makes a very nice product.
Mo

<kenames@pacbell.net> wrote in message
news:f5O4dXX6MbiT-pn2-xujFJ8U1hGn0@localhost...
> oh my god! Poland, I did not see that so I must apologize. I know
> international shipping is high so I am sorry. I better start using my
> eyes before I speak. at that price I may just buy it myself and do
> away with mine that DOES have the ugly box in the middle. :)
> there are many things I would buy on ebay but dont because of
> exhorbitant shipping charges. many use that to pad their profits and I
> do not agree with that.
>
> Again I am sorry, I will start looking closer.
>
> Ken
>
> On Tue, 17 Dec 2002 10:36:34, j131@inetia.pl wrote:
>
> > In article <f5O4dXX6MbiT-pn2-I9ptWMMKnL2v@localhost>,
kenames@pacbell.net wrote:
> > >$10.00! to ship a wire??!! get real
> > >
> > >
> > >On Mon, 16 Dec 2002 10:44:03, j131@inetia.pl wrote:
> > >
> > >> This may be the last chance to get it before Christmas:
> > >>
> > >>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=1247&item=2081389994
> > >>
> > >> j131
> > >
> > >
> >
> > What do you mean "real"? Compare other auctions: minimum s/h charge is
always
> > in the range of few dolars. Some sellers are charging like $30 to ship a
> > computer mouse. My minimal s/h charge is $7, not $10 - for $10 I ship 2
meters
> > of this "wire". Not really verly light. That is very comparable to what
other
> > sellers charge for DOMESTIC first class mail. Take into account that

this is
> > international Priority mail - the only feasible option I have.
> > Of course actual money I pay at the post office is NOT the same I charge
for
> > s/H. But I do have to buy an envelope, go to the postoffice etc. If you
think
> > my s/h charges are unreasonable - well thats tough. BTW - what would
you
> > suggest?
> >
> > j131
> >
> >
>
>
> --
>

7406. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 08:16:02 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <QmAM9.6$V45.210@nsw.nnrp.telstra.net>
Source record: 24777
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Bravo Sierra Computers <atari@aracnet.com> wrote in message
news:Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Due to the Economy,Atari Business is extremely slow!
> Thanx to all those who have stood up to support me, FREE Speech and Atari
> Commerce in the face of Tyranny! Atari sales are really slow inspite of
> all the support I received in the Atari NewsGroups.Even with all the Talk.

Maybe it's because Atari is dead that sales are slow?

> Those that supported me, I need to say, I really need your Business now!!
> To those that said they would buy from me or were planning to buy from me
> in the future. Now is the time! Take advantage of my Upcoming Atari after
> Christmas Sale! Help me make enough sales so I can pay Christmas Bills!

Maybe you should get a real job instead... or go into selling PC stuff with
Atari items as a sideline?

> E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!

You are asking a lot, having to beg for business means one thing... let go,
it's over, no-one uses Atari's no more...

or diversify, your choice.

Regards,

Clockmeister.

7407. Re: which pins to use

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 08:29:24 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <18l50voaffruh30gea9ji27itc6hf4avc5@4ax.com>
Source record: 24778

mathy,

I usually tie inputs to ground...

Rory

On Thu, 19 Dec 2002 19:26:12 GMT, kenames@pacbell.net wrote:

>hi Mathy,
> input pins MUST be terminated or you cannot guarantee the state of
>the output.
>
>Ken
>

7408. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 08:42:18 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <ufl50vk9320ek5pc71upt7gu4vm8806h8s@4ax.com>
Source record: 24779

On Thu, 19 Dec 2002 21:29:10 GMT, bill@newbreedsoftware.com (William Kendrick) wrote:

>> 2.) How can I access a floppy drive from Basic ???

```
>2 DIM A$(15)
>5 TRAP 50
>10 OPEN #1,4,0,"D:*.*"
>20 INPUT #1,A$
>30 PRINT A$
>40 GOTO 20
>50 CLOSE #1
>
>
>
```

Usually I would check A$ for " FRE" if you use DOS2.x but just catching the error will close the channel I think.Something like:

```
35 IF A$(4,7)=" FRE" THEN TRAP 4E4:GOTO 50
```

Rory

7409. Paging: Technoid Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 08:44:45 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <1MAM9.13457$vb3.864842@news2.west.cox.net>
Source record: 24780

You used to run a bbs, right? What was the name of it again?

It's been awhile since I was on the bbs scene but I do remember your name!
;-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7410. Re: *PING* Kamaro Kid

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 11:57:17 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atv0iu$o0c$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24781

Howdy James

> Theyre already in JPG, as I only use a digital camera.

If you could pick out a couple of nice ones and send them either to me or to Raphael James Espino, that would be nice. BTW check out Raphael's site at: http://www.angelfire.com/80s/rjespino/ For the JPEG's click on 'atari 8 bit links' then A8JDPEG etc. To take a look at the images, look for the screenshot gallery.

CU Mathy van Nisselroy

PS this stuff really amazes me. Raphael did a great job. Hmm, next week, I might buy me a Sweex Webcam for only 15 Euro's (that's 15 US Dollars give or take a dime/few cents). Then all I need is to build me one of them USB carts (designed/developed by Guus Assmann. Check out: http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

7411. Re: which pins to use

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:24:09 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atv25bphj1@nets3.rz.RWTH-Aachen.DE>
Source record: 24782

Howdy Ken, Rory,

> > input pins MUST be terminated or you cannot guarantee the state of
> >the output.

> I usually tie inputs to ground...

I thought so, but wasn't sure. Thanks guys!!

CU Mathy van Nisselroy

7412. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:25:27 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <X_DM9.16451$vb3.904012@news2.west.cox.net>
Source record: 24783

```
> CLOSE #1:OPEN #1,6,0,"D:*.*"::FOR I=1 to 1e9:GET 1,A:PRINT CHR$(A);:NEXT I
> (At least that is what I think it is to get a directory)
```

Close... just a few corrections, an extra colon before the FOR... and to should be TO and, lastly, you need a pound sign in front of the 1 in the GET part... GET #1,A... otherwise, I liked this quick and dirty directory. Just need to store it as a LISTed program and ENTER it when you want it, ie... QDIR.LST. Otherwise you have to hand-type this each time you want to use it which would be tedious. This won't be too useful, though, unless you have it on every disk that you have files on it... unless you have a ramdisk and have this util on it.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7413. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:28:14 UTC
From: Richard Heldmann <sales@vulcantool.com>
Message-ID: <atv3ss$h0f$1@bob.news.rcn.net>
Source record: 24789

Could you supply the Part Number?

----- Original Message -----
From: "LarryWhite" <llppwhite@aol.comnsp>
Newsgroups: comp.sys.atari.8bit
Sent: Wednesday, December 18, 2002 8:38 AM
Subject: Re: LED Resistors?

> As one of the responses pointed out, +5V LED's are available, so while I
was in
> the local Radio Shack, I looked and found one labeled as Red 5 Volt. A
little
> pricey at $.99 ea., but not bad for RS. Nice and bright -- much brighter
than
> the previous RS LED with a resistor added. I've been moving rear-mounted
power
> switches on some of my drives to the front along with a power LED, if none
was
> already mounted.
> Larry

7414. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:29:03 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <j2EM9.16498$vb3.904370@news2.west.cox.net>
Source record: 24784

I would like to help you out, if you really want to see my answers, but it's too long to post here so I don't want to offend the group here. If you want to see it, let me know and I can send it via email instead.

I am a fellow Atarian willing to help another fellow Atarian if and when I can!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7415. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:31:35 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <H4EM9.16531$vb3.903923@news2.west.cox.net>
Source record: 24785

```
Oh, and the e in 1e9, needs to be a capital E.
```

7416. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:39:50 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atv32n$q9u$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24786

Howdy Steve, Shawn

> As I understand it, it's the first option. I don't know of any devices
> that contain their own drivers (how would they know what hardware they
> were plugged into (ie. PC or Mac)).

> The devices have configuration settings that the host can request so that
> the proper drivers get loaded among other things.

That would mean that all printers as well as all webcams and all other stuff
all use a certain standard (well, one for printers, one for webcams, one
for.....)
Which would mean that if we have one printer driver or one webcam driver,
that all printers or all webcams should work with that driver.

Can somebody write me a nice driver for webcams and the USB cartridge
(developed by Guus Assmann. Check out:
http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart). :-)

CU Mathy van Nisselroy

7417. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:40:10 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <KcEM9.16639$vb3.905622@news2.west.cox.net>
Source record: 24787

> http://www.a800win.atari-area.prv.pl/
> Thanks... however... that link you gave is a dead link!
>
> Have an update?

It must have been down when you tried it... the link is the correct. If you want to see it in English, just click on the flag in the left column of the web page.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7418. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:45:50 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <2iEM9.16712$vb3.906159@news2.west.cox.net>
Source record: 24788

> http://atariarea.nostalgia.pl/PLus/index_us.htm

That is really the same site... this just brings up an english version of
that web site.

So, apparently, the site must have been down at the time.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7419. I'll be incommunicado. Let's hope it snows there around Christmas.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 12:56:20 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atv41l$rc6$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24790

```
Howdy folks

Just wanted to let you know that after I leave here today, I probably won't
be here untill the 7th of January.

I wish you all a merry christmas and a happy and Atari-filled new year.

CU in the new year Mathy van Nisselroy

--
---
My old email address has ceased to exist, please use my new address.
Meine alte Emailadresse gibt es nicht mehr, bitte benutzen Sie meine neue
Adresse.
Mijn oude Emailadress bestaat niet meer, gebruik aub vanaf nu mijn nieuwe
adres.
mathy.van_nisselroy@post.rwth-aachen.de
http://www-users.rwth-aachen.de/mathy.van_nisselroy
```

7420. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:19:48 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <UNEM9.17142$vb3.917253@news2.west.cox.net>
Source record: 24791

> While I'm at it... you mention disk images. For starters, where do I get
> them? Also... I have myriad A800 floppies with software and games. Is
> there a way to use THOSE? To somehow load them from the Atari floppy to
the
> PC?

For disk images, ATRs are the most common, so try this (I hope this is
allowed here?)...

ftp://ftp.spudster.org/CTH/Games2/ATR/

DCMs seem to be the next one, so here you go...

ftp://ftp.spudster.org/CTH/Games2/DCM/

You may want to try the MegaImages too, they are loaded with games and
fairly easy to use, you just need to get a menu program and attach it to
drive 1 and then attach one of the images to drive 2. They are the ones
that are games001-games020.zip. I don't know what the other ones are that
are in that directory but they are not really mega because they are only
enhanced density or double density. Most of the Yogi megas are around 800K
in size which is way beyond the range of any normal disk drive, hence Mega.
So you can only load these in an emulator. The other ones in that directory
look like they can be loaded on a 1050 or a drive, like Indus?, that can
read true double density, 90k x 2... I think a Happy 1050 or US Doubler,
etc, can? 90k, btw, is single density and that is only format that an 810
drive can do... unless there is a mod I don't know about? I don't even
think, if I remember right, that an Happy 810 can? Anyways, forget my
babbling, here you go...

ftp://ftp.spudster.org/CTH/Games2/Megaimages/a/

Enjoy!!!

PS Yeah, your best bet would be to build or get an SIO2PC and its software.
I don't know exactly where to steer you on this... I think someone else
already has. Anyways, the SIO2PC, I think, is the quickest and easiest way
to get access to your software on the PC to where you can transfer your
files or whole disks to the PC and then make images of them to run in the
emulator. Another, good and popular one is APE, but I don't really know
much about it, except for being powerful, it probably really isn't as
user-friendly as the SIO2PC setup may be, but that's just my opinion. But,
in the meantime, most of what you have can probably be found at the above
sites... really!!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7421. GZ Files

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:24:45 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <xSEM9.17206$vb3.918335@news2.west.cox.net>
Source record: 24792

What program do you use to make and/or extract a gz file?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7422. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:42:32 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <c7FM9.17432$vb3.921619@news2.west.cox.net>
Source record: 24793

> That would mean that all printers as well as all webcams and all other
stuff
> all use a certain standard (well, one for printers, one for webcams, one
> for.....)
> Which would mean that if we have one printer driver or one webcam driver,
> that all printers or all webcams should work with that driver.
>
> Can somebody write me a nice driver for webcams and the USB cartridge

USB cartridge? You are talking about using a Are you talking about a PC with on-board USB ports.. or did you have to add a card, etc, to get USB ports?

Someone else can correct me on this, if I am wrong. Anyways, supposedly, USB devices are just plugged in and ready to use. So, that makes you think, the only drivers needed is/are the ones that control the USB port. But I got a cable modem recently and plugged it in via USB but still had to load drivers for it... so that seemed to defeat the purpose of a USB port to begin with... just plug in and use... no loading extra drivers, etc. There might be generic drivers for most of the stuff you plug in via USB, but there is always exceptions, of course!

About drivers in general... there are two kinds, general and specific. W*ndoz is packed with general drivers and will usually use them if there is no specific driver for the device you are installing. Most products, though, usually will come with their own drivers so you need to load them instead at the time it asks for them and don't let W*ndoz install the generic driver or even the specific driver that it may have for that product as it may be outdated depending on what W*ndoz version you are using. So, bottom line, most of the time, use the drivers that may come with a product.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7423. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:50:30 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <GeFM9.17535$vb3.922760@news2.west.cox.net>
Source record: 24794

> USB cartridge? You are talking about using a Are you talking about a PC
> with on-board USB ports.. or did you have to add a card, etc, to get USB
> ports?

Oops... don't know what I did there? Guess I am a bit tired now! It
should read as follows:

USB cartridge? To begin with, you are talking about a PC, right? Are you
talking about a PC
with on-board USB ports.. or did you have to add a card, etc, to get USB
ports? Either way, it really doesn't matter.... USB is, suppose to be, a
general, plug 'n play, connection on any computer that has one or is added
to it. Read on in my previous message for how I think USB works...

7424. Re: FA: SIO2PC by j131 on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:53:39 UTC
From: j131@inetia.pl
Message-ID: <atv7d3$g8g$1@korweta.task.gda.pl>
Source record: 24795

In article <f5O4dXX6MbiT-pn2-xujFJ8U1hGn0@localhost>, kenames@pacbell.net wrote:
>oh my god! Poland, I did not see that so I must apologize. I know
>international shipping is high so I am sorry. I better start using my
>eyes before I speak. at that price I may just buy it myself and do
>away with mine that DOES have the ugly box in the middle. :)

You are welcome.

> there are many things I would buy on ebay but dont because of
>exhorbitant shipping charges. many use that to pad their profits and I
>do not agree with that.

Agree.

> Again I am sorry, I will start looking closer.

No problem.

Merry Christmas folks!

j131

7425. Re: GZ Files

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 13:58:11 UTC
From: Janka Gerhard <gerhard.janka@siemens.at>
Message-ID: <3E0321F3.B90ADA87@siemens.at>
Source record: 24796

Nite Hacker wrote:
>
> What program do you use to make and/or extract a gz file?

make -> gnuzip
extract -> gunzip

bye
Gerhard

7426. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 14:10:23 UTC
From: Mathy van Nisselroy <mathy.van_nisselroy@post.rwth-aachen.de>
Message-ID: <atv8ci$2d8$1@nets3.rz.RWTH-Aachen.DE>
Source record: 24798

Howdy Nite Hacker

> Oops... don't know what I did there? Guess I am a bit tired now!

You shouldn't hack all night, nite hacker. :-))

> USB cartridge?

Yes.

> To begin with, you are talking about a PC, right?

No!!!!

> Are you talking about a PC with on-board USB ports..

No.

>.... or did you have to add a card, etc, to get USB ports?

> Either way, it really doesn't matter.... USB is, suppose to be, a
> general, plug 'n play, connection on any computer that has one or is added
> to it. Read on in my previous message for how I think USB works...

Well, none of the Atari OS's (not even special OS's) and none of the DOSses
for the Atari 8 bit (not even MyDOS) have code in them that supports USB.
And my Atari's (all 7 of them) don't have USB ports either.

So I need Guus' interface. (a small PCB that fits inside a cartridge case
and has two USB ports)
And a programmer that can write me some USB code that'll make my computer
(XE) talk to my WebCam (which has been ordered by the shop this morning.
Ofcourse, I was there yesterday and they didn't know they were comming. But
the service guy at http://www.sweex.com told me about the order. 15 Euro's
(15 US Dollars) for a webcam isn't to much. (OK, so I have to focus
manually. And there is probably no mike build in. But mikes can be had for
a couple a bucks nowadays.))

CU Mathy van Nisselroy

PS just so you folks understand what I am talking about. This is a USB
cartridge that will plug into your cartridge slot on your 400/800/XL/XE and
will give your computer TWO USB ports.

7427. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 14:11:45 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mp860vg5ptgpeqdu9rs1b71f1u95alhdgo@4ax.com>
Source record: 24797
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>Maybe it's because Atari is dead that sales are slow?
>
It's not dead for goodness sake, there are many other retailers out
there still going..Thankfully!

>Maybe you should get a real job instead... or go into selling PC stuff with
>Atari items as a sideline?
>
He runs a business..I think that's a real job....And you?

>You are asking a lot, having to beg for business means one thing... let go,
>it's over, no-one uses Atari's no more...

Why are you subscribed to an Atari / Video game ng when 99.9% of the
machines that these groups cater for would be by your standards
considered DEAD.

7428. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 14:24:16 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <kKFM9.17872$vb3.929467@news2.west.cox.net>
Source record: 24799

> what would someone with a reliance to a present
> standard PC do with a 20+ year old computer besides having a clunky
> conversation piece?

That is a hard question to answer for you, as it really depends on what you want it to do for you.

Yes, it is small and old and out-of-date, but they are one of the best built computers of that era! They are highly dependable and reliable. You can leave one running for 24hrs a day for years without failure! Hmmm... now I am interested in knowing how long they really can run! So, especially you old-time bbs operators... what is the longest time you had one running? Anyways, as I said before and know, these are highly dependable and reliable computers. You can do lots of things with it, besides the couple you mentioned. You can use it as a security setup, appliance/lights controller, etc. Anything that you can control by infrared device can be connected and put under the control of the Atari!

I knew this one guy who made or set-up highly precisioned devices under the control of an Atari with, according to him, complete perfection (or the error rate is so high that it is beyond the chance of failure, except related to power source, of course). I never really saw it in action, though. I did see some kind of saw/cutter that was attached to an Atari. He was/is an electronic tech, of course, with a high degree of training and knowledge... well, maybe related to Atari, anyways, because I took another old kind of computer, Kaypro, that I acquired to him to be fixed but he could never get it fixed. I took it to him 2-3 times! Oh well, on with the point of my message... bottom line, again, is up to you on how you want to use an Atari or what you expect from one. Yes, they certainly are not anywhere near the capabilities of a PC, but with knowledge and learning, an 8-bit can become pretty powerful and really pack a punch for a small time computer!

Best bet is to read the FAQs here and do searches (Google, of course) on the net to learn more about these old machines. Believe it or not, there is still a ton of information out there on these machines!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7429. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 14:32:41 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <dSFM9.17918$vb3.930491@news2.west.cox.net>
Source record: 24800

Note: Some of the things I mentioned before really require an XL/XE machine as they allow, among other things, memory upgrades or hooking up other kinds of devices using the extra port that was freed up when 2 of the joystick ports, among other things, were removed when it went from 800 to 800XL. So, therefore, they are a bit more powerful than it's parent... 400/800.

7430. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:22:59 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <nBGM9.18121$vb3.941021@news2.west.cox.net>
Source record: 24801

> My 800XL is where I learned to program (in BASIC).

I second that, although I started with a dinky Vic 20... only 3k of memory!

If you want to learn programming, BASIC is a good language to start out with... kinda gives you the fundamentals of programming, although I am not really a programmer. I learned alot and taught myself BASIC so well that I aced and amazed a junior college professor when I had to take the course there. I could have just took the final or all the other tests and passed the course without stepping a foot into the classroom!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7431. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:34:44 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <oMGM9.18146$vb3.944238@news2.west.cox.net>
Source record: 24802

> Could it be used as a good programming educator as well? I've never
> been proficient in BASIC and being that I'm using computer all the
> damn time I may as well become literate in its languages

There probably is some BASIC tutorials around somewhere, I just don't know what to recommend to you. I already know the language so I did not even need any tutorials when I moved over to the 8-bit.

As I mentioned before, the 8-bits can be used for *ALOT* of things! You might be surprised, and even myself too, at what is has been or is being used for! Since it is pretty durable and hard to do damage to one, unless you are purposely doing it, it is a great starter computer for young children. There are many educational programs out there and there are some really good business applications for it too. Syn series (SynCalc, SynFiler, etc) is probably one of them.. I don't really know since I haven't used it myself. With specialized software and memory and other upgrades, you can use it to run a small business and do just about anything you need to do! If needed, they can even be networked too! I don't really have any experiences to share in this area, but maybe somebody else does.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7432. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:40:50 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <6SGM9.18176$vb3.946238@news2.west.cox.net>
Source record: 24803

Oh, OK, guess I was off track then.... sorry. Forgive my intrusion! :-)

Exiting... stage right... LOL

7433. Re: GZ Files

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:43:57 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <1VGM9.18195$vb3.946969@news2.west.cox.net>
Source record: 24805

Those will run in W*ndoz, right?

Nite Hacker

7434. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:45:38 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <cUGM9.2966$CG6.51381@news4.e.nsc.no>
Source record: 24804

"Nite Hacker" <nitehacker@hotmail.com> skrev i melding
news:H4EM9.16531$vb3.903923@news2.west.cox.net...
> Oh, and the e in 1e9, needs to be a capital E.

Been married for too long :-/ I do remember everything on the Atari is UPPER CASE. Thanks for the corrections. When the holidays are over, I think I will get coding again! Anybody know of good artists ? I need graphics for a game I started, based on the Windows game (which probably is based on some other game) called Boxworld. I would also like music in CHAOS format, cause this is the one I have player routines I know work with my coding on.

I was on the way of designing the same levels as on the PC, but it's takes alot of time. Hopefully I'll be able to finish it someday and make some XL levels too.

Take Atarian care and have a Merry Atarian Christmas!

7435. share games created with Adventure Creator by Spinnaker ?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:52:11 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212200752.21f46f82@posting.google.com>
Source record: 24806

I created a folder on my Atari Swap N Shop to share games created
using Spinnaker's Adventure Creator.

http://groups.yahoo.com/group/atariswapnshop

7436. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:53:27 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212200753.16313f02@posting.google.com>
Source record: 24807

Thx for all your replies yet :-)

As far as the cable goes, itï¿½s a standart Computer<>TV Cable and it works fine on every other Computer/Console I tried. Maybe I should use a Monitor, but I got no cable that fits into the XL yet (btw. itï¿½s a PAL machine ;-)) ....

I also tried the DOS Version of APE and I got the same problem, well, could be a problem of old Win95 here on my Laptop !

As for the games you all suggested : I remember a lot of them that Iï¿½ve played on various other 8Bit Systems (Eidolon, Ballblazer, just to name some of them). Which of those above mentioned are "XL-ONLY" ??? And could any of you also recommend some good Demos that show off the capabilities of this great 8Bit machine ???

TIA ..... RetroMan (proud owner of an Atari 600XL/64KB/Sio2PC !!!)

7437. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <hhdvta-pio.ln@speaker.rodsbooks.com>
Source record: 24808

In article <4128e9eb.0212191909.1d1e5ba6@posting.google.com>,
twilde_62@hotmail.com (scolopendra) writes:
>
> Could it be used as a good programming educator as well? I've never
> been proficient in BASIC and being that I'm using computer all the
> damn time I may as well become literate in its languages

BASIC was designed as a teaching language, IIRC, but it's not a very "hot"
language today. IMHO, better to learn programming on a more powerful
system using a more common language, especially if your goal is to build
up some marketable skills. If it's just for your own personal hobbyist
use, then BASIC is OK, although you might want to look into one of the
expanded BASICs, like BASIC XL. If you really must use an Atari 8-bit to
learn a more popular language, I'm pretty sure there are one or two
stripped-down C compilers available for it.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7438. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 15:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <h6dvta-pio.ln@speaker.rodsbooks.com>
Source record: 24809

In article <UNEM9.17142$vb3.917253@news2.west.cox.net>,
"Nite Hacker" <nitehacker@hotmail.com> writes:
>
> PS Yeah, your best bet would be to build or get an SIO2PC and its software.
> I don't know exactly where to steer you on this...

Here's a site with software and instructions on building them.

http://www.tcainternet.com/wa5bdu/sio2pc.htm

If you're not into hardware modifications and/or don't want to track down
all the parts you'd need, there's a guy who sells them on eBay on a
regular basis. Here's his latest auction:

http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=2082311796

I ordered one from him and it arrived promptly (despite coming from Europe
to the US) and works great.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7439. Re: Sears Telegames Video Arcade with A/ V Mod

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:02:19 UTC
From: Slor <slor@comcast.net>
Message-ID: <atveud$3337p$1@ID-164868.news.dfncis.de>
Source record: 24810
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

"Brian P. Lucas" <brianplucas@prodigy.net> wrote in message
news:zBYL9.5$kO.0@newssvr16.news.prodigy.com...
>
http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&category=3537&item=1946425607&
> rd=1
>
> --
> Thanks,
> -BPL
>
>

I'd love to see some info on how you made the A/V mod. Would like to do the
same on my 2600.

Thanks
Slor

7440. Re: GZ Files

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:06:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <ieHM9.55973$lk.1716436@typhoon.sonic.net>
Source record: 24811

Nite Hacker <nitehacker@hotmail.com> wrote:
> Those will run in W*ndoz, right?
>

I think WinZIP supports .gz files.

-bill!

7441. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:09:24 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <UgHM9.2378$n97.243617@newsread1.prod.itd.earthlink.net>
Source record: 24813

The ATR8000 connected to the standard 13 pin SIO port; have not seen how
their hard drive was implemented. Does any information exist on that?

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Russ Gilbert" <russg@en.com> wrote in message
> I think the ATR8000 plugged into the joyport, so you
> could have a hard drive from an 800.

7442. Re: I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:09:31 UTC
From: bill@newbreedsoftware.com
Message-ID: <%gHM9.55975$lk.1716396@typhoon.sonic.net>
Source record: 24812

Vidar Olavesen <hawk@nmi.no> wrote:
> Been married for too long :-/ I do remember everything on the Atari is UPPER
> CASE. Thanks for the corrections. When the holidays are over, I think I will
> get coding again! Anybody know of good artists ? I need graphics for a game
> I started, based on the Windows game (which probably is based on some other
> game) called Boxworld.

I might like to help, if I have time. :^)

I'm especially interested if people feel like using my Super-IRG format.
(Just a VBI to swap CHBAS every other frame, which blends colors nicely :^))

-bill!

7443. Re: Name this game. Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:13:35 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212200813.4fb9d9ef@posting.google.com>
Source record: 24814

thanks andreas. now i remember it being called TIME *something or
something* and I do believe that there was 3 versions to that game.

myabe someone can finish the title for me ?

Andreas Magenheimer <magea000@students.uni-mainz.de> wrote in message
news:<3E01FA0B.27670C33@students.uni-mainz.de>...
> Well,
> I don`t get the name right now. It exists in two versions: version one
> has to do with a dinosaur (2 million b.c.) and a volcano; version two
> features a medieval background with the knight and other obstacles;
> author of both games was David Castell. I have these games in my
> collection, heck, I don`t remember their names... -Andreas.
>
> P.S.: both games have nice graphics, but some tricky/difficult
> controls...
>
>
>
>
> Michael schrieb:
> >
> > Hi Guys,
> >
> > Any help naming this game? Here goes, a Knight rides out of a castle
> > and you are a space craft in the sky. You have to protect the knight
> > from various obstacles and dangers. It's a side scroller. Any ideas?
> > Thanks.
> >
> > Regards,
> >
> > Michael

7444. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:29:05 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <0BHM9.8$V45.3336@nsw.nnrp.telstra.net>
Source record: 24815
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine <mclane.dellos@btinternet.com> wrote in message
news:mp860vg5ptgpeqdu9rs1b71f1u95alhdgo@4ax.com...
> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
> >Maybe it's because Atari is dead that sales are slow?
> >
> It's not dead for goodness sake, there are many other retailers out
> there still going..Thankfully!

Many retailers for such a small market means there isn't much business to go
around. That's just reality.

> >Maybe you should get a real job instead... or go into selling PC stuff
with
> >Atari items as a sideline?
> >
> He runs a business..I think that's a real job....And you?

When he's begging for business I can only assume that he isn't real busy and
I don't consider selling a few bits and pieces online real work. I've done
that for a couple of years and didn't call it a job, because I did it in my
spare time after coming home from my real job.

>
> >You are asking a lot, having to beg for business means one thing... let
go,
> >it's over, no-one uses Atari's no more...
>
> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> machines that these groups cater for would be by your standards
> considered DEAD.

Where the hell can you buy a new Atari? Atari's computer division has been
dead for years and market share has shrunk to virtually nothing.

7445. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:51:51 UTC
From: Slor <slor@comcast.net>
Message-ID: <atvhr8$35dnt$1@ID-164868.news.dfncis.de>
Source record: 24816

> I also tried the DOS Version of APE and I got the same problem, well,
> could be a problem of old Win95 here on my Laptop !
>

Could be - I booted straight to DOS 6.22, and I have yet to see an issue.
Looks like I've found a use for an old machine in the spare parts closet!

Slor

7446. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 16:58:46 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E034C92.668D7395@tampabay.rr.com>
Source record: 24817
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

I'm curious to know why it is a concern of so many people what Ben does
with his time or how he earns a living? Is he hurting your family
financially or physically? Is he forcing you to buy Atari stuff?

Why not just leave the guy alone? If you don't like the way he does
business, just don't buy from him. It's as simple as that.

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

7447. Re: GZ Files

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 17:07:46 UTC
From: Semecky <semecky@saul-is.cz>
Message-ID: <atviq2$b4l$1@news.nextra.cz>
Source record: 24818

```
It is true. Fanny.
```

"William Kendrick" <bill@newbreedsoftware.com> p&#65533;e v diskusn&#65533;m pr&#65533;spevku
news:ieHM9.55973$lk.1716436@typhoon.sonic.net...
> Nite Hacker <nitehacker@hotmail.com> wrote:
> > Those will run in W*ndoz, right?
> >
>
> I think WinZIP supports .gz files.
>
> -bill!

7448. Shadow of the Beast on Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 17:30:10 UTC
From: bill@newbreedsoftware.com
Message-ID: <CsIM9.56013$lk.1717998@typhoon.sonic.net>
Source record: 24819

Woah! I just noticed this over at AtariAge.com.

Note: The download links have MSDOS "\" directory separators in them,
so you'll need to reverse it (to a standard Unix / web URL forward-slash ("/"))

http://www.jetbootjack.com/Beast.htm

-bill!

7449. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 17:43:17 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <mtk60vghhd8ql95r821reu5kac4706p1ef@4ax.com>
Source record: 24820
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Sat, 21 Dec 2002 00:29:05 +0800, "Clockmeister"
<gerryvdb@tnet.com.au> wrote:

>> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
>> <gerryvdb@tnet.com.au> wrote:
>>
>> >Maybe it's because Atari is dead that sales are slow?

>Many retailers for such a small market means there isn't much business to go
>around. That's just reality.
>
So it's not dead then....

>> He runs a business..I think that's a real job....And you?
>
>When he's begging for business I can only assume that he isn't real busy and
>I don't consider selling a few bits and pieces online real work. I've done
>that for a couple of years and didn't call it a job, because I did it in my
>spare time after coming home from my real job.
>
So because you didn't make any cash out it enough to call it 'a job'
then you have the right to suggest someone 'get a real job'. The
definition of a job is that which through work provides the income to
survive, I think Ben and the other retailers feel that they have valid
'jobs'.

Ben's promotions are often coming from a different slant, no they are
not to everyones taste but at the end of the day ALL ADVERTS are
Begging for business.

>> Why are you subscribed to an Atari / Video game ng when 99.9% of the
>> machines that these groups cater for would be by your standards
>> considered DEAD.
>
>Where the hell can you buy a new Atari? Atari's computer division has been
>dead for years and market share has shrunk to virtually nothing.
>
Which does not answer the question, if anything it makes the original
question more obvious.

Why are you in a group / community that you feel is both dead and
people are wasting their time in...Surely it's also a waste of your
time being in here if you feel it such a dead donkey.

Sorry, I just don't understand the knocking of ANY retailer in such a specialist market, if you just don't like the mans adverts then say so but don't spite the mans efforts to make a living.

7450. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 18:22:53 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E038529.859F5555@rogers.com>
Source record: 24821
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Fri, 20 Dec 2002 16:16:02 +0800, "Clockmeister"
> <gerryvdb@tnet.com.au> wrote:
>
> >Maybe it's because Atari is dead that sales are slow?
> >
> It's not dead for goodness sake, there are many other retailers out
> there still going..Thankfully!
>
> >Maybe you should get a real job instead... or go into selling PC stuff with
> >Atari items as a sideline?
> >
> He runs a business..I think that's a real job....And you?
>
> >You are asking a lot, having to beg for business means one thing... let go,
> >it's over, no-one uses Atari's no more...
>
> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> machines that these groups cater for would be by your standards
> considered DEAD.

Paul,

I've seen this guys posts before. He's little more than a very amateurish troll following in Sinplops footsteps. I'm certainly not wasting any more time on him.

7451. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 19:00:03 UTC
From: Eric Sokolowsky <esok_@hotmail.com>
Message-ID: <atvq2v$rp0$1@skates.gsfc.nasa.gov>
Source record: 24822

The best thing to do with the 800 is to play MULE with 4 players. Can the
emulators do that? I liked the 800 keyboard better than any of the others, but
I never tried a 1200XL.

scolopendra wrote:
> LAtely I've been interested in that particular Atari. I've always
> wanted one, but never got one; just the 800XL, which was cool but
> didn't look as good as the 800...I could easily get one off of eBay,
> or pick one up in a rubbish heap or whatever, but what would I be able
> to do with it? I'm fairly knowledgable about BBS services, I've read
> about people using their 800s for security and ham radio purposes but
> nothing recent; what would someone with a reliance to a present
> standard PC do with a 20+ year old computer besides having a clunky
> conversation piece?
>
> Just digging for info..I'm interested in tinkering with elderly
> computers..

7452. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 19:11:13 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA28B9EF.28B7C%nameerf@flash.net>
Source record: 24823
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 0BHM9.8$V45.3336@nsw.nnrp.telstra.net, Clockmeister at
gerryvdb@tnet.com.au wrote on 12/20/02 8:29 AM:

>> It's not dead for goodness sake, there are many other retailers out
>> there still going..Thankfully!
>
> Many retailers for such a small market means there isn't much business to go
> around. That's just reality.

That doesn't necessarily mean dead. Severely depleted, sure. On the brink,
ok. But not quite dead yet.

>> He runs a business..I think that's a real job....And you?
>
> When he's begging for business I can only assume that he isn't real busy and
> I don't consider selling a few bits and pieces online real work. I've done
> that for a couple of years and didn't call it a job, because I did it in my
> spare time after coming home from my real job.

Perhaps he has other sources of income that are inflexible and not filling
his financial requirements and is trying to boost it through his Atari
sales, or is not in a position to able to do any other kind of work (which
from his previous posts is in some ways true). Yeah, he might expand
business by selling PC stuff, too. In fact, a lot of PC things can be used
on newer Atari's (hard drives, monitors, CD-ROM/R/RW drives, etc.). That's
his choice. But telling someone to get a "real job" without knowing their
situation is just plain stupid and rude. It's like telling someone on
welfare, "Get a life," when you don't know what circumstances have put the
person where they are.

>> Why are you subscribed to an Atari / Video game ng when 99.9% of the
>> machines that these groups cater for would be by your standards
>> considered DEAD.
>
> Where the hell can you buy a new Atari? Atari's computer division has been
> dead for years and market share has shrunk to virtually nothing.

Try getting a Milan or Hades. Wait until the new Coldfire Atari clone comes
out. Upgrade your existing Atari (if you have one) with a graphics card or
CPU replacement (like the soon to be released CT60). Just because an
originating company has disappeared doesn't mean the platform itself is
dead.

Mike Freeman
nameerf@flash.net

7453. help porting a basic program

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 19:57:29 UTC
From: patrickw99@yahoo.com
Message-ID: <6f0a82e8.0212201157.59e3fc5a@posting.google.com>
Source record: 24824

I have a program at the following web site that I need to get
translated to ascii text. I cannot figure out how to load it into an
emulator then save it out to my pc as an ascii text file. can some
one help with this. the web page of the basic program is :

http://www.atarimagazines.com/software/86-01/DUNGEONS.BAS

this is for the atari 130XE computer.

please help.

you can email me the converted file at patrickw99@yahoo.com

thank you.

patrick wilder

7454. Re: help porting a basic program

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 20:28:21 UTC
From: Slor <slor@comcast.net>
Message-ID: <atvuh6$3bdhi$1@ID-164868.news.dfncis.de>
Source record: 24825

"patrickw99" <patrickw99@yahoo.com> wrote in message
news:6f0a82e8.0212201157.59e3fc5a@posting.google.com...
> I have a program at the following web site that I need to get
> translated to ascii text. I cannot figure out how to load it into an
> emulator then save it out to my pc as an ascii text file. can some
> one help with this. the web page of the basic program is :
>
> http://www.atarimagazines.com/software/86-01/DUNGEONS.BAS
>
>
> this is for the atari 130XE computer.
>
> please help.
>
> you can email me the converted file at patrickw99@yahoo.com
>
> thank you.
>
> patrick wilder

May I suggest the following utility:

http://my.en.com/~russg/PCTRANS.ZIP

This will allow you to do the conversion, either direction, on your PC.

Slor

7455. Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 21:00:37 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0212201300.418003b3@posting.google.com>
Source record: 24826

Hi There

What ATARI printer was capable of printing the
graphic character set?

Yyou know, that characters that appeared when
you hit [Ctrl] and [A] for instance
(resulting on heart, spade, etc. characters)

Regards

7456. FA : May boxed (new) ATARI XE carts for only 4.-/cart.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 21:26:04 UTC
From: Ulrich_Sternaxe@gmx.de
Message-ID: <f16cbc23.0212201326.62b161ab@posting.google.com>
Source record: 24827

I have many XE carts on ebay for only 4 Euros/cart (ca. $4/cart).

Games like Gato , Thunderfox , Davidï¿½s Midnight Magic ...

All these games are new/boxed , everything is "buy it now".Donï¿½t pay
that much for used carts , when you can still get boxed/new games.

look at

http://cgi6.ebay.de/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=klassische-videospiele&sort=3&page=2&rows=25&since=-1&showpics=1&stab=0

Mathias

7457. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 22:42:25 UTC
From: Carsten Strotmann <cas_news@strotmann.de>
Message-ID: <au065v$35cfu$1@ID-174234.news.dfncis.de>
Source record: 24828

Steve Pratt wrote:

> On Thu, 19 Dec 2002 13:56:18 +0100, Mathy van Nisselroy wrote:
>
>> Howdy folks
>>
>> I've been thinking, what happens when a USB device is detected? Does the
>> device say, 'hey, I'm a webcam/printer/whatever' and does the operating
>> system then find the correct drivers or is the driver loaded from the
>> device?
>>
> As I understand it, it's the first option. I don't know of any devices
> that contain their own drivers (how would they know what hardware they
> were plugged into (ie. PC or Mac)).
>
> Steve

Hello Steve,
Hello Mathy,

unfortunatly the USB Standard didn't support platform independet drivers, though it is possible. Some OpenFirmware Machines (SUN Sparc, Apple PPC, IBM PPC...) have architecture independent drivers written in FORTH.

For USB, to my knowledge you need driver for the USB Controller, and for each device. Similar devices should be usable with the same driver, but as we know in the PC area most vendors didn't care so much about standards. I think the best chance to get universal devices is to look for devices that support at least three palarforms (windows, MacOS 9/X, Linux/xBSD). If this is the case, we have at least some source code to look into.

There are also two kind of USB controllers, low-level and high-level. With low-level controller, the software (the driver) has to do much of the work)bus protocol), with high-level controllers, the controller has much more function. The software can use high-level function (send this string to that device).

I have to figure out if the controller Guus is using is a high- or low-level one.

Regards

Carsten

7458. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 23:38:54 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7fa70v0gi0vvnb72kkn9ks5vcdjqmpj2ab@4ax.com>
Source record: 24829
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Paul,
>
>I've seen this guys posts before. He's little more than a very amateurish troll
>following in Sinplops footsteps. I'm certainly not wasting any more time on
>him.
>
Thanks for the heads up James..

I shall consider him ignored..

7459. Re: Sears Telegames Video Arcade with A/ V Mod

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 23:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <t0a0ua-i8q.ln@speaker.rodsbooks.com>
Source record: 24830
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <atveud$3337p$1@id-164868.news.dfncis.de>,
"Slor" <slor@comcast.net> writes:
>
> I'd love to see some info on how you made the A/V mod. Would like to do the
> same on my 2600.

I'm not the person with the 2600 for auction, and so I don't know if this
is the method used, but the Atari Age 2600 FAQ has some information on
doing this with 2600A and 2600Jr systems:

http://www.atariage.com/2600/faq/index.html?SystemID=2600#composite

A couple of questions down, there are links to another couple of sites
with instructions:

http://www.classicgaming.com/vcsp/HowToMAIN.htm (two links, one for
4-switch and one for 6-switch units)
http://www.hwcn.org/~ad329/2600vidm.htm

A Web search might turn up other sites with instructions, too.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7460. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-20 23:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <9k90ua-i8q.ln@speaker.rodsbooks.com>
Source record: 24831

In article <nBGM9.18121$vb3.941021@news2.west.cox.net>,
"Nite Hacker" <nitehacker@hotmail.com> writes:
>> My 800XL is where I learned to program (in BASIC).
>
> I second that, although I started with a dinky Vic 20... only 3k of memory!
>
> If you want to learn programming, BASIC is a good language to start out
> with... kinda gives you the fundamentals of programming, although I am not
> really a programmer. I learned alot and taught myself BASIC so well that I
> aced and amazed a junior college professor when I had to take the course
> there. I could have just took the final or all the other tests and passed
> the course without stepping a foot into the classroom!

Unfortunately, many older BASICs, including Atari's, rely heavily upon
GOTO for program flow control. This is evil. Most languages in widespread
use today, even including many more modern BASIC interpretations from what
I understand, rely upon functions (aka subroutines, procedures, etc.) for
program flow control. The problem with GOTO is that it lends itself to
bizarre and twisted execution strings rather than grouping code in groups
of commands that perform logically integrated tasks. Taken to an extreme,
GOTO produces something that's called "spaghetti code" because it can be
so hard to follow, like strands of spaghetti on a plate, all intertwined.
I recall one program that was published in an Atari magazine in the 80s
that was so hard to follow that I abandoned any attempt to tweak it to do
what I wanted and wrote a new program from scratch.

IIRC, BASIC XL (an expanded version of Atari BASIC sold on cartridge by
OSS) included some sort of function or procedure implementation, and so
wasn't nearly as reliant upon GOTO. IMHO, it's better to learn to program
without using GOTO.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7461. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 00:28:46 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e04b47b.15995430@news>
Source record: 24832

"Mathy van Nisselroy" <mathy.van_nisselroy@post.rwth-aachen.de>:

>That would mean that all printers as well as all webcams and all other stuff
>all use a certain standard (well, one for printers, one for webcams, one
>for.....)
>Which would mean that if we have one printer driver or one webcam driver,
>that all printers or all webcams should work with that driver.

What you are talking about is class drivers. There are "classes" of devices that most operating systems have drivers for. ex. "Mass Storage" I believe that the device has to let the host know (through the config specs) whether it supports certain class drivers or not. Some devices support more than one class device in the same unit and these may be addressed by the computer as seperate entities.

>Can somebody write me a nice driver for webcams and the USB cartridge
>(developed by Guus Assmann. Check out:
>http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart). :-)

Can you use the National Semiconductor chip as a host controller? I couldn't tell from looking at the spec sheets for it. Natsemi calls it a "Node controller" and I wonder if it can even be used in the way that you want.

I don't think you will be able to easily use the cartridge as both a Host and a Node device (the SIO2USB project is a node device.)

I haven't looked into developing drivers for a host controller, but I imagine it will be a lot of work, plus you would have to develop drivers for each "class" of device you were going to support.

Shawn Jefferson (insert @ symbol in reply to)

7462. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 00:29:39 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e05b5e1.16352945@news>
Source record: 24833

```
bill@newbreedsoftware.com (William Kendrick):
>Vidar Olavesen <hawk@nmi.no> wrote:
>
>I'm especially interested if people feel like using my Super-IRG format.
>(Just a VBI to swap CHBAS every other frame, which blends colors nicely :^) )

What antic mode? 4? 5?

---
Shawn Jefferson (insert @ symbol in reply to)
```

7463. Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 01:40:10 UTC
From: JP <myemail@home.com>
Message-ID: <_DPM9.290736$GR5.96352@rwcrnsc51.ops.asp.att.net>
Source record: 24834

Hello,

I just got a atari trak-ball CX-22 and the fire buttons don't work...so I'm gonna crack this baby open to see whats up...I removed the 4 screws, now what's next? It won't pry open, is there more other than the obvious 4 phillip screws that I am missing?

thanks!

7464. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 02:48:01 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E0400A0.61B139B4@rogers.com>
Source record: 24835
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Paul,
> >
> >I've seen this guys posts before. He's little more than a very amateurish troll
> >following in Sinplops footsteps. I'm certainly not wasting any more time on
> >him.
> >
> Thanks for the heads up James..
>
> I shall consider him ignored..

sounds like a plan. Lets hope that unlike sinplop, he actually goes away.

7465. Re: Medieval Era!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 02:56:40 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E0402A5.C2158810@rogers.com>
Source record: 24836

Mike, Action wrote:

> Hi Andreas,
>
> I found it! It's Medieval Era. Thanks a lot for the info.
>
> Regards,
>
> Michael

Hi Mike,

I remember seeing that game years ago. I forget who released it though? was it commercial or from a user group library?

7466. Re: I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 08:40:38 UTC
From: bill@newbreedsoftware.com
Message-ID: <aOVM9.56165$lk.1732508@typhoon.sonic.net>
Source record: 24837

Shawn Jefferson <shawnjefferson@shaw.caremovepls> wrote:
> bill@newbreedsoftware.com (William Kendrick):
>>Vidar Olavesen <hawk@nmi.no> wrote:
>>
>>I'm especially interested if people feel like using my Super-IRG format.
>>(Just a VBI to swap CHBAS every other frame, which blends colors nicely :^))
>
> What antic mode? 4? 5?

4 (since the pixels are smaller :^))

See my game "Gem Drop" for a real-world example of this.

http://www.newbreedsoftware.com/gemdrop/

And SIFE for a lame and simple editor for SuperIRG fonts:

http://www.newbreedsoftware.com/sife/

-bill!

7467. Re: Medieval Era!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 11:22:48 UTC
From: "Mike Action"
Message-ID: <cej80v4ehl01p8670vj48rk74g1oe78k42@4ax.com>
Source record: 24838

On Sat, 21 Dec 2002 02:56:40 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Mike, Action wrote:
>
>> Hi Andreas,
>>
>> I found it! It's Medieval Era. Thanks a lot for the info.
>>
>> Regards,
>>
>> Michael
>
>Hi Mike,
>
>I remember seeing that game years ago. I forget who released it though? was
>it commercial or from a user group library?
>

Hi James,

Do you know I'm not sure, but it's a pretty good game though. I think
it most probably was a commercial release. Also I've been told by
Andeas that there is 2 different types of this game available.

Regards,

Michael

7468. Re: Name this game. Thanks.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 11:25:48 UTC
From: "Mike Action"
Message-ID: <qpj80vo5leskd1905gqapctau7c8e1etve@4ax.com>
Source record: 24839

On Thu, 19 Dec 2002 17:55:39 +0100, Andreas Magenheimer
<magea000@students.uni-mainz.de> wrote:

>Well,
>I don`t get the name right now. It exists in two versions: version one
>has to do with a dinosaur (2 million b.c.) and a volcano; version two
>features a medieval background with the knight and other obstacles;
>author of both games was David Castell. I have these games in my
>collection, heck, I don`t remember their names... -Andreas.
>
>P.S.: both games have nice graphics, but some tricky/difficult
>controls...
>
>
>
>

Hi Andreas,

I found the game - it's called Medieval Era!! Thanks for your info.

Regards,

Michael

7469. Re: help porting a basic program

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 11:37:08 UTC
From: Jindrich Kubec <kubecj@asw.cz>
Message-ID: <3E045264.A0A6841@asw.cz>
Source record: 24840

patrickw99 wrote:
> I have a program at the following web site that I need to get
> translated to ascii text. I cannot figure out how to load it into an
> emulator then save it out to my pc as an ascii text file. can some
> one help with this. the web page of the basic program is :

Checj my homepage (Atari, Software I make, ChkBas). That will do the
conversion for you.

--
Jindroush <kubecj@asw.cz>
http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

7470. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 11:58:04 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <kol80vg9sfas9dtsf61ap5130sbt7elo6n@4ax.com>
Source record: 24841
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

On Sat, 21 Dec 2002 02:48:01 GMT, James Alexander
<james-m-alexander@rogers.com> wrote:

>Paul Irvine wrote:
>
>> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
>> <james-m-alexander@rogers.com> wrote:
>>
>> >Paul,
>> >
>> >I've seen this guys posts before. He's little more than a very amateurish troll
>> >following in Sinplops footsteps. I'm certainly not wasting any more time on
>> >him.
>> >
>> Thanks for the heads up James..
>>
>> I shall consider him ignored..
>
>sounds like a plan. Lets hope that unlike sinplop, he actually goes away.
>
Never heard of that twonk but with so many to choose from it's hard to
keep up :-)

7471. Re: Shadow of the Beast on Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 11:59:21 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <7rl80vs4hjtgq1dd418o756v83n73fhflu@4ax.com>
Source record: 24842

On Fri, 20 Dec 2002 17:30:10 GMT, bill@newbreedsoftware.com (William
Kendrick) wrote:

>
>Woah! I just noticed this over at AtariAge.com.
>
>Note: The download links have MSDOS "\" directory separators in them,
>so you'll need to reverse it (to a standard Unix / web URL forward-slash ("/"))
>
> http://www.jetbootjack.com/Beast.htm
>
>
>-bill!

Nice one Bill, had heard odd rumours about this game.

7472. Re: I&#65533;m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 12:02:47 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <HLYM9.24399$vb3.1291285@news2.west.cox.net>
Source record: 24843

Well, I will give you my answers and try to make them brief...

> 1.) Which is the best DOS to use and why ??? (I just used SpartaDOS
> which came with APE)

For first-time users, MyDOS would probably be better since it has a menu and puts everything at your fingertips. But if you are a seasoned MSDOS user, then you'll feel at home with SpartaDOS. It really is a matter of preference for each individual. Just try them out until you find one you like, but if I were you, I would stick with either MyDOS or SpartaDOS because either of these will work with 16 meg partitions. I guess that, from what I have seen here, TopDOS Professional does too, but you still be better off probably by sticking with one of the above.

> 2.) How can I access a floppy drive from Basic ???

There are many ways to access the disk drive from BASIC. BASIC as built-in commands for SAVEing or LOADing a file to and from the disk drive. SAVE stores the file on disk and LOAD retrieves the file from disk. There is also a LIST (save) and ENTER (load) command that also stores or retrieves files from the disk but in a different format than SAVE and LOAD. SAVE and LOAD uses tokenized (codes for commands and other crunching techniques) files. LIST and ENTER uses a raw listing of the program. So if you examined one, you would see all the lines of your program that you entered followed by the Atari return key which is different than the PC, but if you translated it to PC then it would look exactly like a LISTed file of your program you typed in. There are other BASIC commands that deal with data files such as OPEN/CLOSE, GET, PUT, INPUT, etc, but these are a bit more complicated to go into right here. Then there is a command called XIO and there is several functions that can be performed by this command, such as deleting a file, renaming a file, formatting a new disk, etc. So that pretty much covers how you can access your disk from BASIC. If you know or learn machine language, you can also write your own routines to access the disk.. but there are plenty of programs out there that already have routines in them that you might be able to extract them and use them in your own programs. Well, I will leave it at that. Oh, by the way, here is the corrected BASIC program for a disk directory...

```
10 DIM A$(20):TRAP 60
20 TRAP 70
30 OPEN #1,6,0,"D:*.*"
40 INPUT #1,A$
50 PRINT A$
60 GOTO 40
70 END
```

On to the next question....

> 3.) I got my 600XL attached to a TV, either I get a B/W screen or
> blurry colors but no sharp and clean picture, I allready rejusted the
> TV Modulator but no success, what to do ???

May be a bad cable or RF box in the computer? Try using a cable from the din (marked Video, I think) of the computer to a monitor or your TV. What kind(s) of input do you have on your TV? If you have audio/video, then you can easily get a cable that will plug into the din of the computer and then into the audio/video of the TV. If you have coaxial on the TV, then you'll probably have to put a cable together, that will allow you to plug into the RF port of the computer and then screw into the coaxial. There are 2 ways of doing this... 1) Using a coaxial cable and finding an RCA adapter that will attach to one side of the cable and plugging into the RF port of the computer and then attaching the other end to the TV. 2) Finding an RCA jack that you can solder to one end of the cable, cutting the coaxial one off, of course. I have used the latter kind of cable and it has worked pretty good for me. The monitor type cable, of course, would be better. That's it for this question.

> 4.) I wanted to play ULTIMA 1, I got the PRG and PLAYER Disk Image !
> After Boot I have to choose the Number of Drives and if I want to
> continue or start a new game .... all this with numbers (0 to 2) ....
> nothing happens when pressing them ???

Since you are using APE and SIO2PC, that is not in my realm of experience. But from a little experience and from what I have seen, I can think of a couple possibilities here. 1) The images might be protected and therefore the program won't run because of this... un-protect the images and see if that works. 2) Are they PRO images... ie. ULTIMA.PRO... if so, then I think there may be a setting, called Mode, you have to set once you attach the image. I don't know what version you have, but mine has about 11. It's the number after the density which, by default, 0 for no drive emulation. You might have to fiddle with this to get it to work. That's all I know about this. Forgive me if you already know or tried these.

> 5.) Most of the time, after playing a game, I have to restart APE
> cause it won't work anymore after changing Images, why ???

All, I can think of here is whether you are turning off the computer each time you switch and try to load a new image. Ataris are cranky about this so I was wondering if you were doing that. Simply hitting reset will not work most of the time.

> 6.) I just played M.U.L.E, Archon I + II and Arena, could you suggest
> any really good games ???

There are tons of good games!! Just got to go and hunt them down! :-) Such as Jumpman, Jumpman Jr, Great American Road Race, Racing Destruction Set, BC's Quest for Tires, Ghostbusters, Master of the Lamps, Bruce Lee, Seven Cities of Gold, Conan, Lode Runner, Boulderdash, David's Midnight Magic, Gauntlet, Spelunker and tons of others! Bunch of EXE files!! Look elsewhere in this sig to find links to get some of these if you don't

already know where to get them. Here is the main link for you which you can go from there.... ftp.spudster.org/CTH/

> 7.) Next thing I want to built is a MyIDE Interface, I allready got
> the parts for it .... any other Hardware things I could build to
> expand my 600XL ???

Depends on what you want to do with it. Memory (ramdisk) upgrade probably should be at the top of the list. They range anywhere from 256k to 4megs... so take your pick! Problem is doing it yourself, if you are not a techie, or finding someone who will do it for you... maybe Technoid Mutant would. There are some awesome OS mods, but most of them are more for a techie kind of person. I don't know if one of these would really be necessary for an average user. Then there are video mods, however, I don't know how you could really improve on the video, except for the sharpness aspect, and then there is the sound mods, a double Pokey for stereo effects. There probably is several others too. As you might know already... Germany, Netherlands and some other countries have some very interesting mods too.

Most of this stuff you can find or read about on the internet... just go surfing. I recommend using Google to do searching on whatever topic you want info on. Just start by simple searches such as Atari, Atari 8-bit, etc, and try all the links in the webpages that you may go to. Alot of these links may be dead now, but there are quite a few valuable links still around! Happy Hunting!!

> Ok, that's all for now ;-) I'm off playing M.U.L.E now .... greets
> from Germany ...

Whewww!!! We're finally done! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7473. Re: I´m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 13:19:57 UTC
From: Greg Menke <gregm-news@toadmail.com>
Message-ID: <m3of7fik5e.fsf@europa.pienet>
Source record: 24844

"Nite Hacker" <nitehacker@hotmail.com> writes:

> > CLOSE #1:OPEN #1,6,0,"D:*.*"::FOR I=1 to 1e9:GET 1,A:PRINT CHR$(A);:NEXT I
> > (At least that is what I think it is to get a directory)
>
> Close... just a few corrections, an extra colon before the FOR... and to
> should be TO and, lastly, you need a pound sign in front of the 1 in the GET
> part... GET #1,A... otherwise, I liked this quick and dirty directory. Just
> need to store it as a LISTed program and ENTER it when you want it, ie...
> QDIR.LST. Otherwise you have to hand-type this each time you want to use it
> which would be tedious. This won't be too useful, though, unless you have
> it on every disk that you have files on it... unless you have a ramdisk and
> have this util on it.

open #1,6,0,"d:*.*":for i from 0 to 1 step 0:input #1,a$:print a$:next i

is a good bit faster. I don't recall if Atari Basic provides and
eof() function, which could be used to limit the iteration of the for
loop, thus exiting the loop when the listing is done and closing the
handle.

Gregm

7474. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 13:34:11 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <X2_M9.2968$Rc7.70439@news2.e.nsc.no>
Source record: 24845

```
> open #1,6,0,"d:*.*":for i from 0 to 1 step 0:input #1,a$:print a$:next i
```

You forgot too ;-) UPPER CASE. And you need to DIM A$ first too.

```
> is a good bit faster. I don't recall if Atari Basic provides and
> eof() function, which could be used to limit the iteration of the for
> loop, thus exiting the loop when the listing is done and closing the
> handle.
```

Nope, you'll get the error, but who cares ?

7475. Re: Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 13:53:41 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <1i_M9.19233$C06.3735@news.bellsouth.net>
Source record: 24846

Just so you know, you can get a brand new sealed trakball from b&c computervisions for $10 + about $8 shipping.

I ordered two, I use one, which works flawlessly with missile command, and I have the other new sealed one stored away for the future. I wish I could find a way to use it on the PC.

"JP" <myemail@home.com> wrote in message news:_DPM9.290736$GR5.96352@rwcrnsc51.ops.asp.att.net...
> Hello,
>
> I just got a atari trak-ball CX-22 and the fire buttons don't work...so I'm
> gonna crack this baby open to see whats up...I removed the 4 screws, now
> what's next? It won't pry open, is there more other than the obvious 4
> phillip screws that I am missing?
>
> thanks!

7476. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 14:43:22 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <e6%M9.24953$vb3.1320108@news2.west.cox.net>
Source record: 24697

```
> open #1,6,0,"d:*.*":for i from 0 to 1 step 0:input #1,a$:print a$:next i
```

OK, just make sure you type this using CAPs or it won't work at all! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7477. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 14:50:04 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <wc%M9.24955$vb3.1322434@news2.west.cox.net>
Source record: 24698

> Nope, you'll get the error, but who cares ?

I don't think there is a TRAP for immediate mode, is there? Something like
TRAP 65536 or 99999 would have been a nice addition so you could use this in
immediate mode and eliminate errors from popping up. Not that you would
want to use immediate mode that much but sometimes it's good for a quickie
or for automating things using this mode and this would eliminate error
messages from showing up and creating panic for a newbie. Oh well,
all-in-all, Atari BASIC was cool! Except it did have some strange quirks
and made it difficult for porting programs.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7478. Re: Vintage 8-bit TV Commercials

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 14:51:27 UTC
From: stonic <scottithNOSPAM@ptd.net>
Message-ID: <Pd%M9.4956$552.1286305@nnrp1.ptd.net>
Source record: 24699

Sean Kelly sells videotapes of most of them! Check out his site:
http://home.xnet.com/~skelly/

Atari4evr <atari4evr@aol.com> wrote in message
news:20021210002424.26277.00000943@mb-fv.aol.com...
> Dear Atarians:
>
> I remember back in the 80's there were wonderful Atari TV commercials,
some of
> them totally over the top with extremely exuberant Atari users. Does
anyone
> know if there Is any place on the Web where one could find those nostalgic
> commercials and download them? If so, please let me know.
>
> Sincerely, An Atarian Forever...

7479. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:00:42 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <um%M9.24957$vb3.1323568@news2.west.cox.net>
Source record: 24700

> Unfortunately, many older BASICs, including Atari's, rely heavily upon
> GOTO for program flow control. This is evil.

Major correction here... programmers relied heavily on GOTO in their programs... BUT Atari and Commodore, and others of that same era, *DO* have GOSUB which makes it possible to make subroutines and you don't have to rely that heavily on GOTO then.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7480. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:03:42 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <ip%M9.24958$vb3.1327118@news2.west.cox.net>
Source record: 24701

"Eric Sokolowsky" <esok_@hotmail.com> wrote in message
news:atvq2v$rp0$1@skates.gsfc.nasa.gov...
> The best thing to do with the 800 is to play MULE with 4 players. Can the
> emulators do that? I liked the 800 keyboard better than any of the
others, but
> I never tried a 1200XL.

I don't know if it was possible before, but I think it is now with the
lastest release of Atari800Win Plus which now supports the use of MultiJoy.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7481. Re: Shadow of the Beast on Atari 8-bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:28:04 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3E048884.D197C79E@mediakingx.com>
Source record: 24702

Paul Irvine wrote:

> >Note: The download links have MSDOS "\" directory separators in them,
> >so you'll need to reverse it (to a standard Unix / web URL forward-slash ("/"))
> >
> > http://www.jetbootjack.com/Beast.htm
> >
> >
> >-bill!
>
> Nice one Bill, had heard odd rumours about this game.

Great screenshots! That's a real find, a real blast from the past to pull out of someones dark, dusty attic! The reversed slashes make the images rather difficult to download but I was able to get them with WGET.

7482. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:29:04 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <4N%M9.24970$vb3.1333710@news2.west.cox.net>
Source record: 24703

> BASIC was designed as a teaching language, IIRC, but it's not a very "hot"
> language today. IMHO, better to learn programming on a more powerful
> system using a more common language, especially if your goal is to build
> up some marketable skills. If it's just for your own personal hobbyist
> use, then BASIC is OK, although you might want to look into one of the
> expanded BASICs, like BASIC XL. If you really must use an Atari 8-bit to
> learn a more popular language, I'm pretty sure there are one or two
> stripped-down C compilers available for it.

Yeah, BASIC is not the language of the day but he's using an Atari! So BASIC is the native language of that machine. I think it would be better, if he is going to learn programming, that he starts off with BASIC. It won't kill him to learn it. It's a fairly easy language which you can learn in almost no time at all. If you program right, it does teach you the basic fundamentals of programming... such as variables, subroutines, etc. Then if he wants to dabble further, then he can check out other languages that are available for the 8-bit such as Pascal and Fortran but, since I am not a programmer, I don't know if it would really be wise or worth the time to learn these, especially on the 8-bit. Action probably wouldn't hurt since I think that has some resemblances to C? I don't know if he plans on programming for a career anyways, but I sense probably not so sticking with BASIC (maybe TurboBASIC would be better) and Action would be good enough for him. But it's up to him, anyways, of what he wants to do.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7483. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:35:38 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <CN%M9.20048$C06.16812@news.bellsouth.net>
Source record: 24704

```
"Slor" <slor@comcast.net> wrote in message
news:atu8ah$2mf4k$1@ID-164868.news.dfncis.de...
> "scolopendra" <twilde_62@hotmail.com> wrote in message
> news:4128e9eb.0212191909.1d1e5ba6@posting.google.com...
> > bill@newbreedsoftware.com (William Kendrick) wrote in message
> news:<3JqM9.55701$Ik.1700418@typhoon.sonic.net>...
> >
> > > Keep in mind that, esp. compared to the 800XL, the 800 is a _tank_.
> > > It's much larger, and quite heavy! :^)
> > >
> > > Just thought I should warn you. :^)
> > >
> > >
> > > -bill!
> >
> > oh i'm sure it is..it looks like one of those monstrous old IBM
> > typewriters minus the paper feed...which is why i've always liked
> > them.
> >
> > Could it be used as a good programming educator as well? I've never
> > been proficient in BASIC and being that I'm using computer all the
> > damn time I may as well become literate in its languages
>
> My 800XL is where I learned to program (in BASIC). I guess the foundation
> paid off, because 20 years later I make a pretty decent living at it!
> Programming - not BASIC :)

That's what most people fail to realize, the Atari800 was my first computer
and I really digged Atari Basic, went crazy when I got the disk drive and
dived headlong into Assembler and wrote my first published game Dimension
Wizards in Vol.7 Issue7 of Antic. You just can't replace these machines,
they were fun way back then and they are still fun today. I get a real kick
out of optimizing 6502 ML routines for use in Atari Basic to help make game
programming tasks easier. I pity the kids today who grow up playing that
Grand theft Auto bullcrap with beating civilians in the street with a
baseball bat and all that violent stuff. Gimme star raiders or pengo or
qbert or defender any day of the week. I recenty started a 5200 collection.
I like the 5200 alot. I got an Xbox and a gamecube and a dreamcast too, and
lots of PC games, but these new kids on the block will never begin to
appreciate the technology we have today the way we do.

>
> Slor
```

7484. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:48:00 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <q40N9.7$Zk5.775@nsw.nnrp.telstra.net>
Source record: 24705
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3E034C92.668D7395@tampabay.rr.com...
> I'm curious to know why it is a concern of so many people what Ben does
> with his time or how he earns a living? Is he hurting your family
> financially or physically? Is he forcing you to buy Atari stuff?
>
> Why not just leave the guy alone? If you don't like the way he does
> business, just don't buy from him. It's as simple as that.
>

I just don't like the way he begs for business. If he is that hard up he
should expand into other markets to prop up the Atari side of his
business... It was just a suggestion, and a good one IMO.

And Atari is dead, the computer division that is, not the legacy hardware
which is obviously still being used or no-one would be here.

7485. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:54:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ke12ua-3tt.ln@speaker.rodsbooks.com>
Source record: 24706

In article <um%M9.24957$vb3.1323568@news2.west.cox.net>,
"Nite Hacker" <nitehacker@hotmail.com> writes:
>> Unfortunately, many older BASICs, including Atari's, rely heavily upon
>> GOTO for program flow control. This is evil.
>
> Major correction here... programmers relied heavily on GOTO in their
> programs... BUT Atari and Commodore, and others of that same era, *DO* have
> GOSUB which makes it possible to make subroutines and you don't have to rely
> that heavily on GOTO then.

Ah, yes, I'd forgotten about GOSUB. It does help, although it's sadly
underutilized.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7486. Multiple disk images on one physical disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ts12ua-3tt.ln@speaker.rodsbooks.com>
Source record: 24707

Hi,

I've checked a couple of FAQs, but can't seem to find this issue addressed. I've got several disk images, most of which are only a few KB in size. I'd like to be able to put several of these on one physical disk for use with a real Atari 800XL. (Using SIO2PC is possible, but awkward, since I've got to schlep my notebook upstairs to the 800XL to use it.) Is there a utility that'll convert a bootable disk or disk image to a file that can be run from a DOS? Thanks.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7487. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 15:59:50 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <wf0N9.8$Zk5.819@nsw.nnrp.telstra.net>
Source record: 24708
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BA28B9EF.28B7C%nameerf@flash.net...
> in article 0BHM9.8$V45.3336@nsw.nnrp.telstra.net, Clockmeister at
> gerryvdb@tnet.com.au wrote on 12/20/02 8:29 AM:
>
> >> It's not dead for goodness sake, there are many other retailers out
> >> there still going..Thankfully!
> >
> > Many retailers for such a small market means there isn't much business
to go
> > around. That's just reality.
>
> That doesn't necessarily mean dead. Severely depleted, sure. On the brink,
> ok. But not quite dead yet.

Small enough to have to beg for business it seems.

> >> He runs a business..I think that's a real job....And you?
> >
> > When he's begging for business I can only assume that he isn't real busy
and
> > I don't consider selling a few bits and pieces online real work. I've
done
> > that for a couple of years and didn't call it a job, because I did it in
my
> > spare time after coming home from my real job.
>
> Perhaps he has other sources of income that are inflexible and not filling
> his financial requirements and is trying to boost it through his Atari
> sales, or is not in a position to able to do any other kind of work (which
> from his previous posts is in some ways true). Yeah, he might expand
> business by selling PC stuff, too. In fact, a lot of PC things can be used
> on newer Atari's (hard drives, monitors, CD-ROM/R/RW drives, etc.). That's
> his choice. But telling someone to get a "real job" without knowing their
> situation is just plain stupid and rude. It's like telling someone on
> welfare, "Get a life," when you don't know what circumstances have put the
> person where they are.

A business person would come to realize that his market isn't significant
enough to make a living from it anymore. I simply argue that the way to
resolve this problem is to diversify, and not beg.

> >> Why are you subscribed to an Atari / Video game ng when 99.9% of the
> >> machines that these groups cater for would be by your standards

> >> considered DEAD.
> >
> > Where the hell can you buy a new Atari? Atari's computer division has
been
> > dead for years and market share has shrunk to virtually nothing.
>
> Try getting a Milan or Hades. Wait until the new Coldfire Atari clone
comes
> out. Upgrade your existing Atari (if you have one) with a graphics card or
> CPU replacement (like the soon to be released CT60). Just because an
> originating company has disappeared doesn't mean the platform itself is
> dead.
>

Atari computer division is dead, and the market is small - that is what I
said.

7488. Re: Looking for connector

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 16:39:49 UTC
From: RoyalHeart <royalheart@barnwellsc.com>
Message-ID: <3E049955.161A8735@barnwellsc.com>
Source record: 24709

TXG wrote:

> Hello,
>
> Does someone know where I can find the connector that's used for the
> cartridge?
>
> I have seen 1 on the Blackbox, inside the 600XL/800XL but these
> connectors seem to be very hard to get. I need an adress where I can
> find them.
> I don't want to kill some Atari's for them...
>
> TXG/MNX
>
> [Image]

Digi-Key (www.digikey.com):

Sullins high profile solder tail with mounting ears: S1156-ND US $2.17 qty 1

Sullins low profile solder tail WITHOUT mounting ears: S1154-ND US $3.09 qty 1

RoyalHeart

Overworked and underpaid. I'll help others when I have the time...and can afford
it.

7489. Re: I&#65533;m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 16:40:58 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <uQ0N9.442$Me7.77395@newsread1.prod.itd.earthlink.net>
Source record: 24710

```
TRAP works fine in either mode, but references a line number that must be in
the statement table which negates its usefulness. I just always expect the
error 136 and follow it with an END command and there is no real harm. I
avoid the need to DIMension strings along the path of least typing and
prefer:
CL#1:O.#1,6,0,"D:*.*":F.L=1TO999:GET#1,B:?CHR$(B);:N.L

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nite Hacker" <nitehacker@hotmail.com> wrote in message
> > Nope, you'll get the error, but who cares ?
>
> I don't think there is a TRAP for immediate mode, is there? Something
like
> TRAP 65536 or 99999 would have been a nice addition so you could use this
in
> immediate mode and eliminate errors from popping up. Not that you would
> want to use immediate mode that much but sometimes it's good for a quickie
> or for automating things using this mode and this would eliminate error
> messages from showing up and creating panic for a newbie. Oh well,
> all-in-all, Atari BASIC was cool! Except it did have some strange quirks
> and made it difficult for porting programs.
>
```

7490. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 16:41:53 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E049A20.2CB03F7E@tampabay.rr.com>
Source record: 24711
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Clockmeister wrote:

> I just don't like the way he begs for business.

So that gives you the right to berate him in public?

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

7491. Re: I&#65533;m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:01:26 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <G71N9.467$Me7.84516@newsread1.prod.itd.earthlink.net>
Source record: 24712

The TRAP in line 20 makes little sense following one in line 10; perhaps
placing the one in line 10 before the DIM statement and setting it directly
for line 30 in the event A$ exists or preferably a CLR before the DIM and
then addressing the case that channel #1 is currently open.

BTW, most US 600XLs did not have the DIN monitor jack.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nite Hacker" <nitehacker@hotmail.com> wrote in message
> Oh, by the way, here is the
> corrected BASIC program for a disk directory...
>
> 10 DIM A$(20):TRAP 60
> 20 TRAP 70
> 30 OPEN #1,6,0,"D:*.*"
> 40 INPUT #1,A$
> 50 PRINT A$
> 60 GOTO 40
> 70 END
>
> On to the next question....
>
> > 3.) I got my 600XL attached to a TV, either I get a B/W screen or
> > blurry colors but no sharp and clean picture, I allready rejusted the
> > TV Modulator but no success, what to do ???
>
> May be a bad cable or RF box in the computer? Try using a cable from the
> din (marked Video, I think) of the computer to a monitor or your TV.
...snip

7492. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:13:40 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212210913.6c54819c@posting.google.com>
Source record: 24713
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Many people here must be unemployed here with nothing better else to
do. It's a syndrome around here. "If I am going to have a rotten
Christmas with no money for family" than Ben is going to suffer
financially as well. Ring a bell CHUNK"S & partner?

"Gregory D. George" <abuse@tampabay.rr.com> wrote in message
news:<3E034C92.668D7395@tampabay.rr.com>...
> I'm curious to know why it is a concern of so many people what Ben does
> with his time or how he earns a living? Is he hurting your family
> financially or physically? Is he forcing you to buy Atari stuff?
>
> Why not just leave the guy alone? If you don't like the way he does
> business, just don't buy from him. It's as simple as that.
>
> --
> Gregory D. George

7493. Re: Multiple disk images on one physical disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:27:30 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <6w1N9.485$Me7.88285@newsread1.prod.itd.earthlink.net>
Source record: 24714

There are some utilities for conversion of boot programs into binary Dos
load files; many single boots will transfer.

There also were some boot manager utilities which created a new boot disk
containing a loader for your boot programs which could be installed on the
disk. I know Compute! printed one of these mid '80s. I don't specifically
remember if Antic or Analog published anything similar.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> Hi,
>
> I've checked a couple of FAQs, but can't seem to find this issue
> addressed. I've got several disk images, most of which are only a few KB
> in size. I'd like to be able to put several of these on one physical disk
> for use with a real Atari 800XL. (Using SIO2PC is possible, but awkward,
> since I've got to schlep my notebook upstairs to the 800XL to use it.) Is
> there a utility that'll convert a bootable disk or disk image to a file
> that can be run from a DOS? Thanks.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration
>

7494. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:36:52 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <UE1N9.25135$vb3.1377037@news2.west.cox.net>
Source record: 24715

> The TRAP in line 20 makes little sense following one in line 10; perhaps
> placing the one in line 10 before the DIM statement and setting it
directly
> for line 30 in the event A$ exists or preferably a CLR before the DIM and
> then addressing the case that channel #1 is currently open.

Oops! The one in line 10 should have been deleted. Technically speaking...
the TRAP should be the first line of the program, just in case there is an
error with the DIM. But setting it to line 30??? I don't think so! What
if there is no disk in the drive or there is a problem with the disk... it
would be stuck in infinity then and the user may not know what it's doing or
what is going on then.

> BTW, most US 600XLs did not have the DIN monitor jack.

Oops, again... I forgot about that! Well, put one in then! LOL I think
you can do that. I think the printed circuit is there for it since it's
almost exactly like an 800XL board! Maybe there's some other adjustments
that need to be done. I am not an expert on it, but I think it can be done,
though.

Thanks for the corrections... I will try to be more careful next time! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7495. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:43:20 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <YK1N9.25136$vb3.1369212@news2.west.cox.net>
Source record: 24716

> I pity the kids today who grow up playing that
> Grand theft Auto bullcrap with beating civilians in the street with a
> baseball bat and all that violent stuff.

That is so true and so sad that games have come down to violence, being gory and sickening, etc. Where is there a game that *doesn't* have violence, etc, in it?? There is hardly any that doesn't have it!!! Then we wonder why kids are so bad and behave the way they do!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7496. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 17:46:21 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <NN1N9.25139$vb3.1380282@news2.west.cox.net>
Source record: 24717

> Ah, yes, I'd forgotten about GOSUB. It does help, although it's sadly
> underutilized.

No problem... just don't do it again! LOL

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7497. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 18:54:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <lvc2ua-1hu.ln@speaker.rodsbooks.com>
Source record: 24718

In article <YK1N9.25136$vb3.1369212@news2.west.cox.net>,
"Nite Hacker" <nitehacker@hotmail.com> writes:
>
> That is so true and so sad that games have come down to violence, being gory
> and sickening, etc. Where is there a game that *doesn't* have violence,
> etc, in it?? There is hardly any that doesn't have it!!! Then we wonder
> why kids are so bad and behave the way they do!

FWIW, I recently came across a modern update on Breakout for X (Linux,
BSD, etc.), called LBreakout
(http://lgames.sourceforge.net/index.php?project=LBreakout). It's very
nice -- lots of different screens, much better sound, etc. Still, there's
a certain appeal to the original Atari bright candy colors and simple
"beep-boop" sounds. ;-)

Oh, there's also an Archon for X, called XArchon
(http://xarchon.seul.org).

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7498. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 19:05:32 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e04ba78.7439710@news>
Source record: 24719

"Nite Hacker" <nitehacker@hotmail.com>:

>Yeah, BASIC is not the language of the day but he's using an Atari! So
>BASIC is the native language of that machine. I think it would be better,
>if he is going to learn programming, that he starts off with BASIC.

I don't program anything in BASIC, but it is nice to be able to test things out, or write a quick and dirty program to do some simple thing.

I would take a look at cc65 (http://www.cc65.org) which is a cross compiler for most 6502 based machines. The atari library works very well and is being constantly updated. The boys over at the cc65 mailing list are very knowledgeable and seem very willing to help. Of course, I like C so I'm very biased.

Shawn Jefferson (insert @ symbol in reply to)

7499. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 19:18:46 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <q83N9.25222$vb3.1416990@news2.west.cox.net>
Source record: 24720

> I would take a look at cc65 (http://www.cc65.org) which is a cross
compiler
> for most 6502 based machines. The atari library works very well and is
> being constantly updated. The boys over at the cc65 mailing list are very
> knowledgeable and seem very willing to help. Of course, I like C so I'm
> very biased.

Oh yeah, I kinda forgot about that one. Well, I am not really a programmer
at the moment. All I know is BASIC. But nice of you to mention it...
Thanks!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7500. Bravo Sierra (was: "want's" your money, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 19:38:23 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211258050.7084@shell1>
Source record: 24721

On Sat, 21 Dec 2002 at 23:48:00 +0800, "Clockmeister" (gerryvdb
att tnet dott com dott au) scribbled:
->I just don't like the way he begs for business. If he is that
->hard up he should expand into other markets to prop up the Atari
->side of his business... It was just a suggestion, and a good one
->IMO.

First off, I have to grant that your postings have been more responsible than those of the troublemakers who recently were plaguing this base.

However, the dealer you refer to is involved in business in the U.S.A., where the official religion is Capitalism with a capital C and a capital ISM. <grin> There's an old saying that "The business of America is business." In this country everybody has the right to engage in business, and they're free to ignore "advice" from others as to what business to be in, what lines of products they should carry, how to run their business, and so on.

The last I heard, the federal tax rules are that if a business makes a profit in three years out of five, then it's a "business." If it doesn't, then it's a hobby. (Unless, of course, it loses BILLIONS of dollars, in which case it's a valuable public charity, and Alan Greenspan and whoever the Secretary of the Treasury is for this week will rush to fork over tons of tax dollars to that business so that the overpaid CEOs will be able to maintain their mansions and yachts in the Bahamas and so that the underpaid peons making minimum wage at the bottom of the food chain will be able to hold on to their 70-hours-a-week jobs.)

You apparently missed Ben's long posting some weeks ago where he detailed his personal situation and reasons for dealing in Atari stuff. There's really no need for him to have to post such justifications. He has the right to be in business; how successful he is in that business is his concern. Other people's two-cents-worths about how Ben should run his business are worth just that. (BTW, in America nowadays, two cents isn't worth anything! <grin>)

As for begging, by your standards every business in the U.S.A. is "begging" for business. We're inundated with signs, advertising, commercials, etc., etc. Your opinion seems to be out of step with the reality of the American marketplace. When compared to what's going on out there in the real world, the notices posted here by the few remaining Atari vendors are very mild stuff.

->And Atari [Company] is dead, the computer division that is, ...

I think that's generally known by now. There's no need to harp
on it.

->... not the legacy hardware which is obviously still being used or
->no-one would be here.

"Here" being this Usenet newsgroup, which for all practical
purposes is presumably the only completely open, freely available,
organized community of and for Atari 8-bitters. This is where the
few remaining Atari 8-bit dealers belong, and this is where they
should be posting. But yet, a small cadre of hard-core objectors
and resisters has so intimidated those dealers that one of them
recently posted here, "There are only four of us left and we're
afraid to post here." This is unfortunate. What's left of the
Atari 8-bit community will be worse off if those dealers are driven
out of business or driven off this newgroup for the sake of "purity"
as defined by netcop ideologues or anti-capitalist, self-styled
reformers.

I've seen the same sort of thing happen on other newsgroups:
The ruckus raised by the netcops is almost always much worse than
the original postings. (On the other hand, the irresponsible
postings by troublemakers -- the so-called "trolls" -- are
unacceptable and must be strongly opposed by the responsible
Usenet community.)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

(Headers munged to foil spammers; real info in taglines)

P.S. There's a famous old adage in American politics to this
effect: "Don't care what the media say about you; just make sure
they spell the name right!" Along those lines it should be noted
that Bravo Sierra sure has gotten a LOT of publicity out of all
this discussion! That kind of advertising is worth its weight
in gold, as the phrase goes -- at least in CAPITALIST countries
like the U.S.! <grin> Ben couldn't *BUY* this kind of name
recognition if he wanted to! As another old phrase goes, let's
hope he's laughing all the way to the bank! <ha-ha!>

7501. snapping our fingers to keep the elephants away

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 19:46:42 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211439090.7084@shell1>
Source record: 24722

On 17 Dec 2002 at 07:51:50 -0800, "rtdos" (rtdos att yahoo dott
com) scribbled:
->If you ignore the trolls they will go away.

That's still naive.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

7502. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 19:58:51 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211452130.7084@shell1>
Source record: 24723

```
On Sat, 21 Dec 2002 at 10:35:38 -0500, "Son of man" (bcozier att
bellsouth dott net) scribbled:
->You just can't replace these machines, they were fun way back then
->and they are still fun today. ... I pity the kids today who grow up
->playing ... all that violent stuff. Gimme star raiders or pengo or
->qbert or defender any day of the week.

Amen!
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)
```

7503. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 20:08:03 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211500220.7084@shell1>
Source record: 24724

On Sat, 14 Dec 2002 at 20:36:54 GMT, Joe Blenkle (jblenkle att
softcom dott net) scribbled:
->Does anyone remember a "joke" program for the Atari that I think
->was called "Crazy DOS"? ... when you selected "Run DOS", a little
->stick figure would run across the bottom of the screen.

I still have it. Copies I saw were called "JOKE.DOS." (BTW, they
don't make jokes like that anymore, do they!? Has anybody made a
joke version of Windoze???)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

7504. Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 20:24:43 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211511590.7084@shell1>
Source record: 24725

On 7 Dec 2002 at 07:32:37 GMT, Ryan 'Gozar' Collins scribbled:
->A quick groups [dot] google [dot] com search shows that he has
->posted 30 messages since November, 2001, and only two are not
->advertisements.

But those two were doozies! They may be the source of the
complaint about "begging." On the other hand, all the customers'
comments seem to be favorable. It seems that the guy can't win, no
matter what! <grin?!>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Question: 8 bits + 8 bits = ? Answer: two 8 bits! *

(Headers munged to foil spammers; real info in taglines)

7505. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 20:37:41 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040556485.17266.2@despina.uk.clara.net>
Source record: 24649
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Why its Sinclap

<sinclap@yahoo.com> wrote in message
news:27ff51c3.0212210913.6c54819c@posting.google.com...
> Many people here must be unemployed here with nothing better else to
> do. It's a syndrome around here. "If I am going to have a rotten
> Christmas with no money for family" than Ben is going to suffer
> financially as well. Ring a bell CHUNK"S & partner?

The grammatical construction of this reply suggests that this reply originated from some kind of string generator/random reply parser. I wonder is Sinclap isn't actually a lonely computer just trawling news groups spooling out its dribble, i suppose it could also be the work of the fabled infinite number of monkeys taking time of from the complete works of Shakespeare...

Ben is almost as brain damaged as Sinclap, maybe they share a similar head injury.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

7506. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 20:39:23 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040556497.17266.3@despina.uk.clara.net>
Source record: 24650
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi

"James Kent Tope, II" <jkt@ij.net> wrote in message
news:atmba9$2pe9$1@news1.ij.net...

> There is a disgruntled customer out there making lude comments about
> the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
this
> to Ben began doing it using his regular log-in name. Then, after Ben
> complained, the person continued to do this under an anonymous log-in.
Also,
> he was setting up his news posts to make it look like Ben had participated
> in some of the writings. He did not. Ben Smith is an honest, fair
> businessman who is being unfairly treated in the newsgroups
> comp.sys.atari.8bit and comp.sys.atari.st.

He's a brain-damaged spamming moron...

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

7507. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 20:44:20 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <au2jr4$6pa$1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24726

Hi,

> What ATARI printer was capable of printing the
> graphic character set?

Are you specifically refering to printers sold under the
brand name Atari or is this a more general question?

As for the later: There was an extended interface box called
the 850XL that managed to print these special characters on
any printer that understands the Epson EscP sequences.

So long,
Thomas

7508. Re: Atari Christmas/Holidays Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-21 21:17:01 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211527350.7084@shell1>
Source record: 24727

When "Bravo Sierra Computers" (atari att aracnet dott com)
scribbled:
->>> Got Atari Questions?

....Paul Gifford (giffy1 att comcast dott net) replied:
->>I have a question. Why do you continue to denigrate atari
->>auction sellers, many of whom frequent this group?

....to which on Fri, 13 Dec 2002 at 00:04:46 -0600, "Sean
Connery" at munged address chimed in with:
->Because he thinks we're dead horses to be beaten at his whimsy?

Well, no. Try this one out for size: Because he has an antique
opinion about the online auction scene -- an opinion he's been con-
sistently stating all along -- which is apparently based on a skepti-
cal attitude about the degree of honesty, reliability, and quality
to be found in the marketplace for used goods, especially when offer-
ed for sale by individuals.

That is, he's saying "Caveat Emptor." (Which the dictionary says
is the buyer taking on all risk in a business transaction.) In other
words, don't trust the guy trying to sell you the Brooklyn Bridge.
Or don't hold your breath waiting for Herb Woodley to return Dagwood's
tools that he borrowed 55 years ago.

The bottom line is: Yeah, sure, his opinion is different from
that of the mainstream. And <sarcasm on> in America today we all
know that one must never have an independent or different opinion.
(Just ask Trent Lott on the Far Right or the protestors against the
inevitable U.S. war on Iraq on the Left.) This is America, where
if a person holds one bizarre opinion, then that person is tossed
onto the scrap heap of history, not to mention tarred and feathered
and run out of town on a rail. <sarcasm off> So Ben's opinion of
auctions is going to continue to be controversial, and the result
is he's going to continue to get all this free publicity on this
message base! As the comedian Yakov Smirnoff says, "What a
country!" <grin>
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Two most common elements: Hydrogen and Stupidity *

(Headers munged to foil spammers; real info in taglines)

7509. not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 00:06:23 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211836380.15979@shell1>
Source record: 24728

On Fri, 13 Dec 2002 at 03:44:01 -0500, "Technoid Mutant" at
munged address scribbled:
->Failures I can attest to are: ... Indus GT, ... Despite thier
->cool features, as disk controllers they suck.

I'd like to put in a good word for the Indus. There were
basically two kinds of Induses: (1) Those that broke down within
the first month or so; and (2) the rest, which tended to last
forever. At any rate, that's my experience.

When there was a company putting out the new product, they could
be counted on to replace bad ones under warranty if a new drive
broke down. That was in the Good Ol' Days of the '80s, of course.
Thus I can say I got my money's worth on all the new ones I ever
bought. They're still running, as are the "reliables" I got in buy-
outs in the '90s from Atarians who were dumping their 8-bits but who
had taken good care of their equipment. As for the "others," which
is to say, any *used* Induses I bought at computer shows, hamfests,
and such places, the story is Caveat Emptor City. (Or put more
bluntly, "Don't trust buying anything used.") You rolls the dice
and you takes your chances. I think what I've said before about
floppy disks also applies to disk drives: Cigarette smoke and dank
basements (and rough handling) are bad for them. If you're going to
buy used, try to find the proverbial little old lady with tennis
shoes who's switching from Atari to Windoze! (And who doesn't
smoke.)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

7510. Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 00:18:02 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212211906510.15979@shell1>
Source record: 24729

Hats off to "Technoid Mutant" for a great posting! His list of soldering tips deserves a nomination for an Academy Award! (That's the Academy of Klutzy Amateur Electronic Tinkerers.) I'll be happy to present him with his trophy as soon as I finish soldering it together! <grin>

--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Always take notes!" -- Gerard of Cremona *

(Headers munged to foil spammers; real info in taglines)

7511. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 01:29:38 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E053D42.20A8EE32@rogers.com>
Source record: 24730
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Paul Irvine wrote:

> On Sat, 21 Dec 2002 02:48:01 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Paul Irvine wrote:
> >
> >> On Fri, 20 Dec 2002 18:22:53 GMT, James Alexander
> >> <james-m-alexander@rogers.com> wrote:
> >>
> >> >Paul,
> >> >
> >> >I've seen this guys posts before. He's little more than a very amateurish troll
> >> >following in Sinplops footsteps. I'm certainly not wasting any more time on
> >> >him.
> >> >
> >> Thanks for the heads up James..
> >>
> >> I shall consider him ignored..
> >>
> >sounds like a plan. Lets hope that unlike sinplop, he actually goes away.
> >
> Never heard of that twonk but with so many to choose from it's hard to
> keep up :-)

He's been around forever, at least a decade that I can tell. People have ignored him / it en masse and still he comes around to put one foot in his mouth and the other in a spot even less appealing.

7512. Free Atari stuff + amber monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 01:41:46 UTC
From: esok_@hotmail.com
Message-ID: <8b7f0eec.0212211741.45ef6312@posting.google.com>
Source record: 24731

There is some old Atari 8-bit stuff at my parents' house for sale. I would like to find a good home for it. I will give it away for the cost of shipping. Here's what's available:

Atari XDM121 daisy-wheel printer. Worked the last time it was hooked up. Direct connection to the Atari serial bus; no printer interface needed. Comes with one partially used ribbon and power supply.

Star NX10 9-pin dot matrix printer. Worked the last time it was hooked up. This printer requires a printer interface such as the Atari 850 or the P:R: connection, or the like. I have an Ape Face printer interface somewhere; I will include it if I can find it. (This interface didn't have standard connectors, so it might need some working to get it to connect.) I also have about a half of a box of tractor-feed paper. Power supply is built into the printer.

Atari Speed Reading, 5-cassette set, with original manual and case.

Atari 1027 power supply and manual (no printer). This power supply is similar in size and shape to the other Atari power supplies, but its electrical qualities are slightly different. Only a 1027 may be safely powered with this brick.

I also have a smallish monochrome (amber-colored) monitor that works with any composite source. It comes with a cable to hook to the atari (5-pin DIN connector to 2-RCA). It worked the last time I hooked it up. $20 + shipping. I will entertain reasonable offers on this.

Please email me if you are interested in any of these items. I will ship between Dec. 28 and Jan. 4, when I am visiting my parents. (They live in Orem, Utah, if you want to come and pick it up.) I will ship to the United States only. I will probably be able to send/post pictures of these items when I get to Utah.

7513. Re: Medieval Era!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 01:45:05 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E0540D4.23C6059F@rogers.com>
Source record: 24732

Mike, Action wrote:

> On Sat, 21 Dec 2002 02:56:40 GMT, James Alexander
> <james-m-alexander@rogers.com> wrote:
>
> >Mike, Action wrote:
> >
> >> Hi Andreas,
> >>
> >> I found it! It's Medieval Era. Thanks a lot for the info.
> >>
> >> Regards,
> >>
> >> Michael
> >
> >Hi Mike,
> >
> >I remember seeing that game years ago. I forget who released it though? was
> >it commercial or from a user group library?
> >
>
> Hi James,
>
> Do you know I'm not sure, but it's a pretty good game though. I think
> it most probably was a commercial release. Also I've been told by
> Andeas that there is 2 different types of this game available.
>
> Regards,
>
> Michael

Somehow my memory had associated it with a game I saw on a bbs years ago that was written by the Peterborough subgroup of TAPS (Toronto Atari Programming Society). Speaking of TAPS, does anyone else remember that user group? unfortunately it closed before I decided what user group to join. Come to think of it if someone had their disk library it would be cool to re-release that on an ftp site or cd-rom perhaps.

7514. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 03:06:54 UTC
From: twilde_62@hotmail.com
Message-ID: <4128e9eb.0212211906.15360df4@posting.google.com>
Source record: 24733

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:<YK1N9.25136$vb3.1369212@news2.west.cox.net>...
> > I pity the kids today who grow up playing that
> > Grand theft Auto bullcrap with beating civilians in the street with a
> > baseball bat and all that violent stuff.
>
> That is so true and so sad that games have come down to violence, being gory
> and sickening, etc. Where is there a game that *doesn't* have violence,
> etc, in it?? There is hardly any that doesn't have it!!! Then we wonder
> why kids are so bad and behave the way they do!
>

no kidding man. i heard the other day about how many women's groups
and media critics are pretty critical about some of these violent
games; it's kind of depressing that they will be popular anyway. One
of the company heads talked about the latest Xbox sleazefests not
meant for kids at all, but if you think about it, these people market
DIRECTLY towards that consumer group. same with chemical commercials,
you know, beer and tobacco things..they should be held accountable.

i especially hate the sexism in much of those games too. saw some ad
in Xbox magazine for ToeJam and Earl, one of the characters is an
alien girl and she shows some cleavage, a caption over them says
"sells games". i just snickered and was glad i wasn't the one paying
for that or i would cancel the monthly deliveries. someone else here
does and has little to say of such things...

i know i know it's supposed to be cute and funny but come on! i
thought we electroids were supposed to be PROGRESSIVE. kids and
younger adults see this sexism and violence on such a massive scale
daily and it's holding everyone back sociologically.

but we're getting off-topic here..oh yes i've been playing with
'Stella' lately. best Atari emulator I've messed around with. i
especially like 'Gorf', but my favorite to this day is
'Adventure'..ha...i just say the box cover of that old thing and the
actual game looks just as good as the cover :)

7515. Re: Paging: Technoid Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:07:28 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <BOaN9.25139$C06.12234@news.bellsouth.net>
Source record: 24734

I ran a Carina II from 1993? til January 1996 by the name of "Cheeze Daddy's House of Funk".. The Internet killed the bbs. Not only mine either! ;-)

Regards,

Jeff

"Nite Hacker" <nitehacker@hotmail.com> wrote in message news:1MAM9.13457$vb3.864842@news2.west.cox.net...
> You used to run a bbs, right? What was the name of it again?
>
> It's been awhile since I was on the bbs scene but I do remember your name!
> ;-)
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>

7516. Re: Looking for connector

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:13:24 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <9UaN9.25163$C06.22295@news.bellsouth.net>
Source record: 24735

I guess I'm cheap, but that comes from the fact that when I was 8-bitting hardcore I had Zero money.

You can hack yourself a cart port using old-style IBM floppy drive cable (Card-edge) connectors. I know this sounds like I'm starting a theme, but it is accurate.

The card-edge connectors are 34? pin but have the same spacing as the 30? pin cart jack on the atari. Just mark for pin 1 and you'll know which side to plug the cart into. IN a pinch I'd do something like this:

Chop off four pins of an 5.25" to 3.5" floppy card-edge adapter. Solder into place on Mr. Atari's motherboard. This would leave a MALE card-edge in place of the presumably broken female card-edge connector. Connect Mr. old-style floppy cable to this and plug your Atari cart into the LAST connector on the floppy cable.

Sick huh? I know, but it works....

Regards,

jeff

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3e04702d$0$147$e4fe514c@news.xs4all.nl...
> Hello,
>
> Does someone know where I can find the connector that's used for the
> cartridge?
>
> I have seen 1 on the Blackbox, inside the 600XL/800XL but these
> connectors seem to be very hard to get. I need an adress where I can
> find them.
> I don't want to kill some Atari's for them...
>
> TXG/MNX
>
>
>

7517. Re: Bravo Sierra (was: "want's" your money, etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:20:44 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <1%aN9.25192$C06.17243@news.bellsouth.net>
Source record: 24736

Bravo Zulu Mr. Moeser!

I'd rather the group WITH a live vendor than a group without. Ben has been selling Atari gear since Christ was a seaman and its somehow comforting to see him still hawking.

Just wait til' someone needs something they can't get on ebay in time. Then we'll see whats what. Ben will still be there and probably wouldn't say a single word in kind to all that has been said to him. Notice he hasn't said a thing in his defence to date? Not that I'm aware of at any rate.

My opinion might be different if there were 600 or even 60 vendors hitting the list with ads on a regular basis, but that isn't the case and never will be. The leaves are few at the bottom of our cups even. Far from nagging him out of business, let's be grateful we have him at all.

Regards,

Jeff

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message news:Pine.GSO.4.51.0212211258050.7084@shell1...
> On Sat, 21 Dec 2002 at 23:48:00 +0800, "Clockmeister" (gerryvdb
> att tnet dott com dott au) scribbled:
> ->I just don't like the way he begs for business. If he is that
> ->hard up he should expand into other markets to prop up the Atari
> ->side of his business... It was just a suggestion, and a good one
> ->IMO.
>
> First off, I have to grant that your postings have been more
> responsible than those of the troublemakers who recently were
> plaguing this base.
>
> However, the dealer you refer to is involved in business in the
> U.S.A., where the official religion is Capitalism with a capital
> C and a capital ISM. <grin> There's an old saying that "The
> business of America is business." In this country everybody has
> the right to engage in business, and they're free to ignore
> "advice" from others as to what business to be in, what lines of
> products they should carry, how to run their business, and so on.
>
> The last I heard, the federal tax rules are that if a business
> makes a profit in three years out of five, then it's a "business."
> If it doesn't, then it's a hobby. (Unless, of course, it loses
> BILLIONS of dollars, in which case it's a valuable public charity,
> and Alan Greenspan and whoever the Secretary of the Treasury is

> for this week will rush to fork over tons of tax dollars to that
> business so that the overpaid CEOs will be able to maintain their
> mansions and yachts in the Bahamas and so that the underpaid peons
> making minimum wage at the bottom of the food chain will be able
> to hold on to their 70-hours-a-week jobs.)
>
> You apparently missed Ben's long posting some weeks ago where
> he detailed his personal situation and reasons for dealing in Atari
> stuff. There's really no need for him to have to post such justifi-
> cations. He has the right to be in business; how successful he is
> in that business is his concern. Other people's two-cents-worths
> about how Ben should run his business are worth just that. (BTW, in
> America nowadays, two cents isn't worth anything! <grin>)
>
> As for begging, by your standards every business in the U.S.A.
> is "begging" for business. We're inundated with signs, advertising,
> commercials, etc., etc. Your opinion seems to be out of step with
> the reality of the American marketplace. When compared to what's
> going on out there in the real world, the notices posted here by
> the few remaining Atari vendors are very mild stuff.
>
> ->And Atari [Company] is dead, the computer division that is, ...
>
> I think that's generally known by now. There's no need to harp
> on it.
>
> ->... not the legacy hardware which is obviously still being used or
> ->no-one would be here.
>
> "Here" being this Usenet newsgroup, which for all practical
> purposes is presumably the only completely open, freely available,
> organized community of and for Atari 8-bitters. This is where the
> few remaining Atari 8-bit dealers belong, and this is where they
> should be posting. But yet, a small cadre of hard-core objectors
> and resisters has so intimidated those dealers that one of them
> recently posted here, "There are only four of us left and we're
> afraid to post here." This is unfortunate. What's left of the
> Atari 8-bit community will be worse off if those dealers are driven
> out of business or driven off this newgroup for the sake of "purity"
> as defined by netcop ideologues or anti-capitalist, self-styled
> reformers.
>
> I've seen the same sort of thing happen on other newsgroups:
> The ruckus raised by the netcops is almost always much worse than
> the original postings. (On the other hand, the irresponsible
> postings by troublemakers -- the so-called "trolls" -- are
> unacceptable and must be strongly opposed by the responsible
> Usenet community.)
> --
> >>>---<<<

> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>--<<<
> * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
>
> (Headers munged to foil spammers; real info in taglines)
>
> P.S. There's a famous old adage in American politics to this
> effect: "Don't care what the media say about you; just make sure
> they spell the name right!" Along those lines it should be noted
> that Bravo Sierra sure has gotten a LOT of publicity out of all
> this discussion! That kind of advertising is worth its weight
> in gold, as the phrase goes -- at least in CAPITALIST countries
> like the U.S.! <grin> Ben couldn't *BUY* this kind of name
> recognition if he wanted to! As another old phrase goes, let's
> hope he's laughing all the way to the bank! <ha-ha!>
>
>

7518. Re: Free Atari stuff + amber monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:24:30 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <A2bN9.25204$C06.14497@news.bellsouth.net>
Source record: 24737

Just a note to concerned parties, the 1027 adapter can be used to power nearly everything Atari short of the computer it's self (excepting the 1200xl which will like this adapter).

It is just a 9vac adapter with a bit more juice than a standard Atari 9v brick. This is really good for 'hopped up' Atari 1200xl machines or for general use.

Regards,

Jeff

"Eric Sokolowsky" <esok_@hotmail.com> wrote in message news:8b7f0eec.0212211741.45ef6312@posting.google.com...
> There is some old Atari 8-bit stuff at my parents' house for sale. I
> would like to find a good home for it. I will give it away for the
> cost of shipping. Here's what's available:
>
> Atari XDM121 daisy-wheel printer. Worked the last time it was hooked
> up. Direct connection to the Atari serial bus; no printer interface
> needed. Comes with one partially used ribbon and power supply.
>
> Star NX10 9-pin dot matrix printer. Worked the last time it was
> hooked up. This printer requires a printer interface such as the
> Atari 850 or the P:R: connection, or the like. I have an Ape Face
> printer interface somewhere; I will include it if I can find it.
> (This interface didn't have standard connectors, so it might need some
> working to get it to connect.) I also have about a half of a box of
> tractor-feed paper. Power supply is built into the printer.
>
> Atari Speed Reading, 5-cassette set, with original manual and case.
>
> Atari 1027 power supply and manual (no printer). This power supply is
> similar in size and shape to the other Atari power supplies, but its
> electrical qualities are slightly different. Only a 1027 may be
> safely powered with this brick.
>
>
> I also have a smallish monochrome (amber-colored) monitor that works
> with any composite source. It comes with a cable to hook to the atari
> (5-pin DIN connector to 2-RCA). It worked the last time I hooked it
> up. $20 + shipping. I will entertain reasonable offers on this.
>
> Please email me if you are interested in any of these items. I will
> ship between Dec. 28 and Jan. 4, when I am visiting my parents. (They

> live in Orem, Utah, if you want to come and pick it up.) I will ship
> to the United States only. I will probably be able to send/post
> pictures of these items when I get to Utah.

7519. Re: High aspect ratio Heatsink 8429

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:28:41 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <w6bN9.25221$C06.1823@news.bellsouth.net>
Source record: 24738

Gawd. Post one tech article....

These folks have a farming tool that combs Usenet for stuff like "SOLDER".
LOL

Regards,

Jeff

"Cetra" <sales@altec.com.tw> wrote in message
news:au1puu$7mo@netnews.hinet.net...
> Aluminum Extrusions are the most cost-effective
> solution for the majority of
> electronic cooling applications, and Altec have
> accumulated over 1,500 heat sink extrusion profiles designed and tooled
over the
> past 10 years.
>
> Thermal solutions cover a wide range of applications
> and devices, such as
> standard electrical packages TO-220 TO-247..etc. ,
> Microprocessors , DC to DC Converter ,UPS and Power supply,and offers a
wide
> range of cooling solutions for motherboard ,Video Card , Networking
> applications.
>
> Please link http://altecthermal.myweb.hinet.net for more information
>
>
>
>
>
>
>
> cP;F#

7520. Cartridges, internal Roms, and the future:

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:41:27 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <sibN9.25274$C06.10983@news.bellsouth.net>
Source record: 24739

I see folks selling things such as cartridges these days and always wonder.

If you are a real die-hard Atari fan there are a few things you should know. One of the most important things is that EPROMS FADE. Eproms are the roms in most of your Atari computers and peripherals. Some carts have them as well in place of regular Roms. Even some roms that LOOK like regular roms (ie no 'window' on the chip) are eproms. There are two ways to know. 1) Check the part number against roms/eproms. 2) Try to 'burn' the rom with an eprom burner.

If I were forced to describe the difference, I'd say that ROM is a permanant form of storage whereas Eprom is Semi-permanant.

The gist of this is that Eproms die after an indeterminate number of years. A number of factors govern this but I won't bother you with those details. And, if you care about a device's function for the VERY long term, BACKUP that eprom. When it fades you can burn the data right back onto the original eprom. It isn't the rom that failed, it is that the data on it faded.

If pressed, I'd say an eprom SHOULD be reliable for 7 to 20 years. Some of you may have 'dead' floppy drives, computers, and/or other atari gear which sole problem is this. In that case, take an identical part out of a WORKING, identical device and try it out. If it works, have the rom duplicated. Viola!

So far as I'm aware, the other programmable integrated circuits (such as Pals and Gals) have no such fade, but maybe they do and none are old enough to exhibit it yet. The Atari MMU is a Pal if I recall correctly. Let us all Pray.......

Regards,

Jeff

7521. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 04:58:20 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <kybN9.25373$C06.7907@news.bellsouth.net>
Source record: 24740

1) There are new dos's in developement, but Spartados is best. It is the most flexible and feature-rich dos.

2) There are several commands available in basic to access your floppy drive(s). Example:

If you want to load the file named "fuzzy.bas" into basic, you have two ways to do it:

the command RUN "D1:FUZZY.BAS"

or the command LOAD "D1:FUZZY.BAS"

The first will load and execute the program while the second will only load it for editing. To execute in the second example you would issue a separate RUN command after the file was finished loading and you have a READY prompt again.

3) There is a switch on the back of your XL to change the television channel. You have a choice of channels 2 or 3. Try each. If that does not work then your television, computer, or RF modulator is to blame. Another really nice way to get Clean video is to use a Composite Color Monitor and connect that to the 5pin din (Roundy) connector on the back of your XL.

4) Have your tried the SELECT or OPTION buttons to select the number of players? I have the game but haven't played it in 15 years at least. Email me and I'll boot it up and see what is going on.

5) Most Games for the Atari expect you to power the machine off after use. I'm not sure what you mean by Ape not working after loading one. Can you amplify your trouble report a little?

6) Oh Gosh. There are so many. I'm partial to a freeware dos executeable game called Gauntlet. No, it isn't the same as the arcade version which was also ported to the Atari. Mine is a horizontal scroller that is passingly similar to Defender.

7) Damn. Where did you get the board and programmed chips for the interface? You can also upgrade the memory on the machine. That is mostly for ramdisk storage, but why not?

999) If your 600xl has the 48k upgrade pack jacked onto the back of the computer, you MIGHT have trouble making the PBI version of myide work. I say MIGHT. If you are certain of your work, try the myide on someone else's 800xl or 130xe to make sure it is not at fault for any failure on your 600xl. If it isn't and you are sure it is your 600, then upgrade your 600xl INTERNALLY instead of using the external (1060?) upgrade adapter.

The PBI bus timeing is really-really-really tight. It is a freaking MIRACLE
that ICD got thier 256k and 1mb MIO adapters to work off of it.

Regards,

jeff

"RetroMan" <retroman@bluemail.ch> wrote in message
news:55a0ae1e.0212191217.63937ae1@posting.google.com...
> ..... I got *some* questions ;-)
>
> As you mighty allready read, I got no Atari 8-bit before, so if any of
> my questions are dumb, please forgive me :-D
>
> I m now nearly complete, I just built a SIO2PC Interface (internal)
> into my 600XL and upgraded to 64KB before ....
>
> Then I downloaded APE and all works fine .... but some things are on
> my mind :
>
> 1.) Which is the best DOS to use and why ??? (I just used SpartaDOS
> which came with APE)
> 2.) How can I access a floppy drive from Basic ???
> 3.) I got my 600XL attached to a TV, either I get a B/W screen or
> blurry colors but no sharp and clean picture, I allready rejusted the
> TV Modulator but no success, what to do ???
> 4.) I wanted to play ULTIMA 1, I got the PRG and PLAYER Disk Image !
> After Boot I have to choose the Number of Drives and if I want to
> continue or start a new game .... all this with numbers (0 to 2) ....
> nothing happens when pressing them ???
> 5.) Most of the time, after playing a game, I have to restart APE
> cause it won t work anymore after changing Images, why ???
> 6.) I just played M.U.L.E, Archon I + II and Arena, could you suggest
> any really good games ???
> 7.) Next thing I want to built is a MyIDE Interface, I allready got
> the parts for it .... any other Hardware things I could build to
> expand my 600XL ???
>
> Ok, that s all for now ;-) I m off playing M.U.L.E now .... greets
> from Germany ...
>
> RetroMan (proud owner of a 600XL/64KB/Sio2PC !!!)

7522. How to clean the head on your old Atari Floppy drive and other maintainence tips

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 05:20:13 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <PSbN9.25579$C06.14734@news.bellsouth.net>
Source record: 24741

If you have an old floppy drive you think needs a little TLC then follow me. These tips apply to ALL atari disk drives. Some few might have double-sided drives. If this is the case, then clean BOTH heads. Dig?

Open the case on your drive and remove the top cover. For Atari, Indus, and Rana, this is accomplised by removing the four screws on the bottom of the case. For Percom and ATR8000 by removing the screws from both sides of the case.

Your single-sided Atari disk drive has a read/write head that needs cleaning every few millennia. Some folks use a disk to do this, but since cleaning disks these days are double-sided, putting one in your single-sided Atari drive is a VERY BAD THING to do. I've adapted some cleaning disks by taping smooth material over the TOP read-write area, but it is better to do it this way.

Take a cotton swab (Cuetip or whatever) and some 90% pure rubbing alcohol. Wet the swab and scrub the head with it. The head is inderneath a swinging arm which holds a felt pad. While you are doing this, take a look at that felt pad. It bears down on the disk's upper surface under spring pressure to make sure the head makes good contact with the disk. THESE PADS WEAR OUT. Now you know why those cleaning disks can be a monster. They'll rip the darn pad off the drive.

If your pad is worn-out, you can pick it off the arm with a sharp blade and replace it. A simple, permanant replacement can be had by destroying an old cassette tape (Tape, not DRIVE). A cassette tape has the same kind of felt pad in it's center as your drive does. For the same purpose even. The tape's is rectangular but of similar size. Just pick it off and superglue it to your drive's arm. Bingo! Instant new pad. And you got a clean read-write head out of it to boot.

Symptoms of a worn pad are: A drive which powers up and appears normal but won't read/write or will do so unreliably. Of course these symptoms apply to a dirty head, broken pad-arm spring, misalignment etc, but a worn pad and/or dirty head are the culprits 99 times out of 100.

Another trick designed to quiet noisy drives is to take some lubricant, dampen a swab or paper towel with it, and run the damp material along the drive rails on which the head's carriage runs. This will both clean the rails and lubricate them. This doesn't really DO much, but it makes the drive purr which is cool. You have to do this every few months in order to keep it nice and quiet, but that give you the incentive to clean the head while you are in there.

Another installment of Tips from your favorite mutant!

Regards,

Jeff

7523. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 06:02:33 UTC
From: LS <me@email.net>
Message-ID: <3e05525d$1_2@news.teranews.com>
Source record: 24742
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

They don't go away but we can use the KILLFILE on the idiots. :)

Thanks to Ben and ANY other person keeping the Atari community alive.
"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212170751.73051d95@posting.google.com...
> If you ignore the trolls they will go away.
>
>
> "James Kent Tope, II" <jkt@ij.net> wrote in message
news:<atmba9$2pe9$1@news1.ij.net>...
> > There is a disgruntled customer out there making lude comments about
> > the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
this
> > to Ben began doing it using his regular log-in name. Then, after Ben
> > complained, the person continued to do this under an anonymous log-in.
Also,
> > he was setting up his news posts to make it look like Ben had
participated
> > in some of the writings. He did not. Ben Smith is an honest, fair
> > businessman who is being unfairly treated in the newsgroups
> > comp.sys.atari.8bit and comp.sys.atari.st. I have bought software and a
book
> > from Ben, for my Atari 800XL, and I plan to purchase Microsoft
B.A.S.I.C.
> > and a power transformer for my second 1050 disk drive from him after New
> > Years' Day, 2003. The 1050 Drive was purchased on e-bay from another
vendor.
> > Take my word for it - I am working on my Associate of Science Degree as
a
> > computer programmer, and have enjoyed computers since I was 13 years
old. I
> > am now 33 years old. Here is what I wrote Ben, after recieving my latest
> > order:
> >
> >
> >
> > Dear Ben,
> > >
> > >
> > > Thank you, my friend. With DOS 2.5+ and the 1050 Disk Drive
> > > manual, I was able to boot my Atari 800XL into DOS 2.5+, make a
back-up
> > > of the master disk, and diagnose one of my two 1050 drives. It was

> > > giving me a boot error, but the troubleshooting section of the manual
> > > didn't include the situation at hand. Finally, I decided to re-check
the
> > > drive that I thought was the source of the problem, only to find it
> > > worked fine. I had the two drives confused, and the troubleshooting
> > > section of the manual did apply, and I simply swapped drives, and all
is
> > > O.K. Before, my computer wouldn't boot at all. Now, I have master
disks
> > > for DOS 2.0, 2.5+, and 3 that all boot, and a Zaxxon video game disk I
> > > can play with. I am wondering what's wrong with the other drive,
though.
> > > I hear stuff moving around inside the drive when I shake it lightly.
> > > Probably, a part of some kind came loose. Any way, all I need is the
one
> > > drive, so I'm very happy. "The Atari XL User's Handbook" makes a good
> > > manual to the whole system. I bought one on e-bay previously, only to
> > > find when it arrived that it must have had very rough treatment. It
> > > looked like someone had dropped it in Georgia red clay and scribbled
all
> > > over the pages. Your copy was like new, which made me happy. I will
> > > remember to contact you after Christmas and New Years Day have passed,
> > > to order the power supply. If I have everything that comes with the
> > > other 1050 drive, then I will be able to use it, if I can get it
repaired.
> > >
> > >
> > > Sincerely Yours,
> > >
> > >
> > > Jim
> >
> >
> >
> > James Kent Tope, II
> >
> > jkt@ij.net
> >
> > ProgrammingAS@netscape.net

7524. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 06:07:55 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <khla0v4kb04d5im534vhc74lr73bs4nobe@4ax.com>
Source record: 24743

On Sat, 21 Dec 2002 16:40:58 GMT, "Ron Hamilton" <oldatarian@atariland.com>
wrote:

>TRAP works fine in either mode, but references a line number that must be in
>the statement table which negates its usefulness. I just always expect the
>error 136 and follow it with an END command and there is no real harm. I
>avoid the need to DIMension strings along the path of least typing and
>prefer:
>CL#1:O.#1,6,0,"D:*.*":F.L=1TO999:GET#1,B:?CHR$(B);:N.L

My personal variation on the theme is to use
O.#1,7,0,"D:*.*":F.I=0TO256:GET#1,I:PUT #16,I:N.I

followed by an "END" command after the ERROR- 136 message appears.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7525. Re: Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 06:15:29 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <qola0vgg3hnso74p9ahjh6v21jlq5nu02l@4ax.com>
Source record: 24744

On Sat, 21 Dec 2002 08:53:41 -0500, "Son of man" <bcozier@bellsouth.net> wrote:

>Just so you know, you can get a brand new sealed trakball from b&c
>computervisions for $10 + about $8 shipping.
>
>I ordered two, I use one, which works flawlessly with missile command, and I
>have the other new sealed one stored away for the future. I wish I could
>find a way to use it on the PC.
>
Thinkingthinkingthinking...

Let's see... it works like a mouse, basically (an inverted mouse, that is),
so you'd have to make an adapter to connect it to the PC's serial port, or
isn't that what you're looking for? I mean, do you want to use it as a
replacement for your mouse, or just as an extra controller? If the latter,
then since the PC joystick port has provision for digital 4 switches, you
could make an adapter from 9-pin to 15-pin and wire the lines from the Atari
joystick connector's 4 directions to those 4 lines... Of course you'd need
an additional one for the trigger. Hmmm...

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7526. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 07:27:22 UTC
From: bill@newbreedsoftware.com
Message-ID: <uPdN9.56328$lk.1747668@typhoon.sonic.net>
Source record: 24745

Rod Smith <rodsmith@nessus.rodsbooks.com> wrote:
>
> FWIW, I recently came across a modern update on Breakout for X (Linux,
> BSD, etc.), called LBreakout
> (http://lgames.sourceforge.net/index.php?project=LBreakout). It's very
> nice -- lots of different screens, much better sound, etc. Still, there's
> a certain appeal to the original Atari bright candy colors and simple
> "beep-boop" sounds. ;-)

Seen my collection of games? :^)

http://www.newbreedsoftware.com/

They're for various platforms (all for Linux/Unix; many of them ported to
Windows, Mac OS, Mac OS X, and some even for Atari ST and Amiga.)

And, of course don't forget my original Atari 8-bit stuff. ;^)

-bill!

7527. Re: Multiple disk images on one physical disk?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 07:42:40 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <mYdN9.26931$C06.19105@news.bellsouth.net>
Source record: 24746

If I recall correctly, I have a utility for the ATR8000 that does this. The problem is that the user does not have an ATR8000. My uilility (I did not write it) uploads a progam to the ATR8000 computer which tells the disk controller how to handle these file partitions. It aint pretty, but it works.

As far as it goes, what I would do is tap a hole through my ceiling and run a LOOONG cable downstairs. RS232 cable can legitimately be run for several hundred feet. This would solve having to go upstairs. You could just plug the thing into the laptop wherever it was in your house when you needed it. I actually did this when building my data general minicomputer. It was in the basement as it weighed more than I can carry. I had a terminal upstairs to work on it from.

Seriously. Even if you lived in a hanger built for a 747 or even five 747's, you could run a single cable accross that space without violating anyone's specifications. I'd suggest you use good quality shielded wire in real long runs like that, but for 20+ feet I'd hack any old wire I had onto it. Phone wire would work.

Regards,

Jeff

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:6w1N9.485$Me7.88285@newsread1.prod.itd.earthlink.net...
> There are some utilities for conversion of boot programs into binary Dos
> load files; many single boots will transfer.
>
> There also were some boot manager utilities which created a new boot disk
> containing a loader for your boot programs which could be installed on the
> disk. I know Compute! printed one of these mid '80s. I don't specifically
> remember if Antic or Analog published anything similar.
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
> > Hi,
> >
> > I've checked a couple of FAQs, but can't seem to find this issue
> > addressed. I've got several disk images, most of which are only a few KB
> > in size. I'd like to be able to put several of these on one physical

disk
> > for use with a real Atari 800XL. (Using SIO2PC is possible, but awkward,
> > since I've got to schlep my notebook upstairs to the 800XL to use it.)
Is
> > there a utility that'll convert a bootable disk or disk image to a file
> > that can be run from a DOS? Thanks.
> >
> > --
> > Rod Smith, rodsmith@rodsbooks.com
> > http://www.rodsbooks.com
> > Author of books on Linux, networking, & multi-OS configuration
> >
>
>

7528. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 07:57:36 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <laeN9.27099$C06.9883@news.bellsouth.net>
Source record: 24647

Well, the Atari 825 would print those characters as would the 820? thermal
printer. The 1027 won't as will not the 825.

To print Atari Characters (inverse and control chars) on an Atari computer
you need:

Atari 850 interface, PR: connection, or another interface such as the MPP
Microprint interface.

Once you have a workable printerface you will need an Epson FX compatable
printer.

Dot-matrix printers from Epson are best. Anyone's dot-matrix printer will
do though. IBM, Panasonic, Star Micronix, you name it. Almost all of them
have Epson graphics built-in. Few laser printers do so avoid them. Many
Inkjet printers will work in stead of an impact dot matrix, but in this case
you should chose carefully. BTW, I hate epson inkjets. They are the best
for this task but are bad in general.

Configure your printer according to it's manual to be Epson Compatable.

Next, get GHAND.COM. I have it. If you want it, email me and I'll be more
than happy to give it to you.

What GHAND does is create a G: device instead of the original P: device.

So, with everything all configured and working a "List P:" will provide you
with the same crap you've been getting, but a "List "G:"" will give you a
perfectly formed Atascii listing.

I hope this helped.

Regards,

Jeff

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0212201300.418003b3@posting.google.com...
> Hi There
>
> What ATARI printer was capable of printing the
> graphic character set?
>
> Yyou know, that characters that appeared when
> you hit [Ctrl] and [A] for instance
> (resulting on heart, spade, etc. characters)
>
> Regards

7529. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 07:59:59 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <AceN9.27125$C06.24154@news.bellsouth.net>
Source record: 24648

Damn. I meant that the 1025 would and the 825 wouldn't. Am I wrong?
Anyway, that is what I meant to post.

The 825 is an 8pin printer and the 1025 is a 9pin printer (much more
standard). I recall printing atascii on the 1025 but the 825 did ascii only.
For sure. I've set a couple on fire. I know.

Regards,

jeff

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0212201300.418003b3@posting.google.com...
> Hi There
>
> What ATARI printer was capable of printing the
> graphic character set?
>
> Yyou know, that characters that appeared when
> you hit [Ctrl] and [A] for instance
> (resulting on heart, spade, etc. characters)
>
> Regards

7530. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 12:05:35 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212220405.5e2edb8c@posting.google.com>
Source record: 24651

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message
news:<kybN9.25373$C06.7907@news.bellsouth.net>...
> 3) There is a switch on the back of your XL to change the television
> channel. You have a choice of channels 2 or 3. Try each. If that does not
> work then your television, computer, or RF modulator is to blame. Another
> really nice way to get Clean video is to use a Composite Color Monitor and
> connect that to the 5pin din (Roundy) connector on the back of your XL.

Hmmm, I got no switch there :-(

> 5) Most Games for the Atari expect you to power the machine off after use.
> I'm not sure what you mean by Ape not working after loading one. Can you
> amplify your trouble report a little?

It doesnï¿½t matter if I turn off/turn on the Atari or make a Reset, APE
just donï¿½t react anymore :-(

> 7) Damn. Where did you get the board and programmed chips for the
> interface? You can also upgrade the memory on the machine. That is mostly
> for ramdisk storage, but why not?

I got several old PeCeï¿½s stored, old XTï¿½s and ATï¿½s ! Most of them
wonï¿½t work any more, so I had a look at the ISA Cards and all the
chips for my Hardware Modï¿½s were there ;-)

> 999) If your 600xl has the 48k upgrade pack jacked onto the back of the
> computer, you MIGHT have trouble making the PBI version of myide work. I
> say MIGHT. If you are certain of your work, try the myide on someone else's
> 800xl or 130xe to make sure it is not at fault for any failure on your
> 600xl. If it isn't and you are sure it is your 600, then upgrade your 600xl
> INTERNALLY instead of using the external (1060?) upgrade adapter.

Well, I upgraded my 600XL internally to 64KB ! So is there a way to
upgrade it to more Ram (e.g. 256KB) ???

cheers .... RetroMan (proud owner of an Atari 600XL/64KB/Sio2PC !!!)

7531. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 12:36:28 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021222073628.01275.00000165@mb-fk.aol.com>
Source record: 24652

> Can you supply the part number? <

Unfortunately, I've already thrown away the packaging. I looked at the RS web site and catalog, but didn't find it. But the RS that I went to had more than one, so the next time I'm close by, I'll check and post it. BTW -- no more catalogs, according to mgr. of our local 'Shack.
Larry

7532. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 14:31:33 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <IXjN9.31795$C06.17886@news.bellsouth.net>
Source record: 24653

Umm, all ataris have that switch. You have one too. I'm sure. Like, you HAVE TO HAVE ONE. It is the LAW.

It should be a recessed thingy in back. You'll need a pen or a paperclip or something to move the switch. Kinda like the drive select switches on an Atari drive except there is only on and it is smaller.

Regards,

Jeff

"Nite Hacker" <nitehacker@hotmail.com> wrote in message news:UE1N9.25135$vb3.1377037@news2.west.cox.net...
> > The TRAP in line 20 makes little sense following one in line 10; perhaps
> > placing the one in line 10 before the DIM statement and setting it
> directly
> > for line 30 in the event A$ exists or preferably a CLR before the DIM
and
> > then addressing the case that channel #1 is currently open.
>
> Oops! The one in line 10 should have been deleted. Technically
speaking...
> the TRAP should be the first line of the program, just in case there is an
> error with the DIM. But setting it to line 30??? I don't think so! What
> if there is no disk in the drive or there is a problem with the disk... it
> would be stuck in infinity then and the user may not know what it's doing
or
> what is going on then.
>
> > BTW, most US 600XLs did not have the DIN monitor jack.
>
> Oops, again... I forgot about that! Well, put one in then! LOL I think
> you can do that. I think the printed circuit is there for it since it's
> almost exactly like an 800XL board! Maybe there's some other adjustments
> that need to be done. I am not an expert on it, but I think it can be
done,
> though.
>
> Thanks for the corrections... I will try to be more careful next time!
:-)
>
>
> Happy 8-bitting!
>
> Nite Hacker

>
> * Have You Played Atari Today! *
>
>

7533. Re: i need input on the future development of pro, all welcome

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 15:21:36 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <au4l9l$49klf$1@ID-165389.news.dfncis.de>
Source record: 24654

It's called Nolan's Nest and SPACE BBS, but just the SPACE BBS is fine for short :) It's the official BBS home of, well, SPACE (St. Paul Atari Computer Enthusiasts) :) It's at telnet://spacebbs.no-ip.com/ . Any problems, jus send me an email, thanks.

"Nite Hacker" <marobins@cox.net> wrote in message news:LvgI9.3237$jf7.221626@news2.west.cox.net...
>
> "Ilmarinen" <friednw@tcfreenet.org> wrote in message
> news:ars634$l8uiu$1@ID-165389.news.dfncis.de...
> > Yeah, I know what you mean. I also run a Pro BBS which is, in fact,
> > available via Telnet - which you probably already know. I had the BBS on
a
> > regular dial-up line, but very few callers. Once I made it available via
> the
> > Internet, I starting getting more calls than I thought I would from all
> over
> > the world.
>
> Hey, just curious, what is the name of your bbs and what is the telnet
link
> to it?
>
> Thanks,
> Nite Hacker
>
>

7534. This is just a Test

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 15:22:51 UTC
From: AtariGuru@hotmail.com
Message-ID: <6f3d294d.0212220722.76f98975@posting.google.com>
Source record: 24655

```
Sorry, just conducting a test...

Later
```

7535. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 15:37:05 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <au4m6m$4dgh1$1@ID-165389.news.dfncis.de>
Source record: 24656

And that would be? Or did I miss something? :)

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212020712.22bca866@posting.google.com...
> another really good idea. i've got one just as good.
>
> "Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:<aserea$qepdk$1@ID-165389.news.dfncis.de>...
> > Just a simple suggestion that may help in all these ad posting
wars......
> > What about just adding a signature, like so many have here, to the
postings?
> > That way you wouldn't be posting any huge ads, just a one or two line
thing
> > at the bottom and you would be participating in the group as well. Just
my
> > two cents worth :)
> >
> >
> > "Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
> > news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> > > On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> > > ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> > > ->And don't forget your friendly Atari Vendor either -
> > >
> > > Uh, well, ... you know, <grin> that's all well and good to say
> > > that we should remember the few Atari vendors who are still around,
> > > but you're overlooking something.... <sarcasm ON> How are we
> > > supposed to know who those few remaining Atari vendors are when
> > > they're not supposed to or not allowed to post their notices here!?
> > > Don't forget how much bandwidth the vendor-haters use up any time
> > > those few remaining Atari vendors post something! <sarcasm still
> > > on> (Not to mention how much complaining we have to put up with
> > > from certain people in third-world economies who "have to" download
> > > these boatloads of bandwidth, paying for every byte and bit of time
> > > [and wailing and moaning the whole time], so they can read this
> > > newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
> > >
> > > The time appears to have come for serious examination (again?) of
> > > the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> > > moderated? Let's face it, folks: It's getting late in the day for
> > > the Atari 8-bit platform. This should not be the time for the few
> > > remaining Atari 8-bit enthusiasts to have to try to create a new,
> > > moderated Usenet newsgroup. I say "try to" because my research

> > > into this issue a couple of years ago (for an entirely different
> > > subject field) showed that the trend during the last half-dozen
> > > years has been leaning more and more against successful creation of
> > > new newsgroups in the major heirarchies (such as "comp").
> > >
> > > Creating a new moderated Atari 8-bit newsgroup would probably be
> > > neither easy nor likely to succeed. However, to sum it up in one
> > > word, the situation on this newsgroup has become, well, disgusting.
> > > I haven't spoken up until now, but like Richard Nixon's famous
> > > "silent majority," I've been watching with diminishing patience.
> > > Circumstances have reached the point where dramatic action may be
> > > needed, and thus I raise the question about moving to a moderated
> > > group.
> > >
> > > One side in the pro-vendor vs. anti-vendor war has repeatedly
> > > been off-topic and annoyed the majority. That one side has posted
> > > irresponsible messages, used abusive language, or posted insults
> > > aimed at one of the few remaining vendors, or posted messages pre-
> > > tending to be somebody else, and/or doing all this with anonymized
> > > addresses. There's only one way to eliminate the "noise" factor on
> > > this newsgroup and limit it to on-topic, technical-related talk.
> > > (*Including* occasional commercial information or announcements of
> > > Atari 8-bit-related equipment for sale or trade.) That's to move
> > > to moderation.
> > >
> > > A moderated newsgroup would be a radical step. The questions we
> > > need to consider are (1) whether it's the best move? and (2) whether
> > > it's practical? Subsidiary issues include: (3) will there be enough
> > > message traffic during the next 5 to 10 years (or more) to justify
> > > all the work that would need to be done to TRY to push a newsgroup
> > > proposal thru the required Usenet red tape? and (4) who, if anybody,
> > > is willing to help chip in to do all that work required by the
> > > Usenet red tape rules? [Also: (5) can this group be changed to
> > > moderated status without going thru all the red tape for creating
> > > a new group? The answer is probably not, but if it's possible I
> > > suggest implementing it ASAP -- as soon as possible.]
> > >
> > > If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> > > know what this refers to unless you're a chessplayer) works here:
> > > Namely, that the THREAT of eliminating the troublemakers may be
> > > strong enough to cause them to think twice before they continue
> > > posting their tirades. If they do continue such postings, there
> > > will be no choice but for the majority to take action and move to a
> > > moderated Atari 8-bit newsgroup which (1) will allow ONLY the
> > > responsible postings; and (2) will be tolerant toward those few
> > > remaining Atari vendors.
> > > --
> > > >>>---<<<
> > > >>> david moeser -- erasmus39 on yahoo <<<
> > > >>> Censornati, Ohio - USA <<<

> > > >>>---<<<
> > > * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
> > >
> > > (Headers munged to foil spammers; real info in taglines)

7536. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 15:51:45 UTC
From: Ilmarinen <friednw@tcfreenet.org>
Message-ID: <au4n25$49ttv$1@ID-165389.news.dfncis.de>
Source record: 24657

What about the "Big Blue" thermal printer? I have one of those and with the appropriate ESCape codes, it will print the graphic character set, if I'm not mistaken?

"Luis Baeza" <lbaeza@usa.net> wrote in message news:c860ca33.0212201300.418003b3@posting.google.com...
> Hi There
>
> What ATARI printer was capable of printing the
> graphic character set?
>
> Yyou know, that characters that appeared when
> you hit [Ctrl] and [A] for instance
> (resulting on heart, spade, etc. characters)
>
> Regards

7537. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 15:58:29 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <cdlN9.33604$C06.7344@news.bellsouth.net>
Source record: 24658

When I first saw this message a number of cool possibilities came to mind.

The 800 is as good as your XL ever was. It won't run everything the XL does, but it is really close.

The 800 has FOUR joystick ports instead of just the two your XL has. This presents possibilities.

With those ports you have eight analog to digital converters and sixteen digitial input/ouput lines. Sounds like a hell of a combination home controller/alarm system/garage door opener/baby monitor/you name it. With those figures I can see an alarm which can sense up to 65536 doors or windows, and up to eight other thingy's which require finer control such as a coffee maker or a barometer or an anemometer, or a thermometer. You getting my drift?

This kind of project would be a lot of fun, teach you to program in basic (presumably), teach you how to solder, teach some hardware/electronics knowlege, be VERY easy to wire up, and be useful til' the Atari dies (which will be never). Remember that fellow that called the 800 a 'tank'? It is.

Regards,

Jeff

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message
news:Pine.GSO.4.51.0212211452130.7084@shell1...
> On Sat, 21 Dec 2002 at 10:35:38 -0500, "Son of man" (bcozier att
> bellsouth dott net) scribbled:
> ->You just can't replace these machines, they were fun way back then
> ->and they are still fun today. ... I pity the kids today who grow up
> ->playing ... all that violent stuff. Gimme star raiders or pengo or
> ->qbert or defender any day of the week.
>
> Amen!
> --
> >>>---<<<
> >>> david moeser -- erasmus39 on yahoo <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * ATARI -- Love it or leave it! *
>
> (Headers munged to foil spammers; real info in taglines)

7538. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:00:04 UTC
From: Technoid Mutant <technoid@nospam.30below.nospam.com>
Message-ID: <HelN9.33634$C06.2837@news.bellsouth.net>
Source record: 24659
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Hey Ben. Good to see you. I'm sorry some folks are mean to you on the list. Know that I and a lot of other people support you and are glad you are doing what you are. I and a fair majority of the others are glad to have you around.

Regards,

jeff

"Bravo Sierra Computers" <atari@aracnet.com> wrote in message news:Pine.LNX.4.44.0212190322410.14267-100000@shell1.aracnet.com...
> Hi, I'm Ben Smith of Bravo Sierra Computers. I sell Atari Computers and
> Atari Jaguar Games. The Great Communicator once said, "It's a Recession
> when It's in your Neighbor's back yard. But when It's in your back yard,
> it's a Depression!". Due to the Economy,Atari Business is extremely slow!
> Thanx to all those who have stood up to support me, FREE Speech and Atari
> Commerce in the face of Tyranny! Atari sales are really slow inspite of
> all the support I received in the Atari NewsGroups.Even with all the Talk.
> Those that supported me, I need to say, I really need your Business now!!
> To those that said they would buy from me or were planning to buy from me
> in the future. Now is the time! Take advantage of my Upcoming Atari after
> Christmas Sale! Help me make enough sales so I can pay Christmas Bills!
> E-Mail Atari@aracnet.com or call Ben 24HRs@(503)256-9974!I'm not asking a
> lot, I'm just trying to make a living and I'd like to earn your Business!
> http://www.aracnet.com/~atari/specials.htm Atari Holiday Sales Special!
>
> Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974!
> http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours!
>
> http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References!
> http://www.aracnet.com/~atari/jagsales.htm Jaguar Sales Web Page!
> http://www.aracnet.com/~atari/testing.htm My Test Standards.
>
> I've got a fast turnaround rate. Usually, Once I receive payment your
> order goes out the same day. My customers love the speedy service! I
> also have lots of Atari Reference Books. Which I can Mail by Book Rate!
>
> Please Direct all Replies Through E-Mail to: BenSells@Atari.org or
> Atari@aracnet.com. If you can't reach me, see my info at the Bottom!
>
> Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories &
References/
> Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or

at
> http://BenSells.Atari.org Catalogs can be attached to,Requested by &
Received
> Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please
Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at
(503)256-9974!!!
>

7539. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:00:12 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <VIlN9.12$OB5.1577@nsw.nnrp.telstra.net>
Source record: 24660
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Gregory D. George <abuse@tampabay.rr.com> wrote in message
news:3E049A20.2CB03F7E@tampabay.rr.com...
> Clockmeister wrote:
>
> > I just don't like the way he begs for business.
>
> So that gives you the right to berate him in public?
>

I find his begging spam annoying and as a member of the public I'm perfectly
entitled to express my opinion.

Regards,

Clockmeister.

7540. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:11:32 UTC
From: "Gregory D. George" <abuse@tampabay.rr.com>
Message-ID: <3E05E487.370F3FE6@tampabay.rr.com>
Source record: 24661
Cross-posted to:
rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.marketplace,alt.atari-jaguar.discussion

Clockmeister wrote:

> I find his begging spam annoying and as a member of the public I'm perfectly
> entitled to express my opinion.

Slander is not legal, and your posts are becoming very close (if not
already) slanderous.

Haven't you ever heard of the saying, "Live and let live?" or perhaps
"What goes around comes around?" Keep being a jerk and you'll get what
is coming to you.

--
Gregory D. George

Email me at: http://www.ataritimes.com/email

=-=-=-

7541. Re: Paging: Technoid Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:14:18 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <uxlN9.38132$vb3.1736754@news2.west.cox.net>
Source record: 24662

> I ran a Carina II from 1993? til January 1996 by the name of "Cheeze
Daddy's
> House of Funk".. The Internet killed the bbs. Not only mine either! ;-)

I vaguely remember that! LOL I think I saw the name here and there during that era. I think I might have even called it once or twice. If I remember right, you had quite a collection of downloads on your bbs, didn't you?

Yeah, those were the days! Yep, between the emerging internet and people switching to PCs, it sure killed the bbs arena... I guess even in the PC arena too! PC BBSes were really going strong then but I guess they have died out as well since then too.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7542. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:29:03 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <jLIN9.38271$vb3.1739833@news2.west.cox.net>
Source record: 24663

> What ATARI printer was capable of printing the
> graphic character set?

I know the 1025 doesn't because I have one those! :-) But if I remember right, I think that the 1027 might? I could be wrong, though... it's been awhile since I messed with my Atari stuff. I just mess around with my emulator for the moment. Maybe one of these days when I get a house and have a separate room I will set up an Atari once again! Nothing really takes the place of the real thing! :-)

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7543. Re: High aspect ratio Heatsink 8429

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 16:49:21 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <I2mN9.38464$vb3.1746367@news2.west.cox.net>
Source record: 24664

> Gawd. Post one tech article....
>
> These folks have a farming tool that combs Usenet for stuff like "SOLDER".
> LOL

Oh... is that how it works? I was wondering why there was a sudden rash of these ads... however they got here.. I wished they would go away!! It's amazing what they can or will do to post spam and ads nowadays!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7544. WTB: Raster Blaster

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 18:24:28 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <wrnN9.9545$B31.1261110@twister.socal.rr.com>
Source record: 24665

If anybody has an original copy of Raster Blaster (it's a pinball game)
they
are willing to sell, please write me at:

hughfalk@mindspring.com

Thanks,
Hugh

7545. WTB: These Epyx Games: The Nightware, New World, Vulcan's Isle

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 18:25:11 UTC
From: Hugh Falk <hughfalk@mindspring.com>
Message-ID: <bsnN9.9549$B31.1262381@twister.socal.rr.com>
Source record: 24666

Original disks/tapes only please, not copies:

Atari -- The Nightmare by Epyx.

Also:

Any platform -- New World (Epyx)
Any platform -- Escape From Vulcan's Isle (Epyx)

If you have any for sale or trade, please write me at:
hughfalk@mindspring.com

7546. Re: Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 19:12:54 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <W8oN9.1088$ka5.148416@newsread1.prod.itd.earthlink.net>
Source record: 24667

"machf" <no_me_j.machf@terra.com.pe> wrote in message
news:qola0vgg3hnso74p9ahjh6v21jlq5nu02l@4ax.com...
> On Sat, 21 Dec 2002 08:53:41 -0500, "Son of man" <bcozier@bellsouth.net>
wrote:
>
> >Just so you know, you can get a brand new sealed trakball from b&c
> >computervisions for $10 + about $8 shipping.
> >
> >I ordered two, I use one, which works flawlessly with missile command,
and I
> >have the other new sealed one stored away for the future. I wish I could
> >find a way to use it on the PC.
> >
> Thinkingthinkingthinking...
>
> Let's see... it works like a mouse, basically (an inverted mouse, that
is),
> so you'd have to make an adapter to connect it to the PC's serial port, or
> isn't that what you're looking for?

Actually the Atari Trackball and ST mouse aren't serial. They use a simple
scheme to encode switch closures as direction. The Atari Driving Controler
is like that too, but it is a single knob/paddle type controller.

It could probably be sampled with an IBM printer port.

7547. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 21:39:05 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <ZhqN9.39982$vb3.1847309@news2.west.cox.net>
Source record: 24668

> but we're getting off-topic here..oh yes i've been playing with
> 'Stella' lately. best Atari emulator I've messed around with. i
> especially like 'Gorf', but my favorite to this day is
> 'Adventure'..ha...i just say the box cover of that old thing and the
> actual game looks just as good as the cover :)

Yeah, Stella is OK... but it does not have full screen mode... or it doesn't for me. So I use PCAE more often than not and I get full screen there and it's pretty cool! If a game doesn't work there, then I try it in Stella and it usually works.

Now that I made a cable for LPTJoy, I can use an Atari-style joystick to play my games either in PCAE or Atari800Win and it's great! I have been wanting to do this for quite some time now since I don't like the Gravis Gamepad. But the one I have been looking at required a resistor or two and I don't know how to identify them or maybe I could have found some around here. So I just put that on the back burner. Then after getting the latest version of Atari800Win, it mentioned this LPTJoy (I think I might have seen it before, though) and it is really simple to put together, especially if you can solder only a little bit like me!. :-) I am not great at soldering but I still managed to get the job done! It only uses 7 wires so you can use any parallel cable and get a 9-pin connector and splice it in at one end.. unless you can find a cable that has a 9-pin on the other end. The only problem is you still have to get the lines in the right order so you would probably have to cut off the 9-pin end and re-wire and splice it back up. You would need a voltmeter or such to do this, though. I used a custom RS232 cable myself that had been used with an MIO. It had connectors on the end that you could just open up and make your changes. Maybe B&C or Best Electronics, etc, has some RS232 cables which could be used to make one of these. Anyways, if you or anyone else is looking to hook up a joystick to their PC, then I recommend this! It's great and easy to hookup and get it running!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7548. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 21:49:00 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <grqN9.40036$vb3.1850853@news2.west.cox.net>
Source record: 24669

> Umm, all ataris have that switch. You have one too. I'm sure. Like, you
> HAVE TO HAVE ONE. It is the LAW.
>
> It should be a recessed thingy in back. You'll need a pen or a paperclip
or
> something to move the switch. Kinda like the drive select switches on an
> Atari drive except there is only on and it is smaller.
>
> Regards,
>
> Jeff

Ummm, I think I am talking about the video din plug... not the RF (2-3
channel) switch.

7549. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 22:10:09 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <5LqN9.40177$vb3.1859797@news2.west.cox.net>
Source record: 24671

> Well, I upgraded my 600XL internally to 64KB ! So is there a way to
> upgrade it to more Ram (e.g. 256KB) ???

You can do that... or you can do anything else you want to it!! Including adding a din plug so you can connect it to a monitor or TV with a better picture output instead of that crappy RF cable you are using! LOL

Just a note: As far as I know, 600XL is exactly like an 800XL as far as the motherboard goes. There were only a few minor differences between them... 16k instead of the 64k and, of course, which I was reminded of, the video din plug. I think that is it?

So, as far as I know, you can do any mod to it that can be done to an 800XL. As I mentioned before, there are video mods to produce crisper output and there is even an S-Video mod too! Then there is the double Pokey mod so you have 8 channels to play with instead of the 4. And there are several kinds of OS mods like Ominimon/view and others which I can't recall right now but most of these are probably more for a techie kind of person.

Then there is the ram upgrades, ranging from 256k to 4megs (or maybe even more now?). These are for the purpose of acting as ramdisks or data storage for your programs. Unfortunately, they will not give you anymore memory for BASIC than what you currently have. These are usually memory that is added on a separate board and then tied into the main board. They don't replace the ones you put on the main board.

Hope this helps...

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7550. Re: I�m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 22:15:35 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <bQqN9.40213$vb3.1861811@news2.west.cox.net>
Source record: 24672

Let me clarify what has happened here...

He mentioned problems with his video. I mentioned switching over to using a monitor cable then somebody reminded me, though, that the 600XL doesn't have a video (monitor) din plug. However, I think, that one can easily be put in... right? I think that the circuitry is still there... just missing the connector?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7551. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 22:32:17 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <R3rN9.40345$vb3.1869034@news2.west.cox.net>
Source record: 24673

"Thomas Havemeister" <twh1@gmx.de> wrote in message

> also what's about allocating the extended memory above the 64kB
> border?

I think that would be possible by means of a ramdisk and bank switching. There have been one or more games made based on using ramdisk memory. I have such a game but I don't remember the name of it right off hand.

I can't answer your question on CC65 since I am not a programmer so I will let someone else answer that part for you. If you can get his attention, Tom Hunt would be a person to talk to about this language. If I remember right, he seemed to be pretty heavily involved in it at one time and maybe still is?

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7552. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 22:45:50 UTC
From: Slor <slor@comcast.net>
Message-ID: <au5fat$4luq6$1@ID-164868.news.dfncis.de>
Source record: 24674

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:d9dd0vsnifou00mnml4dv1c79q8insvij9@4ax.com...
> Howdy *.*!
>
> Since there is a new version of CC65 I'm getting more curious, because
> the people working on this project are quite busy. In fact, this are
> good news to me, and it's time to have a look on this programming
> package. I watched the portable tetris clone converted by carsten and
> it's not very impressive to me.
>
> now my question: is it possible to do more atari specific things
> through C - style programming, without being too near to machine
> coding? what's about all those technical stuff e.g. dli, vbi and so
> on?
>
> General, is it possible to write more complex stuff like games, demos
> or applications with cc65?
>
> also what's about allocating the extended memory above the 64kB
> border?
>
> -twh@home
>
> --
> Oldskool foreva! <esc>:wq!

Where is the official place to get the latest version of CC65? I've seen a couple different flavors of it floating around, but I wasn't sure if there is one that is considered THE one to use...

Thanks
Slor

7553. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-22 23:41:39 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <T4sN9.40823$vb3.1895801@news2.west.cox.net>
Source record: 24675

> Where is the official place to get the latest version of CC65? I've seen
a
> couple different flavors of it floating around, but I wasn't sure if there
> is one that is considered THE one to use...
>
> Thanks
> Slor
>

http://www.cc65.org/

7554. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 00:12:37 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <ngsN9.17679$0v3.14181@news.bellsouth.net>
Source record: 24676

```
"RoyalHeart" <royalheart@barnwellsc.com> wrote in message
news:3E00FBBC.C1B50248@barnwellsc.com...
> Stellijer wrote:
>
> > "RoyalHeart" <royalheart@barnwellsc.com> wrote in message
> > news:3DF9470E.B7B1929A@barnwellsc.com...
> >
> > > I've used PC Xformer and XL_It! for a couple of years, and
> > > they've worked fairly well, but then I discovered Atari800Win
> > > (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> > > the only one I use now. It emulates the 400/800, XL, and XE
> > > series. It emulates various RAM upgrades for the XL and XE
> > > systems, up to 1088K on the XE. The current version, verified 12
> > > Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> > > I've been using it for a few months now).
> >
> > Thanks... however... that link you gave is a dead link!
> >
> > Have an update?
>
> Yep: http://atariarea.nostalgia.pl/PLus/downloads_us.htm
>
> The other link DID work when I posted it...oh well.
>
> RoyalHeart
>
> Overworked and underpaid. I'll help others when I have the time...and can
afford
> it.

Thanks! I owe you one! ;-)
```

7555. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 00:14:15 UTC
From: Stellijer <howapropos@hotmail.nospam.com>
Message-ID: <WhsN9.17710$0v3.16463@news.bellsouth.net>
Source record: 24677

Thanks for all the great info!!!

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:0ieqta-71f.ln@speaker.rodsbooks.com...
> In article <HUVL9.41287$6z5.40287@news.bellsouth.net>,
> "Stellijer" <howapropos@hotmail.nospam.com> writes:
> >
> > While I'm at it... you mention disk images. For starters, where do I
get
> > them?
>
> The best place I know of to find Atari 8-bit disk images is:
>
> http://www.newbreedsoftware.com/xlsearch/
>
> > Also... I have myriad A800 floppies with software and games. Is
> > there a way to use THOSE? To somehow load them from the Atari floppy to
the
> > PC?
>
> Possibly. This section of the FAQ covers the question:
>
> http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html
>
> It's usually possible to read SS/DD disks, but other formats are
> trickier. If you've got a working Atari disk drive, you can also connect
> it to a PC using a variant on the SIO2PC cable (see
> http://www.tcainternet.com/wa5bdu/sio2pc.htm), called the 1040-2-PC. Of
> course, if it's standard software and not personal data or software
> you've written, you can probably find it in the archives.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

7556. Re: Sinplop needs to get a life!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 00:58:08 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E0689E3.FFE65AD5@rogers.com>
Source record: 24678
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace,alt.atari-jaguar.discussion

Steve Sweet wrote:

> Why its Sinclap
>
> <sinclap@yahoo.com> wrote in message
> news:27ff51c3.0212210913.6c54819c@posting.google.com...
> > Many people here must be unemployed here with nothing better else to
> > do. It's a syndrome around here. "If I am going to have a rotten
> > Christmas with no money for family" than Ben is going to suffer
> > financially as well. Ring a bell CHUNK"S & partner?
>
> The grammatical construction of this reply suggests that this reply
> originated from some kind of string generator/random reply parser. I wonder
> is Sinclap isn't actually a lonely computer just trawling news groups
> spooling out its dribble, i suppose it could also be the work of the fabled
> infinite number of monkeys taking time of from the complete works of
> Shakespeare...
>
> Ben is almost as brain damaged as Sinclap, maybe they share a similar head
> injury.
>

Methinks you've lowered the level of those who are brain damaged, not to mention ben down quite a bit. It's more like likely that Sinplop's self inportance is a figment of his demented imagination. As for sinplop being a computer? if he is, they left out the spelling checker (Hukt on fonix werkt for sinplop). Theres several late night 7-11 clerks who can attest that sinplop is indeed human (only just) albeit one who's both malodourous and bizarre. Perhaps we should just go back to laughing at his pitiful attempts at trolling until the psychiatrist finally gets the diagnosis right and sets him up with the correct dosage.

7557. Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 02:11:28 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <LbuN9.40364$C06.25922@news.bellsouth.net>
Source record: 24679

Hi, I would like to know if there is/was any memory upgrade available for the Atari 800 that would allow it to run XE compatible software, say for instance Basic XE or other XE specific games/software?

7558. Microport XL Construction

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 02:12:26 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0212221812.768038dd@posting.google.com>
Source record: 24680

Anyone had any experience with this ? I purchased the board from Best and hoping to build the burner, am collecting the necessary components. Armed only with curiousity and courage, any help would be appreciated. Tks

ron

7559. Hey guys look what I found on google

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 02:50:40 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <oCuN9.20109$0v3.6585@news.bellsouth.net>
Source record: 24681

Did anyone here ever get it?

http://groups.google.com/groups?selm=115%40holin.ATT.COM&oe=UTF-8&output=gpl
ain

Just saw this on a BBS (Network Express 512-662-9765) and thought
it might be of interest.

Date: September 09, 1988
From: DataQue Software
P.O. Box 134
Ontario, OH 44862

To: All Atari 8-bit Developers, Users and Supportive Organizations

Re: Turbo Power without getting Burned!

***** PRESS RELEASE *****

There have been many mentions in the almost decade since the original
Atari 400/800 Personal Computers hit the dealers shelves about there
being a future upgrade to meet the user's needs, and new and more
challenging applications. Finally that upgrade is available.......
The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which
was co-designed by Ron Shue, and Chuck Steinman. This upgrade will
be available in two forms. There will be a replacement CPU board for
the original 400/800 Computer system, and a plug in module for the
XL/XE series. In either case, there usually is no need for any
modifications to the existing hardware. The only exception to this
is with XL/XE systems which have their CPU soldered in place, which
will require the removal of the existing CPU, and the addition of
a standard 40 pin I.C. socket is suggested. Also included is the
Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the
computer, but also break the 64k memory barrier of the existing
systems. Not with the awkward paged memory, but with a fully linear
decoded address space of up to 16 megabytes. Benchmarks have put the
Turbo-816 into a performance range ABOVE many of the 'other" PCs/!!
Special memory boards will be available to take advantage of the new
extended addressing range. These will be mounted internal to the
computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature..... While adding all this power and all this expanded addressing, the Turbo-816 for the Atari 8-bit computer systems will maintain compatibility with most currently available commercial and user written software. Using the Turbo-816 even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-CPU which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

1) a real-time multi-tasking operating system kernal
2) a new assembler-editor-debugger package which supports the new assembly level instructions and addressing modes
3) a new BASIC which will speed past the fastest of the current BASICs for the 8-bit machines
4) a new K&R compatible C development package
5) a new Turbo-GOS operating system (graphical based)
6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988
For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-800
P.O. Box 134
Ontario, OH 44862

7560. Re: Atari 400/800 emulators for PC - getting them to work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 03:33:38 UTC
From: RoyalHeart <royalheart@barnwellsc.com>
Message-ID: <3E068412.8F2A923A@barnwellsc.com>
Source record: 24682

Stellijer wrote:

> "RoyalHeart" <royalheart@barnwellsc.com> wrote in message
> news:3E00FBBC.C1B50248@barnwellsc.com...
> > Stellijer wrote:
> >
> > > "RoyalHeart" <royalheart@barnwellsc.com> wrote in message
> > > news:3DF9470E.B7B1929A@barnwellsc.com...
> > >
> > > > I've used PC Xformer and XL_It! for a couple of years, and
> > > > they've worked fairly well, but then I discovered Atari800Win
> > > > (http://www.a800win.atari-area.prv.pl/). It works Great!! It is
> > > > the only one I use now. It emulates the 400/800, XL, and XE
> > > > series. It emulates various RAM upgrades for the XL and XE
> > > > systems, up to 1088K on the XE. The current version, verified 12
> > > > Dec., is Atari800Win PLus 3.1 (which I have; no problems yet;
> > > > I've been using it for a few months now).
> > >
> > > Thanks... however... that link you gave is a dead link!
> > >
> > > Have an update?
> >
> > Yep: http://atariarea.nostalgia.pl/PLus/downloads_us.htm
> >
> > The other link DID work when I posted it...oh well.
> >
> > RoyalHeart
> >
> > Overworked and underpaid. I'll help others when I have the time...and can
> afford
> > it.
>
> Thanks! I owe you one! ;-)

You're Welcome. And no charge. ;-)

Merry Xmas!!

RoyalHeart

Overworked and underpaid. I'll help others when I have the time...and can afford
it.

7561. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 05:40:50 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212222140.28ee9a3d@posting.google.com>
Source record: 24683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1040556497.17266.3@despina.uk.clara.net>...
> Hi
>
> "James Kent Tope, II" <jkt@ij.net> wrote in message
> news:atmba9$2pe9$1@news1.ij.net...
>
> > There is a disgruntled customer out there making lude comments about
> > the owner of Bravo Sierra Computers, Ben Smith. The person who is doing
> this
> > to Ben began doing it using his regular log-in name. Then, after Ben
> > complained, the person continued to do this under an anonymous log-in.
> Also,
> > he was setting up his news posts to make it look like Ben had participated
> > in some of the writings. He did not. Ben Smith is an honest, fair
> > businessman who is being unfairly treated in the newsgroups
> > comp.sys.atari.8bit and comp.sys.atari.st.
>
> He's a brain-damaged spamming moron...

Whats the matter stevey, mommy did not properly potty train you?

This board is starting to slow down, any sources for purchasing Atari
wares should not be discouraged.

Stevey boy...you do not own this board...

>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

7562. Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 06:54:26 UTC
From: Slor <slor@comcast.net>
Message-ID: <au6bv1$4oc5h$1@ID-164868.news.dfncis.de>
Source record: 24684

I'm sure this has been discussed here before, and I know I've seen the info before somewherer, but I cannot seem to track it down... What is a reliable program for reading Atari disks in a PC disk drive? I need to generate .ATRs from a few disks that are laying around, and I don't currently have an Atari drive available.

thanks
Slor

7563. CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 07:06:28 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <d9dd0vsnifou00mnml4dv1c79q8insvij9@4ax.com>
Source record: 24670

Howdy *.*!

Since there is a new version of CC65 I'm getting more curious, because the people working on this project are quite busy. In fact, this are good news to me, and it's time to have a look on this programming package. I watched the portable tetris clone converted by carsten and it's not very impressive to me.

now my question: is it possible to do more atari specific things through C - style programming, without being too near to machine coding? what's about all those technical stuff e.g. dli, vbi and so on?

General, is it possible to write more complex stuff like games, demos or applications with cc65?

also what's about allocating the extended memory above the 64kB border?

-twh@home

--
Oldskool foreva! <esc>:wq!

7564. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 07:09:26 UTC
From: Slor <slor@comcast.net>
Message-ID: <au6cr4$4kj26$1@ID-164868.news.dfncis.de>
Source record: 24685

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:T4sN9.40823$vb3.1895801@news2.west.cox.net...
> > Where is the official place to get the latest version of CC65? I've
seen
> a
> > couple different flavors of it floating around, but I wasn't sure if
there
> > is one that is considered THE one to use...
> >
> > Thanks
> > Slor
> >
>
> http://www.cc65.org/
>
>
>

Thanks. Does anyone have any working graphics samples for Atari? The current author seems to be fairly geared towards Commodore programs, and I could only build text samples for Atari.

Slor

7565. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 07:11:22 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <uGyN9.2060$ka5.241579@newsread1.prod.itd.earthlink.net>
Source record: 24686

"Thomas Havemeister" <twh1@gmx.de> wrote in message
news:d9dd0vsnifou00mnml4dv1c79q8insvij9@4ax.com...
<snip>
> General, is it possible to write more complex stuff like games, demos
> or applications with cc65?

IMO it depends on the application. If you were to write a RPG for instance,
the file handling and data structures of C would be a better choice then
BASIC or ASM.

7566. Re: Microport XL Construction

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 07:22:06 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <yQyN9.2063$ka5.242958@newsread1.prod.itd.earthlink.net>
Source record: 24687

"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0212221812.768038dd@posting.google.com...
> Anyone had any experience with this ? I purchased the board from Best
> and hoping to build the burner, am collecting the necessary
> components. Armed only with curiousity and courage, any help would be
> appreciated. Tks

I seem to recall there was a mistake in the documentation. Something like
pin 21 is labled pin 23 or something so be careful looking it over.

Other then that it worked well for a few projects I did. I never built the
programmer and another foggy memory is that may have been for 21V PP
devices. At any rate 21V devices are hard to find so if it does specify I
would switch to 12.5V devices.

7567. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 08:30:40 UTC
From: Michael and Nicole Freeman <nameerf@flash.net>
Message-ID: <BA2C184E.28BDD%nameerf@flash.net>
Source record: 24688
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:

> This board is starting to slow down, any sources for purchasing Atari
> wares should not be discouraged.

Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
actually agree with one of his posts! I hope he keeps this up!

Mike Freeman
nameerf@flash.net

7568. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 10:24:51 UTC
From: retroman@bluemail.ch
Message-ID: <55a0ae1e.0212230224.46de1f7e@posting.google.com>
Source record: 24690

I got that DIN Plug, since I have a PAL machine ;-) But it woni¿½t give
me any output here :-(

cheers ..... RM

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:<bQqN9.40213$vb3.1861811@news2.west.cox.net>...
> Let me clarify what has happened here...
>
> He mentioned problems with his video. I mentioned switching over to using a
> monitor cable then somebody reminded me, though, that the 600XL doesn't have
> a video (monitor) din plug. However, I think, that one can easily be put
> in... right? I think that the circuitry is still there... just missing the
> connector?
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *

7569. Re: Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 12:15:30 UTC
From: Daniel Miller <daniel@mediakingx.com>
Message-ID: <3E06FE62.2A26773A@mediakingx.com>
Source record: 24691

Son of man wrote:

> Hi, I would like to know if there is/was any memory upgrade available for
> the Atari 800 that would allow it to run XE compatible software, say for
> instance Basic XE or other XE specific games/software?

I don't think you will find anything like that. I have 64K in my Atari 800, so it is the same amount of memory as your average 800 XL or 65 XE, but the configuration of the RAM is different I believe, ie. on the later models it is "the RAM under the ROM."

To me it never seemed like they made any great technical advances with the later models. They had more memory standard, yes, but the processor speed was the same and the graphics weren't much better, and there was still no true 80 column mode.

Now if they had gone for a modular design concept, like Jeri Elsworth is working on right now with the Commodore One, that would have been a remarkable advance.

7570. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 12:18:10 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <NLCcnfv8r5NRY5ujXTWcpA@comcast.com>
Source record: 24692

I'm pretty sure you have to use a real Atari drive connected to a PC using a SIO2PC (or a variety of) and software to transfer the disk content to the PC.

Dominik

"Slor" <slor@comcast.net> wrote in message news:au6bv1$4oc5h$1@ID-164868.news.dfncis.de...
> I'm sure this has been discussed here before, and I know I've seen the info
> before somewherer, but I cannot seem to track it down... What is a reliable
> program for reading Atari disks in a PC disk drive? I need to generate
> .ATRs from a few disks that are laying around, and I don't currently have an
> Atari drive available.
>
> thanks
> Slor
>
>

7571. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 12:24:17 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0212230424.142399ae@posting.google.com>
Source record: 24693

OK I got nothing clear so far....

Did the ATARI 1027 printed the character graphics set?
Did the ATARI 1025 printed the character graphics set?
Did ANY oh the ATARI printers printed the character graphics set?

Still wondering...

Luis @ EOW

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:<jLlN9.38271$vb3.1739833@news2.west.cox.net>...
> > What ATARI printer was capable of printing the
> > graphic character set?
>
> I know the 1025 doesn't because I have one those! :-) But if I remember
> right, I think that the 1027 might? I could be wrong, though... it's been
> awhile since I messed with my Atari stuff. I just mess around with my
> emulator for the moment. Maybe one of these days when I get a house and
> have a separate room I will set up an Atari once again! Nothing really
> takes the place of the real thing! :-)
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *

7572. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 15:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ge97ua-pv6.ln@speaker.rodsbooks.com>
Source record: 24694

In article <NLCcnfv8r5NRY5ujXTWcpA@comcast.com>,
"Dominik" <zdominik@netzero.nospam> writes:
>
> "Slor" <slor@comcast.net> wrote in message
> news:au6bv1$4oc5h$1@ID-164868.news.dfncis.de...
>> I'm sure this has been discussed here before, and I know I've seen the info
>> before somewherer, but I cannot seem to track it down... What is a reliable
>> program for reading Atari disks in a PC disk drive? I need to generate
>> .ATRs from a few disks that are laying around, and I don't currently have an
>> Atari drive available.
>>
> I'm pretty sure you have to use a real Atari drive connected to a PC using a
> SIO2PC (or a variety of) and software to transfer the disk content to the
> PC.

Fortunately you're wrong. This question is addressed in the FAQ:

http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html

In brief, there are about half a dozen programs available that'll do the
job for at least some disk formats. The easiest to read are 180KB (double
density) disks. 90KB (single density) disks can also be read. I don't know
of any way to extract data from "enhanced" density disks (as created by
the 1050 disk drive, for instance).

Of course, for any of these utilities to work you need a 5.25-inch floppy
drive for the PC. Reading should work with either 360KB or 1.2MB drives,
but writing from a 1.2MB drive is iffy.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7573. Re: Do we need a moderated newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 15:56:45 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212230756.16050924@posting.google.com>
Source record: 24695

```
i forgot. :o)

"Ilmarinen" <friednw@tcfreenet.org> wrote in message
news:<au4m6m$4dgh1$1@ID-165389.news.dfncis.de>...
> And that would be? Or did I miss something? :)
>
>
>
> "rtdos" <rtdos@yahoo.com> wrote in message
> news:845192d9.0212020712.22bca866@posting.google.com...
> > another really good idea. i've got one just as good.
> >
> > "Ilmarinen" <friednw@tcfreenet.org> wrote in message
> news:<aserea$qepdk$1@ID-165389.news.dfncis.de>...
> > > Just a simple suggestion that may help in all these ad posting
> wars......
> > > What about just adding a signature, like so many have here, to the
> postings?
> > > That way you wouldn't be posting any huge ads, just a one or two line
> thing
> > > at the bottom and you would be participating in the group as well. Just
> my
> > > two cents worth :)
> > >
> > >
> > > "Dr. Fossil" <erasmus@tempests.and.teapots> wrote in message
> > > news:Pine.GSO.4.50.0212011527310.10775-100000@shell1...
> > > > On 1 Dec 2002 at 06:39:33 -0800, "Lee" of deja dot com scribbled:
> > > > ->I called 3M Diskette Hotline ... 1-800-328-9438. ...
> > > > ->And don't forget your friendly Atari Vendor either -
> > > >
> > > > Uh, well, ... you know, <grin> that's all well and good to say
> > > > that we should remember the few Atari vendors who are still around,
> > > > but you're overlooking something.... <sarcasm ON> How are we
> > > > supposed to know who those few remaining Atari vendors are when
> > > > they're not supposed to or not allowed to post their notices here!?
> > > > Don't forget how much bandwidth the vendor-haters use up any time
> > > > those few remaining Atari vendors post something! <sarcasm still
> > > > on> (Not to mention how much complaining we have to put up with
> > > > from certain people in third-world economies who "have to" download
> > > > these boatloads of bandwidth, paying for every byte and bit of time
> > > > [and wailing and moaning the whole time], so they can read this
> > > > newsgroup on their Atari 400 or 600 XE.) <sarcasm OFF>
> > > >
```

> > > > The time appears to have come for serious examination (again?) of
> > > > the moderation issue. Do we need a new Atari 8-bit newsgroup that's
> > > > moderated? Let's face it, folks: It's getting late in the day for
> > > > the Atari 8-bit platform. This should not be the time for the few
> > > > remaining Atari 8-bit enthusiasts to have to try to create a new,
> > > > moderated Usenet newsgroup. I say "try to" because my research
> > > > into this issue a couple of years ago (for an entirely different
> > > > subject field) showed that the trend during the last half-dozen
> > > > years has been leaning more and more against successful creation of
> > > > new newsgroups in the major heirarchies (such as "comp").
> > > >
> > > > Creating a new moderated Atari 8-bit newsgroup would probably be
> > > > neither easy nor likely to succeed. However, to sum it up in one
> > > > word, the situation on this newsgroup has become, well, disgusting.
> > > > I haven't spoken up until now, but like Richard Nixon's famous
> > > > "silent majority," I've been watching with diminishing patience.
> > > > Circumstances have reached the point where dramatic action may be
> > > > needed, and thus I raise the question about moving to a moderated
> > > > group.
> > > >
> > > > One side in the pro-vendor vs. anti-vendor war has repeatedly
> > > > been off-topic and annoyed the majority. That one side has posted
> > > > irresponsible messages, used abusive language, or posted insults
> > > > aimed at one of the few remaining vendors, or posted messages pre-
> > > > tending to be somebody else, and/or doing all this with anonymized
> > > > addresses. There's only one way to eliminate the "noise" factor on
> > > > this newsgroup and limit it to on-topic, technical-related talk.
> > > > (*Including* occasional commercial information or announcements of
> > > > Atari 8-bit-related equipment for sale or trade.) That's to move
> > > > to moderation.
> > > >
> > > > A moderated newsgroup would be a radical step. The questions we
> > > > need to consider are (1) whether it's the best move? and (2) whether
> > > > it's practical? Subsidiary issues include: (3) will there be enough
> > > > message traffic during the next 5 to 10 years (or more) to justify
> > > > all the work that would need to be done to TRY to push a newsgroup
> > > > proposal thru the required Usenet red tape? and (4) who, if anybody,
> > > > is willing to help chip in to do all that work required by the
> > > > Usenet red tape rules? [Also: (5) can this group be changed to
> > > > moderated status without going thru all the red tape for creating
> > > > a new group? The answer is probably not, but if it's possible I
> > > > suggest implementing it ASAP -- as soon as possible.]
> > > >
> > > > If nothing else, let's hope that the "Nimzovitch Rule" (you won't
> > > > know what this refers to unless you're a chessplayer) works here:
> > > > Namely, that the THREAT of eliminating the troublemakers may be
> > > > strong enough to cause them to think twice before they continue
> > > > posting their tirades. If they do continue such postings, there
> > > > will be no choice but for the majority to take action and move to a
> > > > moderated Atari 8-bit newsgroup which (1) will allow ONLY the

> > > > responsible postings; and (2) will be tolerant toward those few
> > > > remaining Atari vendors.
> > > > --
> > > > >>>---<<<
> > > > >>> david moeser -- erasmus39 on yahoo <<<
> > > > >>> Censornati, Ohio - USA <<<
> > > > >>>---<<<
> > > > * An Atari 8-Bitter Since 1982 (or was it 2082?!) *
> > > >
> > > > (Headers munged to foil spammers; real info in taglines)

7574. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 17:11:47 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <au7g4q$kg0$1@galileo.ticon.net>
Source record: 24696

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:9k90ua-i8q.ln@speaker.rodsbooks.com...
> Unfortunately, many older BASICs, including Atari's, rely heavily upon
> GOTO for program flow control. This is evil.

Of course, this is also the way assembly/machine language is, which is really
the best way to program CPU's like the 6502.

--
David Pochron dpoch@ticon.net

7575. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 17:22:41 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <au7gp7lma1@galileo.ticon.net>
Source record: 24597

"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:YK1N9.25136$vb3.1369212@news2.west.cox.net...
> That is so true and so sad that games have come down to violence, being
gory
> and sickening, etc. Where is there a game that *doesn't* have violence,
> etc, in it??

I really don't think this is true. The hottest selling games are those like
The Sims that have no violence at all. A lot of the other popular games are
3D platformers like Star Fox that make up the bulk of sales on the consoles.
I would be very surprised if the really gory games even added up to 10% of
the total computer & videogame sales worldwide.

In any case, I don't really worry about violence in videogames as most people
know it's not real anyhow. I like the first/third-person shooters as much as
I like strategy, role-playing, and simulations. It's all about open-ended
gameplay; GTA3 succeeds because it is open-ended, not because of the
violence.

--
David Pochron dpoch@ticon.net

7576. Battery charger?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 17:38:59 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <au7hqqnel1@galileo.ticon.net>
Source record: 24598

"Technoid Mutant" <technoid@nospam.30below.nospam.com> wrote in message news:cdlN9.33604$C06.7344@news.bellsouth.net...
> With those ports you have eight analog to digital converters and sixteen
> digitial input/ouput lines.

Has anyone ever built a NiMH charger out of an Atari? I thought about doing this a few months ago and am now thinking about doing it again since the charger I bought doesn't sense battery fullness very well. Of course an external PS would be needed to do the actual charging but I was thinking the joystick ports could be used to control and sense when the battery is fully charged. However, by default the A/D converters can only be read 60 times a second and I don't know if this is fast enough to detect the spike in voltage when a battery reaches full charge. (Most commercial and kit chargers use 4 Mhz microcontrollers w/ A/D converters built in.) I vaguely remember there being a "fast charge mode" in Pokey that would cause the A/D capacitors charge at a faster rate and therefore get a faster sampling rate but it's all very foggy right now.

--
David Pochron dpoch@ticon.net

7577. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 17:50:49 UTC
From: Thomas Havemeister <twh1@gmx.de>
Message-ID: <o2je0vk78lndgphp1hgjp1mkci12ehrske@4ax.com>
Source record: 24689

On Mon, 23 Dec 2002 02:09:26 -0500, "Slor" <slor@comcast.net> wrote:

>Thanks. Does anyone have any working graphics samples for Atari? The
>current author seems to be fairly geared towards Commodore programs, and I
>could only build text samples for Atari.

Well I think a graphics library for atari is still on the todo list.
They think about an "bgi-like" portable, platform independet driver.
But this isn't really usefull, because it would'nt unleash the full
power of the atari custom chips.

-twh@home

--
Oldskool foreva! <esc>:wq!

7578. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 17:56:04 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e074dee.4154083@news>
Source record: 24599

lbaeza@usa.net (Luis Baeza):
>OK I got nothing clear so far....
>
>Did the ATARI 1027 printed the character graphics set?

Well, I can say that the 1027 didn't print the graphics, since it is an
impact printer and doesn't have the graphics characters.

>Did the ATARI 1025 printed the character graphics set?
>Did ANY oh the ATARI printers printed the character graphics set?

Sorry no experience with these printers...

Shawn Jefferson
(fix reply to for email)

7579. Re: Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 18:29:44 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <bcle0vcom0cmte4t2mcq0coateo1e2qcmr@4ax.com>
Source record: 24600

On Sun, 22 Dec 2002 19:12:54 GMT, "richard cortese" <ricortes@earthlink.net>
wrote:

>"machf" <no_me_j.machf@terra.com.pe> wrote in message
>news:qola0vgg3hnso74p9ahjh6v21jlq5nu02l@4ax.com...
>> On Sat, 21 Dec 2002 08:53:41 -0500, "Son of man" <bcozier@bellsouth.net>
>wrote:
>>
>> >Just so you know, you can get a brand new sealed trakball from b&c
>> >computervisions for $10 + about $8 shipping.
>> >
>> >I ordered two, I use one, which works flawlessly with missile command,
>and I
>> >have the other new sealed one stored away for the future. I wish I could
>> >find a way to use it on the PC.
>> >
>> Thinkingthinkingthinking...
>>
>> Let's see... it works like a mouse, basically (an inverted mouse, that
>is),
>> so you'd have to make an adapter to connect it to the PC's serial port, or
>> isn't that what you're looking for?
>
>Actually the Atari Trackball and ST mouse aren't serial. They use a simple
>scheme to encode switch closures as direction. The Atari Driving Controler
>is like that too, but it is a single knob/paddle type controller.
>
I know. The said adapter would need to do a lot of work, and it's more practical
to just buy a PC trackball...

>It could probably be sampled with an IBM printer port.
>

--
__________ ____---____ Marco Antonio Checa Funcke
_________D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7580. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 19:52:53 UTC
From: shawnjefferson@shaw.caREMOVEPLS
Message-ID: <3e084ec4.4368104@news>
Source record: 24601

Thomas Havemeister <twh1@gmx.de>:

>now my question: is it possible to do more atari specific things
>through C - style programming, without being too near to machine
>coding? what's about all those technical stuff e.g. dli, vbi and so
>on?

Yes, it is possible to do Atari specific things with cc65 quite easily.
You can mix asm with c functions so you could write the vbi and dli
routines in asm and link that to your c program.

For utilities where speed and memory usage isn't critical, programming in C
would be much easier and faster than in pure asm. You can always hand
optimize the code that cc65 produces to get more speed or space out of a
critical routine after the program is working.

>General, is it possible to write more complex stuff like games, demos
>or applications with cc65?

I think it would be possible to write complex stuff with a combination of C
and asm functions. Your game logic could probably be in C, and your
graphics routines, VBI and DLIs in hand-crafted assembly, I imagine.

>also what's about allocating the extended memory above the 64kB
>border?

That is also very easy with cc65. I've written a few little routines to
swap in the extra memory for storage space. The cc65 guys are working on a
cross platfrom extended memory API right now, but I don't think there is an
implementation for the Atari yet. The same issues exist with cc65 as with
any program that accesses extended memory: no interrupts in the extended
memory space or turn them off, you have to watch that your code or data is
not swapped out, etc...

As for graphics routines, there is also a BGI-like API being worked on, but
I don't think anyone has stepped up to the plate to tackle the Atari
implementation yet. I've been working on and off on my own graphics
routines that would only be applicable to the Atari generally.

Did I mention it is fun programming for the old Atari, and that the guys
over at cc65 mailing list are very helpful? What more do you want? ;)

Shawn Jefferson
(fix reply to for email)

7581. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 20:11:30 UTC
From: Clockmeister <gerryvdb@tnet.com.au>
Message-ID: <h7KN9.8$hY5.195@nsw.nnrp.telstra.net>
Source record: 24602
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Michael and Nicole Freeman <nameerf@flash.net> wrote in message
news:BA2C184E.28BDD%nameerf@flash.net...
> in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
> sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:
>
> > This board is starting to slow down, any sources for purchasing Atari
> > wares should not be discouraged.
>
> Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> actually agree with one of his posts! I hope he keeps this up!
>

If people stop posting then Sinclap will have nothing to do...

Serving his own interests really.

Regards,

Clockmeister.

7582. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 21:16:56 UTC
From: Slor <slor@comcast.net>
Message-ID: <au7ug7$583be$1@ID-164868.news.dfncis.de>
Source record: 24603

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:ge97ua-pv6.ln@speaker.rodsbooks.com...
> In article <NLCcnfv8r5NRY5ujXTWcpA@comcast.com>,
> "Dominik" <zdominik@netzero.nospam> writes:
> >
> > "Slor" <slor@comcast.net> wrote in message
> > news:au6bv1$4oc5h$1@ID-164868.news.dfncis.de...
> >> I'm sure this has been discussed here before, and I know I've seen the
info
> >> before somewherer, but I cannot seem to track it down... What is a
reliable
> >> program for reading Atari disks in a PC disk drive? I need to generate
> >> .ATRs from a few disks that are laying around, and I don't currently
have an
> >> Atari drive available.
> >>
> > I'm pretty sure you have to use a real Atari drive connected to a PC
using a
> > SIO2PC (or a variety of) and software to transfer the disk content to
the
> > PC.
>
> Fortunately you're wrong. This question is addressed in the FAQ:
>
> http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html
>
> In brief, there are about half a dozen programs available that'll do the
> job for at least some disk formats. The easiest to read are 180KB (double
> density) disks. 90KB (single density) disks can also be read. I don't know
> of any way to extract data from "enhanced" density disks (as created by
> the 1050 disk drive, for instance).
>
> Of course, for any of these utilities to work you need a 5.25-inch floppy
> drive for the PC. Reading should work with either 360KB or 1.2MB drives,
> but writing from a 1.2MB drive is iffy.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

Thanks!

Slor

7583. Re: Sears Telegames Video Arcade with A/ V Mod

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 21:17:25 UTC
From: Slor <slor@comcast.net>
Message-ID: <au7uh3$539op$1@ID-164868.news.dfncis.de>
Source record: 24604
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

"Rod Smith" <rodsmith@nessus.rodsbooks.com> wrote in message
news:t0a0ua-i8q.ln@speaker.rodsbooks.com...
> In article <atveud$3337p$1@id-164868.news.dfncis.de>,
> "Slor" <slor@comcast.net> writes:
> >
> > I'd love to see some info on how you made the A/V mod. Would like to do
the
> > same on my 2600.
>
> I'm not the person with the 2600 for auction, and so I don't know if this
> is the method used, but the Atari Age 2600 FAQ has some information on
> doing this with 2600A and 2600Jr systems:
>
> http://www.atariage.com/2600/faq/index.html?SystemID=2600#composite
>
> A couple of questions down, there are links to another couple of sites
> with instructions:
>
> http://www.classicgaming.com/vcsp/HowToMAIN.htm (two links, one for
> 4-switch and one for 6-switch units)
> http://www.hwcn.org/~ad329/2600vidm.htm
>
> A Web search might turn up other sites with instructions, too.
>
> --
> Rod Smith, rodsmith@rodsbooks.com
> http://www.rodsbooks.com
> Author of books on Linux, networking, & multi-OS configuration

Thanks again Rod!

Slor

7584. Re: Microport XL Construction

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 22:58:14 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e07950b$0$148$e4fe514c@news.xs4all.nl>
Source record: 24605

Hi,

Don't know this product, do you have info or pictures about it?

TXG/MNX
"ron fucci" <ronfucci@bellsouth.net> wrote in message
news:42952602.0212221812.768038dd@posting.google.com...
> Anyone had any experience with this ? I purchased the board from Best
> and hoping to build the burner, am collecting the necessary
> components. Armed only with curiousity and courage, any help would be
> appreciated. Tks
>
> ron

7585. MANUAL MIO needed or info...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 23:21:07 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e079a69$0$142$e4fe514c@news.xs4all.nl>
Source record: 24606

Hi,

Is there someone who has technical information from the MIO. I mean
addresses of I/O inside.

What I am looking for are the base addresses, type of chips or how to
program them and a list of equetes how to program them.

Please help!
TXG/MNX

7586. mio binaries

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-23 23:55:06 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212231555.24ec3d4e@posting.google.com>
Source record: 24607

a while back someone posted a link to the MIO binaries which the webpage also contained information about oss supercarts. does anyone have this link ?

7587. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 00:04:12 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212231604.4f00ed19@posting.google.com>
Source record: 24608

Unfortunately, Dominik is _right_. 10502PC would be the only choice and
the OP clearly states he has no Atari drives. So it can't be done.

The utilities referred to might have worked on an a Pre-XT computer, but
they do not work at all on anything one also uses for the internet for an
example. MyUtil did work for me once but only using the extended
instructions where one has 2 Atari disks made up before hand with a disk
copy function of DOS - when one dies while reading, you pop in the other
and pray the index hole aligns well enough to continue reading the Atari
file. And that was DD only no SD or ED allowed.

In the end - Dominik is right. The OP simply needs to send the disks off
to a working Atari system owner and have the atrs made there.

rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<ge97ua-pv6.ln@speaker.rodsbooks.com>...
> In article <NLCcnfv8r5NRY5ujXTWcpA@comcast.com>,
> "Dominik" <zdominik@netzero.nospam> writes:
> >
> > "Slor" <slor@comcast.net> wrote in message
> > news:au6bv1$4oc5h$1@ID-164868.news.dfncis.de...
> >> I'm sure this has been discussed here before, and I know I've seen the info
> >> before somewherer, but I cannot seem to track it down... What is a reliable
> >> program for reading Atari disks in a PC disk drive? I need to generate
> >> .ATRs from a few disks that are laying around, and I don't currently have an
> >> Atari drive available.
> >>
> > I'm pretty sure you have to use a real Atari drive connected to a PC using a
> > SIO2PC (or a variety of) and software to transfer the disk content to the
> > PC.
>
> Fortunately you're wrong. This question is addressed in the FAQ:
>
> http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html
>
> In brief, there are about half a dozen programs available that'll do the
> job for at least some disk formats. The easiest to read are 180KB (double
> density) disks. 90KB (single density) disks can also be read. I don't know
> of any way to extract data from "enhanced" density disks (as created by
> the 1050 disk drive, for instance).
>
> Of course, for any of these utilities to work you need a 5.25-inch floppy
> drive for the PC. Reading should work with either 360KB or 1.2MB drives,
> but writing from a 1.2MB drive is iffy.

7588. Re: Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 00:13:18 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212231613.3a1fe476@posting.google.com>
Source record: 24609

"Son of man" <bcozier@bellsouth.net> wrote in message
news:<LbuN9.40364$C06.25922@news.bellsouth.net>...
> Hi, I would like to know if there is/was any memory upgrade available for
> the Atari 800 that would allow it to run XE compatible software, say for
> instance Basic XE or other XE specific games/software?

They can't due to the 800's joysticks 3 and 4 which the XL/XE used for
internal basic, ram under rom, self-test and extended ram. XE programs
would attempt to work on portb ($D301) which is joysticks 3,4 for 800 - so
no go.

You _might_ be able to make an XE in an 800, but man, what a project!
I'd really have to have an answer to why? And wouldn't it be easier to
just use an XE?

7589. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 01:34:19 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1040756796.41132.0@despina.uk.clara.net>
Source record: 24548
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi "Clockmeister"

> > > This board is starting to slow down, any sources for purchasing Atari
> > > wares should not be discouraged.
> >
> > Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> > actually agree with one of his posts! I hope he keeps this up!
> >
>
> If people stop posting then Sinclap will have nothing to do...
>
> Serving his own interests really.

I suppose that's the same as masturbating, right up his street.

--

Regards, Steve. S.

Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

7590. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 02:18:15 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021223211815.00912.00000221@mb-fk.aol.com>
Source record: 24610

> ...What is a reliable program for reading Atari disks in a PC disk drive?
...<

If you try some of the programs as suggested, please let us know the outcome.
Larry White

7591. Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 03:37:47 UTC
From: Roy G Biv <erasmus@the.color.spectrum>
Message-ID: <Pine.GSO.4.51.0212232233180.24306@shell1>
Source record: 24611

On Mon, 23 Dec 2002 at 01:54:26 -0500, "Slor" of comcast
scribbled:
->What is a reliable program for reading Atari disks in a PC disk
->drive?

The now-forgotten "My Util" program reads DD (true double
density) Atari disks. (See next posting for more comments on this.)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

(Headers munged to foil spammers; real info in taglines)

7592. Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:01:55 UTC
From: Roy G Biv <erasmus@the.color.spectrum>
Message-ID: <Pine.GSO.4.51.0212232238160.24306@shell1>
Source record: 24612

On 23 Dec 2002 at 16:04:12 -0800, "Lee" (melee5 att my-deja dott
com) scribbled:
->The utilities referred to might have worked on an a Pre-XT computer,
->but they do not work at all on anything one also uses for the
->internet for an example.

That seems too harsh. Based on the many postings about it on this
base, "My Util" was still the rage well into the mid-1990s. It
probably fell out of popularity mainly because 5.25-inch floppies
disappeared.

->MyUtil did work for me once but only using the extended instructions
->where one has 2 Atari disks made up before hand with a disk copy
->function of DOS - when one dies while reading, you pop in the other
->and pray the index hole aligns well enough to continue reading the
->Atari >file.

What extended instructions? The only extended instructions I ever
saw for "My Util" were the ones I wrote and I certainly didn't say
any of that stuff. (And why two disks? Why not five? Or ten? Then
you'd have the tenth one in case the ninth one died, and the ninth
one in case the eighth died, etc., etc.?!?)

In my experience, the key thing about using "My Util" was to have
"clean" copies, sectorwise. That is, compressed files in consecutive
sectors, rather than jaggedly placed all over the disk. "My Util"
wasn't very good at handling adversity, but it was worse with ragged
files. The value to having an extra blank disk and a copy of a DOS
program handy was that you could quickly recopy onto a fresh disk the
files that "My Util" had failed to read on the first try. ("Fresh"
here meaning formatted with nothing on it, so that newly copied files
would be written on consecutive sectors.) That way you wouldn't
waste time and effort on those files already successfully read.

And that was DD only no SD or ED allowed.

InDeeD!
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

(Headers munged to foil spammers; real info in taglines)

7593. Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:07:55 UTC
From: Roy G Biv <erasmus@the.color.spectrum>
Message-ID: <Pine.GSO.4.51.0212232302190.24306@shell1>
Source record: 24613

On Sat, 21 Dec 2002 at 19:18:46 GMT, "Nite Hacker" scribbled:
->Well, I am not really a programmer at the moment. All I know is
->BASIC.

WHEW! *Some* people consider BASIC to be programming! (Those
who don't aren't worth knowing! <grin>)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

(Headers munged to foil spammers; real info in taglines)

7594. Honest, fair Atari vendor (etc., etc., etc.)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:13:38 UTC
From: Roy G Biv <erasmus@the.color.spectrum>
Message-ID: <Pine.GSO.4.51.0212232308510.24306@shell1>
Source record: 24614

```
On Sat, 21 Dec 2002 at 20:39:23 -0000, "Steve Sweet" of freeuk
dott com scribbled:
->He's a brain-damaged spamming moron...

We don't need that kind of talk around these parts. <ahem>
--
>>>-----------------------------------------------<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>-----------------------------------------------<<<
* Big Browser Is Watching You! *
```

7595. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:19:20 UTC
From: mo <momo@atariland.com>
Message-ID: <cfRN9.42801$6H6.1379197@twister.austin.rr.com>
Source record: 24615

I've posted this to a couple of others here before, If you want I'll do the transfers for you. All I ask in return is the disk media itself to recycle for my own use. Let me know,
Mo
momo@atariland.com

7596. Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:29:58 UTC
From: Roy G Biv <erasmus@the.color.spectrum>
Message-ID: <Pine.GSO.4.51.0212232315480.24306@shell1>
Source record: 24616

On Sun, 22 Dec 2002 at 02:57:36 -0500, "Technoid Mutant" scrib-
bled:
->Well, the Atari 825 would print those characters as would the 820?
->thermal printer.

Did you mean "82?" (eight-twenty-what)? I have one of those
eight-twenty-whats. It's called an 822. It was made by a
different company (Trendcom) than the 820 and 825. I think it'll
print images of the Atari graphics characters but it's been ages
since I did that kind of thing with it.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

7597. Re: Bravo Sierra want's Your Money!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 04:57:29 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e0ae7d3.105338618@news.mw.centurytel.net>
Source record: 24617

Live and let live is good. He has a right to express his opinion
though. Still, it seems to be the best to just skip past the posts
you aren't interested in. You can't please all people all of the time
and likewise most any post is going to have some that aren't
interested. Skipping over things gets the job done without
discouraging people from posting. If no one posted something that
someone might not like, there would be damn few posts.

Anyway, Ben keep on posting. It's easy for me to skip over them and
heck, somebody else might even like something in your posts.

On Sun, 22 Dec 2002 16:11:32 GMT, "Gregory D. George"
<abuse@tampabay.rr.com> wrote:

>Clockmeister wrote:
>
>> I find his begging spam annoying and as a member of the public I'm perfectly
>> entitled to express my opinion.
>
>Slander is not legal, and your posts are becoming very close (if not
>already) slanderous.
>
>Haven't you ever heard of the saying, "Live and let live?" or perhaps
>"What goes around comes around?" Keep being a jerk and you'll get what
>is coming to you.

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

7598. Re: Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 06:57:06 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E080542.8C64136B@cswebmail.com>
Source record: 24618

Son of man wrote:

> Hi, I would like to know if there is/was any memory upgrade available for
> the Atari 800 that would allow it to run XE compatible software, say for
> instance Basic XE or other XE specific games/software?

Memory is not why an 800 is different from an XE. Its mostly changes in the OS that makes the difference. That and a little hardware makes the 1% difference.

Basic XE will run on an 800 if no extended functions are used. But Basic XL would be better..it has 'find' built in.:)

Rick D.

7599. Re: help porting a basic program

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 07:07:13 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E0807A1.14DAC597@cswebmail.com>
Source record: 24619

patrickw99 wrote:

> I have a program at the following web site that I need to get
> translated to ascii text. I cannot figure out how to load it into an
> emulator then save it out to my pc as an ascii text file. can some
> one help with this. the web page of the basic program is :
>

The usual process is ...Boot (emulator) to BASIC prompt. 'LOAD"
D:filename.bas,
then "LIST" D:filename.lst. The file then has to be translated ATASCII
to ASCII, utilities are on the net.

Then the file has to be copied out from the emulator to a PC file.
Translation can be done here if a utility can be found.

Rick D.

7600. Re: How does USB work?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 07:14:14 UTC
From: "Rick D." <webrickd@cswebmail.com>
Message-ID: <3E080946.41E0E106@cswebmail.com>
Source record: 24620

Nite Hacker:

You need drivers for the onboard USB hardware, USB slot cards, USB adapters, and devices plugged into the USB ports or adapters.

Windows XP has most of these available when it is installed(but they are not installed or active till needed). Same for MAC 10.x OS.

For anything else (almost), the supplied dirver disk has the drivers needed to use the USB device/adapter/card.

I copy these drivers/files/utilities onto small CDs so I have them if I need them when I go away from my main computer.

Rick D.

7601. Re: Atari Trak-ball Help

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 08:24:36 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <gb6g0vsb7fguvlh2uadgl34ca5fo8monl8@4ax.com>
Source record: 24621

On Sun, 22 Dec 2002 19:12:54 GMT, "richard cortese"
<ricortes@earthlink.net> wrote:

>Actually the Atari Trackball and ST mouse aren't serial. They use a simple
>scheme to encode switch closures as direction. The Atari Driving Controler
>is like that too, but it is a single knob/paddle type controller.

Yes, in fact, I've 'converted' trackballs in to ST mice... Actually
worked better then 'real' ST mice (but then, what didnt...)

Rory

7602. Super Video XL 2.1 600XL question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 08:50:39 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <dh7g0vg4ma76a92af21rj7n837i0f6mmlf@4ax.com>
Source record: 24622

Hi all,

Does the CV disable switch go across L12 or L13 solder pads on a
600XL?

In AC Dec 93', the article says across L13, but a online document
(looks like it was scanned from AC) says L12...

I also noticed there is a part left off the parts picture in AC...

L12 looks like it connects to one of the 5 pin DIN solder pads...

Help!?!
Rory

7603. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 09:05:35 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212240105.18978468@posting.google.com>
Source record: 24623

Roy G Biv <erasmus@the.color.spectrum> wrote in message
news:<Pine.GSO.4.51.0212232238160.24306@shell1>...
> On 23 Dec 2002 at 16:04:12 -0800, "Lee" (melee5 att my-deja dott
> com) scribbled:
> ->The utilities referred to might have worked on an a Pre-XT computer,
> ->but they do not work at all on anything one also uses for the
> ->internet for an example.
>
> That seems too harsh. Based on the many postings about it on this
> base, "My Util" was still the rage well into the mid-1990s. It
> probably fell out of popularity mainly because 5.25-inch floppies
> disappeared.
Harsh?
Anadisk flat out does not work on SD or ED. Therefore no need for
Deana,
the only program that does work kinda is MyUtil whether you call
PCXFer or
whatever, and it only works on DD and very poorly at that. Slor still
can not use it because he needs duplicates of the Atari disks that he
has
but he has no Atari drives to make them with.
For me, MyUtil fell out of popularity as soon as I had
a Happy drive with its IBM to Atari software which did not require
duplicated Atari disks. Happy method fell out of favor when I
stumbled
upon Ataridsk by Hias. But Ataridsk must format all Atari disks used
for
transfer so again, no go for Slor.

What disappeared? I have buckets of them, don't you? Don't tell me
you
just tossed yours with the computer? I can see where a current Atari
newbie might have missed the boat as far as 360k 5 1/4" drives go, but
I'm not going to cut anyone else any slack at all.

>
> ->MyUtil did work for me once but only using the extended instructions
> ->where one has 2 Atari disks made up before hand with a disk copy
> ->function of DOS - when one dies while reading, you pop in the other
> ->and pray the index hole aligns well enough to continue reading the
> ->Atari >file.
>
> What extended instructions? The only extended instructions I ever
> saw for "My Util" were the ones I wrote and I certainly didn't say
> any of that stuff. (And why two disks? Why not five? Or ten? Then

> you'd have the tenth one in case the ninth one died, and the ninth
> one in case the eighth died, etc., etc.?!?)
http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&th=e404baefb3b65aff&rnum=1
These extended instructions...Myutil only comes with switch guide and
no
nothing about second identical, sector for sector copy of Atari disk
wanted
to be read - that's a big, big deal and the key to getting an Atari
disk
read in the first place. Make as many as you want but I'll guarantee
you
that one won't be enough - where with any luck at all two will do it.
I
speak from experiance, you don't seem to have used it like this at
all? Perhaps, you never tried it with one disk and one very large
arced file
to transfer? For those large transfers its a horrible experiance and
nothing like the quality software, one shot deal Ataridsk is.

> In my experience, the key thing about using "My Util" was to have
> "clean" copies, sectorwise. That is, compressed files in consecutive
> sectors, rather than jaggedly placed all over the disk. "My Util"
> wasn't very good at handling adversity, but it was worse with ragged
> files. The value to having an extra blank disk and a copy of a DOS
> program handy was that you could quickly recopy onto a fresh disk the
> files that "My Util" had failed to read on the first try. ("Fresh"
> here meaning formatted with nothing on it, so that newly copied files
> would be written on consecutive sectors.) That way you wouldn't
> waste time and effort on those files already successfully read.
>
> And that was DD only no SD or ED allowed.
>
> InDeeD!
Another point to getting MyUtil to work would be to try to format the
disks
used with MyUtil first - then we get to bypass the index hole issue
and
working with it becomes relatively easy compared to the Atari
formatted
disks and the required 2nd copy of same. But again this can't be done
by OP
so these IBM to Atari methods just won't work for him.

As far as the 'rage' of MyUtil in this group - don't believe
everything you
read on Usenet. Only people that do claim it works is you and a
couple of
Linux users who never post back to the question - HOW?
I couldn't get it work at all for years and then I stumbled upon the
extended instructions on the Pool Too Disk set - I gave it another try
and

it does work, but for me, and without the second Atari disk - NO GO.

7604. Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 11:36:55 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <WCXN9.3797$Rc7.81160@news2.e.nsc.no>
Source record: 24624
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Hope all of you have a nice Christmas holiday!

Greetings from Norway

7605. Re: Microport XL Construction

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 11:38:38 UTC
From: ronfucci@bellsouth.net
Message-ID: <42952602.0212240338.54b10334@posting.google.com>
Source record: 24625

Here's a reference in an Antic article:

http://www.atarimagazines.com/v4n10/productreviews.html.

Otherwise is listed in the Best catalog. Tks

ron

"TXG" <txg@the-underground.myweb.nl> wrote in message
news:<3e07950b$0$148$e4fe514c@news.xs4all.nl>...
> Hi,
>
> Don't know this product, do you have info or pictures about it?
>
> TXG/MNX
> "ron fucci" <ronfucci@bellsouth.net> wrote in message
> news:42952602.0212221812.768038dd@posting.google.com...
> > Anyone had any experience with this ? I purchased the board from Best
> > and hoping to build the burner, am collecting the necessary
> > components. Armed only with curiousity and courage, any help would be
> > appreciated. Tks
> >
> > ron

7606. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 11:39:56 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_1040729969@rtfm.mit.edu>
Source record: 24626
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: July 15, 2002

Welcome to the comp.sys.atari.8bit newsgroup!

You've found the Usenet newsgroup for discussion about the Atari 8-bit
family of computers! These include the 400, 800, 1200XL, 600XL, 800XL,
65XE, 130XE, 800XE, and the XE Game System. Atari (based in Silicon Valley,
California, USA) produced this line of computers from 1979-1992.

To see what Atari is up to today visit http://www.atari.com/

NEWSGROUP BACKGROUND:
comp.sys.atari.8bit was created in November 1986, and is unmoderated.
There is no charter for comp.sys.atari.8bit. (It pre-dates that custom.)
This newsgroup was known as net.micro.atari8 from Feb 1986 to Nov 1986.
The earlier net.micro.atari existed from Nov 1982 to Nov 1986.

Please don't try to post binaries in comp.sys.atari.8bit, use the appropriate
binaries groups instead.

RELATED NEWSGROUPS:
alt.binaries.atari
alt.binaries.atari.d
alt.binaries.comp.atari8bit
comp.emulators.misc
comp.emulators.announce Moderated.
comp.sys.atari.advocacy
comp.sys.atari.announce Moderated by Kevin Savetz.
`- comp.sys.atari.announce Web Page: http://www.atariarchives.org/csaa/
comp.sys.atari.programmer
rec.games.video.atari
rec.games.video.classic

E-MAIL LIST:
atari8-l, kept by maciej grzeszczuk, info at http://atari.krap.pl/
To subscribe, simply mail a message to majordomo@listserv.krap.pl, with
the following line in the body (not the subject) of the message:
subscribe atari8-l

WEB PAGES:
Atari 8-bit Computer Web Ring, kept by Raphael Espino
home page: http://www.geocities.com/rjespino/a8ring.html
```

SOFTWARE DOWNLOADS:
XL Search, the Atari 8-Bit File Archive Search Engine (Bill Kendrick)
http://xlsearch.atari.org/ or http://www.newbreedsoftware.com/xlsearch/

INFORMATION:
Atari 8-Bit Computers: Frequently Asked Questions (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers (Michael Current)
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ (Bill Kendrick)
http://www.sonic.net/~nbs/new_and_emu.html

Atari Disk Image FAQ (Steve Tucker)
http://www.atarimax.com/ape/docs/DiskImageFAQ/

Cartridge List for the Classic Atari 800/XL/XE Computers (Andrew Krieg)
http://www.execpc.com/~krieg/links/8bit.carts

Atari 8-Bit Telnet BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-telnet.html

Atari 8-Bit Dialup BBS List (Nolan Friedland)
http://tcfreenet.org/~friednw/bbs-dialup.html

INTERNET RELAY CHAT (IRC) CHANNEL:
#atari8

ONLINE MAGAZINES:
http://www.myatari.net/ MyAtari
http://www.atarinews.org/ Atari Online News, Etc. (A-ONE)

7607. Looking for the complete turbo basic, compiler & runtime manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 12:31:41 UTC
From: nir@minicom.com
Message-ID: <83cd76b4.0212240431.6fe835fa@posting.google.com>
Source record: 24627

I am looking for the complete turbo basic manual.
i do have the manual from Dave and Laura Yearke but it does not
include info on the runtime.com packadge..

can anyone help?

nir dary

7608. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 13:00:56 UTC
From: mkr@mkronline.com
Message-ID: <3e085a5c.5778861@news>
Source record: 24628
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

On Tue, 24 Dec 2002 12:36:55 +0100, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>Hope all of you have a nice Christmas holiday!
>
>Greetings from Norway

Stupid rotation of the earth...

It's still 1 day away here, though we'll be opening presents tonight.

7609. Re: Looking for the complete turbo basic, compiler & runtime manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 13:12:30 UTC
From: Mirko Sobe <atarixle@12move.de>
Message-ID: <au9md1$1gr2$1@innferno.news.tiscali.de>
Source record: 24629

Hi!

What information exacly do you need? I've used compiler/runtime very often
some year ago. If you have any question, just ask me.

Mirko

"Nir" <nir@minicom.com> schrieb im Newsbeitrag
news:83cd76b4.0212240431.6fe835fa@posting.google.com...
> I am looking for the complete turbo basic manual.
> i do have the manual from Dave and Laura Yearke but it does not
> include info on the runtime.com packadge..
>
> can anyone help?
>
> nir dary

7610. Merry Atari 8-bit Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 13:50:19 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E08661B.1050207@hotmail.com>
Source record: 24630

To all Atari 8-bit users - Merry Christmas!

http://hem.passagen.se/xbrabqrstw/santa-claus.gif

Anders Skelander

7611. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 15:09:45 UTC
From: Bill_Gates <gates@microsoft.com>
Message-ID: <ZM_N9.62872$vb3.2493044@news2.west.cox.net>
Source record: 24631
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

XMas isn't about opening presents, ya jackass!

"MKR" <mkr@mkronline.com> wrote in message news:3e085a5c.5778861@news...
> On Tue, 24 Dec 2002 12:36:55 +0100, "Vidar Olavesen" <hawk@nmi.no>
> wrote:
>
> >Hope all of you have a nice Christmas holiday!
> >
> >Greetings from Norway
>
> Stupid rotation of the earth...
>
> It's still 1 day away here, though we'll be opening presents tonight.

7612. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 15:24:02 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <ikt9ua-jqa.ln@speaker.rodsbooks.com>
Source record: 24632

In article <a57ea28d.0212231604.4f00ed19@posting.google.com>,
melee5@my-deja.com (Lee) writes:
> rodsmith@nessus.rodsbooks.com (Rod Smith) wrote in message
news:<ge97ua-pv6.ln@speaker.rodsbooks.com>...
>> In article <NLCcnfv8r5NRY5ujXTWcpA@comcast.com>,
>> "Dominik" <zdominik@netzero.nospam> writes:
>> >
>> > "Slor" <slor@comcast.net> wrote in message
>> > news:au6bv1$4oc5h$1@ID-164868.news.dfncis.de...
>> >> What is a reliable
>> >> program for reading Atari disks in a PC disk drive?
>> >>
>> > I'm pretty sure you have to use a real Atari drive connected to a PC using a
>> > SIO2PC (or a variety of) and software to transfer the disk content to the
>> > PC.
>>
>> Fortunately you're wrong. This question is addressed in the FAQ:
>>
>> http://www.faqs.org/faqs/atari-8-bit/faq/section-59.html
>>
>> In brief, there are about half a dozen programs available that'll do the
>> job for at least some disk formats.
>
> The utilities referred to might have worked on an a Pre-XT computer, but
> they do not work at all on anything one also uses for the internet for an
> example.

I can't claim that they all work, but some of them do. I've used AtariDsk
and AnaDisk on a system with an AMD K6 CPU, and I don't see why they
wouldn't work with more modern systems. I had to boot into DOS to do the
job, but that's not a big deal. If nothing else, you could create a DOS
boot floppy just for this purpose. FreeDOS (http://www.freedos.org) will
probably do, but I can't promise that.

As I said in my original post, these tools are most reliable with 180KB
double density disks; AFAIK, only AnaDisk will work with 90KB single
density disks, and I don't know of any tools that'll work with enhanced
density disks.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7613. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 15:37:11 UTC
From: Raze <nospam@yahoo.com>
Message-ID: <Ha%N9.270222$gB.51115984@twister.nyc.rr.com>
Source record: 24633
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Bill_Gates" <gates@microsoft.com> wrote in message
news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> XMas isn't about opening presents, ya jackass!
>

Yeah its about pie!

7614. Re: Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 16:34:56 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <%M%N9.82260$0v3.24838@news.bellsouth.net>
Source record: 24634

"Lee" <melee5@my-deja.com> wrote in message
news:a57ea28d.0212231613.3a1fe476@posting.google.com...
> "Son of man" <bcozier@bellsouth.net> wrote in message
news:<LbuN9.40364$C06.25922@news.bellsouth.net>...
> > Hi, I would like to know if there is/was any memory upgrade available
for
> > the Atari 800 that would allow it to run XE compatible software, say for
> > instance Basic XE or other XE specific games/software?
>
> They can't due to the 800's joysticks 3 and 4 which the XL/XE used for
> internal basic, ram under rom, self-test and extended ram. XE programs
> would attempt to work on portb ($D301) which is joysticks 3,4 for 800 - so
> no go.
>
> You _might_ be able to make an XE in an 800, but man, what a project!
> I'd really have to have an answer to why? And wouldn't it be easier to
> just use an XE?

I just got an 800 mint, unused and I like the keyboard better, plus the way
artifacting is done, untima 3 has the right colors, blue and brown, but on
the XE ultima 3 looks pink and brown... so I prefer use the 800 and woul
have liked to use basic XE and atariwrite xe on the 800 keyboard. You know
how it is :)

7615. Re: LED Resistors?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 16:42:55 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021224114255.19657.00000275@mb-bd.aol.com>
Source record: 24635

> Could you supply the Part Number? <

I was close to a 'Shack today, so...
+5V #276-208 Red
+12V #276-209 Red

They also have some other +5 and even a +6V, but in Blue and "flashing".
All-in-all, a pretty good selection for RS.
Larry

7616. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 16:57:54 UTC
From: Spanky <spanky@yo-mama.com>
Message-ID: <v0h4gj6gu6ei37@corp.supernews.com>
Source record: 24636
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

> XMas isn't about opening presents, ya jackass!

What's it about? Jesus? He wasn't even born on December 25. And where the fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.

7617. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 17:05:06 UTC
From: Daniel Kolle <DKolle@hotmail.com>
Message-ID: <ss4h0v0r333p5vnskoorouq56vuk6qpje8@4ax.com>
Source record: 24637
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <hawk@nmi.no> thought hard and said:

>Hope all of you have a nice Christmas holiday!

And a Merry Feast of Saturnalia to you, too.
:-P

>Greetings from Norway

Greetings from Talibama.

-Kolle (kohl-lee); 14. A.A. #2035
Koji Kondo is my God.
The Most Logical man in the Universe and future ruler of the Two Universes...who also Happens to be Coffee Loving.

7618. Re: Merry Atari 8-bit Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 17:21:44 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e0897af$0$143$e4fe514c@news.xs4all.nl>
Source record: 24638

Same to you and everybody else....

MERRY CHRISTMAS and HAPPY NEW YEAR...

TXG/MNX

"Anders Skelander" <ansk@hotmail.com> wrote in message
news:3E08661B.1050207@hotmail.com...
>
> To all Atari 8-bit users - Merry Christmas!
>
> http://hem.passagen.se/xbrabqrstw/santa-claus.gif
>
> Anders Skelander
>

7619. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 17:47:13 UTC
From: mojoe <rydens@ot.com>
Message-ID: <v0h7i1a9q4atc8@corp.supernews.com>
Source record: 24640
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

> "Bill_Gates" <gates@microsoft.com> wrote in message
> news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> > XMas isn't about opening presents, ya jackass!
> >
>
> Yeah its about pie!
>
mmmmmmmmmm pie!

7620. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 17:52:00 UTC
From: Raze <nospam@yahoo.com>
Message-ID: <491O9.276054$Up6.50369916@twister.nyc.rr.com>
Source record: 24641
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Spanky" <spanky@yo-mama.com> wrote in message
news:v0h4gj6gu6ei37@corp.supernews.com...
> > XMas isn't about opening presents, ya jackass!
>
> What's it about? Jesus? He wasn't even born on December 25. And where
the
> fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
>

LOL

Actually, the whole "Christmas" thing is the Catholic Church coverup of the Druid holiday known as Yule. The trees, presents and lights.. all Yule. Technically, these festivities should have been celebrated on Sunday, which was the Winter Solstice, when Yule is celebrated. Dont forget about the other great coverups such as Haloween which is really Samhaim. The Catholic Church really did a number on the druids, just about wiped them all out. So much for that one commandment, huh? ;)

7621. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 17:54:59 UTC
From: redsniper7000 <redsniper7000@TAKETHISOUTyahoo.ca>
Message-ID: <041O9.1529$o51.532462@news20.bellglobal.com>
Source record: 24639
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> Hope all of you have a nice Christmas holiday!
>
> Greetings from Norway

Merry Christmas!

7622. BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 18:23:13 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <aua8mj$57t$1@galileo.ticon.net>
Source record: 24642

Most of us have experienced Atari BASIC programs that get corrupted on disk or tape, and when you try to load them in you get the dreaded "double READY" prompt after the load (or CLOAD) completes, or the system locks up when you try and list the program.

Has anyone ever written a program (for any platform) that takes these corrupted BASIC files and attempts to convert them back into text so the point of corruption can be fixed and the program then ENTERed and resaved?

I have the BASIC source book, so I could do it myself but it will take a while. If anyone has already written such a utility, it would save me a great deal of time! :-)

--
David Pochron dpoch@ticon.net

7623. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 18:25:37 UTC
From: Jimmy <jim@my.com>
Message-ID: <BE1O9.62276$F2h1.39115@news01.bloor.is.net.cable.rogers.com>
Source record: 24643
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Spanky" <spanky@yo-mama.com> wrote in message
news:v0h4gj6gu6ei37@corp.supernews.com...
> > XMas isn't about opening presents, ya jackass!
>
> What's it about? Jesus? He wasn't even born on December 25. And where
the
> fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
>
>

And you know for a fact that Jesus was born on a certain day.. or for that
matter, if he was even born at all!

7624. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 18:50:29 UTC
From: mkr@mkronline.com
Message-ID: <3e08ac44.26750109@news>
Source record: 24645
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

On Tue, 24 Dec 2002 15:09:45 GMT, "Bill_Gates" <gates@microsoft.com>
wrote:

>XMas isn't about opening presents, ya jackass!

I know, it was just a statement of fact.

One question: What did you acomplish by calling me a jackass?

7625. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 18:55:45 UTC
From: *harmonix* <death_is_defeat@yahoo.co.uk>
Message-ID: <1040755594.40100.0@despina.uk.clara.net>
Source record: 24646
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
Bill_Gates <gates@microsoft.com> wrote in message
news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> XMas isn't about opening presents, ya jackass!
>

is it about opening cards then ?
```

7626. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 19:07:36 UTC
From: BelPowerslave <belpowerslave@ev1.net>
Message-ID: <3E08B078.2030807@ev1.net>
Source record: 24547
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
Spanky wrote:
>>XMas isn't about opening presents, ya jackass!
>
>
> What's it about? Jesus? He wasn't even born on December 25. And where the
> fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
>
>

This happens every-fucking-year, every holiday....thank God we have
killfile...

Bel

--
Whip Ass Gaming: http://users2.ev1.net/~belpowerslave/

"Ready, ready, ready, ready to run"

- The Dixie Chicks, Ready to Run
```

7627. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 19:44:44 UTC
From: Bill_Gates <gates@microsoft.com>
Message-ID: <MO2O9.63429$vb3.2564514@news2.west.cox.net>
Source record: 24549
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
Get a clue. XMAS is based on the Roman holiday of Saturnalia!
Which of course, OCCURED AT THE END OF THE YEAR AS WELL!

"Raze" <nospam@yahoo.com> wrote in message
news:491O9.276054$Up6.50369916@twister.nyc.rr.com...
>
>
>
> "Spanky" <spanky@yo-mama.com> wrote in message
> news:v0h4gj6gu6ei37@corp.supernews.com...
> > > XMas isn't about opening presents, ya jackass!
> > >
> > What's it about? Jesus? He wasn't even born on December 25. And where
> the
> > fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
> > >
>
> LOL
>
> Actually, the whole "Christmas" thing is the Catholic Church coverup of
the
> Druid holiday known as Yule. The trees, presents and lights.. all Yule.
> Technically, these festivities should have been celebrated on Sunday,
which
> was the Winter Solstice, when Yule is celebrated. Dont forget about the
> other great coverups such as Haloween which is really Samhaim. The
Catholic
> Church really did a number on the druids, just about wiped them all out.
So
> much for that one commandment, huh? ;)
>
>
```

7628. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 19:45:15 UTC
From: Bill_Gates <gates@microsoft.com>
Message-ID: <fP2O9.63431$vb3.2570919@news2.west.cox.net>
Source record: 24550
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

I accomplished my task of quoting Happy Gilmour, JACKASS!!!!!!

"MKR" <mkr@mkronline.com> wrote in message news:3e08ac44.26750109@news...
> On Tue, 24 Dec 2002 15:09:45 GMT, "Bill_Gates" <gates@microsoft.com>
> wrote:
>
> >XMas isn't about opening presents, ya jackass!
>
> I know, it was just a statement of fact.
>
> One question: What did you acomplish by calling me a jackass?

7629. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 20:07:18 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2E28A6.B48B%gfa@basic.net>
Source record: 24551

Hi,

I made such a tool ages ago, converts Atari 8-bit BASIC and Turbo BASIC
tokenized files to ASCII listings. Problem is it runs on the Atari ST.
Probably not exactly what you were after.

- Lon

in article aua8mj$57t$1@galileo.ticon.net, David Pochron at dpoch@ticon.net
wrote on 12/24/02 1:23 PM:

> Most of us have experienced Atari BASIC programs that get corrupted on disk
> or tape, and when you try to load them in you get the dreaded "double READY"
> prompt after the load (or CLOAD) completes, or the system locks up when you
> try and list the program.
>
> Has anyone ever written a program (for any platform) that takes these
> corrupted BASIC files and attempts to convert them back into text so the
> point of corruption can be fixed and the program then ENTERed and resaved?
>
> I have the BASIC source book, so I could do it myself but it will take a
> while. If anyone has already written such a utility, it would save me a
> great deal of time! :-)

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7630. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 20:27:12 UTC
From: DavidGX <i@dontwantspam.fu>
Message-ID: <Aq3O9.43490$KW2.1603369@twister.austin.rr.com>
Source record: 24644
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Bill_Gates" <gates@microsoft.com> wrote in message
news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> XMas isn't about opening presents, ya jackass!
>

Considering jesus/god/satan/etc don't exist in the real world, YEAH it's
about the presents! Woot!

7631. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 20:37:58 UTC
From: Spanky <spanky@yo-mama.com>
Message-ID: <v0hhd66ditj500@corp.supernews.com>
Source record: 24552
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

> And you know for a fact that Jesus was born on a certain day.. or for that
> matter, if he was even born at all!

Hold the phone! You mean no one alive today actually witnessed Jesus being alive? Gasp! He might be an imaginary character? But when has religion ever invented superior beings? Oh wait, they all do that and have done that since the dawn of time.

7632. Re: Soldering tips from your favorite Mutant

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 21:00:06 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e09caa5.163404853@news.mw.centurytel.net>
Source record: 24553

On Sat, 21 Dec 2002 19:18:02 -0500, Roy G Biv
<erasmus@6502.chip.old.folks.home> wrote:

> Hats off to "Technoid Mutant" for a great posting! His list of
>soldering tips deserves a nomination for an Academy Award! (That's
>the Academy of Klutzy Amateur Electronic Tinkerers.) I'll be happy
>to present him with his trophy as soon as I finish soldering it
>together! <grin>

I missed that. Can someone re-post or email it to me?

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

7633. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 21:12:51 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e0acd1a.164033768@news.mw.centurytel.net>
Source record: 24554

Where to get schematic for this? This interfaces an A8 stick to the
PC parallel port?

I remember before too of running across some plans to interface an A8
stick to a PC's game port and the PC would see it as an PC stick of
sorts (granted the analog range of motion would be missing but still).

Jon

On Sun, 22 Dec 2002 21:39:05 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>Now that I made a cable for LPTJoy, I can use an Atari-style joystick to
>play my games either in PCAE or Atari800Win and it's great! I have been
>wanting to do this for quite some time now since I don't like the Gravis
>Gamepad. But the one I have been looking at required a resistor or two and

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

7634. Re: Hey guys look what I found on google

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 21:36:59 UTC
From: James Alexander <james-m-alexander@rogers.com>
Message-ID: <3E08FDC2.63D72A73@rogers.com>
Source record: 24555

Son of man wrote:

> Did anyone here ever get it?
>
> http://groups.google.com/groups?selm=115%40holin.ATT.COM&oe=UTF-8&output=gpl
> ain
>
> Just saw this on a BBS (Network Express 512-662-9765) and thought
> it might be of interest.
> --
> Date: September 09, 1988
> From: DataQue Software
> P.O. Box 134
> Ontario, OH 44862
>
> To: All Atari 8-bit Developers, Users and Supportive Organizations
>
> Re: Turbo Power without getting Burned!
> --
>
> ***** PRESS RELEASE *****
>
> There have been many mentions in the almost decade since the original
> Atari 400/800 Personal Computers hit the dealers shelves about there
> being a future upgrade to meet the user's needs, and new and more
> challenging applications. Finally that upgrade is available.......
> The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.
>
> DataQue Software is pleased to announce a powerful new upgrade which
> was co-designed by Ron Shue, and Chuck Steinman. This upgrade will
> be available in two forms. There will be a replacement CPU board for
> the original 400/800 Computer system, and a plug in module for the
> XL/XE series. In either case, there usually is no need for any
> modifications to the existing hardware. The only exception to this
> is with XL/XE systems which have their CPU soldered in place, which
> will require the removal of the existing CPU, and the addition of
> a standard 40 pin I.C. socket is suggested. Also included is the
> Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.
>
> The Turbo-816 will not only increase the potential speed of the
> computer, but also break the 64k memory barrier of the existing
> systems. Not with the awkward paged memory, but with a fully linear
> decoded address space of up to 16 megabytes. Benchmarks have put the
> Turbo-816 into a performance range ABOVE many of the 'other" PCs/!!

> Special memory boards will be available to take advantage of the new
> extended addressing range. These will be mounted internal to the
> computer cabinet, and in most cases require no hardware modifications.
>
> And here is the amazing feature..... While adding all this power and
> all this expanded addressing, the Turbo-816 for the Atari 8-bit
> computer systems will maintain compatibility with most currently
> available commercial and user written software. Using the Turbo-816
> even those older programs will enjoy a speed increase!
>
> The Turbo-OS is a replacement operating system for use with the Turbo-CPU
> which will release the 16-bit processor to its full power. Increased
> speed will be the most obvious change, but hidden in its code, will be
> an advanced new floating point library that will speed even the original
> Atari BASIC to new levels of performance. Again, on most systems it will
> be just a matter of replacing the existing ROM(s) with the Turbo-OS.
>
> The future holds many more products for the Turbo-816 systems including:
>
> 1) a real-time multi-tasking operating system kernal
> 2) a new assembler-editor-debugger package which supports
> the new assembly level instructions and addressing modes
> 3) a new BASIC which will speed past the fastest of the
> current BASICs for the 8-bit machines
> 4) a new K&R compatible C development package
> 5) a new Turbo-GOS operating system (graphical based)
> 6) a developers development kit for new applications
>
> The NEW Atari Turbo-816 should be available by November of 1988
> For more information contact your local Atari Dealer or, write:
>
> DataQue Software
> Dept. T-800
> P.O. Box 134
> Ontario, OH 44862

Theres a blast from the past. Unfortunately from what I remember it wasnt widely available. I suspect part of it was there wasnt much software that took advantage of it so people never bought it and developers never wrote software for the extra cpu power since it hadnt sold in large numbers.

7635. Re: Atari 800 memory upgrade compatible with XESoftware?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 21:45:41 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e0bd51c.166084476@news.mw.centurytel.net>
Source record: 24556

Ultima 3 has a way of switching the artifacting mode depending upon if
you have 800 or XL. I don't remember how to do it (I just barely
remember that you CAN do it) but I could dig it up if it were really
important to someone.

On Tue, 24 Dec 2002 11:34:56 -0500, "Son of man"
<bcozier@bellsouth.net> wrote:

>"Lee" <melee5@my-deja.com> wrote in message
>news:a57ea28d.0212231613.3a1fe476@posting.google.com...
>> "Son of man" <bcozier@bellsouth.net> wrote in message
>news:<LbuN9.40364$C06.25922@news.bellsouth.net>...
>> > Hi, I would like to know if there is/was any memory upgrade available
>for
>> > the Atari 800 that would allow it to run XE compatible software, say for
>> > instance Basic XE or other XE specific games/software?
>>
>> They can't due to the 800's joysticks 3 and 4 which the XL/XE used for
>> internal basic, ram under rom, self-test and extended ram. XE programs
>> would attempt to work on portb ($D301) which is joysticks 3,4 for 800 - so
>> no go.
>>
>> You _might_ be able to make an XE in an 800, but man, what a project!
>> I'd really have to have an answer to why? And wouldn't it be easier to
>> just use an XE?
>
>I just got an 800 mint, unused and I like the keyboard better, plus the way
>artifacting is done, untima 3 has the right colors, blue and brown, but on
>the XE ultima 3 looks pink and brown... so I prefer use the 800 and woul
>have liked to use basic XE and atariwrite xe on the 800 keyboard. You know
>how it is :)
>
>

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

7636. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 21:47:56 UTC
From: mkr@mkronline.com
Message-ID: <3e08d5f0.37419679@news>
Source record: 24557
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

On Tue, 24 Dec 2002 19:45:15 GMT, "Bill_Gates" <gates@microsoft.com>
wrote:

>I accomplished my task of quoting Happy Gilmour, JACKASS!!!!!!

Congratulations, you're a quote whore. =D

7637. Re: Merry Atari 8-bit Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 22:25:41 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <F95O9.63820$vb3.2619369@news2.west.cox.net>
Source record: 24558

> To all Atari 8-bit users - Merry Christmas!
>
> http://hem.passagen.se/xbrabqrstw/santa-claus.gif
>
> Anders Skelander

So, was that made on an 8-bit? LOL

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7638. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 22:40:18 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e08e1e7$0$7197$afc38c87@news.optusnet.com.au>
Source record: 24559
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Did any one get a white Christmas? 25 Degree's here in Melbourne, Australia.
Shorts, T-shirts and BBQ's (grin).

Mark

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> Hope all of you have a nice Christmas holiday!
>
> Greetings from Norway
>
>

7639. Re: I m on my way now, BUT .....

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-24 23:14:26 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <mT5O9.63839$vb3.2634195@news2.west.cox.net>
Source record: 24560

> I got that DIN Plug, since I have a PAL machine ;-) But it won't give
> me any output here :-(
>
> cheers ..... RM

Oh, OK, I don't know much about PALs. Sorry to hear that it doesn't work.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7640. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 02:21:56 UTC
From: Relic <Relic1980@ameritech.net>
Message-ID: <8D8O9.10109$4j5.5845840@newssvr28.news.prodigy.com>
Source record: 24561
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
"Raze" <nospam@yahoo.com> wrote in message
news:Ha%N9.270222$gB.51115984@twister.nyc.rr.com...
>
>
>
> "Bill_Gates" <gates@microsoft.com> wrote in message
> news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> > XMas isn't about opening presents, ya jackass!
> >
>
> Yeah its about pie!
>
>
I want pie....^_^
```

7641. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 03:25:38 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021224222538.18629.00000193@mb-cm.aol.com>
Source record: 24563

> And that was DD only no SD or ED allowed. <

And that, of course, is the "rub". Nine times out of ten, folks have SD disks to convert. So, unless they have an APE or SIO2PC cable (or) 1050-2-PC or ProSys cable and the associated Atari hardware, they have a problem.

The SD problem (FM encoding) is the disk controller, and the chances of having a modern PC with a disk controller capable of reading SD is really poor. Yes, they do exist, but if you have a FDC built into your motherboard, the odds are somewhere between slim and none.

I have read that Anadisk will read SD Atari disks. I never found that to be the case without one of those uncommon SD-capable controllers. Ditto DEANA (sp?) If someone can do this, I'd love to hear it -- and what PC hardware they are using.

And if you are using UTIL or MyUtil, you need to format your DD disk on the PC side, unless you have an XF-551 or a 3rd party Atari drive that formats using the timing hole.
Larry

7642. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 03:37:24 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <aub95m$5rp$1@galileo.ticon.net>
Source record: 24564

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021224222538.18629.00000193@mb-cm.aol.com...
> The SD problem (FM encoding) is the disk controller, and the chances of
> having a modern PC with a disk controller capable of reading SD is really
> poor.

After reading this thread, I went and pulled out an old circa '93 PS/1 system
and it turns out it is capable of reading SD disks. I also tried using a
modern ABit BE6-II mobo PC and it worked with Anadisk as well, though there
were more read errors than there were with the PS/1. Later this week I plan
to try my VIA KT266A mobo system with the 5.25 drive and see how it fares!
:-)

My BIG problem is with the DD disks - I'm having trouble reading a good lot
of them because of read errors. AtariDisk for DD seems useless - it chokes
on just about any read error and that means no data at all. Does anyone know
of a version of DeAna that works with DD images that AnaDisk creates? Or
perhaps a program that simply dumps a DD disk image to an ATR or XFD file?
Then I could at least run some file recovery software to get back the data
off the image.

--
David Pochron dpoch@ticon.net

7643. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 03:38:37 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <aub97s$5rs$1@galileo.ticon.net>
Source record: 24565

"lp" <gfa@basic.net> wrote in message news:BA2E28A6.B48B%gfa@basic.net...
> Hi,
>
> I made such a tool ages ago, converts Atari 8-bit BASIC and Turbo BASIC
> tokenized files to ASCII listings. Problem is it runs on the Atari ST.
> Probably not exactly what you were after.

If you still have the source, it's all good to me. I can port just about anything to anything, no matter what language it's written in. (Even 68K assembly.) :-)

--
David Pochron dpoch@ticon.net

7644. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 04:07:36 UTC
From: mo <momo@atariland.com>
Message-ID: <caaO9.50795$KW2.1662373@twister.austin.rr.com>
Source record: 24562
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Thank you and a Happy New Year as well!
Greets from Texas,
Mo

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> Hope all of you have a nice Christmas holiday!
>
> Greetings from Norway
>
>

7645. Re: BASIC program recovery

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 04:54:41 UTC
From: lp <gfa@basic.net>
Message-ID: <BA2EA441.B4B1%gfa@basic.net>
Source record: 24566

Hi,

This topic came up recently:

>patrickw99 wrote:
>> I have a program at the following web site that I need to get
>> translated to ascii text. I cannot figure out how to load it into an
>> emulator then save it out to my pc as an ascii text file. can some
>> one help with this. the web page of the basic program is :
>
>Checj my homepage (Atari, Software I make, ChkBas). That will do the
>conversion for you.
>
>--
>Jindroush <kubecj@asw.cz>
>http://jindroush.atari.org - Home of Atari Cartridge Dumping Project

My source is not available, but I think this guy has what you need already.

in article aub97s$5rs$1@galileo.ticon.net, David Pochron at dpoch@ticon.net
wrote on 12/24/02 10:38 PM:

> "lp" <gfa@basic.net> wrote in message news:BA2E28A6.B48B%gfa@basic.net...
>> Hi,
>>
>> I made such a tool ages ago, converts Atari 8-bit BASIC and Turbo BASIC
>> tokenized files to ASCII listings. Problem is it runs on the Atari ST.
>> Probably not exactly what you were after.
>
> If you still have the source, it's all good to me. I can port just about
> anything to anything, no matter what language it's written in. (Even 68K
> assembly.) :-)
>
>
> --
> David Pochron dpoch@ticon.net
>
>

Lonny Pursell http://www.q1.net/~atari/html/for_sale.htm

7646. Re: Reading Atari disks on PC - Link

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 05:18:42 UTC
From: llppwhite@aol.comnsp
Message-ID: <20021225001842.13373.00000201@mb-de.aol.com>
Source record: 24567

This thread got me thinking again, so I "Google'd" into this site. Interesting stuff.
Don't know what the cost of the new products is, but probably more than an SIO2PC cable. :-)

http://www.sydex.com/index.html

Perhaps it is possible to completely bypass the controller functions and "bit-bang" your way through on the PC? (We are way out of my league, now.) If so, that might lead to disk errors which may not be a big deal on text files, but for Atari program files, it likely would be a problem.

Larry

7647. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 06:12:20 UTC
From: machf <no_me_j.machf@terra.com.pe>
Message-ID: <a0ji0vcdeh6gu75ap2omoh3ee2551lsf6o@4ax.com>
Source record: 24568

On Tue, 24 Dec 2002 21:37:24 -0600, "David Pochron" <dpoch@ticon.net> wrote:

>"LarryWhite" <llppwhite@aol.comnsp> wrote in message
>news:20021224222538.18629.00000193@mb-cm.aol.com...
>> The SD problem (FM encoding) is the disk controller, and the chances of
>> having a modern PC with a disk controller capable of reading SD is really
>> poor.
>
>After reading this thread, I went and pulled out an old circa '93 PS/1 system
>and it turns out it is capable of reading SD disks. I also tried using a
>modern ABit BE6-II mobo PC and it worked with Anadisk as well, though there
>were more read errors than there were with the PS/1. Later this week I plan
>to try my VIA KT266A mobo system with the 5.25 drive and see how it fares!
>:-)
>
>
>My BIG problem is with the DD disks - I'm having trouble reading a good lot
>of them because of read errors. AtariDisk for DD seems useless - it chokes
>on just about any read error and that means no data at all. Does anyone know
>of a version of DeAna that works with DD images that AnaDisk creates? Or
>perhaps a program that simply dumps a DD disk image to an ATR or XFD file?
>Then I could at least run some file recovery software to get back the data
>off the image.

Try WriteATR instead... it will ask you what you want to do when it encounters
any errors.

--
_____ ____---____ Marco Antonio Checa Funcke
_____D /-/---_----' Santiago de Surco, Lima, Peru
_H__/_/ http://machf.tripod.com
'-_____|(

remove the "no_me_j." and "sons.of." parts before replying

7648. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 08:02:08 UTC
From: John Bitzer <jbitzer@cox.net>
Message-ID: <4CdO9.35272$I23.2630487@news1.east.cox.net>
Source record: 24569
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

don't forget that the Easter celebration is timed around the phases of the moon and gets its name from the ancient kingdom of Ishtar. While we're at it, the real reason priests are not allowed to marry is back in the middle ages with people dying all the time, the church was too cheap to provide for a dead priests family, then there is the fish on Fridays thing, which basically came around due to the fact that the Vatican is in Italy, which is surrounded on 3 sides by water, which leads to a bunch of fishermen. Then there is my favorite, rather than have baptisms done on a conscious willing adult as is said in the bible (the whole covenant between God and man thing kinda implies that the one being dunked should know what is going on) we will Baptise babies in order to make parents feel better in the dark ages about all the babies that died since we've already spewed the dogma of unbaptised people going straight to hell and we certainly couldn't say we were wrong about that, so lets make another moronic ritual.

"Raze" <nospam@yahoo.com> wrote in message
news:49109.276054$Up6.50369916@twister.nyc.rr.com...
>
>
>
> "Spanky" <spanky@yo-mama.com> wrote in message
> news:v0h4gj6gu6ei37@corp.supernews.com...
> > > XMas isn't about opening presents, ya jackass!
> > >
> > What's it about? Jesus? He wasn't even born on December 25. And where
> the
> > fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
> > >
> >
> > LOL
> >
> > Actually, the whole "Christmas" thing is the Catholic Church coverup of
> the
> > Druid holiday known as Yule. The trees, presents and lights.. all Yule.
> > Technically, these festivities should have been celebrated on Sunday,
> which
> > was the Winter Solstice, when Yule is celebrated. Dont forget about the
> > other great coverups such as Haloween which is really Samhaim. The
> Catholic
> > Church really did a number on the druids, just about wiped them all out.
> So
> > much for that one commandment, huh? ;)
> >

>

7649. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 10:11:55 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212250211.1aa035bc@posting.google.com>
Source record: 24570

"David Pochron" <dpoch@ticon.net> wrote in message
news:<aub95m$5rp$1@galileo.ticon.net>...
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20021224222538.18629.00000193@mb-cm.aol.com...
> > The SD problem (FM encoding) is the disk controller, and the chances of
> > having a modern PC with a disk controller capable of reading SD is really
> > poor.
>
> After reading this thread, I went and pulled out an old circa '93 PS/1 system
> and it turns out it is capable of reading SD disks. I also tried using a
> modern ABit BE6-II mobo PC and it worked with Anadisk as well, though there
> were more read errors than there were with the PS/1. Later this week I plan
> to try my VIA KT266A mobo system with the 5.25 drive and see how it fares!
> :-)
>
>
> My BIG problem is with the DD disks - I'm having trouble reading a good lot
> of them because of read errors. AtariDisk for DD seems useless - it chokes
> on just about any read error and that means no data at all. Does anyone know
> of a version of DeAna that works with DD images that AnaDisk creates? Or
> perhaps a program that simply dumps a DD disk image to an ATR or XFD file?
> Then I could at least run some file recovery software to get back the data
> off the image.

Thanks for the report David, I'd love to hear more success stories with
Anadisk and SD or ED. Ataridsk won't be able to read Atari formated DD
disks. Where MyUtil uses 'repeat on disk error' to allow switching
of Atari disks for continued reading - Ataridsk doesn't. You will have
to format all transfer disks with Ataridsk on the PC first - then and
only then it works like a dream. This problem lies in the index hole
always used by PC drives and never used by 1050s - which also turn at
a different speed than the PC thus insuring that somewhere on every
disk, the index hole isn't right for a PC drive. The 1050 doesn't mind
the different skew or the stretched out sector pattern of the PC
formatted disks, so no troubles reading the PC disk on the modified
1050 other than it's slower to find the sectors.

I'm not too familar with Deana, but I always thought it did just what you
wanted.. With the image file made by Anadisk all you need to do is add
the 16 byte atr header with a hex editor and it is now an atr file.
Hias's WriteAtr program would write out the file and it would
be readable on a modified 1050. MyUtil, Deana and Anadisk are all at
the Umich Archive last I knew, with documentation too. I think the
'extended' instructions I mentioned for MyUtil/PCXfer are in the
PCXFer zip, but I'm not sure, its been too long.

http://www.umich.edu/~archive/atari/8bit/

Hiassoft home page (Ataridsk - WriteATR)
http://www.horus.com/~hias/atari

7650. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 10:49:36 UTC
From: Steve Stupple <Steve@atari.org>
Message-ID: <9leBMEUA1YC+Ew1X@atari.org.uk>
Source record: 24571
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <BA2C184E.28BDD%nameerf@flash.net>, Michael and Nicole
Freeman <nameerf@flash.net> writes
>in article 27ff51c3.0212222140.28ee9a3d@posting.google.com,
>sinclap@yahoo.com at sinclap@yahoo.com wrote on 12/22/02 9:40 PM:
>
>> This board is starting to slow down, any sources for purchasing Atari
>> wares should not be discouraged.
>
>Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
>actually agree with one of his posts! I hope he keeps this up!

Hiyas all

Yup! i had to read another posting to see if i was the only one seeing
sinclaps posting!!!

Well it is the season for miracles:P

--
-- Cheers! For Now
Steve <>< * * *
Email: steve@atari.org.uk * * *
Tel: 0870 7411273 * Dfax: 0870 0521124 'The Fuji Bounces Back'
ICQ: 18116827 * Nick: MocknBird on IRC * * *
Location: Kilgetty, Pembrokeshire, Wales, UK. ** *** **

7651. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 12:17:57 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <VlhO9.66457$vb3.2785379@news2.west.cox.net>
Source record: 24572

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0212230424.142399ae@posting.google.com...
> OK I got nothing clear so far....
>
> Did the ATARI 1027 printed the character graphics set?

Somebody else answered that saying it didn't.

> Did the ATARI 1025 printed the character graphics set?

I know that one doesn't because I have one of those.

> Did ANY oh the ATARI printers printed the character graphics set?

I thought there was one printer that did? Maybe the 82x, whatever it was...
from just my memory, I would say it was an 825, but I could be wrong and I
am not sure if this printer will print graphics! Hopefully, somebody will
have a more definitive answer for you soon.

As far as I know, or can remember, if you have a graphics printer, such as
an Epson or Star, you should be able to do this. You, of course, would need
an 850 or an MIO, etc, to connect the printer to with a cable designed for
that purpose. Probably can get these easily through B&C, Best Electronics,
etc.

Sorry, I can't help you out with this one very much so I will bow out know.

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7652. Re: Hey guys look what I found on google

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 13:08:14 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <t%hO9.88655$C06.62587@news.bellsouth.net>
Source record: 24573

"James Alexander" <james-m-alexander@rogers.com> wrote in message
news:3E08FDC2.63D72A73@rogers.com...
> Son of man wrote:
>
> > Did anyone here ever get it?
> >
> >
http://groups.google.com/groups?selm=115%40holin.ATT.COM&oe=UTF-8&output=gpl
> > ain
> >
> > Just saw this on a BBS (Network Express 512-662-9765) and thought
> > it might be of interest.
> > --
> > Date: September 09, 1988
> > From: DataQue Software
> > P.O. Box 134
> > Ontario, OH 44862
> >
> > To: All Atari 8-bit Developers, Users and Supportive Organizations
> >
> > Re: Turbo Power without getting Burned!
> > --
> >
> > ***** PRESS RELEASE *****
> >
> > There have been many mentions in the almost decade since the original
> > Atari 400/800 Personal Computers hit the dealers shelves about there
> > being a future upgrade to meet the user's needs, and new and more
> > challenging applications. Finally that upgrade is available.......
> > The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.
> >
> > DataQue Software is pleased to announce a powerful new upgrade which
> > was co-designed by Ron Shue, and Chuck Steinman. This upgrade will
> > be available in two forms. There will be a replacement CPU board for
> > the original 400/800 Computer system, and a plug in module for the
> > XL/XE series. In either case, there usually is no need for any
> > modifications to the existing hardware. The only exception to this
> > is with XL/XE systems which have their CPU soldered in place, which
> > will require the removal of the existing CPU, and the addition of
> > a standard 40 pin I.C. socket is suggested. Also included is the
> > Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.
> >
> > The Turbo-816 will not only increase the potential speed of the
> > computer, but also break the 64k memory barrier of the existing

> > systems. Not with the awkward paged memory, but with a fully linear
> > decoded address space of up to 16 megabytes. Benchmarks have put the
> > Turbo-816 into a performance range ABOVE many of the 'other" PCs/!!
> > Special memory boards will be available to take advantage of the new
> > extended addressing range. These will be mounted internal to the
> > computer cabinet, and in most cases require no hardware modifications.
> >
> > And here is the amazing feature..... While adding all this power and
> > all this expanded addressing, the Turbo-816 for the Atari 8-bit
> > computer systems will maintain compatibility with most currently
> > available commercial and user written software. Using the Turbo-816
> > even those older programs will enjoy a speed increase!
> >
> > The Turbo-OS is a replacement operating system for use with the
Turbo-CPU
> > which will release the 16-bit processor to its full power. Increased
> > speed will be the most obvious change, but hidden in its code, will be
> > an advanced new floating point library that will speed even the original
> > Atari BASIC to new levels of performance. Again, on most systems it
will
> > be just a matter of replacing the existing ROM(s) with the Turbo-OS.
> >
> > The future holds many more products for the Turbo-816 systems including:
> >
> > 1) a real-time multi-tasking operating system kernal
> > 2) a new assembler-editor-debugger package which supports
> > the new assembly level instructions and addressing modes
> > 3) a new BASIC which will speed past the fastest of the
> > current BASICs for the 8-bit machines
> > 4) a new K&R compatible C development package
> > 5) a new Turbo-GOS operating system (graphical based)
> > 6) a developers development kit for new applications
> >
> > The NEW Atari Turbo-816 should be available by November of 1988
> > For more information contact your local Atari Dealer or, write:
> >
> > DataQue Software
> > Dept. T-800
> > P.O. Box 134
> > Ontario, OH 44862
>
> Theres a blast from the past. Unfortunately from what I remember it wasnt
> widely available. I suspect part of it was there wasnt much software that
took
> advantage of it so people never bought it and developers never wrote
software
> for the extra cpu power since it hadnt sold in large numbers.

Makes sense.

7653. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 19:48:24 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <uraj0voeg9d1ok2joqk87jnov8mhvkfv8s@4ax.com>
Source record: 24574

On Tue, 24 Dec 2002 12:36:55 +0100, "Vidar Olavesen" <hawk@nmi.no>
wrote:

>Hope all of you have a nice Christmas holiday!
>
>Greetings from Norway
>
Vidar..You plonker :-)

Xposting to so many groups, you must have known the dickhead element
is out there ;-)

Apart from that, happy Xmas to you and everyone in here...

7654. Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 20:28:23 UTC
From: AtariGuru@hotmail.com
Message-ID: <6f3d294d.0212251228.6ccb2577@posting.google.com>
Source record: 24575

Merry Christmas!

Hey there, I thought I would pass this along to everyone else here.

These are links to the now defunct Holmes site. I don't know whether it is ethical or not, but here it is anyways. As such, there is no guarantees that these links will work now or, if they are working, how long they will work. As noted by Holmes himself, they may not last past Dec 31st and there is no guarantee from him that they will even last that long. Depends on the person or org that is hosting these files, I guess. But, as of now, they are working. So, if you missed the chance before, here is your second, and maybe last, chance to get them now! So hurry and get them before they disappear from this site!

Except for the Utils pages, each of these links will take you straight to the download file but the server is slow and may be difficult to access from time to time so you'll have to be patient! You probably will want to save this message to your desktop so you can easily use the links below. You may have to try 2 or 3 times to get a file... so if it doesn't work the first time, then try again. I could only download 2-3 files per minute. Please try to be reasonable and don't bombard or bog down the site trying to get to these files! Maybe they will last a little longer if everyone stays within reason?

But, again, there is no guarantee that these will work now or for how long they will work. So hurry before time runs out!

Enjoy!!!

The following are a collection of utils even if you are not looking for utils you may want to scan these if you are a gamer. It has some game utils here too, such as cheats, map editors, screen makers, etc.

Note, these are links to an archived page on Google. It dates to a few months back, but they still work. Just click on the link and click on the file you want. Even though there is a menu near the top of each of these pages, it doesn't work so you have to come back here and pick the next page manually. Unfortunately, I do not have a set of the recent pages. So any additions since the end of September won't be found here. But the game archives seem to be complete and are zips of all the game directories of the site at the time of its demise.

Sorry if the links wrap (get broken), just use cut and paste to put it back together again.

*** Utils ***
Utils 0-9 - http://www.google.com/search?q=cache:8vOKPhyoPrkC:homepages.paradise.net.nz/atari/u0.htm+&hl=en&ie=UTF-8
Utils A-D - http://www.google.com/search?q=cache:I_ZPUxETwFUC:homepages.paradise.net.nz/atari/ua.htm+&hl=en&ie=UTF-8
Utils E-H - http://www.google.com/search?q=cache:vJz6ovPZcHsC:homepages.paradise.net.nz/atari/ue.htm+&hl=en&ie=UTF-8
Utils I-M - http://www.google.com/search?q=cache:7pb9Wm-LyhYC:homepages.paradise.net.nz/atari/ui.htm+&hl=en&ie=UTF-8
Utils N-Q - http://www.google.com/search?q=cache:pVCxRwNd-rIC:homepages.paradise.net.nz/atari/un.htm+&hl=en&ie=UTF-8
Utils R-T - http://www.google.com/search?q=cache:3nkyKVYwyOkC:homepages.paradise.net.nz/atari/ur.htm+&hl=en&ie=UTF-8
Utils U-Z - http://www.google.com/search?q=cache:c5sZ3GKnuvUC:homepages.paradise.net.nz/atari/uu.htm+&hl=en&ie=UTF-8

*** Games ***
Games 0-9 - http://209.4.22.21/atari/games/Archive/holmesatari-1.zip
Games B-W - http://209.4.22.21/atari/games/Archive/holmesatari-x.zip
(just change the x to the appropriate letter)
Games XYZ - http://209.4.22.21/atari/games/Archive/holmesatari-xyz.zip

+++++ Extra Goodies +++++

*** Mega Images (aka Yogi) ***

DOS Menu - http://209.4.22.21/atari/mega/dosmenu.zip
- use with ATRs. A simple menu progï¿½ use in drive 1 and one of the ATRs below in drive 2.

MISC DIs and Info - http://209.4.22.21/atari/mega/M_DI_DISKS.ZIP
- contains some menus for use with the DI images below, XL/XE translator, MyDOS, etc, and other info about the Dis below.

ATR Images - http://209.4.22.21/atari/mega/GAMES0xx.ZIP (to save space here, xx is 01-22 so cut and paste and then change accordingly)

DI Images - http://209.4.22.21/atari/mega/M_DI_xx.ZIP (again, xx is 01-22)

List of Games in each image - http://209.4.22.21/atari/mega/GAMES0xx.TXT (again, xx is 01-22)

*** Atari 8-bit Docs (179) ***
http://209.4.22.21/atari/manuals.zip

*** Atari 2600 ***
ROMs (610) - http://209.4.22.21/atari/consoles/2600roms610.zip
DOCs (524) - http://209.4.22.21/atari/consoles/2600manuals.zip

*** Atari 5200 ***
ROMs (108) - http://209.4.22.21/atari/consoles/5200roms108.zip
DOCs (66) - http://209.4.22.27/atari/consoles/5200manuals66.zip

*** Atari 7800 ***
ROMs (41) - http://209.4.22.21/atari/consoles/7800roms41.zip
DOCs (46) - http://209.4.22.27/atari/consoles/7800manuals46.zip

Enjoy!!!

7655. Re: CC65 usefull?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 21:01:07 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92EFA2981PrivacyLabs@209.143.0.11>
Source record: 24578

slor@comcast.net (Slor) wrote in <au6cr4$4kj26$1@ID-164868.news.dfncis.de>:

>Thanks. Does anyone have any working graphics samples for Atari? The
>current author seems to be fairly geared towards Commodore programs, and I
>could only build text samples for Atari.

Check out http://cth.dtdns.net/atos/ . ATOS made extensive use of the original CC65 by JRD, but had it's core written in assembly. I think it's a good example of what CC65 can produce on the A8. But forget using CC65 by itself for time critical code like DLIs and the like. Those should be in hand crafted assembly.

It is trivial in CC65 to access the A8's graphics through CIO and the extended memory through pointer manipulation of PORTB. The graphics speed would then be limited to the speed of CIO. A better solution for a performance intensive game or application would be to write the core in assembly and then use CC65 to create the outer layer. This lends itself well for speedy application development without taking a hit in performance.

7656. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 21:02:01 UTC
From: RedFox <redfox@firenet.ws>
Message-ID: <aud6bu$6aedv$1@ID-111763.news.dfncis.de>
Source record: 24576
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
[ http://www.tnslblover.co.uk/users/tauc/ ]
"Raze" <nospam@yahoo.com> wrote

> > > XMas isn't about opening presents, ya jackass!
> >
> > What's it about? Jesus? He wasn't even born on December 25. And where
> the
> > fuck is Santa in the Bible? Oh yeah, Santa is a misspelling of Satan.
> >
>
> LOL
>
> Actually, the whole "Christmas" thing is the Catholic Church coverup of
the
> Druid holiday known as Yule. The trees, presents and lights.. all Yule.
> Technically, these festivities should have been celebrated on Sunday,
which
> was the Winter Solstice, when Yule is celebrated. Dont forget about the
> other great coverups such as Haloween which is really Samhaim. The
Catholic
> Church really did a number on the druids, just about wiped them all out.
So
> much for that one commandment, huh? ;)

Happy Yule indeed!

Christmas trees come from Germany actually, passed down when the royal
family settled here in England, then passed onto the USA

-RedFox
```

7657. Re: Merry Atari 8-bit Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 21:16:03 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E0A2013.9050304@hotmail.com>
Source record: 24577

Nite Hacker wrote:
> So, was that made on an 8-bit? LOL

Could have been, in lower resolution, but no.

I am happy to see that the picture did not cause
a massive cross-post-o-rama of follow-up messages
about the origins of the Christmas tradition.

Anders

7658. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 23:15:20 UTC
From: Keelhaul <Keelhaul@t-online.de>
Message-ID: <aude6a$7fv$04$1@news.t-online.com>
Source record: 24579
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
Merry Christmas!

Greetings from Germany.

"Vidar Olavesen" <hawk@nmi.no> wrote in message
news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> Hope all of you have a nice Christmas holiday!
>
> Greetings from Norway
>
>
```

7659. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 23:21:25 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3e0a3d77$0$17644$272ea4a1@news.execpc.com>
Source record: 24580
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Christmas is about snow, ice, reindeer. I think it was
invented in Norway.
25 degrees in Austalia and T-shirts? I have 22 degrees
and 1 foot of snow here in Ohio.
Rambling Russg

7660. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-25 23:27:19 UTC
From: kicksy <slapkicksy@blueyonder.co.uk>
Message-ID: <r9rO9.2249$cx5.16135334@news-text.cableinet.net>
Source record: 24581
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

"Bill_Gates" <gates@microsoft.com> wrote in message
news:ZM_N9.62872$vb3.2493044@news2.west.cox.net...
> XMas isn't about opening presents, ya jackass!

Yes it is. You think Jesus can open them all? His dead.

--
From the mind of Andrew Kicks

Everything in this world is bias. Even the world leans to one side.

7661. Mouse - a programming language for the A8

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 00:18:09 UTC
From: NoOne@FakeEmail.invalid
Message-ID: <92EFCC5BEPrivacyLabs@209.143.0.11>
Source record: 24582

I've implemented an Atari 8-bit version of the Mouse programming language. I call it "Mouse 03" for the year 2003 which is coming up shortly. It's kind of my Christmas gift to old Atari programmers. Retro, but twisted! ;-)

http://cth.dtdns.net/mouse/

7662. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 00:26:47 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <v_rO9.3292$j94.598059@news02.tsnz.net>
Source record: 24583

I'd appreciate it if you didnt do this.

Do I come into your house, because I know where you hide the key? Okay, not 100% the same, but in a way it is the same.

Although this isnt affecting my server, this does affect the bandwidth of my old space provider, who generously donated space for the archive. He hasnt changed the file locations yet, so yes they do still work, but Please dont use them. The site is gone, get the files elsewhere.

Thanks

Aaron (aka. Holmes)

"Atari Guru" <AtariGuru@hotmail.com> wrote in message news:6f3d294d.0212251228.6ccb2577@posting.google.com...
> Merry Christmas!
>
> Hey there, I thought I would pass this along to everyone else here.
>
> These are links to the now defunct Holmes site. I don't know whether
> it is ethical or not, but here it is anyways. As such, there is no
> guarantees that these links will work now or, if they are working, how
> long they will work. As noted by Holmes himself, they may not last
> past Dec 31st and there is no guarantee from him that they will even
> last that long. Depends on the person or org that is hosting these
> files, I guess. But, as of now, they are working. So, if you missed
> the chance before, here is your second, and maybe last, chance to get
> them now! So hurry and get them before they disappear from this site!
>
> Except for the Utils pages, each of these links will take you straight
> to the download file but the server is slow and may be difficult to
> access from time to time so you'll have to be patient! You probably
> will want to save this message to your desktop so you can easily use
> the links below. You may have to try 2 or 3 times to get a file... so
> if it doesn't work the first time, then try again. I could only
> download 2-3 files per minute. Please try to be reasonable and don't
> bombard or bog down the site trying to get to these files! Maybe they
> will last a little longer if everyone stays within reason?

7663. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 00:30:36 UTC
From: Son of man <bcozier@bellsouth.net>
Message-ID: <7%rO9.95445$C06.37696@news.bellsouth.net>
Source record: 24584

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:v_rO9.3292$j94.598059@news02.tsnz.net...
> I'd appreciate it if you didnt do this.
>
> Do I come into your house, because I know where you hide the key? Okay,
not
> 100% the same, but in a way it is the same.
>
> Although this isnt affecting my server, this does affect the bandwidth of
my
> old space provider, who generously donated space for the archive. He
hasnt
> changed the file locations yet, so yes they do still work, but Please dont
> use them. The site is gone, get the files elsewhere.

Hey not that I'm disagreeing with anything you're saying, but you think
there are really that many people looking for those files to make a
significant impact on bandwith? Also, are there any plans to relocate the
files to another server, or will it be dead and gone for all time?

>
> Thanks
>
> Aaron (aka. Holmes)
>
> "Atari Guru" <AtariGuru@hotmail.com> wrote in message
> news:6f3d294d.0212251228.6ccb2577@posting.google.com...
> > Merry Christmas!
> >
> > Hey there, I thought I would pass this along to everyone else here.
> >
> > These are links to the now defunct Holmes site. I don't know whether
> > it is ethical or not, but here it is anyways. As such, there is no
> > guarantees that these links will work now or, if they are working, how
> > long they will work. As noted by Holmes himself, they may not last
> > past Dec 31st and there is no guarantee from him that they will even
> > last that long. Depends on the person or org that is hosting these
> > files, I guess. But, as of now, they are working. So, if you missed
> > the chance before, here is your second, and maybe last, chance to get
> > them now! So hurry and get them before they disappear from this site!
> >
> > Except for the Utils pages, each of these links will take you straight
> > to the download file but the server is slow and may be difficult to
> > access from time to time so you'll have to be patient! You probably
> > will want to save this message to your desktop so you can easily use

> > the links below. You may have to try 2 or 3 times to get a file... so
> > if it doesn't work the first time, then try again. I could only
> > download 2-3 files per minute. Please try to be reasonable and don't
> > bombard or bog down the site trying to get to these files! Maybe they
> > will last a little longer if everyone stays within reason?
>
>

7664. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 00:37:28 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <cbsO9.484068$%A6.5457553@news.easynews.com>
Source record: 24585

Aaron Wheeler wrote:
> I'd appreciate it if you didnt do this.
Fair enough asking that. I was going to take a look, but will respect your wishes.

> Do I come into your house, because I know where you hide the key? Okay,
> not 100% the same, but in a way it is the same.
Not 10% the same really. All he did is tell us where the house is. When people then knock on the door you (i.e. the server) say "Yes" and send the files... The unethical point is publishing a private address in a public forum.

Sorry, know I'm being a pedantic git -> pet hate:-)

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

7665. Thank you! (nt)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 00:58:25 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <audk7gnvv1@bob.news.rcn.net>
Source record: 24586

[No readable article body recovered]

7666. Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 03:04:55 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212252156230.11654@shell1>
Source record: 24587

On Wed, 25 Dec 2002 at 18:21:25 -0500, Russ Gilbert scribbled:
->25 degrees in Austalia and T-shirts? I have 22 degrees and 1 foot
->of snow here in Ohio.

Australia's 25 degrees is Centigrade! Our 22 degrees in Ohio
(with only one inch of snow here in Cincinnati) is Fahrenheit.
(They probably don't have inches and feet in Australia, either.
Just milliliters and hectares. <grin>)
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* O, I hoot to Ohio! *

(Headers munged to foil spammers; real info in taglines)

7667. Re: Mouse - a programming language for the A8

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 03:41:04 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <kTuO9.507162$QZ.75729@sccrnsc02>
Source record: 24588

THANKS!!!

"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:92EFCC5BEPrivacyLabs@209.143.0.11...
>
> I've implemented an Atari 8-bit version of the Mouse programming
> language. I call it "Mouse 03" for the year 2003 which is coming up
> shortly. It's kind of my Christmas gift to old Atari programmers. Retro,
> but twisted! ;-)
>
> http://cth.dtdns.net/mouse/
>
>

7668. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 03:44:58 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <_WuO9.507190$QZ.75677@sccrnsc02>
Source record: 24589

Do you still plan on uploading the files to Tom Hunt's ftp server ?

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:v_rO9.3292$j94.598059@news02.tsnz.net...
> I'd appreciate it if you didnt do this.
>
> Do I come into your house, because I know where you hide the key? Okay,
not
> 100% the same, but in a way it is the same.
>
> Although this isnt affecting my server, this does affect the bandwidth of
my
> old space provider, who generously donated space for the archive. He
hasnt
> changed the file locations yet, so yes they do still work, but Please dont
> use them. The site is gone, get the files elsewhere.
>
> Thanks
>
> Aaron (aka. Holmes)
>
> "Atari Guru" <AtariGuru@hotmail.com> wrote in message
> news:6f3d294d.0212251228.6ccb2577@posting.google.com...
> > Merry Christmas!
> >
> > Hey there, I thought I would pass this along to everyone else here.
> >
> > These are links to the now defunct Holmes site. I don't know whether
> > it is ethical or not, but here it is anyways. As such, there is no
> > guarantees that these links will work now or, if they are working, how
> > long they will work. As noted by Holmes himself, they may not last
> > past Dec 31st and there is no guarantee from him that they will even
> > last that long. Depends on the person or org that is hosting these
> > files, I guess. But, as of now, they are working. So, if you missed
> > the chance before, here is your second, and maybe last, chance to get
> > them now! So hurry and get them before they disappear from this site!
> >
> > Except for the Utils pages, each of these links will take you straight
> > to the download file but the server is slow and may be difficult to
> > access from time to time so you'll have to be patient! You probably
> > will want to save this message to your desktop so you can easily use
> > the links below. You may have to try 2 or 3 times to get a file... so
> > if it doesn't work the first time, then try again. I could only
> > download 2-3 files per minute. Please try to be reasonable and don't

> > bombard or bog down the site trying to get to these files! Maybe they
> > will last a little longer if everyone stays within reason?
>
>

7669. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 03:45:29 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <tXuO9.6745$b97.716899@newsread2.prod.itd.earthlink.net>
Source record: 24590

Any dot matrix printer with dot addressable capabilities (the Atari 825 was *not* one of them) can generate any image when bit image data is sent. Most Epson and Star models of the mid-80s could do this with the correct software; they did *not* generate the graphic characters from a simple atascii code in the text stream.

There *was* one printer interface which included an operating mode that did generate the characters from atascii codes while using the correct model of Epson, Star, Panasonic, etc. printer. It might have been a 'U-Print'.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Nite Hacker" <nitehacker@hotmail.com> wrote in message
news:VlhO9.66457$vb3.2785379@news2.west.cox.net...
>
> "Luis Baeza" <lbaeza@usa.net> wrote in message
> news:c860ca33.0212230424.142399ae@posting.google.com...
> > OK I got nothing clear so far....
> >
> > Did the ATARI 1027 printed the character graphics set?
>
> Somebody else answered that saying it didn't.
>
> > Did the ATARI 1025 printed the character graphics set?
>
> I know that one doesn't because I have one of those.
>
> > Did ANY oh the ATARI printers printed the character graphics set?
>
> I thought there was one printer that did? Maybe the 82x, whatever it
was...
> from just my memory, I would say it was an 825, but I could be wrong and I
> am not sure if this printer will print graphics! Hopefully, somebody will
> have a more definitive answer for you soon.
>
> As far as I know, or can remember, if you have a graphics printer, such as
> an Epson or Star, you should be able to do this. You, of course, would
need
> an 850 or an MIO, etc, to connect the printer to with a cable designed for
> that purpose. Probably can get these easily through B&C, Best
Electronics,

> etc.
>
> Sorry, I can't help you out with this one very much so I will bow out
know.
>
>
> Happy 8-bitting!
>
> Nite Hacker
>
> * Have You Played Atari Today! *
>
>
>

7670. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 04:13:29 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3e0a81e9$0$17641$272ea4a1@news.execpc.com>
Source record: 24591

Cincinnatti (sp?) is in the south, no wonder you only
have 1 inch of snow. I'm at the north coast, go any
farther and you're in Canada.

7671. Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 04:17:43 UTC
From: Roy G Biv <erasmus@6502.chip.old.folks.home>
Message-ID: <Pine.GSO.4.51.0212252205260.11654@shell1>
Source record: 24592

On 24 Dec 2002 01:05:35 -0800, "Lee" (melee5) scribbled:
->... you don't seem to have used it [My Util] like this at all?

Oh, I've used it, and often (but not in that way).

->Perhaps, you never tried it with one disk and one very large
->arced file to transfer?

Yup, that's true. I've left all those kinds of disks on the
Atari side. That's what I keep the 8-bit hardware for.

->For those large transfers its a horrible experiance ...

I believe it!

->As far as the 'rage' of MyUtil in this group - don't believe
->everything you read on Usenet.

I didn't just read about it. I *was* here on this NG as far
back as '95 (mainly as a lurker).

->Only people that do claim it works is you and a couple of Linux
->users who never post back to the question - HOW?

In the beginning I was as frustrated with it as you sound like.
All I had to go by was that tiny little "help" file with the syntax.
Eventually I found that the syntax guide had to be used exactly as
it said. Once you figure it out, then it works. (Well, SOMETIMES
it works! When it doesn't get hung up, that is.)

I found that I still have that syntax guide handy. Here it is:

. . . . . .

HELP FILE FOR "UTIL" PROGRAM:

(INVOKED BY EXECUTING THE WORD "UTIL" BY ITSELF UNDER MS-DOS)

Invalid switch: only L/istDir, P/rintFiles, R/eadFiles,
W/riteFiles or I/nitializeDisk
Usage: util /L|/P|/R|/I [/B|/A] [/T80|/P80] [A|B|C|D]: or
util /W [A|B|C|D]: file [file ...]

L = list directory(s) of a MYDOS format diskette
P = print files from a MYDOS format diskette
R = read files from a MYDOS format diskette
I = initialize MYDOS format double density disk
W = write listed files to a MYDOS format diskette

B = transfer data as a binary file (no translation)
A = perform ATASCII to/from ASCII translation (default)

Tn = double sided (ATR8000) diskettes have "n" tracks
Pn = double sided (Percom) diskettes have "n" tracks
Sn = nonstandard diskettes have "n" as the first
sector (usually 0), the default value is 1

. . . . . .

Here are some tips I've distilled from my own notes that I keep
at my computer desk. (This is about the only way to remember how
to correctly use "My Util"!)

(1) On my clone, for example, the 5.25-inch drive is drive 'B'
so that's the drive I put the Atari disk in. Proper syntax for
using "My Util" is:

UTIL /L B: (for directory listing)

UTIL /R B: (for reading the Atari disk)

UTIL /W B: (for writing to the floppy disk)

(2) Unlike the usual DOS syntax, you can't add a filename after
the colon. "My Util" reads the whole disk, not a specific file.

(3) Don't use the /B switch for text files; use /A. /A is an
Atascii to Ascii translator, but it doesn't remove characters below
Ascii value 33. I wrote my own Atari-to-Ascii (ATR2ASC) utility
for removing Atascii characters below 33 from Atariwriter files and
inserting Ascii end-of-line characters to keep line length at 79
or less. I run Atari text files thru this utility before I use
"My Util" on them.

(4) I found that "My Util" works best on small files. 35 DD
sectors seems to be about the limit. (That tallies with what
you said about huge disk-length files.) Perhaps the only way to
get "My Util" to handle such huge files is to break them down
into smaller pieces. (I also wrote a utility that did that. I
believe I've posted both these utilities on this NG in past
years.)

(5) Ignore the reference to MyDos. Any true DD disk is okay,
tho disks formatted on an SF-551 probably work best.
--
>>>---<<<
>>> david moeser -- erasmus39 on yahoo <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

(Headers munged to foil spammers; real info in taglines)

7672. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 07:47:24 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <guyO9.71941$vb3.3041788@news2.west.cox.net>
Source record: 24593

Well, that's the whole point of the discussion, I think... can the atascii set be printed? And you, along with a few others here, have confirmed that the answer is yes... with proper hardware, printer and software.

Thanks so much for your clarification and answers. I am sure this should now be the answer(s) he is looking for!

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7673. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 08:53:57 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <_pzO9.3346$j94.607803@news02.tsnz.net>
Source record: 24594

> > I'd appreciate it if you didnt do this.
> Fair enough asking that. I was going to take a look, but will respect your
> wishes.

Thanks Mark.

> > Do I come into your house, because I know where you hide the key? Okay,
> > not 100% the same, but in a way it is the same.
> Not 10% the same really. All he did is tell us where the house is. When
> people then knock on the door you (i.e. the server) say "Yes" and send the
> files... The unethical point is publishing a private address in a public
> forum.

I know, I was just making a point as quickly as I could, and was tired at
the time :-)

If it was my server, fine, but as it isnt, I have notified my old webspace
provider, and hopefully, he'll either host the files for everyone to gain
access to, or change their locations, to advoid the 'archived' weblinks from
working.

The majority of the files ARE locatable on other websites. So no real need
to be going in the back door :-)

Thanks guys for the cooperation. James, my webspace provider, may wish to
jump in here and ok it? Up to him from now on, I wont comment on this
again.

Aaron

7674. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 08:54:51 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <PqzO9.3347$j94.607750@news02.tsnz.net>
Source record: 24595

"rtdos" <rtdos@juno.com> wrote in message
news:_WuO9.507190$QZ.75677@sccrnsc02...
> Do you still plan on uploading the files to Tom Hunt's ftp server ?

Yes, but again, not till the new year, and not till I ask Tom. :-)

Cheers

Aaron

7675. ADV: Atari After Christmas Sale!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 09:17:00 UTC
From: Bravo Sierra Computers <atari@aracnet.com>
Message-ID: <Pine.LNX.4.44.0212260111020.9850-100000@shell1.aracnet.com>
Source record: 24596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,or.forsale,pdx.forsale,rec.games.video.atari,alt.atari-jaguar.discussion

For those of you who missed out on my Christmas Sales! Now is the Time to take advantage of my After Christmas Sale Discount! Now I'm offering a 20% off the Top Discount on Games/Software, Hardware/Accessories & References/ Books for Classic Atari 8 Bit, Atari ST 16/32 Bit Computers & Jaguar Games and Game Machines! And if your a Regular Customer, Reward yourself with another 10% off the Top. A Whopping 30% Discount! Friends, take advantage of this, because this is as Good as it Gets! A lot of the items on sale I only have One, Two or a Few of! So act NOW While I got it! Got Questions? E-Mail Atari@aracnet.com Today! Get the Catalogs while inventory Lasts! Act Now,or I can't save you any Money! Goto http://BensCatalogs.Atari.org Or goto my Domain at http://BenSells.Atari.org or Call Ben@(503)256-9974! http://www.aracnet.com/~atari/specials.htm Holiday Specials Details!!

Got Atari Questions? E-Mail or Call Ben 24Hrs, anytime at (503)256-9974! If you don't Contact me Today, I can't save you any Money! http://www.aracnet.com/~atari/numbers.htm Phone contact info and Hours! http://www.aracnet.com/~atari/whybuyben.htm Ben's Living References! http://www.aracnet.com/~atari/catalogs.htm FREE Atari Catalogs Area!

I've got a fast turnaround rate. Usually, Once I receive payment your order goes out the same day. My customers love the speedy service! I also have lots of Atari Reference Books. Which I can Mail by Book Rate!

Please Direct all Replies Through E-Mail to: BenSells@Atari.org or Atari@aracnet.com. If you can't reach me, see my info at the Bottom!

Atari Jaguar, 8 Bit and ST Games/Software, Hardware/Accessories & References/ Books. FREE Catalogs on Ben's Domain at http://BensCatalogs.Atari.org or at http://BenSells.Atari.org Catalogs can be attached to,Requested by & Received Through E-Mail at Atari@aracnet.com or BenSells@Atari.org and Please Specify Atari 8 Bit, ST, Jaguar and/or all 3! Or Call Ben anytime at (503)256-9974!!!

7676. Re: Mouse - a programming language for the A8

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 11:26:50 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e0ae787$0$143$e4fe514c@news.xs4all.nl>
Source record: 24497

Hi,

Nice gift Tom. You still seem to have fun programming the 8-bit Atari.

Merry Christmas and Happy new year...

TXG/MNX
"Tom Hunt" <NoOne@FakeEmail.invalid> wrote in message
news:92EFCC5BEPrivacyLabs@209.143.0.11...
>
> I've implemented an Atari 8-bit version of the Mouse programming
> language. I call it "Mouse 03" for the year 2003 which is coming up
> shortly. It's kind of my Christmas gift to old Atari programmers. Retro,
> but twisted! ;-)
>
> http://cth.dtdns.net/mouse/
>
>

7677. FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 12:23:04 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl>
Source record: 24498

Hi,

For all 8-bit users I have a FTP server running:

host: atari.xs4all.nl
port: 21
user: atari8
pass: atari4ever

You can also upload now.

TXG/MNX

7678. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 13:00:11 UTC
From: lbaeza@usa.net
Message-ID: <c860ca33.0212260500.29d26078@posting.google.com>
Source record: 24499

OK guys

Thanks for the replies so far.
I started this topic because I own a 1020 Atari printer,
and since it is a graphical (not impact) printer, I
guessed it *could* print the complete ATASCII set.

But until now the answer seems to be "NO". :(

This derived me to the question: Did *any* of the Atari printers
print the complete ATASCII set?

I guess that the 822 could print those, but I am not quite sure.
I think that someone who owns that printer could answer this question.

I am very intrigued because I own some local Atari publications that
has some BASIC listings with some graphic characters in it, but
after your explanations I am quite sure they printed those listings
on printers other than Atari, maybe an Epson or something like that.

Anyway, thanks again!

Regards.

BTW, I own a Seikosha impact printer with an Atari-Seikosha interface cable too.
Could this thing print the friggin characters? :)

Roy G Biv <erasmus@the.color.spectrum> wrote in message
news:<Pine.GSO.4.51.0212232315480.24306@shell1>...
> On Sun, 22 Dec 2002 at 02:57:36 -0500, "Technoid Mutant" scrib-
> bled:
> ->Well, the Atari 825 would print those characters as would the 820?
> ->thermal printer.
>
> Did you mean "82?" (eight-twenty-what)? I have one of those
> eight-twenty-whats. It's called an 822. It was made by a
> different company (Trendcom) than the 820 and 825. I think it'll
> print images of the Atari graphics characters but it's been ages
> since I did that kind of thing with it.

7679. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 15:11:34 UTC
From: Bill_Gates <gates@microsoft.com>
Message-ID: <G_EO9.77176$vb3.3103408@news2.west.cox.net>
Source record: 24500
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Isn't it supposed to be summer time in the southern hemisphere?
Ok now that I think about it, you're saying 25 degrees celius, which
is quite warm. I can't stand how us Americans still use that legacy
English system. How can we be so stupid not to standardize? I blame
it on the ignorance of 99% of the population who would be too
confused to switch. Anyways, it was a nice sunny Xmas in Phoenix
this year. About 60 degrees F, around 16 degrees C

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3e08e1e7$0$7197$afc38c87@news.optusnet.com.au...
> Did any one get a white Christmas? 25 Degree's here in Melbourne,
Australia.
> Shorts, T-shirts and BBQ's (grin).
>
> Mark
>
>
> "Vidar Olavesen" <hawk@nmi.no> wrote in message
> news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> > Hope all of you have a nice Christmas holiday!
> >
> > Greetings from Norway
> >
> >
>
>

7680. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 15:24:45 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212260724.2f65fce8@posting.google.com>
Source record: 24501

then i can wait. :o)

"Aaron Wheeler" <holmesatari@hotmail.com> wrote in message
news:<PqzO9.3347$j94.607750@news02.tsnz.net>...
> "rtdos" <rtdos@juno.com> wrote in message
> news:_WuO9.507190$QZ.75677@sccrnsc02...
> > Do you still plan on uploading the files to Tom Hunt's ftp server ?
>
> Yes, but again, not till the new year, and not till I ask Tom. :-)
>
> Cheers
>
> Aaron

7681. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 15:51:41 UTC
From: TXG <txg@the-underground.myweb.nl>
Message-ID: <3e0b259b$0$138$e4fe514c@news.xs4all.nl>
Source record: 24502

Hi,

I already seen many people on the server GREAT!

Some people seem to have problems. I have seen some in the past when
internet explorer was used.

I prefer a program like LEECHFTP. It's for Windows and it's small and also
completly FREE.

http://stud.fh-heilbronn.de/~jdebis/leechftp/downloads.html

I use this all the time.

For people that still have problems contact me.

TXG/MNX
"TXG" <txg@the-underground.myweb.nl> wrote in message
news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> Hi,
>
> For all 8-bit users I have a FTP server running:
>
> host: atari.xs4all.nl
> port: 21
> user: atari8
> pass: atari4ever
>
> You can also upload now.
>
> TXG/MNX
>
>
>

7682. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 16:38:39 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e0b309d$0$151$e4fe514c@news.xs4all.nl>
Source record: 24503

Hmm my e-mail address that's being used is not working anymore. E-mail me at txg01@xs4all.nl

"TXG" <txg@the-underground.myweb.nl> wrote in message news:3e0b259b$0$138$e4fe514c@news.xs4all.nl...
> Hi,
>
> I already seen many people on the server GREAT!
>
> Some people seem to have problems. I have seen some in the past when
> internet explorer was used.
>
> I prefer a program like LEECHFTP. It's for Windows and it's small and also
> completly FREE.
>
> http://stud.fh-heilbronn.de/~jdebis/leechftp/downloads.html
>
> I use this all the time.
>
> For people that still have problems contact me.
>
> TXG/MNX
> "TXG" <txg@the-underground.myweb.nl> wrote in message
> news:3e0af4b6$0$75619$e4fe514c@dreader3.news.xs4all.nl...
> > Hi,
> >
> > For all 8-bit users I have a FTP server running:
> >
> > host: atari.xs4all.nl
> > port: 21
> > user: atari8
> > pass: atari4ever
> >
> > You can also upload now.
> >
> > TXG/MNX
> >
> >
> >
>
>

7683. OSS SuperCarts (WAS: mio binaries)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 16:58:51 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212260858.e126f15@posting.google.com>
Source record: 24504

a while back someone posted a link to the MIO binaries which the
webpage also contained information about oss supercarts. does anyone
have this link ?

7684. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 17:31:33 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <V1HO9.346$Oc.43906@newsread2.prod.itd.earthlink.net>
Source record: 24505

"Luis Baeza" <lbaeza@usa.net> wrote in message
news:c860ca33.0212260500.29d26078@posting.google.com...
> OK guys
>
> Thanks for the replies so far.
> I started this topic because I own a 1020 Atari printer,
> and since it is a graphical (not impact) printer, I
> guessed it *could* print the complete ATASCII set.

Not sure about the exact history of the 1020 but I believe a version of it
was sold by Radio Shack for use with their computer. The 1020 like many
other Atari printers seem to have undergone the cheapest path of
modification to run on an Atari rather then be fully compatible.
> This derived me to the question: Did *any* of the Atari printers
> print the complete ATASCII set?

AFAIK the only way to get ATASCII on a printer is with a replacement P:
handler. What they do is look for anything not ASCII, switch the printer
into a bit mapped mode and dump the character.

7685. Re: OSS SuperCarts (WAS: mio binaries)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 19:20:35 UTC
From: Richard Heldmann <rheldmann@rcn.com>
Message-ID: <aufkq2$9jg$1@bob.news.rcn.net>
Source record: 24506

Try http://www.retrobits.net/ Dan's Tribute to OSS! A super site, btw.

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212260858.e126f15@posting.google.com...
> a while back someone posted a link to the MIO binaries which the
> webpage also contained information about oss supercarts. does anyone
> have this link ?

7686. FTP server part 2

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 23:08:02 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e0b8be1$0$152$e4fe514c@news.xs4all.nl>
Source record: 24507

Hi,

For the people who have looked please leave feedback at txg01@xs4all.nl to
let me know how you like it.

Write as subject: FTP feedback

7687. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 23:34:11 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212261534.5e757fe9@posting.google.com>
Source record: 24508

Then I and a lot of 8bit fans owe you and Anthony a big
THANK YOU
for pounding out those help files that made working
with MyUtil/PCXFer/? a productive experiance at least
even if it had a sharp learning curve at times.

It seems we are in agreement then?
MyUtil will work reading Atari DD disks - but one must
use at least two copies of the Atari disk if the file
to be copied is large.
MyUtil will copy small files on
Atari formatted disks but its still a crap shoot,
sometimes yes, sometimes no.
Its always best to format disks with the PC program on
the PC first - then you have no such troubles as above.

Once I religiously followed the above limits, I had no
further 'troubles' with MyUtil and used it for about a
year like that until I lucked onto a Happy drive.

Thanks again.

Roy G Biv <erasmus@6502.chip.old.folks.home> wrote in message
news:<Pine.GSO.4.51.0212252205260.11654@shell1>...
> On 24 Dec 2002 01:05:35 -0800, "Lee" (melee5) scribbled:
> ->... you don't seem to have used it [My Util] like this at all?
>
> Oh, I've used it, and often (but not in that way).
>
> ->Perhaps, you never tried it with one disk and one very large
> ->arced file to transfer?
>
> Yup, that's true. I've left all those kinds of disks on the
> Atari side. That's what I keep the 8-bit hardware for.
>
> ->For those large transfers its a horrible experiance ...
>
> I believe it!
>
> ->As far as the 'rage' of MyUtil in this group - don't believe
> ->everything you read on Usenet.
>
> I didn't just read about it. I *was* here on this NG as far
> back as '95 (mainly as a lurker).
>

> ->Only people that do claim it works is you and a couple of Linux
> ->users who never post back to the question - HOW?
>
> In the beginning I was as frustrated with it as you sound like.
> All I had to go by was that tiny little "help" file with the syntax.
> Eventually I found that the syntax guide had to be used exactly as
> it said. Once you figure it out, then it works. (Well, SOMETIMES
> it works! When it doesn't get hung up, that is.)
>
> I found that I still have that syntax guide handy. Here it is:
>
> . . . . . .
>
> HELP FILE FOR "UTIL" PROGRAM:
>
> (INVOKED BY EXECUTING THE WORD "UTIL" BY ITSELF UNDER MS-DOS)
>
> Invalid switch: only L/istDir, P/rintFiles, R/eadFiles,
> W/riteFiles or I/nitializeDisk
> Usage: util /L|/P|/R|/I [/B|/A] [/T80|/P80] [A|B|C|D]: or
> util /W [A|B|C|D]: file [file ...]
>
> L = list directory(s) of a MYDOS format diskette
> P = print files from a MYDOS format diskette
> R = read files from a MYDOS format diskette
> I = initialize MYDOS format double density disk
> W = write listed files to a MYDOS format diskette
>
> B = transfer data as a binary file (no translation)
> A = perform ATASCII to/from ASCII translation (default)
>
> Tn = double sided (ATR8000) diskettes have "n" tracks
> Pn = double sided (Percom) diskettes have "n" tracks
> Sn = nonstandard diskettes have "n" as the first
> sector (usually 0), the default value is 1
>
> . . . . . .
>
> Here are some tips I've distilled from my own notes that I keep
> at my computer desk. (This is about the only way to remember how
> to correctly use "My Util"!)
>
> (1) On my clone, for example, the 5.25-inch drive is drive 'B'
> so that's the drive I put the Atari disk in. Proper syntax for
> using "My Util" is:
>
> UTIL /L B: (for directory listing)
>
> UTIL /R B: (for reading the Atari disk)
>

> UTIL /W B: (for writing to the floppy disk)
>
> (2) Unlike the usual DOS syntax, you can't add a filename after
> the colon. "My Util" reads the whole disk, not a specific file.
>
> (3) Don't use the /B switch for text files; use /A. /A is an
> Atascii to Ascii translator, but it doesn't remove characters below
> Ascii value 33. I wrote my own Atari-to-Ascii (ATR2ASC) utility
> for removing Atascii characters below 33 from Atariwriter files and
> inserting Ascii end-of-line characters to keep line length at 79
> or less. I run Atari text files thru this utility before I use
> "My Util" on them.
>
> (4) I found that "My Util" works best on small files. 35 DD
> sectors seems to be about the limit. (That tallies with what
> you said about huge disk-length files.) Perhaps the only way to
> get "My Util" to handle such huge files is to break them down
> into smaller pieces. (I also wrote a utility that did that. I
> believe I've posted both these utilities on this NG in past
> years.)
>
> (5) Ignore the reference to MyDos. Any true DD disk is okay,
> tho disks formatted on an SF-551 probably work best.

7688. Re: Reading Atari disks on PC - Link

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-26 23:50:23 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212261550.78821c91@posting.google.com>
Source record: 24509

llppwhite@aol.comnsp (LarryWhite) wrote in message
news:<20021225001842.13373.00000201@mb-de.aol.com>...
> This thread got me thinking again, so I "Google'd" into this site. Interesting
> stuff.
> Don't know what the cost of the new products is, but probably more than an
> SIO2PC cable. :-)
>
> http://www.sydex.com/index.html
>
> Perhaps it is possible to completely bypass the controller functions and
> "bit-bang" your way through on the PC? (We are way out of my league, now.) If
> so, that might lead to disk errors which may not be a big deal on text files,
> but for Atari program files, it likely would be a problem.
>
> Larry

It doesn't appear to be possible to bit bang the controller as the FM
mode pins are not connected anymore, starting at about the XT line it
appears. FM is available for tape backup drives but not for floppy
drives - perhaps one could get it back by hacking on their PC mobos,
but I haven't gone there as yet.

Then there is this
Catweasle Floppy disk board
http://members.tripod.com/~apd2/catweasl.htm
but progress is slow to none as I see nothing new in over a year.

I still have hope, but its fading to a mobo hack to get those FM
pins on the controller set to FM mode - trouble is I don't know if
those pins are even connected on the inside of the controller chip
where they would come on out to where we can influence them with a
switch and a couple of resistors?

7689. Re: FTP server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 00:14:42 UTC
From: bill@newbreedsoftware.com
Message-ID: <SXMO9.57267$lk.1833375@typhoon.sonic.net>
Source record: 24510

TXG <txg@the-underground.myweb.nl> wrote:
> Hi,
>
> For all 8-bit users I have a FTP server running:

Considered providing an index file (".qif") for me to add to XL Search? :^)

http://xlsearch.atari.org/

Thx!

-bill!

7690. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 00:45:13 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <toNO9.848$Oc.107497@newsread2.prod.itd.earthlink.net>
Source record: 24511

It was called the Graphix AT from Xetec.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"Ron Hamilton" <oldatarian@atariland.com> wrote in message
>
> There *was* one printer interface which included an operating mode that
did
> generate the characters from atascii codes while using the correct model
of
> Epson, Star, Panasonic, etc. printer. It might have been a 'U-Print'.

7691. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 00:51:22 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <8c8n0vcp4ldmrqc9eor95gjqru939krg40@4ax.com>
Source record: 24520

On Fri, 27 Dec 2002 19:35:31 +1300, "Aaron Wheeler"
<holmesatari@hotmail.com> wrote:

>For sure I had a nice archive, but please note, that quite a few people
>worked with me to get copies of everything, both downloaded and on CDrom, so
>that they can share it to everyone else. So even if I dont manage to come
>through with uploading it somewhere, please note that at least 30 people
>have a 'complete' or near complete copy of my site. And these are just the
>ones that worked with me, how many leeched everything from it anonymously?
>Heaps!!
>
>So do not worry that anything is gonna get lost. It aint going to happen.
>
As one of the contributors and a long term Atari contributor of games
for the needy in here I can promise that what was on Aaron's site is
safe and sound but not hidden away so no one will ever see it again.

>Plus I will always be around, unless I walk under a bus! ;-)

You like me have something that will keep you busier than any worries
about buses ;-)

>So any files you need just request em. (But only if no one else has 'em) >:-)

Yep, just stick a request in here, quite a few of us instantly check
for any requests and fill them if possible, also a check on Bill
Kendricks XLsearch will fill a high proportion of normal requests.

Bill, not got the url handy here.....

> No CD's requests please.
>
er yes, life goes on and we all don't get the time to just copy a
million and one cd's you know :-)

>Anyway, give those 8bits a rest, and spend some time with your family's!!
>The Atari will still be there when you get back.
>
>Aaron

Too true...And how is the family Aaron..

7692. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 03:15:15 UTC
From: mo <momo@atariland.com>
Message-ID: <7BPO9.56142$6H6.1841488@twister.austin.rr.com>
Source record: 24512

That would be the Radio Shack CGP-115 color graphic plotter/printer.
I have one of these, but I don't have a 1020 so I wouldn't be able to give
any differences except that I know they used the same type of pen which is
still available for order from the Shack.
Mo

"richard cortese" <ricortes@earthlink.net> wrote in message

> Not sure about the exact history of the 1020 but I believe a version of it
> was sold by Radio Shack for use with their computer.

7693. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 03:15:17 UTC
From: AtariGuru@hotmail.com
Message-ID: <6f3d294d.0212261915.5a2a3f23@posting.google.com>
Source record: 24513

First of all, let me say that I am sorry for posting the previous message and sorry if I stepped on your toes. Yes, I really shouldn't have done it. I tossed and turned about doing it for awhile and then finally decided it would not really hurt that much to post it and, keeping others in mind, it would give others a second chance to get what they wanted before it was too late. But since you are or going to make arrangements, this was not necessary to post, and I admit, ethically, it was wrong so I am sorry. Besides, I *only* posted the links here. I did not post them in any other newsgroup nor did I post or plan to post them on any kind of website! As I said, I was doing this as a consideration to others. I did not mean it as a dig to anyone or to be malicous. If you go back and read my post again, you will see that I make this following statement... 'Please try to be reasonable and don't bombard or bog down the site trying to get to these files! Maybe they will last a little longer if everyone stays within reason?' So now do you see that I really did not mean this to be an attack against you or that site?

I, myself, was in the middle of trying to get the game file archives when your site suddenly closed... before the date that was specified, although I know you said there was no guarantee that it would remain open til that date. I was a bit upset that I did not get to finish getting the game archives, at least, and maybe more utils that you have which are really scarce! 8-bit repositories are getting real scarce now and, especially, to lose one like yours is a *BIG* blow to the 8-bit community! I hope you are serious about working with someone to try and keep your collection going on somehow. You are sitting on a *Gold Mine* of stuff which probably cannot be found anywhere else. If this disappears, so does part of the 8-bit community! We *need* your help to keep this a part of our 8-bit community!

Second of all, not to be mean or disrespectful, but you did not hide your 'keys' very well! The keys were in plain view. I just shined the light on them... that's all! I did not steal them... they could have been found even without my help just as easily as I found the keys myself and it takes no time at all to find them. There were 2 main and obvious methods used to come up with the links the way I did. 1) The site's address was *blantently* obvious! The address was either in the download dialog box, the internet history, or even your website... there were no cover-ups or methods to try to mask the site where the files were coming from. 2) Web Archives of past web pages, in this case, Google, which still had direct links to the files. So anyone could have and still can find these!

All too often, I seen this scenario unfold in the past... a site closes, a bbs shuts down, a user group disbands, a company goes out of business, etc, and then somebody promises that they will try to make their software available on CD for distribution or someone else buys it and says they will distribute it, but then nothing happens! I hope that what you said so far, that you really mean it and that you won't leave us in a lurch like most everyone else in the past has done!! If I was in the position to, I would try to make some kind of arrangement to get the collection you have, but I am not in a position to do so. So, since I can't make an offer right now, I hope that you can make an arrangement with someone who really has the desire to carry your collection on and won't leave it in the dust like most people have done in the past!

I am really not here to cause or stir up any trouble. I try to respect other people and I hope they will do the same to me. I have the same goal as most everyone else here... to keep the 8-bit going! But that is getting more and more difficult to do since sites are closing left and right and the software is quickly disappearing and then you run into people that don't really care anymore and don't care what their actions does to the 8-bit community... usually dealing a blow to us and leaving us high and dry in the process and makes us say 'What's the use?' or want to give up too.

So, I hope you see that I have some pretty valid concerns here and that I was doing this out of concern for others in the 8-bit community and did not really mean this to be malicous in any way!

7694. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 03:55:40 UTC
From: Mopar Man <nospam@nowhere.com>
Message-ID: <f9um0v4dbvbsl8focrri0oto5tog2mcb0j@4ax.com>
Source record: 24514

On Wed, 25 Dec 2002 23:13:29 -0500, "Russ Gilbert" <russg@en.com>
wrote:

>Cincinnatti (sp?) is in the south, no wonder you only
>have 1 inch of snow. I'm at the north coast, go any
>farther and you're in Canada.
>

Where are you at Russ (if you don't mind me asking)? I'm in Akron, OH
- had about 7 inches dumped on our place on Christmas eve. Still have
a decent collection of Atari stuff ranging from Touch Me and Stunt
Cycle era games up to the 130XE. Never was fortunate enough to get
into the 16/32 bit stuff.

Stephen Anderson

7695. Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 04:11:23 UTC
From: chuck_kramer@yahoo.com
Message-ID: <2b51fe9a.0212262011.1278fe38@posting.google.com>
Source record: 24515

I've listed a pair of these on eBay but don't seem to be getting any
traffic on them Is there really any value in a pair of these cables?

I was an avid Atari enthusiast for years until spare time disappeared.
Got rid of my 400 and 800 rigs about two years ago. These cables
surfaced when I was cleaning out a file cabinet.

7696. Re: Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 06:15:23 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <%dSO9.1080$aD3.146140@newsread1.prod.itd.earthlink.net>
Source record: 24516

"CK" <chuck_kramer@yahoo.com> wrote in message
news:2b51fe9a.0212262011.1278fe38@posting.google.com...
> I've listed a pair of these on eBay but don't seem to be getting any
> traffic on them Is there really any value in a pair of these cables?

IMO among other things that happened is American TV had a blowout sale of
cables when they left the Atari market. They were selling them for something
like 10 for $10 and a lot of people stocked up.

That and as equipment wears out or breaks the cables are what is left over.

7697. Re: Super Video XL 2.1 600XL question

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 06:23:50 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <a4sn0vk65k6q04todtlv21bcatsd5q8pj5@4ax.com>
Source record: 24517

Well folks,

I was able to upgrade the 600XL with the Super Video XL 2.1 upgrade.

It took a little time, but the results was well worth it...

There were some errors on the parts placement, but I was able to
figure it out.

I then tried one of the 600xl memory upgrades 16k->64k - it didnt work
on first try, so will try some fresh eyes in the morning. The machine
would boot, but random characters would appear when i typed. Going to
look over my connections and try different ram chips...

Rory

On Tue, 24 Dec 2002 08:50:39 GMT, Rory McMahon <fujiman@netzero.net>
wrote:

>Hi all,
>
>Does the CV disable switch go across L12 or L13 solder pads on a
>600XL?
>
>In AC Dec 93', the article says across L13, but a online document
>(looks like it was scanned from AC) says L12...
>
>I also noticed there is a part left off the parts picture in AC...
>
>L12 looks like it connects to one of the 5 pin DIN solder pads...
>
>Help!?!
>Rory

7698. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 06:35:31 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <nwSO9.3442$j94.638759@news02.tsnz.net>
Source record: 24518

Dont worry about it dude, no probs, I just prefer people didnt do this, I know you didnt make the 'web archives' that allow the linking to happen, and yes I did know people could do this, I was just hoping no one would. :-) I was also tired when I replied the first time, thus a little blunt, and out of line. :-)

For sure I had a nice archive, but please note, that quite a few people worked with me to get copies of everything, both downloaded and on CDrom, so that they can share it to everyone else. So even if I dont manage to come through with uploading it somewhere, please note that at least 30 people have a 'complete' or near complete copy of my site. And these are just the ones that worked with me, how many leeched everything from it anonymously? Heaps!!

So do not worry that anything is gonna get lost. It aint going to happen.

Plus I will always be around, unless I walk under a bus! ;-) So any files you need just request em. (But only if no one else has 'em) >:-) No CD's requests please.

Anyway, give those 8bits a rest, and spend some time with your family's!! The Atari will still be there when you get back.

Aaron

"Atari Guru" <AtariGuru@hotmail.com> wrote in message news:6f3d294d.0212261915.5a2a3f23@posting.google.com...
> First of all, let me say that I am sorry for posting the previous
> message and sorry if I stepped on your toes. Yes, I really shouldn't
> have done it. I tossed and turned about doing it for awhile and then
> finally decided it would not really hurt that much to post it and,
> keeping others in mind, it would give others a second chance to get
> what they wanted before it was too late. But since you are or going
> to make arrangements, this was not necessary to post, and I admit,
> ethically, it was wrong so I am sorry. Besides, I *only* posted the
> links here. I did not post them in any other newsgroup nor did I post
> or plan to post them on any kind of website! As I said, I was doing
> this as a consideration to others. I did not mean it as a dig to
> anyone or to be malicous. If you go back and read my post again, you
> will see that I make this following statement... 'Please try to be
> reasonable and don't bombard or bog down the site trying to get to
> these files! Maybe they will last a little longer if everyone stays
> within reason?' So now do you see that I really did not mean this to
> be an attack against you or that site?

7699. Atari Power Supply - Ebay ends 12/29/2002 @ 20:20 PST

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 07:00:30 UTC
From: rwason@flashmail.com
Message-ID: <3be4f50.0212262300.68fb6aaf@posting.google.com>
Source record: 24519

Hi out there,

Is any one in need of an Atari Power Supply?

This is a true original ATARI Power Supply part number: CO17945.
Will work with the following Atari products: 400 / 800 / 810 / 822 /
850 / 1010 / 1020 / 1050 / XF551 / 1200XL.

go to http://cgi.ebay.com/ws/eBayISAPI.dll?viewItem&category=1250&item=1947220889

Auction ends 12/29/2002 @ 20:20 Pacific Standard time

Thank you.

7700. Re: Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 18:19:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <fR0P9.1564$aD3.216492@newsread1.prod.itd.earthlink.net>
Source record: 24521

They are definitely in demand by those making the SIO2PC, 10502PC, APE and
PRO interfaces.

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"CK" <chuck_kramer@yahoo.com> wrote in message
news:2b51fe9a.0212262011.1278fe38@posting.google.com...
> I've listed a pair of these on eBay but don't seem to be getting any
> traffic on them Is there really any value in a pair of these cables?
>
> I was an avid Atari enthusiast for years until spare time disappeared.
> Got rid of my 400 and 800 rigs about two years ago. These cables
> surfaced when I was cleaning out a file cabinet.
>

7701. Some new eBay Atari 8-bit Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 19:24:44 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041017042.80054.0@iapetus.uk.clara.net>
Source record: 24522

Hello All,

I've just started a few new Atari 8-bit auctions, which are: 400/800 Tech Ref Notes, 400/800 Basic Ref Manual, 800XL field service manual, De Re Atari, and a set of European 800XL manuals. Follow the link to the first one below, then click to see my other auctions to see the rest:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&category=16147&item=1948321882

Dean Garraghty

7702. Re: Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 21:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <j4giua-a3v.ln@speaker.rodsbooks.com>
Source record: 24523

In article <fR0P9.1564$aD3.216492@newsread1.prod.itd.earthlink.net>,
"Ron Hamilton" <oldatarian@atariland.com> writes:
> They are definitely in demand by those making the SIO2PC, 10502PC, APE and
> PRO interfaces.

Speaking of which, and just out of curiosity, is there any source for
those Atari serial connectors other than the existing supply of cables?
That is, are they a standard-but-obscure part, or was this an Atari-only
part that's now no longer manufactured?

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7703. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-27 23:44:34 UTC
From: Nite Hacker <nitehacker@hotmail.com>
Message-ID: <CB5P9.94179$vb3.3601136@news2.west.cox.net>
Source record: 24524

"SgtSilicon" <foolspicedham_melbo.jon@centurytel.net> wrote in message

> Where to get schematic for this? This interfaces an A8 stick to the
> PC parallel port?

There are many different interfaces out there, but this is the easiest one to build... but, unfortunately, you can only use a joystick with it... no paddles. There are other ones that will allow you to use multiple joysticks, paddles and maybe the driving ones too or use the keypads, etc. You can find these by searching the internet, of course.

Well, as I mentioned before, the latest version of Atari800Win Plus has the diagram to build the joystick interface that I mentioned. Maybe previous versions had it to? Anyways, if you use this emulator, then just start it up and press F1 and when the help box comes up, scroll down towards the bottom to the section called FAQ and glossary. Click on that and it will show you the diagram on how to build this interface, but I think you still need the driver for it, though? Anyways, here is an english version of the original site...

http://www.volny.cz/sumbera/lpt_joy.html

The main site is in Czech, I guess, since it has cz in it's address. But just in case you need it...

http://www.infos.cz/raster/atari/hw/lptjoy.htm

Happy 8-bitting!

Nite Hacker

* Have You Played Atari Today! *

7704. two 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 00:38:24 UTC
From: Dominik <zdominik@netzero.nospam>
Message-ID: <CDydnTWDWs7bb5GjXTWcpA@comcast.com>
Source record: 24525

My first question has to do with CAS images. I think I asked this before and could not get a definite answer. Has anyone been able to boot a CAS (cassette) image file to a real Atari using the APE or SIO2PC software. I could never get this to work although the APE website says it should be done just like booting from a real cassette deck. I hold down Start+Option on power up and hit Return and start the playback on APE. When the tape gets to the first tone it comes up with a BOOT ERROR. Can this be done at all?

Second - how can I get past the first screen is "The Goonies"? The game is driving me crazy! Does anybody know?

Thanks for any advice.

Dominik

7705. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 01:56:38 UTC
From: Russ Gilbert <russg@en.com>
Message-ID: <3e0d04d3$0$17650$272ea4a1@news.execpc.com>
Source record: 24526

I'm in Cleveland, Mopar. I didn't measure the snow
in my backyard. 1 foot is an about, more than 7 inches
for sure. Akron is a bit more south. Where I'm at
we're a little higher elevation and get about 5 degrees
colder temp and more snow than down the hill.
Now how can I make this A8 related?
I dunno, I can't e-mail you as far as I can see.
Regards,
Russg

7706. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 05:00:30 UTC
From: foolspicedham_melbo.jon@centurytel.net
Message-ID: <3e0d2e6f.2171862@news.mw.centurytel.net>
Source record: 24527

Hey thanks a bunch! That's really cool.

Jon

On Fri, 27 Dec 2002 23:44:34 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>Well, as I mentioned before, the latest version of Atari800Win Plus has the
>diagram to build the joystick interface that I mentioned. Maybe previous
>versions had it to? Anyways, if you use this emulator, then just start it
>up and press F1 and when the help box comes up, scroll down towards the
>bottom to the section called FAQ and glossary. Click on that and it will
>show you the diagram on how to build this interface, but I think you still
>need the driver for it, though? Anyways, here is an english version of the
>original site...
>
>http://www.volny.cz/sumbera/lpt_joy.html
>
>The main site is in Czech, I guess, since it has cz in it's address. But
>just in case you need it...
>
>http://www.infos.cz/raster/atari/hw/lptjoy.htm

** To email a reply, please remove everything up to and
including the underscore in my email reply header.

7707. ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 08:10:29 UTC
From: CyRo <reutter@w-link.IreallyDoHateSpamSoDontSendMeAny.net>
Message-ID: <v0qn079tra83ba@corp.supernews.com>
Source record: 24528

Hi,

thanks to Eric issue #22 of the old A.N.A.L.O.G. magazine is now digitized
and online at the Digital ANALOG Project - enjoy!
http://www.cyberroach.com/analog

Cheers,
-CyRo

7708. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 10:15:20 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e0d794d$0$7815$afc38c87@news.optusnet.com.au>
Source record: 24529
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

```
Ok, Xmas was mild here;-) It is 38 degrees celcius today just to top it off.
It will be 34 tomorrow and last week we got 42. Don't ask me about
Faren-watsy, this is a metric country. Feet? Inches? It was hard doing the
Cisco Netacad, it was American and all bloody imperial.

C ya

Mark

PS at least there is good ole Aussie beer to be had.

"Bill_Gates" <gates@microsoft.com> wrote in message
news:G_EO9.77176$vb3.3103408@news2.west.cox.net...
> Isn't it supposed to be summer time in the southern hemisphere?
> Ok now that I think about it, you're saying 25 degrees celius, which
> is quite warm. I can't stand how us Americans still use that legacy
> English system. How can we be so stupid not to standardize? I blame
> it on the ignorance of 99% of the population who would be too
> confused to switch. Anyways, it was a nice sunny Xmas in Phoenix
> this year. About 60 degrees F, around 16 degrees C
>
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
message
> news:3e08e1e7$0$7197$afc38c87@news.optusnet.com.au...
> > Did any one get a white Christmas? 25 Degree's here in Melbourne,
> Australia.
> > Shorts, T-shirts and BBQ's (grin).
> >
> > Mark
> >
> >
> > "Vidar Olavesen" <hawk@nmi.no> wrote in message
> > news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> > > Hope all of you have a nice Christmas holiday!
> > >
> > > Greetings from Norway
> > >
> > >
> >
> >
>
>
```

7709. Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 11:01:56 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <XufP9.300510$I6.28827031@zwoll1.home.nl>
Source record: 24530

Hi all,

this is just to notify everyone that the Holmes Archive is available: on CD!

As soon as I found out that Holmes was taking down the Atari archive I contacted him to see if we could make a deal. Luckily for me, and maybe some of you, we did.

I now have here 10 CD's, made by Aaron himself [waves], with the complete archive on them:

1x Atari Programs v1.6 (Games, demo's, ROMs etc)
1x Programs 2.6 (Emulators, Programming tools, music etc.)
1x Atari Pictures
1x Multimedia 1.5
1x Consoles 1.5 (Emu's & ROMs)
1x Atari PD
4x DOCs

I don't have any indexes or TOCs yet, but will post them in the next few days.

I'm lloking into doing various things with them, none of which I will make any money on, so anything I do for any other enthousiasts will be strictly non-profit, just as Aaron and I agreed.

So there are now various possibilities. I could sell complete sets (at cost) to individuals, send someone with a few gigs of ftp space a copy,mail requested stuff to people who ask for it; you name it. Any additional ideas are welcomed, of course.

Alas, I don't have enough space on ftp or other servers to make it available online myself, but if anyone else has, please contact me.

Mind you, specifics are not yet known, I'm just musing a bit. Feel free to provide your input, however, but preferably to the group, as I'd like to keep the discussion (if any) public.

Requests for specific ROMs, games, utilities or whatever can be made via the address below, in case you can't find it via XLSearch.

Kind regards,
Wef Dinaini

==========
This address is munged with ROT13 !
tina.oniry@upparg.ay

Note: for those who don't know what ROT13 is, see
http://www.jargonfile.com/jargon/html/entry/rot13.html
for more info.

7710. Re: two 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 12:38:37 UTC
From: Anders Skelander <ansk@hotmail.com>
Message-ID: <3E0D9B4D.1050708@hotmail.com>
Source record: 24531

Dominik wrote:
> Second - how can I get past the first screen is "The
> Goonies"? The game is driving me crazy! Does anybody know?

I think 15 years have passed since I played this game, but from
what I can recall, the exit from level one is through a fireplace
at the top of the screen.

Anders

7711. Re: Holmes - Revived? :-)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 13:32:18 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca85@attbi.com>
Source record: 24532

>I'd appreciate it if you didnt do this.
>
>Do I come into your house, because I know where you hide the key? Okay, not
>100% the same, but in a way it is the same.
>
>Although this isnt affecting my server, this does affect the bandwidth of my
>old space provider, who generously donated space for the archive. He hasnt
>changed the file locations yet, so yes they do still work, but Please dont
>use them. The site is gone, get the files elsewhere.
>
>Thanks
>
>Aaron (aka. Holmes)

If anyone has trouble finding the DI images, please email me. I
made the mega DI images for this site and did not upload them to
any other site, so I am not sure if they exist anywhere else.
--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7712. Re: Merry Atari 8-bit Christmas

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 13:32:26 UTC
From: "Edward S. Baiz Jr." <edbaizjr@attbi.com>
Message-ID: <3e0d5256aca87@attbi.com>
Source record: 24533

>
>To all Atari 8-bit users - Merry Christmas!
>
>http://hem.passagen.se/xbrabqrstw/santa-claus.gif
>
>Anders Skelander

Same to you and everyone else here on the 8-bit usersnet.

--
Edward S. Baiz Jr.
(Gamer)

Hades060: 256meg Ram, Yamaha & Sony CDRW Drive, 1 gig
Jaz Drive, MicroTek E3 Scanner, Mach 64 w/4meg Ram, Epson
Photo 700 printer, PCI Networking Card, ICQ#91257633
PROGRAMS: Extendos Gold, Cab 2.8, ScanX, GlueStik, aFTP,
Calamus SL2002, Newswatch, Okami, PlayMyCD, Papyrus 8, Smurf,
Nova Driver 2.67, NVDI 5, Mint(Net), Magic(Net), N.AES, Geneva

7713. eBay Auctions - the correct link

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 13:40:57 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041082816.97465.0@doris.uk.clara.net>
Source record: 24534

Hello All,

The link to my eBay auctions in my last post cut over 2 lines so if you click on the link it may not work. You need to add the '82' to the end of the item number to make it work.

Dean Garraghty

7714. Re: eBay Auctions - the correct link

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 13:47:09 UTC
From: Mark Watson <newsAfoftDfsnetD@co.uk>
Message-ID: <3e0dac96$0$21146$fa0fcedb@lovejoy.zen.co.uk>
Source record: 24536

Dean Garraghty wrote:
> The link to my eBay auctions in my last post cut over 2 lines so if you
> click on the link it may not work. You need to add the '82' to the end of
> the item number to make it work.

To avoid the wrapping you can strip out the &category=????. Thus giving you
a link that fits on one line:

e.g.
http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1948321882

Mark

--

(s/X/Y/g -> replace all X with Y in e-mail addr)
s/@//g; s/D/./g; s/A/@/g;

7715. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 13:52:22 UTC
From: mkr@mkronline.com
Message-ID: <3e0dabd4.1701631@news>
Source record: 24535
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

On Sat, 28 Dec 2002 21:15:20 +1100, "Mark Bedingfield"
<atari030@optusnet.nomorespamta.com.au> wrote:

>Ok, Xmas was mild here;-) It is 38 degrees celcius today just to top it off.
>It will be 34 tomorrow and last week we got 42. Don't ask me about
>Faren-watsy, this is a metric country. Feet? Inches? It was hard doing the
>Cisco Netacad, it was American and all bloody imperial.

According to the little conversion calcumalator thingy in my PDA, 38c
= 100f, 34c = 93.2f, 42c = 107.6f.

7716. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 14:24:50 UTC
From: Vidar Olavesen <hawk@nmi.no>
Message-ID: <bsiP9.4674$CG6.81312@news4.e.nsc.no>
Source record: 24537

How much would a complete set cost ? I am interested in having them on CD,
as FTP's tend to go away from time to time :-(

I live in Norway and would be happy to buy one set and pay preferably with
PayPal, which is easiest for me.

Thanks and take Atarian care

"Wef Dinaini" <appmhi@duh.net> skrev i melding
news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on
CD!
>
> As soon as I found out that Holmes was taking down the Atari archive I
> contacted him to see if we could make a deal. Luckily for me, and maybe
some
> of you, we did.
>
> I now have here 10 CD's, made by Aaron himself [waves], with the complete
> archive on them:
>
> 1x Atari Programs v1.6 (Games, demo's, ROMs etc)
> 1x Programs 2.6 (Emulators, Programming tools, music etc.)
> 1x Atari Pictures
> 1x Multimedia 1.5
> 1x Consoles 1.5 (Emu's & ROMs)
> 1x Atari PD
> 4x DOCs
>
> I don't have any indexes or TOCs yet, but will post them in the next few
> days.
>
> I'm lloking into doing various things with them, none of which I will make
> any money on, so anything I do for any other enthousiasts will be strictly
> non-profit, just as Aaron and I agreed.
>
> So there are now various possibilities. I could sell complete sets (at
cost)
> to individuals, send someone with a few gigs of ftp space a copy,mail
> requested stuff to people who ask for it; you name it. Any additional
ideas
> are welcomed, of course.
>

> Alas, I don't have enough space on ftp or other servers to make it
available
> online myself, but if anyone else has, please contact me.
>
> Mind you, specifics are not yet known, I'm just musing a bit. Feel free to
> provide your input, however, but preferably to the group, as I'd like to
> keep the discussion (if any) public.
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> Requests for specific ROMs, games, utilities or whatever can be made via
the
> address below, in case you can't find it via XLSearch.
>
> Kind regards,
> Wef Dinaini
>
> ==
> This address is munged with ROT13 !
> tina.oniry@upparg.ay
>
> Note: for those who don't know what ROT13 is, see
> http://www.jargonfile.com/jargon/html/entry/rot13.html
> for more info.
>
>

7717. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 15:59:01 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e0dca66$0$136$e4fe514c@news.xs4all.nl>
Source record: 24538

Hi,

Just made over 15Gb free space on my FTP server so you can put the files
there. Maybe upload them as ISO or few big RAR compressed files.

host: atari.xs4all.nl
port: 21
user: atari8
pass: atari4ever

Use the upload directory for the filez..

TXG/MNX
"Wef Dinaini" <appmhi@duh.net> wrote in message
news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on
CD!
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> provide your input, however, but preferably to the group, as I'd like to
> keep the discussion (if any) public.
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> address below, in case you can't find it via XLSearch.
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> Kind regards,
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> ==
> This address is munged with ROT13 !
> tina.oniry@upparg.ay
>
> Note: for those who don't know what ROT13 is, see
> http://www.jargonfile.com/jargon/html/entry/rot13.html
> for more info.
>
>

7718. Re: two 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 18:55:52 UTC
From: Ken Siders <atari7bit@columbus.rr.com>
Message-ID: <YsmP9.450$9N5.76937@newsread2.prod.itd.earthlink.net>
Source record: 24539

> Second - how can I get past the first screen is "The Goonies"? The game is
> driving me crazy! Does anybody know?
Most screens require cooperation of the two players. Move the chair over
and use it to get a player to the top to activate the money machine to
distract
the person. The other player can then knock over the water drinker thing to
open a hole to the bottom and get down there. With timing, then the other
person can make it. This is all from memory so don't guarantee this 100%.

--Ken

7719. My ebay auctions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 19:02:03 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e0df540$0$146$e4fe514c@news.xs4all.nl>
Source record: 24540

Check it out...

http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=sysop*txg
&include=0&since=-1&sort=3&rows=25

7720. eBay auctions - a couple of new ones (mags)

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 19:43:01 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041104544.4316.0@damia.uk.clara.net>
Source record: 24541

Hello All,

Just added another 2 auctions as follows:

7 issues of the UK Atari mag '8:16':

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1948496754

4 issues of Current Notes:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1948497319

Be sure to click to see my other auctions too. I've still got lots of other
Atari 8-bit stuff up for auction.

Dean Garraghty

7721. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 20:06:05 UTC
From: David Pochron <dpoch@ticon.net>
Message-ID: <aul07j$du7$1@galileo.ticon.net>
Source record: 24542

"SgtSilicon" <foolspicedham_melbo.jon@centurytel.net> wrote in message
news:3e0acd1a.164033768@news.mw.centurytel.net...
> I remember before too of running across some plans to interface an A8
> stick to a PC's game port and the PC would see it as an PC stick of
> sorts

I built something like that! I didn't use anyone's plans, though - just took
a 7404 and 74139 with 10 resistors, 6 diodes and a female Atari gameport and
male PC gameport. Works nice, except a lot of PC games need 2 fire buttons
which most Atari joysticks don't have, or they wire both buttons together.
:-(

--
David Pochron dpoch@ticon.net

7722. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 20:10:44 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v0s1a82ago2ec9@corp.supernews.com>
Source record: 24543

Hi Wef,
I would definitly like to get the 4 CD's that are labeled DOC. If these can be uploaded to an ftp site or shipped at your non profit price. I would be interested in helping burn any CD's you wanted to ship to fellow Atarian's.. The Mame rom CD's were done this way also, for just the cost of shipping and CD Burning. The Mame CD's could not be shipped with any included Emulator or player. They were strictly Roms, Atr's of Commercial Disks I would not be able to do unless a release from the copyright holder is available to put on the CD's also.

Regards, and keep us posted.
RoyE

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on CD!
>
> As soon as I found out that Holmes was taking down the Atari archive I
> contacted him to see if we could make a deal. Luckily for me, and maybe some
> of you, we did.
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> archive on them:
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> 1x Atari Pictures
> 1x Multimedia 1.5
> 1x Consoles 1.5 (Emu's & ROMs)
> 1x Atari PD
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> days.
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> to individuals, send someone with a few gigs of ftp space a copy,mail
> requested stuff to people who ask for it; you name it. Any additional
ideas
> are welcomed, of course.
>
> Alas, I don't have enough space on ftp or other servers to make it
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> online myself, but if anyone else has, please contact me.
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> Mind you, specifics are not yet known, I'm just musing a bit. Feel free to
> provide your input, however, but preferably to the group, as I'd like to
> keep the discussion (if any) public.
>
> Requests for specific ROMs, games, utilities or whatever can be made via
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> address below, in case you can't find it via XLSearch.
>
> Kind regards,
> Wef Dinaini
>
> ==
> This address is munged with ROT13 !
> tina.oniry@upparg.ay
>
> Note: for those who don't know what ROT13 is, see
> http://www.jargonfile.com/jargon/html/entry/rot13.html
> for more info.
>
>

7723. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-28 22:17:53 UTC
From: ALAN S BROWN <alansbrown@blueyonder.co.uk>
Message-ID: <8mpP9.1995$4Z.1145@news-binary.blueyonder.co.uk>
Source record: 24544
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Nice 2 see your brothers doing well in the music
industry now!!!!!

"Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
news:3e0d794d$0$7815$afc38c87@news.optusnet.com.au...
> Ok, Xmas was mild here;-) It is 38 degrees celcius today just to top it
off.
> It will be 34 tomorrow and last week we got 42. Don't ask me about
> Faren-watsy, this is a metric country. Feet? Inches? It was hard doing the
> Cisco Netacad, it was American and all bloody imperial.
>
> C ya
>
> Mark
>
> PS at least there is good ole Aussie beer to be had.
>
>
> "Bill_Gates" <gates@microsoft.com> wrote in message
> news:G_EO9.77176$vb3.3103408@news2.west.cox.net...
> > Isn't it supposed to be summer time in the southern hemisphere?
> > Ok now that I think about it, you're saying 25 degrees celius, which
> > is quite warm. I can't stand how us Americans still use that legacy
> > English system. How can we be so stupid not to standardize? I blame
> > it on the ignorance of 99% of the population who would be too
> > confused to switch. Anyways, it was a nice sunny Xmas in Phoenix
> > this year. About 60 degrees F, around 16 degrees C
> >
> >
> > "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
> message
> > news:3e08e1e7$0$7197$afc38c87@news.optusnet.com.au...
> > > Did any one get a white Christmas? 25 Degree's here in Melbourne,
> > Australia.
> > > Shorts, T-shirts and BBQ's (grin).
> > >
> > > Mark
> > >
> > >
> > > "Vidar Olavesen" <hawk@nmi.no> wrote in message
> > > news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> > > > Hope all of you have a nice Christmas holiday!
> > > >

> > > > Greetings from Norway
> > > >
> > > >
> > >
> > >
> >
> >
>
>

7724. Schematics needed for the Atari XL's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 00:38:36 UTC
From: JP <myemail@home.com>
Message-ID: <gurP9.484225$WL3.126762@rwcrnsc54>
Source record: 24545

I am looking for schematics for the Atari 800XL specifically, but could use them for other 8-bit models as well. I am willing to buy technical reference guides or if anyone has a link to a website it would be appreciated.

thanks,
BD

7725. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 01:22:41 UTC
From: Steve S <j70141@hotmail.com>
Message-ID: <3e0f4496$3_4@news.teranews.com>
Source record: 24458

I am still waiting for my CDs to arrive. I had won them, but he apparently
didn't ship them out right away and found them at work. He says they have
been shipped now, but I am still waiting.

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on
CD!
>
> As soon as I found out that Holmes was taking down the Atari archive I
> contacted him to see if we could make a deal. Luckily for me, and maybe
some
> of you, we did.
>
> I now have here 10 CD's, made by Aaron himself [waves], with the complete
> archive on them:
>
> 1x Atari Programs v1.6 (Games, demo's, ROMs etc)
> 1x Programs 2.6 (Emulators, Programming tools, music etc.)
> 1x Atari Pictures
> 1x Multimedia 1.5
> 1x Consoles 1.5 (Emu's & ROMs)
> 1x Atari PD
> 4x DOCs
>
> I don't have any indexes or TOCs yet, but will post them in the next few
> days.
>
> I'm lloking into doing various things with them, none of which I will make
> any money on, so anything I do for any other enthousiasts will be strictly
> non-profit, just as Aaron and I agreed.
>
> So there are now various possibilities. I could sell complete sets (at
cost)
> to individuals, send someone with a few gigs of ftp space a copy,mail
> requested stuff to people who ask for it; you name it. Any additional
ideas
> are welcomed, of course.
>
> Alas, I don't have enough space on ftp or other servers to make it
available
> online myself, but if anyone else has, please contact me.

>
> Mind you, specifics are not yet known, I'm just musing a bit. Feel free to
> provide your input, however, but preferably to the group, as I'd like to
> keep the discussion (if any) public.
>
> Requests for specific ROMs, games, utilities or whatever can be made via
the
> address below, in case you can't find it via XLSearch.
>
> Kind regards,
> Wef Dinaini
>
> ======================================
> This address is munged with ROT13 !
> tina.oniry@upparg.ay
>
> Note: for those who don't know what ROT13 is, see
> http://www.jargonfile.com/jargon/html/entry/rot13.html
> for more info.
>
>

7726. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 01:43:15 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <TqsP9.823$134.97721@newsread1.prod.itd.earthlink.net>
Source record: 24546

Way to go, Eric & Roach! What's happening with nos. 3, 6, 7, & 8? Those are
the ones I have never seen, not to mention do not have access...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"CyRo" <reutter@w-link> wrote in message
> Hi,
>
> thanks to Eric issue #22 of the old A.N.A.L.O.G. magazine is now digitized
> and online at the Digital ANALOG Project - enjoy!
> http://www.cyberroach.com/analog
>
> Cheers,
> -CyRo
>
>
>

7727. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 05:22:35 UTC
From: sinclap@yahoo.com
Message-ID: <27ff51c3.0212282122.1b398f38@posting.google.com>
Source record: 24447
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

"Steve Sweet" <stevesweet@freeuk.com> wrote in message
news:<1040756796.41132.0@despina.uk.clara.net>...
> Hi "Clockmeister"
>
> > > > This board is starting to slow down, any sources for purchasing Atari
> > > > wares should not be discouraged.
> > >
> > > Wow! Did *Sinclap* actually post this? If so, I'm extremely impressed! I
> > > actually agree with one of his posts! I hope he keeps this up!
> > >
> >
> > If people stop posting then Sinclap will have nothing to do...
> >
> > Serving his own interests really.
>
> I suppose that's the same as masturbating, right up his street.

Must know from experience. A lot of wonking in the Uk, right steve?
>
>
> --
>
>
> Regards, Steve. S.
>
> Tea Please, Hot!, 3 Sugars, Coconut Cookies, & no friggin war stories!!.
>
>
> ---
> Outgoing mail is certified Virus Free.
> Checked by AVG anti-virus system (http://www.grisoft.com).
> Version: 6.0.431 / Virus Database: 242 - Release Date: 17/12/2002

7728. Re: Printer and graphic character set

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 06:50:18 UTC
From: Paul Alhart <p.alhart@verizon.net>
Message-ID: <KWwP9.11923$Ab.8288@nwrddc03.gnilink.net>
Source record: 24448

I have one of these (Graphix AT) out in the garage collecting dust. Any offers? Paul

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:toNO9.848$Oc.107497@newsread2.prod.itd.earthlink.net...
> It was called the Graphix AT from Xetec.
>

7729. Re: Schematics needed for the Atari XL's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 07:08:53 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <pdGdnbcWwPliApOjXTWcow@comcast.com>
Source record: 24449

Try this link, if it doesn't work, I can help you get to this.
It's a zip file you can download.

http://www-user.tu-chemnitz.de/~sgl/atari/schematics/

Bill

"JP" <myemail@home.com> wrote in message
news:gurP9.484225$WL3.126762@rwcrnsc54...
> I am looking for schematics for the Atari 800XL specifically, but could
use
> them for other 8-bit models as well. I am willing to buy technical
> reference guides or if anyone has a link to a website it would be
> appreciated.
>
> thanks,
> BD

7730. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 08:07:48 UTC
From: CyRo <reutter@w-link.IreallyDoHateSpamSoDontSendMeAny.net>
Message-ID: <v0tb70j0ldvc5@corp.supernews.com>
Source record: 24450

Hi Ron,

they are coming... very slowly but they are coming! :)
What do you mean by 'dont have access', are you getting an error with the webserver? Something wrong? Please let me know - thanks!

Cheers,
-CyRo

"Ron Hamilton" <oldatarian@atariland.com> wrote in message news:TqsP9.823$134.97721@newsread1.prod.itd.earthlink.net...
> Way to go, Eric & Roach! What's happening with nos. 3, 6, 7, & 8? Those are
> the ones I have never seen, not to mention do not have access...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "CyRo" <reutter@w-link> wrote in message
> > Hi,
> >
> > thanks to Eric issue #22 of the old A.N.A.L.O.G. magazine is now digitized
> > and online at the Digital ANALOG Project - enjoy!
> > http://www.cyberroach.com/analog
> >
> > Cheers,
> > -CyRo
> >
> >
> >
>
>

7731. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 08:35:40 UTC
From: Paul Irvine <mclane.dellos@btinternet.com>
Message-ID: <d6ct0v8csqkuqtunp1rqo6ermda9d66rcg@4ax.com>
Source record: 24459

On Sat, 28 Dec 2002 17:22:41 -0800, "Steve S" <j70141@hotmail.com>
wrote:

>I am still waiting for my CDs to arrive. I had won them, but he apparently
>didn't ship them out right away and found them at work. He says they have
>been shipped now, but I am still waiting.
>
I've dealt with Aaron many times and vice versa, he's a busy guy whose
life just got loads busier, if he promised you them then you will get
them.

7732. Re: Schematics needed for the Atari XL's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 10:08:30 UTC
From: Jan Krupka <krupkaj@ol.ngbox.cz>
Message-ID: <aumhbl$d90$1@ns.felk.cvut.cz>
Source record: 24451

JP wrote:

> I am looking for schematics for the Atari 800XL specifically, but could

At this site you can find what you need.
http://republika.pl/jsobola/schematy.htm

Jan
---
http://jaysoft.atari.org

7733. Re: Schematics needed for the Atari XL's

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 10:42:17 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041158139.7182.0@despina.uk.clara.net>
Source record: 24452

I've currently got an eBay auction running for the 800XL field service
manual at:

http://cgi.ebay.co.uk/ws/eBayISAPI.dll?ViewItem&item=1948322650

Dean Garraghty

"JP" <myemail@home.com> wrote in message
news:gurP9.484225$WL3.126762@rwcrnsc54...
> I am looking for schematics for the Atari 800XL specifically, but could
use
> them for other 8-bit models as well. I am willing to buy technical
> reference guides or if anyone has a link to a website it would be
> appreciated.
>
> thanks,
> BD

7734. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 12:18:39 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <ZIBP9.443$mg4.122962@zwoll1.home.nl>
Source record: 24453

Hi,

as a matter of principle I don't concern myself with what's on the CD's, and will not alter their contents in any way. Browsing through them reveals a lot of copyrighted, but very 'dead' software which isn't gonna generate revenue for whatever company one'd care to mention.

I firmly believe that distributing the software collection on the disks will not hurt anyone's income. If it turns out to be the case that some items do, I'll violate my own rule and remove these.

In this regard I'd like to point out the message which was on Holmes' site, which essentially said the same thing.

A second thing I'd like to point out is that I will be making no profit from the disks, and that's what anyone will be paying for, adding p&p. You do _not_ pay me for the software and other stuff that's on them. I got it all virtually for free, and any money I'd make on them would be feeding on someone else's efforts. Something I won't consciously do.

Regards,
Wef

"RoyE" <r-dean@charter.net> schreef in bericht
news:v0s1a82ago2ec9@corp.supernews.com...
> Hi Wef,
> I would definitly like to get the 4 CD's that are labeled DOC. If these
can
> be uploaded to an ftp site or shipped at your non profit price. I would
be
> interested in helping burn any CD's you wanted to ship to fellow
Atarian's..
> The Mame rom CD's were done this way also, for just the cost of shipping
and
> CD Burning. The Mame CD's could not be shipped with any included Emulator
> or player. They were strictly Roms, Atr's of Commercial Disks I would not
> be able to do unless a release from the copyright holder is available to
put
> on the CD's also.
>
> Regards, and keep us posted.
> RoyE
>
> "Wef Dinaini" <appmhi@duh.net> wrote in message
> news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> > Hi all,

> >
> > this is just to notify everyone that the Holmes Archive is available: on
> CD!
> >
> > As soon as I found out that Holmes was taking down the Atari archive I
> > contacted him to see if we could make a deal. Luckily for me, and maybe
> some
> > of you, we did.
> >
> > I now have here 10 CD's, made by Aaron himself [waves], with the
complete
> > archive on them:
> >
> > 1x Atari Programs v1.6 (Games, demo's, ROMs etc)
> > 1x Programs 2.6 (Emulators, Programming tools, music etc.)
> > 1x Atari Pictures
> > 1x Multimedia 1.5
> > 1x Consoles 1.5 (Emu's & ROMs)
> > 1x Atari PD
> > 4x DOCs
> >
> > I don't have any indexes or TOCs yet, but will post them in the next few
> > days.
> >
> > I'm lloking into doing various things with them, none of which I will
make
> > any money on, so anything I do for any other enthousiasts will be
strictly
> > non-profit, just as Aaron and I agreed.
> >
> > So there are now various possibilities. I could sell complete sets (at
> cost)
> > to individuals, send someone with a few gigs of ftp space a copy,mail
> > requested stuff to people who ask for it; you name it. Any additional
> ideas
> > are welcomed, of course.
> >
> > Alas, I don't have enough space on ftp or other servers to make it
> available
> > online myself, but if anyone else has, please contact me.
> >
> > Mind you, specifics are not yet known, I'm just musing a bit. Feel free
to
> > provide your input, however, but preferably to the group, as I'd like to
> > keep the discussion (if any) public.
> >
> > Requests for specific ROMs, games, utilities or whatever can be made via
> the
> > address below, in case you can't find it via XLSearch.
> >

> > Kind regards,
> > Wef Dinaini
> >
> > ==
> > This address is munged with ROT13 !
> > tina.oniry@upparg.ay
> >
> > Note: for those who don't know what ROT13 is, see
> > http://www.jargonfile.com/jargon/html/entry/rot13.html
> > for more info.
> >
> >
>

7735. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 14:59:45 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <B5EP9.13243$ac.4243@nwrddc01.gnilink.net>
Source record: 24454

I'd be willing to send you some money for the complete set.

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on
CD!
>

7736. help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 16:02:41 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <aun6av$k25$2@news-reader11.wanadoo.fr>
Source record: 24455

Hello,

I have a disk drive xf551 modified in 3.5 inches.
How to create a compatible diskette 3.5 atari 800xl to test it?
exist a program on PC which make it possible to make diskette atari 3.5
inches with files atr
Sorry, for my bad speak english (i am french).

Cordially,
Arnaud

--
please visite my website is : http://perso.wanadoo.fr/atari8bit
my collection atari 8 bit home computer.

7737. help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 16:03:43 UTC
From: arnaud33 <lanseau.arnaud@wanadoo.fr>
Message-ID: <aun6d8nab2@news-reader10.wanadoo.fr>
Source record: 24456

Hello,

I have a disk drive xf551 modified in 3.5 inches.
How to create a compatible diskette 3.5 atari 800xl to test it?
exist a program on PC which make it possible to make diskette atari 3.5
inches with files atr
Sorry, for my bad speak english (i am french).

Cordially,
Arnaud
--
please visite my website is : http://perso.wanadoo.fr/atari8bit
my collection atari 8 bit home computer.

7738. atari 7800 chip identification

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 18:01:06 UTC
From: matt <matt@anywhere.com>
Message-ID: <CLGP9.2706$gh6.62472@newsfep1-gui.server.ntli.net>
Source record: 24457

Could anyone let me know what the ID of the chip supposed to go in place U9
on the atari 7800 board. I believe it to be a MC14013BCP, but would like to
be sure. It is a Pal board, rev. c, with no expansion slot on the left.

Many thanks,
matt
matt AT fire-flash.net

7739. Re: Honest, fair Atari vendor is unfairly treated in newsgroups.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 20:08:17 UTC
From: Steve Sweet <stevesweet@freeuk.com>
Message-ID: <1041200932.6658.13@damia.uk.clara.net>
Source record: 24461
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Sinclap

> > > Serving his own interests really.
> >
> > I suppose that's the same as masturbating, right up his street.
>
> Must know from experience. A lot of wonking in the Uk, right steve?

That's amazing!!!, I've got a random response parser, i fed in this thread
and it came up with the same response, identical down to the punctuation and
spelling mistake, the guy behind sinclap must be using the same random
string generator. I could generate my own sinclap responses.

--

Regards Steve

Rope me a sheep and I'll make it smile.

Outgoing mail is certified Virus Free.
Checked by AVG anti-virus system (http://www.grisoft.com).
Version: 6.0.434 / Virus Database: 243 - Release Date: 25/12/2002

7740. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 21:04:39 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <HrJP9.353154$pN3.29432@sccrnsc03>
Source record: 24460

well you can upload them to tom hunt's ftp server or TXG's ftp server AND sell them on cd for those who don't have the time to download the entire collection. i, myself, would like the cd's but if i can download 'em that'd better / easier on me.

"Wef Dinaini" <appmhi@duh.net> wrote in message news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> Hi all,
>
> this is just to notify everyone that the Holmes Archive is available: on CD!
>
> As soon as I found out that Holmes was taking down the Atari archive I
> contacted him to see if we could make a deal. Luckily for me, and maybe some
> of you, we did.
>
> I now have here 10 CD's, made by Aaron himself [waves], with the complete
> archive on them:
>
> 1x Atari Programs v1.6 (Games, demo's, ROMs etc)
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> I don't have any indexes or TOCs yet, but will post them in the next few
> days.
>
> I'm lloking into doing various things with them, none of which I will make
> any money on, so anything I do for any other enthousiasts will be strictly
> non-profit, just as Aaron and I agreed.
>
> So there are now various possibilities. I could sell complete sets (at cost)
> to individuals, send someone with a few gigs of ftp space a copy,mail
> requested stuff to people who ask for it; you name it. Any additional ideas
> are welcomed, of course.
>
> Alas, I don't have enough space on ftp or other servers to make it available

> online myself, but if anyone else has, please contact me.
>
> Mind you, specifics are not yet known, I'm just musing a bit. Feel free to
> provide your input, however, but preferably to the group, as I'd like to
> keep the discussion (if any) public.
>
> Requests for specific ROMs, games, utilities or whatever can be made via
the
> address below, in case you can't find it via XLSearch.
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> Kind regards,
> Wef Dinaini
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> ==
> This address is munged with ROT13 !
> tina.oniry@upparg.ay
>
> Note: for those who don't know what ROT13 is, see
> http://www.jargonfile.com/jargon/html/entry/rot13.html
> for more info.
>
>

7741. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 22:29:02 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e0f773a$0$142$e4fe514c@news.xs4all.nl>
Source record: 24462

Made special space for ftp about 20Gb, anybody who has something he wants to upload just do it.

When this Holmes cd are for download as 1 big file for me just e-mail me I will download them and put them on the ftp server.

I must say that I am very happy to see that I have continious connection of atari8 users on the ftp server... this means people like it I think....

I am looking to increase the download speed more for users but have to talk to my ISP about that.

TXG/MNX
"rtdos" <rtdos@juno.com> wrote in message
news:HrJP9.353154$pN3.29432@sccrnsc03...
> well you can upload them to tom hunt's ftp server or TXG's ftp server AND
> sell them on cd for those who don't have the time to download the entire
> collection. i, myself, would like the cd's but if i can download 'em
that'd
> better / easier on me.
>
>
> "Wef Dinaini" <appmhi@duh.net> wrote in message
> news:XufP9.300510$I6.28827031@zwoll1.home.nl...
> > Hi all,
> >
> > this is just to notify everyone that the Holmes Archive is available: on
> CD!
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> > As soon as I found out that Holmes was taking down the Atari archive I
> > contacted him to see if we could make a deal. Luckily for me, and maybe
> some
> > of you, we did.
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complete
> > archive on them:
> >
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> > 4x DOCs

> >
> > I don't have any indexes or TOCs yet, but will post them in the next few
> > days.
> >
> > I'm lloking into doing various things with them, none of which I will
make
> > any money on, so anything I do for any other enthousiasts will be
strictly
> > non-profit, just as Aaron and I agreed.
> >
> > So there are now various possibilities. I could sell complete sets (at
> cost)
> > to individuals, send someone with a few gigs of ftp space a copy,mail
> > requested stuff to people who ask for it; you name it. Any additional
> ideas
> > are welcomed, of course.
> >
> > Alas, I don't have enough space on ftp or other servers to make it
> available
> > online myself, but if anyone else has, please contact me.
> >
> > Mind you, specifics are not yet known, I'm just musing a bit. Feel free
to
> > provide your input, however, but preferably to the group, as I'd like to
> > keep the discussion (if any) public.
> >
> > Requests for specific ROMs, games, utilities or whatever can be made via
> the
> > address below, in case you can't find it via XLSearch.
> >
> > Kind regards,
> > Wef Dinaini
> >
> > ==
> > This address is munged with ROT13 !
> > tina.oniry@upparg.ay
> >
> > Note: for those who don't know what ROT13 is, see
> > http://www.jargonfile.com/jargon/html/entry/rot13.html
> > for more info.
> >
> >
>
>

7742. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-29 23:18:05 UTC
From: Slor <slor@comcast.net>
Message-ID: <aunvrd$867um$1@ID-164868.news.dfncis.de>
Source record: 24463

"LarryWhite" <llppwhite@aol.comnsp> wrote in message
news:20021223211815.00912.00000221@mb-fk.aol.com...
> > ...What is a reliable program for reading Atari disks in a PC disk
drive?
> ...<
>
> If you try some of the programs as suggested, please let us know the
outcome.
> Larry White

I've tried a few of the suggested programs, in pure DOS on a P60 machine,
and so far I have had no luck. I'm told the disk was done on a xf551 in
single density formatted by sparta and copied using the sparta copy command.
If anyone can tell me what program will specifically handle this, I'll try
it!

Slor

7743. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 01:15:55 UTC
From: Ron Hamilton <oldatarian@atariland.com>
Message-ID: <f7NP9.2291$9N5.320686@newsread2.prod.itd.earthlink.net>
Source record: 24464

Of those on my list, only #8 has any partial content on the site...

--
Ron

http://www.atariland.com/members/oldatarian
and mirror
http://www.powow.com/oldatarian
"CyRo" wrote
> they are coming... very slowly but they are coming! :)
> What do you mean by 'dont have access', are you getting an error with the
> webserver? Something wrong? Please let me know - thanks!
>
> Cheers,
> -CyRo
>
> "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > Way to go, Eric & Roach! What's happening with nos. 3, 6, 7, & 8? Those
> are
> > the ones I have never seen, not to mention do not have access...
> >

7744. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 01:22:19 UTC
From: RoyE <r-dean@charter.net>
Message-ID: <v0v7uebea09712@corp.supernews.com>
Source record: 24465

"Slor" <slor@comcast.net> wrote in message
news:aunvrd$867um$1@ID-164868.news.dfncis.de...
> "LarryWhite" <llppwhite@aol.comnsp> wrote in message
> news:20021223211815.00912.00000221@mb-fk.aol.com...
> > > ...What is a reliable program for reading Atari disks in a PC disk
> drive?
> > ...<
> >
> > If you try some of the programs as suggested, please let us know the
> outcome.
> > Larry White
>
> I've tried a few of the suggested programs, in pure DOS on a P60 machine,
> and so far I have had no luck. I'm told the disk was done on a xf551 in
> single density formatted by sparta and copied using the sparta copy
command.
> If anyone can tell me what program will specifically handle this, I'll try
> it!
>

Slor

For single density you are out of luck. Double density is the minimum. Or you could ask an Atari user to read it with the standard equipment (i.e) Atari 8bit system and double density disk drive . Convert to double density disk.. And then you can read it. An emulator called pcxf380, at this site http://www.emulators.com/download.htm can read with the older p60 pc you have. The required cable is very easy to build -- software and directions for building are included in the download..... all that is needed is a printer cable and an Atari SIO cable and one resistor. Also the manual for running the emulator is very good. You would also need a reliable 8bit (Atari) compatible drive to connect to the cable.

Regards, and best of luck brings back lots of old memories trying to resurrect dead floppies.

RoyE

7745. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 02:24:01 UTC
From: rodsmith@nessus.rodsbooks.com
Message-ID: <t4aoua-i1i.ln@speaker.rodsbooks.com>
Source record: 24466

In article <aunvrd$867um$1@id-164868.news.dfncis.de>,
"Slor" <slor@comcast.net> writes:
>
> I've tried a few of the suggested programs, in pure DOS on a P60 machine,
> and so far I have had no luck. I'm told the disk was done on a xf551 in
> single density formatted by sparta and copied using the sparta copy command.
> If anyone can tell me what program will specifically handle this, I'll try
> it!

AFAIK, the only program for x86 systems that'll read single-density Atari
disks is AnaDisk (available from http://ch.twi.tudelft.nl/~sidney/atari/).
This tool only reads the disk, though; you need DeAna (from the same site)
to create an ATR image. If you can't get that to work, you'll need to use
some other transfer method, such as a real Atari disk drive, special
cable, and appropriate software to access the Atari drive from the PC; or
an Atari drive, Atari computer, special cable, and software to enable the
PC to act like a second Atari drive.

--
Rod Smith, rodsmith@rodsbooks.com
http://www.rodsbooks.com
Author of books on Linux, networking, & multi-OS configuration

7746. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:28:57 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <CNQP9.3884$j94.734641@news02.tsnz.net>
Source record: 24467

"TXG" <txg01@xs4all.nl> wrote in message
news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> Made special space for ftp about 20Gb, anybody who has something he wants
to
> upload just do it.

I've just uploaded my archive of Utils and roms to TXG's Ftp. So if you
need em, look there.

I wont be uploading the games at this stage. As I've said before grab them
from other websites! :-)

Thanks to those offering to make copies of my CD's for 'non profit' great
stuff! :-)

Aaron (Holmes)

7747. TXG's FTP Server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:28:58 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <uQQP9.23620$Jb.19257@nwrddc02.gnilink.net>
Source record: 24468

I ahve been trying to get on your server with CuteFTP 4.2 and CuteFTP Pro
but cannot seem to get on. It connects but then aborts after issuing the
PASV command. Any ideas?

7748. Re: TXG's FTP Server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:32:11 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <vTQP9.23627$Jb.19734@nwrddc02.gnilink.net>
Source record: 24470

I didn't do a good job of describing the error in the previous message:

Here it is:

COMMAND:> PASV

227 Entering Passive Mode (10,0,0,150,72,155).

COMMAND:> LIST

STATUS:> Connecting ftp data socket 10.0.0.150:18587...

ERROR:> Can't connect to remote server. Socket error = #10060.

Looks like a busy signal maybe?

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:uQQP9.23620$Jb.19257@nwrddc02.gnilink.net...
> I ahve been trying to get on your server with CuteFTP 4.2 and CuteFTP Pro
> but cannot seem to get on. It connects but then aborts after issuing the
> PASV command. Any ideas?
>
>

7749. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:32:58 UTC
From: Aaron Wheeler <holmesatari@hotmail.com>
Message-ID: <nRQP9.3885$j94.734718@news02.tsnz.net>
Source record: 24469

"Steve S" <j70141@hotmail.com> wrote in message
news:3e0f4496$3_4@news.teranews.com...
> I am still waiting for my CDs to arrive. I had won them, but he
apparently
> didn't ship them out right away and found them at work. He says they have
> been shipped now, but I am still waiting.

Well It's only been 6 days since I posted them, be a bloody miracle if they
arrived yet during holiday season. I am in New Zealand!! :-) Give it
another 3 to 5 days please Steve.

I did apologise for the delay in posting. These things do happen. I aint
here to rip anyone off. If I've said I'll do it, It'll happen.

Aaron (Holmes)

7750. Re: not an indus gt but something similiar

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:37:27 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <rYQP9.13825$Ab.3712@nwrddc03.gnilink.net>
Source record: 24471

I still have the Indus I bought in 1984 and it runs like a top. (I smoke HEAVILY Too!)

"Roy G Biv" <erasmus@6502.chip.old.folks.home> wrote in message news:Pine.GSO.4.51.0212211836380.15979@shell1...
> On Fri, 13 Dec 2002 at 03:44:01 -0500, "Technoid Mutant" at
> munged address scribbled:
> ->Failures I can attest to are: ... Indus GT, ... Despite thier
> ->cool features, as disk controllers they suck.
>
> I'd like to put in a good word for the Indus. There were
> basically two kinds of Induses: (1) Those that broke down within
> the first month or so; and (2) the rest, which tended to last
> forever. At any rate, that's my experience.

7751. Re: crazy dos

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 05:38:37 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <xZQP9.15367$ac.13124@nwrddc01.gnilink.net>
Source record: 24472

You mean Windoze isn't a joke? :^)

> I still have it. Copies I saw were called "JOKE.DOS." (BTW, they
> don't make jokes like that anymore, do they!? Has anybody made a
> joke version of Windoze???)

7752. Re: Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 06:09:10 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <nbov0v4orvo7bh51vngguc7khjr1cc3bqh@4ax.com>
Source record: 24473

Hi all,

Sooner or later, the supply for SIO cable will dwindle to a small
number because people chop them up for SIO2PC/APE cables. I've been
installing SIO/APE interfaces inside my 8 bits for ~2 years now
mounting the 9/25 pin connector on the 8 bit.

Rory

On Fri, 27 Dec 2002 21:24:01 GMT, rodsmith@nessus.rodsbooks.com (Rod
Smith) wrote:

>In article <fR0P9.1564$aD3.216492@newsread1.prod.itd.earthlink.net>,
> "Ron Hamilton" <oldatarian@atariland.com> writes:
>> They are definitely in demand by those making the SIO2PC, 10502PC, APE and
>> PRO interfaces.
>
>Speaking of which, and just out of curiosity, is there any source for
>those Atari serial connectors other than the existing supply of cables?
>That is, are they a standard-but-obscure part, or was this an Atari-only
>part that's now no longer manufactured?

7753. Re: Atari serial bus cables -- any value

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 07:46:45 UTC
From: richard cortese <ricortes@earthlink.net>
Message-ID: <FRSP9.2731$134.335760@newsread1.prod.itd.earthlink.net>
Source record: 24474

"Rory McMahon" <fujiman@netzero.net> wrote in message
news:nbov0v4orvo7bh51vngguc7khjr1cc3bqh@4ax.com...
> Hi all,
>
> Sooner or later, the supply for SIO cable will dwindle to a small
> number because people chop them up for SIO2PC/APE cables.

Surplus place where I live had Atari Cassettes 2/$5. Included with the cassette was both the serial cord and 9 VAC power supply. I offered to buy them/ship them them at cost to people but no one was interested.

I also saw a vendor with a pallet of 1030 modems sitting out in the rain. Of course no power supply and siingle ended cable. I asked what he was doing with them and he replied "Make me an offer, any offer" but I never did.

I have the feeling a lot of Atari equipment is still floating around just like that. I think we will run out of computers to use the SIO2PC cables before we ever run out of cables.

7754. Re: help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 08:01:23 UTC
From: melee5@my-deja.com
Message-ID: <a57ea28d.0212300001.3f1a0222@posting.google.com>
Source record: 24475

"arnaud33" <lanseau.arnaud@wanadoo.fr> wrote in message
news:<aun6d8nab2@news-reader10.wanadoo.fr>...
> Hello,
>
> I have a disk drive xf551 modified in 3.5 inches.
> How to create a compatible diskette 3.5 atari 800xl to test it?
> exist a program on PC which make it possible to make diskette atari 3.5
> inches with files atr
> Sorry, for my bad speak english (i am french).
>
> Cordially,
> Arnaud

I'm thinking WriteAtr will do the job you need.

Hiassoft home page (Ataridsk - WriteATR)
http://www.horus.com/~hias/atari

7755. Re: TXG's FTP Server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 11:52:31 UTC
From: Alan Sharkis <asharkis@optonline.net>
Message-ID: <3sWP9.194151$a8.82263@news4.srv.hcvlny.cv.net>
Source record: 24476

I had the same problem. I disabled my firewall, unplugged the computer from
the router and connected it to the cable modem. No go. If I had a dialup,
I would have tried that. I finally got the program that TXG recommended
(LeechFTP) and tried that. It worked.

"CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
news:uQQP9.23620$Jb.19257@nwrddc02.gnilink.net...
> I ahve been trying to get on your server with CuteFTP 4.2 and CuteFTP Pro
> but cannot seem to get on. It connects but then aborts after issuing the
> PASV command. Any ideas?
>
>

7756. Re: Merry Christmas to everybody!

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 12:02:17 UTC
From: Mark Bedingfield <atari030@optusnet.nomorespamta.com.au>
Message-ID: <3e10355f$0$27996$afc38c87@news.optusnet.com.au>
Source record: 24477
Cross-posted to: alt.games.video.nintendo.animal-crossing,alt.games.video.nintendo.gamecube,alt.games.video.sega-dreamcast, comp.sys.atari.8bit,rec.games.video.sega,uk.games.video.dreamcast

Cousin I think. There are not too many Bedingfield's from NZ. He is probably one of my Uncles offspring. I wonder if he used an Atari?

Mark

"ALAN S BROWN" <alansbrown@blueyonder.co.uk> wrote in message news:8mpP9.1995$4Z.1145@news-binary.blueyonder.co.uk...
> Nice 2 see your brothers doing well in the music
> industry now!!!!!
>
>
> "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in message
> news:3e0d794d$0$7815$afc38c87@news.optusnet.com.au...
> > Ok, Xmas was mild here;-) It is 38 degrees celcius today just to top it
> off.
> > It will be 34 tomorrow and last week we got 42. Don't ask me about
> > Faren-watsy, this is a metric country. Feet? Inches? It was hard doing
the
> > Cisco Netacad, it was American and all bloody imperial.
> >
> > C ya
> >
> > Mark
> >
> > PS at least there is good ole Aussie beer to be had.
> >
> >
> > "Bill_Gates" <gates@microsoft.com> wrote in message
> > news:G_EO9.77176$vb3.3103408@news2.west.cox.net...
> > > Isn't it supposed to be summer time in the southern hemisphere?
> > > Ok now that I think about it, you're saying 25 degrees celius, which
> > > is quite warm. I can't stand how us Americans still use that legacy
> > > English system. How can we be so stupid not to standardize? I blame
> > > it on the ignorance of 99% of the population who would be too
> > > confused to switch. Anyways, it was a nice sunny Xmas in Phoenix
> > > this year. About 60 degrees F, around 16 degrees C
> > >
> > >
> > > "Mark Bedingfield" <atari030@optusnet.nomorespamta.com.au> wrote in
> > message
> > > news:3e08e1e7$0$7197$afc38c87@news.optusnet.com.au...
> > > > Did any one get a white Christmas? 25 Degree's here in Melbourne,

> > > Australia.
> > > > Shorts, T-shirts and BBQ's (grin).
> > > >
> > > > Mark
> > > >
> > > >
> > > > "Vidar Olavesen" <hawk@nmi.no> wrote in message
> > > > news:WCXN9.3797$Rc7.81160@news2.e.nsc.no...
> > > > > Hope all of you have a nice Christmas holiday!
> > > > >
> > > > > Greetings from Norway
> > > > >
> > > > >
> > > >
> > > >
> > >
> > >
>
>

7757. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 12:15:44 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <BMWP9.4273$mg4.647439@zwoll1.home.nl>
Source record: 24478

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> Made special space for ftp about 20Gb, anybody who has something he wants
to
> upload just do it.
>

Hi All,

I'm now busy uploading the first CD to the ftp: Atari Programs 1.6. I'll try
to do everything a.s.a.p., time permitting.

It's 8000+ items, and I'm in a 15kbyte upstream, so it could take awhile.

Regards,
Wef

7758. new eBay auctions - 810&1027 field service manuals

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 16:11:31 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041264657.33665.0@iris.uk.clara.net>
Source record: 24479

Hello All,

Just started new eBay auctions for the 810 and 1027 field service manuals.
Visit my website at http://www.dgs.clara.net where you'll find a list of all
my current auctions (on the front page) with links straight to them.

Dean Garraghty

7759. FTP server...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 17:05:03 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10a0cb$0$147$e4fe514c@news.xs4all.nl>
Source record: 24481

Hello,

Maybe some people couldn't connect 30/12 between 17:00 and 21:00 that was because my ISDN line was being tested. My ADSL did work but my telephone had troubles. Sorry this test was needed because the people from the Telephone company did some tests on the line that could reset the connection.

Problem should be solved now.

Sorry about this ...

TXG/MNX

7760. Re: two 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 18:04:45 UTC
From: realityqa1@earthlink.net
Message-ID: <26bb29c4.0212301004.72bdcc2c@posting.google.com>
Source record: 24480

"Ken Siders" <atari7bit@columbus.rr.com> wrote in message
news:<YsmP9.450$9N5.76937@newsread2.prod.itd.earthlink.net>...
> > Second - how can I get past the first screen is "The Goonies"? The game is
> > driving me crazy! Does anybody know?
> Most screens require cooperation of the two players. Move the chair over
> and use it to get a player to the top to activate the money machine to
> distract
> the person. The other player can then knock over the water drinker thing to
> open a hole to the bottom and get down there. With timing, then the other
> person can make it. This is all from memory so don't guarantee this 100%.
>
> --Ken

Wow
Whatever happened to the days where it took you days to beat just one
screen of a game that only had 8 screens to it :)
I remember back in 86 when I got the goonies spending days and days
beating each level and writing up my very first FAQ on how to do it.
Just to be the first on the Philadelphia atari bbs's to do so :)

You are right about beating the first level. The whole game is about
timing and setting up each character to do things in a certain order.
You can just stay put when most of the levels start to check things
out. It's not until the octopus level where you start in the water
being pushed towards your doom that you need to act quick.

Check out my website for more atari memories.
http://www.vulcanjedi.com

Mark

7761. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 19:42:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10a1a9$0$137$e4fe514c@news.xs4all.nl>
Source record: 24482

Thanx already there is now about 180Mb already on it, but as I said about
20Gb free total can increase when needed.

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:BMWP9.4273$mg4.647439@zwoll1.home.nl...
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> > Made special space for ftp about 20Gb, anybody who has something he
wants
> to
> > upload just do it.
> >
>
> Hi All,
>
> I'm now busy uploading the first CD to the ftp: Atari Programs 1.6. I'll
try
> to do everything a.s.a.p., time permitting.
>
> It's 8000+ items, and I'm in a 15kbyte upstream, so it could take awhile.
>
> Regards,
> Wef
>
>

7762. Source codes

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 19:46:53 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10a2bb$0$140$e4fe514c@dreader5.news.xs4all.nl>
Source record: 24483

Hi,

For some people I put the source for DOS 2.x and some rom sources online on
the FTP server...

Keep downloading and UPLOADING of course...

TXG/MNX

7763. Atari 8bits Java emulators?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 19:54:14 UTC
From: Hermann Samso <stu49252@mail.uni-kiel.de>
Message-ID: <Pine.SOL.4.50.0212302052450.5645-100000@srv2.mail.uni-kiel.de>
Source record: 24484

I can't think that this is a FAQ,
so,
are there any projects of Atari
8 bits emulators on-going??

Specially interested in XL and
VCS models.

saludos,
hermann samso

7764. Field service manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:32:17 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10ad5f$0$153$e4fe514c@news.xs4all.nl>
Source record: 24487

Hi,

For those technical freaks the 1050 service manual can be found on my
server...

TXG/MNX

7765. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:34:19 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212301234.2eb1e41c@posting.google.com>
Source record: 24486

what was the name of that analog game where you had a helicopter and
you bombed the earth to create tunnles looking for "$" to bring them
back to your pad?

"Ron Hamilton" <oldatarian@atariland.com> wrote in message
news:<f7NP9.2291$9N5.320686@newsread2.prod.itd.earthlink.net>...
> Of those on my list, only #8 has any partial content on the site...
>
> --
> Ron
>
> http://www.atariland.com/members/oldatarian
> and mirror
> http://www.powow.com/oldatarian
> "CyRo" wrote
> > they are coming... very slowly but they are coming! :)
> > What do you mean by 'dont have access', are you getting an error with the
> > webserver? Something wrong? Please let me know - thanks!
> >
> > Cheers,
> > -CyRo
> >
> > "Ron Hamilton" <oldatarian@atariland.com> wrote in message
> > > Way to go, Eric & Roach! What's happening with nos. 3, 6, 7, & 8? Those
> are
> > > the ones I have never seen, not to mention do not have access...
> > >

7766. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:37:10 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10ae85$0$147$e4fe514c@news.xs4all.nl>
Source record: 24488

Hi,

I will not move the files from the upload to the final directory until you completed the upload. This would make it much easier for me and you. My FTP server does support resume upload/download...

Let me now when you completed the upload...

TXG/MNX

"Wef Dinaini" <appmhi@duh.net> wrote in message news:BMWP9.4273$mg4.647439@zwoll1.home.nl...
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> > Made special space for ftp about 20Gb, anybody who has something he wants
> to
> > upload just do it.
> >
>
> Hi All,
>
> I'm now busy uploading the first CD to the ftp: Atari Programs 1.6. I'll try
> to do everything a.s.a.p., time permitting.
>
> It's 8000+ items, and I'm in a 15kbyte upstream, so it could take awhile.
>
> Regards,
> Wef
>
>

7767. Re: My ebay auctions...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:37:57 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212301237.f70b444@posting.google.com>
Source record: 24485

i noticed that your link performed an illegal wrap here as it did on my group. :-\

"TXG" <txg01@xs4all.nl> wrote in message news:<3e0df540$0$146$e4fe514c@news.xs4all.nl>...
> Check it out...
>
> http://cgi6.ebay.com/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=sysop*txg
> &include=0&since=-1&sort=3&rows=25

7768. Re: Uses for an 800?

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:51:32 UTC
From: rw@vorpalbunnyeircom.net
Message-ID: <3e10b124.67952241@news.eircom.net>
Source record: 24489

On Sat, 21 Dec 2002 17:43:20 GMT, "Nite Hacker"
<nitehacker@hotmail.com> wrote:

>That is so true and so sad that games have come down to violence, being gory
>and sickening, etc.

Indeed, as opposed to the old style nonviolent pacifistic games like
Space Invaders, Battle Zone, Space War, Missile Command...

>Where is there a game that *doesn't* have violence,
>etc, in it?? There is hardly any that doesn't have it!!! Then we wonder
>why kids are so bad and behave the way they do!

Reader's home exercise: Go for a walk at 1 a.m. through a rich suburb
where all the kids spend their free time fragging each other in Quake
3. Then go for a walk through a slum where the only people who have
enough money to own a computer are the ones who are too busy dealing
drugs. See which area you get mugged in.

--
"Mercy to the guilty is treachery to the innocent."
Remove killer rodent from address to reply.
http://www.esatclear.ie/~rwallace

7769. FTP ...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 20:52:21 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10b213$0$138$e4fe514c@news.xs4all.nl>
Source record: 24490

Hi,

Yes me again...

I have made some simple rulez for the FTP server:

1) There is NO download restriction but please upload if you download a lot.

2) PLEASE DON'T LEECH! This will maximum use my upload from my server and makes it harder for other users to connect.

3) Don't upload non Atari related stuff.

4) Don't upload Atari related material that's still being developed, sold or under copyright by active people in the community.

5) Abuse from the Atari8 account means I have to terminate it immediatly.

Sorry about these rulez, but I need to...

7770. Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 21:21:19 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10b8dd$0$146$e4fe514c@news.xs4all.nl>
Source record: 24491

Hi for all Atarians that can't connect,

There are a few things that can cause the problems. I checked the server and people are still connecting so it works. What you can do is:

- Try without fire-wall

- Look if you're behind a router (nat translation), try again with a dail-up account to see if it works...

- Use Leechftp I always use it.

I really hope you get it to work.

TXG/MNX

7771. Forum

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 21:29:02 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10baad$0$153$e4fe514c@news.xs4all.nl>
Source record: 24492

Hi,

For all Atarians that also want to discuss Atari related things visit my page and forum:

Web-site:

http://atari.xs4all.nl

Forum:

http://atari.xs4all.nl/cgi-bin/ikonboard/ikonboard.cgi

TXG/MNX

7772. Re: Field service manual

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 21:55:00 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e10c0c3$0$148$e4fe514c@news.xs4all.nl>
Source record: 24493

Hi,

Also put some schematics on-line

"TXG" <txg01@xs4all.nl> wrote in message
news:3e10ad5f$0$153$e4fe514c@news.xs4all.nl...
> Hi,
>
> For those technical freaks the 1050 service manual can be found on my
> server...
>
> TXG/MNX
>
>

7773. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-30 22:45:11 UTC
From: bill@newbreedsoftware.com
Message-ID: <X%3Q9.57777$lk.1916587@typhoon.sonic.net>
Source record: 24494

rtdos <rtdos@yahoo.com> wrote:
> what was the name of that analog game where you had a helicopter and
> you bombed the earth to create tunnles looking for "$" to bring them
> back to your pad?

Buried Bucks. :) I loved the dirt destruction in that game.
(Same with Gauntlet (not the arcade one w/ wizards & stuff, of course;
the one with the UFO & lots of fun bad guys))

-bill!

7774. Millionaire at 31 ... on the Internet! Listen to how he is doing it.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 03:14:15 UTC
From: gregoray.veal3@verizon.net
Message-ID: <af3f95f5.0212301914.7b8ab4b7@posting.google.com>
Source record: 24496

Dear Friend,

I have got to get this off my chest before I EXPLODE...

Stephan Ducharme just became a Millionaire on the Internet … in weeks!!!

He went from 100 hits a day up to 1 MILLION visitors in less than a few weeks … without paying a dime in advertisement !!! … and this just paid him over 1 MILLION DOLLARS !!!

He says anyone can do it with what you are about to learn.

You have never heard of this thing before, Ever!

Let me introduce myself;

My name is Jodi Hans. I've earned $30,000+ in a month, BUT IT'S ALL COME CRASHING DOWN and here's why...

You may have the best program, the best opportunity in the world. The best website.

It doesn't matter. YOU WILL FAIL IF YOU DONT READ THIS.

For months I've been the top affiliate for tons of programs I've been promoting.

In fact, many of the campaigns you've seen promoted, I've been one of the top earners.

Over the past years I learned so much that I even started to coach a team of 16,000+ promoters through my newsletter.

Over the past years, you can imagine that my team and I have read and heard everything that exist about making money on the Internet and creating web traffic.

We had our own forums, chat rooms, we were receiving all the marketing and opportunity newsletters you can find.

But even despite all we knew something was missing, business started declining. (If experts like us are shrinking, what is the chance for a newbie to succeed online? None)

Nothing would do. We would jump into the newest matrix program of the week or we would promote the best selling programs with the best sales letters (and we know what will sell) ... but all we could do was work harder and harder, more and more hours each week to compete with the

ever growing competition.

After asking around us, in forums and newsgroups and chat rooms, it soon became obvious that webmasters are all waiting for something to happen in e-commerce.

As if the Internet is ready for a new challenge. A new pulse. The next generation.

Nothing will do anymore. It's always the same thing coming over and over again.

The Internet gurus just can't put their finger on what would work again.

95% of the money making strategies you purchase today WILL FAIL! The other 5%, well you'd better know how to generate huge traffic, else your dead in the water… and even then, it's not like it used to be, just a few months back.

The Expert Guru's with their vast knowledge and combined experience can not put their finger on what would make it work again.

STEPHAN DUCHARME SUCCEEDED - HE MADE A DISCOVERY THAT WILL AFFECT EACH ONLINE BUSINESS WORLDWIDE, INCLUDING YOURS.

THIS IS HUGE.

THIS BREAKTHROUGH IS YOUR ONLY SOLUTION

My experience has taught me there is no real mystery to earning large sums of money if you understand this one simple thing... ...it's Not What You Know, But Who You Know!

So we began to search ... we didn't know for what at that moment, but one thing was sure, it had to be refreshing, a new age. We prayed for a new vision, not a continuation nor a follower.

My greatest asset is my vast network of online associates.

Several Weeks Ago, the angel of prosperity smiled upon me.

In short, I knew someone who knew someone who discovered a secret.

When I read about it, I was skeptic at first. It seemed too good to be true.

I called the man himself and asked him all the questions I could think about, just to test his knowledge.

Well, after only a few answers, I knew he was different. His answers were not shifty and the way he saw the Internet... well, I had never seen that side.

When he explained to me the method he took to go from total obscurity up to 1 Million Visitors on his website in a matter of WEEKS, I was

knocked out of my chair.

The juicy part was when he had the nerve to insult my intelligence by saying that he was not even paying a dime in advertisement !!!

I knew it was impossible. Well, I thought I knew better.

The fact is that I WAS WRONG folks.

This man sent me his step-by-step map, and in the first 24 hours, I had more than 27,468 new visitors on my site without paying a red cent in advertisement. STEPHAN IS RIGHT!!!

I RECEIVED 84 $197 ORDERS WITHIN 72 HOURS! ....A personal record for me.

PROFITS ARE NOW FLOODING IN from my web site again.

Up till just now, I kept this for myself.

I 'm about to tell you where to download this AMAZING NEW FORMULA and you are going to rake it in faster than you can count.

So HERE'S WHAT HAPPENED...

One evening, I was introduced to a young Canadian gentleman, Stephan Ducharme.

Stephan created the run-away best seller...

"HOW TO GET 1 MILLION VISITORS ON YOUR WEB SITE WITHOUT PAYING A DIME IN ADVERTISEMENT"

When I met Stephan, he had just paid cash for a Porsche and was shopping around for a Jet Airplane.

I really thought I had it going on until I met Stephan.

He's not some rich kid with a silver spoon in his mouth. Just a few years ago, Stephan Ducharme was cleaning carpets for a living.

To make a long story short, he spent more than 10 years and paid over $187,000 of his own money researching everything there is to know about the internet and on making money.

He bottled some of his discoveries into an ebook and within weeks, TEN'S OF THOUSANDS OF VISITOR'S A DAY were flooding to his web site.

Stephan became a millionaire within a few short months... AND THIS WAS JUST THE BEGINNING.

Stephan has just now developed a super simple KILLER FORMULA that is like nothing you've ever seen or heard of before...

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A NEW GENERATION 9-STEP FORMULA ANYONE CAN USE TO MAKE A KILLING ON THE INTERNET

Stephan's NEVER BEFORE SEEN 9-Step formula has only been seen and witness in action by one other person besides myself, who wrote back with this perfect 5/5 critic:

"A Masterpiece of an Internet Genius"

...and I agree.

It is set up so that anyone can apply it to MAKE A KILLING ON THE INTERNET within a matter of days.

It will work in the worst of economies, and from anywhere in the world.

TO APPLY IT...

**You Do Not Need A Web Site

**You Do Not Need A Product

**You Do Not Need Knowledge or Experience to earn money with his formula.

You simply apply the easy 9-Steps which comes with the same KILLER Web Site Stephan is now using to generate $1,000's every single day.

It doesn't involve MLM and you do NO PERSONAL SELLING.

Just apply the 9-step formula then set it lose.

NO WORDS CAN EXPLAIN IT UNTIL YOU HEAR IT FOR YOURSELF

I GUARANTEE it's nothing you've ever seen or heard of before.

- Cory Rudl has never heard about it!

- Terry Dean has never heard about it!

- Dan Kennedy has never heard about it!

- Mark Joyner has never heard about it!

It's Completely New!

It's so ahead of it's time that every single online business that does not apply it will crumble without it.

"WHEN I APPLIED JUST ONE PART OF HIS NEVER BEFORE SEEN 9-STEP FORMULA, I RECEIVED 84 $197 ORDERS ON MY WEB SITE WITHIN 72 HOURS!"

AS A TEST DEMONSTRATION, I'M GOING TO REVEAL IT TO YOU - RIGHT HERE, RIGHT NOW FOR FREE!

You can access it by clicking the LIVE LINK at the bottom of this email.

The Link will take you to an audio ebook that is an impromptu interview with the genius himself, Stephan Ducharme.

The Audio eBook is titled...

"MILLIONAIRE AT 31... ON THE INTERNET - LISTEN TO HOW HE'S DOING IT"

By listening to it, you will see how Stephan used his "1 MILLION VISITOR" ebook and his 9-step formula to become a Millionaire virtually overnight.

You will see and hear THE TRUTH about earning $1000's weekly from the internet while everyone else is struggling.

WARNING: YOU ARE NOW GETTING A HIGH SECURITY CLEARANCE!

THE LIVE LINK BELOW WILL AUTOMATICALLY DEACTIVATE 24 HOURS AFTER YOU'VE OPENED THIS EMAIL.

Be one of the very first to get in on this amazing new Formula and Discovery.

If you're ready to listen to a Millionaire speak on what's it's like, how he got there and the amazing new Formula that has made him wealthy...

CLICK THIS LINK NOW:

http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005

Again, you DO NOT NEED A WEB SITE to make money.

YOU DO NOT NEED A PRODUCT to make money.

YOU DO NOT NEED EXPERIENCE...

You just need to SIT BACK, RELAX AND LISTEN TO THIS AUDIO EBOOK:

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http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005
The world has changed, a new age has begun. The internet has changed for ever.

Now is your chance to catch the new wave of internet marketing before everyone else does.

Click here and Discover Stephan Ducharme's Secret Formula for yourself and your family

http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005

I personally recommend it and endorse it 100%, with all my reputation.

Happy listening...

Jodi Hans, CEO

The Wealth Guide

PS. Do yourself a favor. Take the next 20 minutes and listen to a 31 year old millionaire reveal in his own words how he went from 0 to 1 MILLION VISITORS paying him over 1 MILLION DOLLARS in just the past weeks.

The simple 9-Step Formula Stephan Ducharme has discovered can be applied within the next few hours and you can begin earning money by the end of the week.

Here's the link to his amazing audio ebook interview:

http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005

7775. Re: Millionaire at 31 ... on the Internet! Listen to how he is doing it.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 04:20:16 UTC
From: rtdos <rtdos@juno.com>
Message-ID: <4W8Q9.505692$WL3.131264@rwcrnsc54>
Source record: 24397

does this mean i can buy all the atari stuff i want and a place to store it
all ??????

"Gregory" <gregoray.veal3@verizon.net> wrote in message
news:af3f95f5.0212301914.7b8ab4b7@posting.google.com...
> Dear Friend,
>
> I have got to get this off my chest before I EXPLODE...
>
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>
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> Over the past years I learned so much that I even started to coach a
> team of 16,000+ promoters through my newsletter.
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> To make a long story short, he spent more than 10 years and paid over
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> CLICK THIS LINK NOW:
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>
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>
> Now is your chance to catch the new wave of internet marketing before
> everyone else does.
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> Click here and Discover Stephan Ducharme's Secret Formula for yourself
> and your family
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> http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005
>
> I personally recommend it and endorse it 100%, with all my reputation.
>
> Happy listening...
>
> Jodi Hans, CEO
>
> The Wealth Guide
>
> PS. Do yourself a favor. Take the next 20 minutes and listen to a 31
> year old millionaire reveal in his own words how he went from 0 to 1
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> The simple 9-Step Formula Stephan Ducharme has discovered can be
> applied within the next few hours and you can begin earning money by
> the end of the week.

>
> Here's the link to his amazing audio ebook interview:
>
> http://businessworldlist.com/cgi-bin/ads.cgi/gveal_1005

7776. Re: TXG's FTP Server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 04:28:02 UTC
From: mo <momo@atariland.com>
Message-ID: <m19Q9.9290$an1.598803@twister.austin.rr.com>
Source record: 24495

It works fine for me, did ya'll make sure you are using the right port #?
Mo

"Alan Sharkis" <asharkis@optonline.net> wrote in message
news:3sWP9.194151$a8.82263@news4.srv.hcvlny.cv.net...
> I had the same problem. I disabled my firewall, unplugged the computer
from
> the router and connected it to the cable modem. No go. If I had a
dialup,
> I would have tried that. I finally got the program that TXG recommended
> (LeechFTP) and tried that. It worked.
>
> "CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> news:uQQP9.23620$Jb.19257@nwrddc02.gnilink.net...
> > I ahve been trying to get on your server with CuteFTP 4.2 and CuteFTP
Pro
> > but cannot seem to get on. It connects but then aborts after issuing
the
> > PASV command. Any ideas?
> >
> >
>
>

7777. Percom / Tandon Drive problems

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 05:06:27 UTC
From: Rory McMahon <fujiman@netzero.net>
Message-ID: <4g821vk4b1s8iv6pi3btga846cvrotu3ai@4ax.com>
Source record: 24398

Hi all,

I've had two Percom drives in the basement and finally getting around
to test them.

The AT88-S1 works fine.

The one I'm having problems with is a RFD40-S2.

I dont have a manual. Not sure if proper dip shunts are correct, has
terminator on the outside, all 6-7 jumpers on outside, too.
The unit powers up.
Disk heads cleaned.
One mechanism seems to be correct speed ~294 rpm
The other is spinning noticely faster, and adjusting the pot on the
back of the mechanism doesnt change the speed.
Neither drive hooked up singly will boot from a DOS diskette. Could be
a alignment problem. (Any utils available to align heads?)

Thought about:
1.) Swapping AT88S1 floppy mech to see if the controller is working
properly on the RFD unit.
2.) Try to find replacement mechanisms online.
3.) See if anyone has any other ideas...

Thanks in advance

Rory

7778. Re: TXG's FTP Server

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 05:29:14 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <KW9Q9.8844$Xc.1208@nwrddc04.gnilink.net>
Source record: 24399

Port 23. Are you able to connect with CuteFTP?

"mo" <momo@atariland.com> wrote in message
news:m19Q9.9290$an1.598803@twister.austin.rr.com...
> It works fine for me, did ya'll make sure you are using the right port #?
> Mo
>
> "Alan Sharkis" <asharkis@optonline.net> wrote in message
> news:3sWP9.194151$a8.82263@news4.srv.hcvlny.cv.net...
> > I had the same problem. I disabled my firewall, unplugged the computer
> from
> > the router and connected it to the cable modem. No go. If I had a
> dialup,
> > I would have tried that. I finally got the program that TXG recommended
> > (LeechFTP) and tried that. It worked.
> >
> > "CBClarke" <cabell.clarkeNOSPAM@SPAMNOverizon.net> wrote in message
> > news:uQQP9.23620$Jb.19257@nwrddc02.gnilink.net...
> > > I ahve been trying to get on your server with CuteFTP 4.2 and CuteFTP
> Pro
> > > but cannot seem to get on. It connects but then aborts after issuing
> the
> > > PASV command. Any ideas?
> > >
> > >
> >
> >
>
>

7779. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 11:34:03 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <YefQ9.10863$mg4.1146806@zwoll1.home.nl>
Source record: 24400

Hi,

I'm sorry to report that I have some problems uploading at the moment - my
connection is a bit flakey to say the least (between me and you: ik heb
nooit
gedonder met mijn kabelaansluiting, alleen als 't belangrijk is...)

I will continue uploading as soon as I get a bit of reliability back. Maybe
later today.

Kind regards,
Wef

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e10ae85$0$147$e4fe514c@news.xs4all.nl...
> Hi,
>
> I will not move the files from the upload to the final directory until you
> completed the upload. This would make it much easier for me and you. My
FTP
> server does support resume upload/download...
>
> Let me now when you completed the upload...
>
> TXG/MNX
>
> "Wef Dinaini" <appmhi@duh.net> wrote in message
> news:BMWP9.4273$mg4.647439@zwoll1.home.nl...
> > "TXG" <txg01@xs4all.nl> schreef in bericht
> > news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> > > Made special space for ftp about 20Gb, anybody who has something he
> wants
> > to
> > > upload just do it.
> > >
> >
> > Hi All,
> >
> > I'm now busy uploading the first CD to the ftp: Atari Programs 1.6. I'll
> try
> > to do everything a.s.a.p., time permitting.
> >
> > It's 8000+ items, and I'm in a 15kbyte upstream, so it could take
awhile.
> >

> > Regards,
> > Wef
> >
> >
>
>

7780. Re: Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 12:23:51 UTC
From: Larry Richardson <rich5462@bellsouth.net>
Message-ID: <1ZfQ9.6760$us1.6661@news.bellsouth.net>
Source record: 24401

Also, make sure to turn off passive mode in your FTP client. Had
trouble with transfers from Linux until I made this change.

TXG wrote:
> Hi for all Atarians that can't connect,
>
> There are a few things that can cause the problems. I checked the server and
> people are still connecting so it works. What you can do is:
>
> - Try without fire-wall
>
> - Look if you're behind a router (nat translation), try again with a dail-up
> account to see if it works...
>
> - Use Leechftp I always use it.
>
> I really hope you get it to work.
>
> TXG/MNX
>
>

7781. Re: Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 14:43:57 UTC
From: CBClarke <cabell.clarkeNOSPAM@SPAMNOverizon.net>
Message-ID: <N2iQ9.32128$Jb.3625@nwrddc02.gnilink.net>
Source record: 24402

That explains why my CuteFTP didn't work

"Larry Richardson" <rich5462@bellsouth.net> wrote in message
news:1ZfQ9.6760$us1.6661@news.bellsouth.net...
> Also, make sure to turn off passive mode in your FTP client. Had
> trouble with transfers from Linux until I made this change.
>

7782. Re: Millionaire at 31 ... on the Internet! Listen to how he is doing it.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 14:47:13 UTC
From: Bill <kinetic9130@yahoo.com>
Message-ID: <3E11ADF1.2080104@yahoo.com>
Source record: 24403

rtdos wrote:
> does this mean i can buy all the atari stuff i want and a place to store it
> all ??????
>

Nooo.. it means that you have to buy the rights to all 8-bit Atari
computers and slap together a new machine using a 65816, the graphics
chip from the 7800, and dual pokeys. In addition, you MUST rewrite
Sparta and Action so they support the '816 flat memory model.

;)

Bill

7783. Re: ANALOG issue #22 now digitized and online

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 15:12:59 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212310712.39c32083@posting.google.com>
Source record: 24404

yea, both were awesome shoot 'em ups. sound fx were amazing, weren't they ?

bill@newbreedsoftware.com (William Kendrick) wrote in message
news:<X%3Q9.57777$Ik.1916587@typhoon.sonic.net>...
> rtdos <rtdos@yahoo.com> wrote:
> > what was the name of that analog game where you had a helicopter and
> > you bombed the earth to create tunnles looking for "$" to bring them
> > back to your pad?
>
> Buried Bucks. :) I loved the dirt destruction in that game.
> (Same with Gauntlet (not the arcade one w/ wizards & stuff, of course;
> the one with the UFO & lots of fun bad guys))
>
> -bill!

7784. Re: Reading Atari disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 16:33:56 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-017584.10335631122002@news.supernews.com>
Source record: 24405

In article <a57ea28d.0212231604.4f00ed19@posting.google.com>,
melee5@my-deja.com (Lee) wrote:

> The utilities referred to might have worked on an a Pre-XT computer, but
> they do not work at all on anything one also uses for the internet for an
> example.

My AMD-K6 350 running Win-98 has a 5.25" floppy drive that works great with
MyUTIL, and I also use this PC to access the Internet. :)

It depends on your floppy drive, not the vintage of your PC.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

7785. Re: help! software for disk drive xf551 modified in 3.5

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 16:36:57 UTC
From: Matthias Reichl <usenet-20021231@hias.horus.com>
Message-ID: <slrnb13htu.17g.usenet-20021231@camel.hias.horus.com>
Source record: 24406

Hi!

On 30 Dec 2002 00:01:23 -0800, Lee wrote:
> "arnaud33" <lanseau.arnaud@wanadoo.fr> wrote in message
news:<aun6d8nab2@news-reader10.wanadoo.fr>...
>> I have a disk drive xf551 modified in 3.5 inches.
>> How to create a compatible diskette 3.5 atari 800xl to test it?
>> exist a program on PC which make it possible to make diskette atari 3.5
>> inches with files atr
>> Sorry, for my bad speak english (i am french).
>>
>> Cordially,
>> Arnaud
>
> I'm thinking WriteAtr will do the job you need.
>
> Hiassoft home page (Ataridsk - WriteATR)
> http://www.horus.com/~hias/atari

If you already downloaded WriteAtr V0.92, please visit my webpage again
and get V0.92a.

I fixed an important bug in V0.92a: in 720k / XF551 mode only 180k were
read and written! This is just the mode you should be using with a
3.5" modified XF551, so writing/reading images larger than 180k will
just fail...

Thanks to Mr.Bacardi (who discovered this bug), I was able to fix it
back in august, but then I think I forgot to upload it to my webpage...

Sorry for any inconvenience & a happy new year (at least in a few
hours here in Salzburg :-) ,

Hias

7786. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 16:55:08 UTC
From: TXG <txg01@xs4all.nl>
Message-ID: <3e11cbfd$0$144$e4fe514c@news.xs4all.nl>
Source record: 24407

[DUTCH}

Waar woon je misschien kunnen we wat afspreken mail ff prive.

[/DUTCH]

"Wef Dinaini" <appmhi@duh.net> wrote in message
news:YefQ9.10863$mg4.1146806@zwoll1.home.nl...
> Hi,
>
> I'm sorry to report that I have some problems uploading at the moment - my
> connection is a bit flakey to say the least (between me and you: ik heb
> nooit
> gedonder met mijn kabelaansluiting, alleen als 't belangrijk is...)
>
> I will continue uploading as soon as I get a bit of reliability back.
Maybe
> later today.
>
> Kind regards,
> Wef
>
>
> "TXG" <txg01@xs4all.nl> schreef in bericht
> news:3e10ae85$0$147$e4fe514c@news.xs4all.nl...
> > Hi,
> >
> > I will not move the files from the upload to the final directory until
you
> > completed the upload. This would make it much easier for me and you. My
> FTP
> > server does support resume upload/download...
> >
> > Let me now when you completed the upload...
> >
> > TXG/MNX
> >
> > "Wef Dinaini" <appmhi@duh.net> wrote in message
> > news:BMWP9.4273$mg4.647439@zwoll1.home.nl...
> > > "TXG" <txg01@xs4all.nl> schreef in bericht
> > > news:3e0f773a$0$142$e4fe514c@news.xs4all.nl...
> > > > Made special space for ftp about 20Gb, anybody who has something he
> > wants
> > > to
> > > > upload just do it.

> > > >
> > >
> > > Hi All,
> > >
> > > I'm now busy uploading the first CD to the ftp: Atari Programs 1.6.
I'll
> > try
> > > to do everything a.s.a.p., time permitting.
> > >
> > > It's 8000+ items, and I'm in a 15kbyte upstream, so it could take
> awhile.
> > >
> > > Regards,
> > > Wef
> > >
> > >
> >
> >
>
>

7787. atari++ 1.11 h-kernel emulation

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 17:07:14 UTC
From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
Message-ID: <ausis2gap1@mamenchi.zrz.TU-Berlin.DE>
Source record: 24408

Hi folks, and a Happy New Year!

It's time to announce a major release bump of the atari++ emulator, the 1.11 release is ready now.

Maybe about the most interesting feature is that it includes now a cycle-exact emulation of the
6502 that is synchronized with the GTIA video output, allowing so called "horizontal kernel"
methods to alter GTIA registers within a horizontal line. Or to put this in less technical terms,
atari++ 1.11 is (AFAIK) the first emulator that really emulates now "Master of the Lamps", "Dimension X", "Miner 2049er" and some others correctly by keeping care of the precise instruction
timing and the horizontal position where modifications to chip set registers have been made.

As always, drop me a note. I haven't yet found the time to setup a web page... I prefer working
on the software, ya' know.... (-;

Anyhow, a Happy New Year to all Atari8'bitters,

Thomas Richter

7788. Re: Connecting to my ftp server... FAILED...

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 17:08:48 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-A33D06.11084831122002@news.supernews.com>
Source record: 24409

In article <3e10b8dd$0$146$e4fe514c@news.xs4all.nl>, "TXG" <txg01@xs4all.nl>
wrote:

> Hi for all Atarians that can't connect,
>
> There are a few things that can cause the problems. I checked the server and
> people are still connecting so it works. What you can do is:
>
> - Try without fire-wall
>
> - Look if you're behind a router (nat translation), try again with a dail-up
> account to see if it works...
>
> - Use Leechftp I always use it.
>
> I really hope you get it to work.
>
> TXG/MNX
>
>

The report that someone posted here looked like his FTP client was trying to
use passive mode. ("PASV") People who are having trouble connecting to this
or other FTP sites should try disabling passive mode if they can, it helps with
lots of FTP sites.

--
Michael Current mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists http://www.faqs.org/faqs/atari-8-bit/
S.P.A.C.E. http://space.atari.org/ telnet://spacebbs.no-ip.com/

7789. Re: Holmes on CD

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 17:22:15 UTC
From: Wef Dinaini <appmhi@duh.net>
Message-ID: <olkQ9.11927$mg4.1306210@zwoll1.home.nl>
Source record: 24410

"TXG" <txg01@xs4all.nl> schreef in bericht
news:3e11cbfd$0$144$e4fe514c@news.xs4all.nl...
> [DUTCH}
>
> Waar woon je misschien kunnen we wat afspreken mail ff prive.
>
> [/DUTCH]
>
>

Hi,

Ermm... yes. Should have marked my part as Dutch too. Sorry to
everyone else in the group!

If we work something out I'm sure TXG or I will tell y'all
here !

Regards,
Wef

7790. Re: Millionaire at 31 ... on the Internet! Listen to how he is doing it.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 18:29:39 UTC
From: rtdos@yahoo.com
Message-ID: <845192d9.0212311029.3dcfff65@posting.google.com>
Source record: 24411

if i gotta rewrite Sparta & Action so they support the 816 i may as
well add usb & cdrom support. :o)

Bill <kinetic9130@yahoo.com> wrote in message news:<3E11ADF1.2080104@yahoo.com>...
> rtdos wrote:
> > does this mean i can buy all the atari stuff i want and a place to store it
> > all ??????
> >
>
>
> Nooo.. it means that you have to buy the rights to all 8-bit Atari
> computers and slap together a new machine using a 65816, the graphics
> chip from the 7800, and dual pokeys. In addition, you MUST rewrite
> Sparta and Action so they support the '816 flat memory model.
>
> ;)
>
>
> Bill

7791. More new eBay Atari Auctions

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 20:09:15 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <1041365318.41183.0@damia.uk.clara.net>
Source record: 24412

Hello All,

I've started a few new auctions on eBay for more Atari 8-bit stuff. Click
the link below to see all my current auctions:

http://cgi6.ebay.co.uk/ws/eBayISAPI.dll?ViewSellersOtherItems&userid=deangar
raghty

Dean Garraghty

7792. Re: Millionaire at 31 ... on the Internet! Listen to how he is doing it.

Newsgroup: comp.sys.atari.8bit
Date: 2002-12-31 23:38:47 UTC
From: Bill Garber <willy46pa@comcast.net>
Message-ID: <XxSdnd1jhb3gt4-jXTWc3A@comcast.com>
Source record: 24413

I've got it, you write a book or talk on a tape, get dumb folks desparate
for riches to buy it. That's 2 steps, where's the other 7. LOL

"rtdos" <rtdos@yahoo.com> wrote in message
news:845192d9.0212311029.3dcfff65@posting.google.com...
> if i gotta rewrite Sparta & Action so they support the 816 i may as
> well add usb & cdrom support. :o)
>
>
> Bill <kinetic9130@yahoo.com> wrote in message
news:<3E11ADF1.2080104@yahoo.com>...
> > rtdos wrote:
> > > does this mean i can buy all the atari stuff i want and a place to
store it
> > > all ??????
> > >
> >
> >
> > Nooo.. it means that you have to buy the rights to all 8-bit Atari
> > computers and slap together a new machine using a 65816, the graphics
> > chip from the 7800, and dual pokeys. In addition, you MUST rewrite
> > Sparta and Action so they support the '816 flat memory model.
> >
> > ;)
> >
> >
> > Bill